

Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	PHB
<input type="checkbox"/> Acid Fog	Fog deals 2d6/rnd acid damage	Conj	V,S,M/DF	1 a	Medium	20-ft radius	1 rnd/lvl	-	-	196
<input type="checkbox"/> Acid Splash	Acid Missile 1d3 damage	Conj	V,S	1 a	Close	Acid missile	Instantaneous	-	-	196
<input type="checkbox"/> Aid	+1 att,+1 fear saves,1d8 +1/lvl hps	Ench	V,S,DF	1 a	Touch	One living creature	1 min/lvl	-	Yes	196
<input type="checkbox"/> Air Walk	Target treads on air as if solid	Trans	V,S,DF	1 a	Touch	One creature	10 min/lvl	-	Yes	196
<input type="checkbox"/> Alarm	Wards an area for 2 hr/lvl	Abjur	V,S,F/DF	1 a	Close	20-ft radius	2 hr/lvl (D)	-	-	197
<input type="checkbox"/> Align Weapon	Adds alignment to weapon	Trans	V,S,DF	1 a	Touch	Weapon	1 min/lvl	Will negs	Yes	197
<input type="checkbox"/> Alter Self	Changes appearance	Trans	V,S	1 a	Self	Caster, +10 disguise	10 min/lvl (D)	-	-	197
<input type="checkbox"/> Analyze Dweomer	Reveals magical aspects of target	Div	V,S,F	1 a	Close	Item or creature/lvl	1 rnd/lvl (D)	Will negs	-	197
<input type="checkbox"/> Animal Growth	Animal/2 lvls increases size category	Trans	V,S	1 a	Medium	1 animal/2 lvls	1 min/lvl	Fort negs	Yes	198
<input type="checkbox"/> Animal Messenger	Send a tiny animal to specific place	Ench	V,S,M	1 a	Close	One tiny animal	1 day/lvl	-	Yes	198
<input type="checkbox"/> Animal Shapes	1 ally/lvl polymorphs into animal	Trans	V,S,DF	1 a	Close	One creature/lvl	1 hr/lvl (D)	-	Yes	198
<input type="checkbox"/> Animal Trance	Fascinates 2d6 HD of animals	Ench	V,S	1 a	Close	Animals, Int 1 or 2	Conc	Will negs	Yes	198
<input type="checkbox"/> Animate Dead	Creates skeletons and zombies	Necro	V,S,M	1 a	Touch	Max 2HD/lvl	Instantaneous	-	-	198
<input type="checkbox"/> Animate Objects	Items attack your foes	Trans	V,S	1 a	Medium	One small item/lvl	1 rnd/lvl	-	-	199
<input type="checkbox"/> Animate Plants	Animated plant	Trans	V	1 a	Close	1 plant/3lvls	1 rnd/lvl	-	-	199
<input type="checkbox"/> Animate Rope	Rope moves at your command	Trans	V,S	1 a	Medium	1 ropelike item	1 rnd/lvl	-	-	199
<input type="checkbox"/> Antilife Shell	10-ft field excludes living creatures	Abjur	V,S,DF	Round	10-ft	10-ft radius	10 min/lvl (D)	-	Yes	199
<input type="checkbox"/> Antimagic Field	Negates magic within 10-ft	Abjur	V,S,M/DF	1 a	10-ft	10-ft radius	10 min/lvl (D)	-	Sp	200
<input type="checkbox"/> Antipathy	Item or location repels creatures	Ench	V,S,M/DF	1 hr	Close	Location or item	2 hr/lvl (D)	Will part	Yes	200
<input type="checkbox"/> Antiplant Shell	Barrier protects against plants	Abjur	V,S,DF	1 a	10-ft	10-ft radius	10 min/lvl (D)	-	Yes	200
<input type="checkbox"/> Arcane Eye	Floating eye, moves 30ft/rnd	Div	V,S,M	10 min	Unlimited	Magical sensor	1 min/lvl (D)	-	-	200
<input type="checkbox"/> Arcane Lock	Magically locks a portal or chest	Abjur	V,S,M	1 a	Touch	Size 30 sq ft/lvl	Permanent	-	-	200
<input type="checkbox"/> Arcane Mark	Inscribes a personal rune	Univ	V,S	1 a	Touch	Rune or mark	Permanent	-	-	201
<input type="checkbox"/> Arcane Sight	See magic auras within 120-ft	Div	V,S	1 a	Self	Caster	-	-	-	201
<input type="checkbox"/> Arcane Sight, Greater	See magic auras within 120-ft	Div	V,S	1 a	Self	Caster	1 min/lvl	-	-	201
<input type="checkbox"/> Astral Projection	Projects you & company to astral plane	Necro	V,S,M	30 min	Touch	You + 1 creat/2 lvls	Special	-	Yes	201
<input type="checkbox"/> Atonement	Removes burden of past misdeeds	Abjur	V,S,M,F,DF,XP	1 hr	Touch	One living creature	Instantaneous	-	Yes	201
<input type="checkbox"/> Augury	Learns if an action is good or bad	Div	V,S,M,F	1 min	Self	Caster	Instantaneous	-	-	202
<input type="checkbox"/> Awaken	Animal/tree gains human intellect	Trans	V,S,DF,XP	1 day	Touch	Animal or tree	Instantaneous	Will negs	Yes	202
<input type="checkbox"/> Baleful Polymorph	Target becomes a harmless creature	Trans	V,S	1 a	Close	One creature	Permanent	Fort negs	Yes	202
<input type="checkbox"/> Bane	Enemies suffer -1 att, -1 vs fear	Ench	V,S,DF	1 a	50-ft	Enemies in 50-ft	1 min/lvl	Will negs	Yes	203
<input type="checkbox"/> Banishment	Banishes 2 HD/lvl creatures	Abjur	V,S,F	1 a	Close	Extraplanar creatures	Instantaneous	Will negs	Yes	203
<input type="checkbox"/> Barkskin	1+1/3lvls natural armour (5)	Trans	V,S,DF	1 a	Touch	One living creature	10 min/lvl	-	Yes	203
<input type="checkbox"/> Bear's Endurance	+4 Con	Trans	V,S, DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	203
<input type="checkbox"/> Bear's Endurance, Mass	+4 Con to 1 creature/lvl	Trans	V,S, DF	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Yes	203
<input type="checkbox"/> Bestow Curse	-6 abi / -4 att, saves, checks etc.	Necro	V,S	1 a	Touch	One creature	Permanent	Will negs	Yes	203
<input type="checkbox"/> Bigby's Clenched Fist	Large hand attacks, 1d8+11 & stun	Evoc	V,S,F/DF	1 a	Medium	Att lvl+abi mod+10	1 rnd/lvl (D)	-	Yes	203
<input type="checkbox"/> Bigby's Crushing Hand	Grapple, push, crush 2d6+12 dmg	Evoc	V,S,M,F/DF	1 a	Medium	Att lvl+abi mod+15	1 rnd/lvl (D)	-	Yes	203
<input type="checkbox"/> Bigby's Forceful Hand	Hand pushes creatures away	Evoc	V,S,F	1 a	Medium	Bull rush, Str 14	1 rnd/lvl (D)	-	Yes	204
<input type="checkbox"/> Bigby's Grasping Hand	Provides cover, pushes, grapples	Evoc	V,S,F/DF	1 a	Medium	Attack lvl+abi mod+9	1 rnd/lvl (D)	-	Yes	204
<input type="checkbox"/> Bigby's Interposing Hand	+4 AC	Evoc	V,S,F	1 a	Medium	AC 20, HP as caster	1 rnd/lvl (D)	-	Yes	204
<input type="checkbox"/> Binding	Techniques to imprison a creature	Ench	V,S,M	1 min	Close	One living creature	Special (D)	Will negs	Yes	204
<input type="checkbox"/> Blade Barrier	Blades deal 1d6 damage/lvl	Evoc	V,S	1 a	Medium	Wall 20-ft long/lvl	1 min/lvl (D)	Ref half	Yes	205
<input type="checkbox"/> Blasphemy	Kills, paralyzes, weakens nonevil	Evoc	V	1 a	30-ft	40-ft radius	Instantaneous	-	Yes	205
<input type="checkbox"/> Bless	Allies gains +1 att, +1 vs fear	Ench	V,S,DF	1 a	50-ft	Allies in 50-ft	1 min/lvl	-	Yes	205
<input type="checkbox"/> Bless Water	Make holy water	Trans	V,S,M	1 min	Touch	Water flask	Instantaneous	Will negs	Yes	205
<input type="checkbox"/> Bless Weapon	Blesses weapon against evil foes	Trans	V,S	1 a	Touch	Weapon	1 min/lvl	-	-	205
<input type="checkbox"/> Blight	Plant takes 1d6/lvl	Necro	V,S,DF	1 a	Touch	Plant	Instantaneous	Fort half	Yes	206
<input type="checkbox"/> Blindness/Deafness	Makes target blind or deaf	Necro	V,S	1 a	Medium	One living creature	Permanent (D)	Fort negs	Yes	206
<input type="checkbox"/> Blink	Randomly vanish and reappear	Trans	V,S	1 a	Self	Caster	1 rnd/lvl (D)	-	-	206
<input type="checkbox"/> Blur	Attacks miss target 20% of time	Illus	V	1 a	Touch	Concealment	1 min/lvl (D)	Will negs	Yes	206
<input type="checkbox"/> Break Enchantment	Frees target from enchantments	Abjur	V,S	1 min	Close	Creature/lvl in 30-ft	Instantaneous	Special	-	207
<input type="checkbox"/> Bull's Strength	+4 Str	Trans	V,S,M/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	207
<input type="checkbox"/> Bull's Strength, Mass	+4 Str to 1 creature/lvl	Trans	V,S,M/DF	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Yes	207
<input type="checkbox"/> Burning Hands	1d4 fire dmg/lvl (5d4)	Evoc	V,S	1 a	15-ft	Cone	Instantaneous	Ref half	Yes	207
<input type="checkbox"/> Call Lightning	Lightning Bolt 3d6 (3d10 in storms)	Evoc	V,S	Round	Medium	Vertical bolt/lvl (10)	1 min/lvl	Ref half	Yes	207
<input type="checkbox"/> Call Lightning Storm	Lightning Bolt 5d6 (5d10 in storms)	Evoc	V,S	Round	Long	Vertical bolt/lvl (15)	1 min/lvl	Ref half	Yes	207
<input type="checkbox"/> Calm Animals	Calms 2d4+1/lvl HD of animals etc.	Ench	V,S	1 a	Close	Animals in 30-ft	1 min/lvl	Will negs	Yes	207
<input type="checkbox"/> Calm Emotions	Calms 1d6/lvl targets	Ench	V,S,DF	1 a	Medium	20-ft radius	Conc, 1 rnd/lvl (D)	Will negs	Yes	207
<input type="checkbox"/> Cat's Grace	+4 Dex	Trans	V,S,M	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	208
<input type="checkbox"/> Cat's Grace, Mass	+4 Dex to 1 creature/lvl	Trans	V,S,M	1 a	Touch	Creature/lvl in 30-ft	1 min/lvl	Will negs	Yes	208
<input type="checkbox"/> Cause Fear	Creature frightened or shaken 1 rnd	Necro	V,S	1 a	Close	One living creature	1d4 rnds	Will part	Yes	208
<input type="checkbox"/> Chain Lightning	1d6 damage/level, secondary bolts	Evoc	V,S,F	1 a	Long	Primary,secondary/lvl	Instantaneous	Ref half	Yes	208
<input type="checkbox"/> Changestaff	Your staff becomes a treant	Trans	V,S,F	Round	Touch	Staff	1 hr/lvl (D)	-	-	208
<input type="checkbox"/> Chaos Hammer	Hammer deals 1d8/2lvl to law/ntrl	Evoc	V,S	1 a	Medium	20-ft radius	Instantaneous	Will part	Yes	208
<input type="checkbox"/> Charm Animal	Makes animal your friend	Ench	V,S	1 a	Close	Person or animal	1 hr/lvl	Will negs	Yes	208
<input type="checkbox"/> Charm Monster	Monster believes you are allied	Ench	V,S	1 a	Close	One living creature	1 day/lvl	Will negs	Yes	209
<input type="checkbox"/> Charm Monster, Mass	Monsters believe you are allied 2HD/lvl	Ench	V	1 a	Close	Creatures in 30-ft	1 day/lvl	Will negs	Yes	209
<input type="checkbox"/> Charm Person	Makes one person your friend	Ench	V,S	1 a	Close	1 person	1 hr/lvl	Will negs	Yes	209
<input type="checkbox"/> Chill Metal	Cold metal damages if touched	Trans	V,S,DF	1 a	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will negs	Yes	209
<input type="checkbox"/> Chill Touch	1 touch/lvl deals 1d6 dmg, -1 Str	Necro	V,S	1 a	Touch	One creature/lvl	Instantaneous	Fort part	Yes	209
<input type="checkbox"/> Circle of Death	Kills 1d4 HD/level	Necro	V,S,M	1 a	Medium	40-ft radius	Instantaneous	Fort negs	Yes	209
<input type="checkbox"/> Clairaudience / Clairvoyance	Hear or see at a distance, 1 min/lvl	Div	V,S,F/DF	10 min	Long	Magical sensor	1 min/lvl (D)	-	-	209
<input type="checkbox"/> Cloak of Chaos	+4 AC, +4 rest, SR 25 vs lawful	Abjur	V,S,F	1 a	20-ft	1/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Yes	210
<input type="checkbox"/> Clone	Clone awakens when original dies	Necro	V,S,M,F	10 min	0-ft	One clone	Instantaneous	-	-	210
<input type="checkbox"/> Cloudkill	Kills 1-3 HD, 4-6 HD Fort save / die	Conj	V,S	1 a	Medium	20-ft radius	1 min/lvl	Special	No	210
<input type="checkbox"/> Color Spray	Knocks unconscious etc. 1d6 creats	Illus	V,S,M	1 a	15-ft	Cone	Instantaneous	Will negs	Yes	210
<input type="checkbox"/> Command	One target obeys command 1 rnd	Ench	V	1 a	Close	One living creature	1 round	Will negs	Yes	211
<input type="checkbox"/> Command, Greater	One target obeys command 1 rnd	Ench	V	1 a	Close	Creature/lvl in 30-ft	1 rnd/lvl	Will negs	Yes	211
<input type="checkbox"/> Command Plants	Plants animate and entangle	Trans	V	1 a	Close	2 HD/lvl in 30-ft	1 day/lvl	Will negs	Yes	211

<input type="checkbox"/>	Command Undead	Control undead creatures	Necro	V,S,M	1 a	Close	One undead creature	1 day/lvl	Will negs	Yes	211
<input type="checkbox"/>	Commune	Deity answers 1 y/n-question/level	Div	V,S,M,DF,XP	10 min	Self	Caster	1 rnd/lvl	-	-	211
<input type="checkbox"/>	Commune with Nature	Learn about terrain for 1 mile/level	Div	V,S	10 min	Self	Caster	Instantaneous	-	-	211
<input type="checkbox"/>	Comprehend Languages	Understands all languages	Div	V,S,M/DF	1 a	Self	250 words/min	10 min/lvl	-	-	212
<input type="checkbox"/>	Cone of Cold	1d6 cold damage/lvl (15d6)	Evoc	V,S,M/DF	1 a	60-ft	Cone	Instantaneous	Ref half	Yes	212
<input type="checkbox"/>	Confusion	Targets become confused, 1 rnd/lvl	Ench	V,S,M/DF	1 a	Medium	Creatures in 15-ft	1 rnd/lvl	Will negs	Yes	212
<input type="checkbox"/>	Confusion, Lesser	Target becomes confused, 1 rnd/lvl	Ench	V,S,DF	1 a	Close	One living creature	1 round	Will negs	Yes	212
<input type="checkbox"/>	Consecrate	Fill area with positive energy	Evoc	V,S,M,DF	1 a	Close	20-ft radius	2 hr/lvl	-	-	212
<input type="checkbox"/>	Contact Other Plane	Ask question of extraplanar entity	Div	V	10 min	Self	Caster	Concentrate	-	-	212
<input type="checkbox"/>	Contagion	Infects with chosen disease	Necro	V,S	1 a	Touch	One living creature	Instantaneous	Fort negs	Yes	213
<input type="checkbox"/>	Contingency	Sets trigger condition for spell	Evoc	V,S,M,F	10 min	Self	Caster	1 day/lvl (D)	-	-	213
<input type="checkbox"/>	Continual Flame	Permanent and heatless torch	Evoc	V,S,M	1 a	Touch	Magical flame	Permanent	-	-	213
<input type="checkbox"/>	Control Plants	Talk and control plants and fungi	Trans	V,S,DF	1 a	Close	2 HD of plants/lvl	1 min/lvl	Will negs	-	213
<input type="checkbox"/>	Control Undead	Command undead creatures	Necro	V,S,M	1 a	Close	2 HD of undead/lvl	1 min/lvl	Will negs	Yes	214
<input type="checkbox"/>	Control Water	Raises, lowers or parts water	Trans	V,S,M/DF	1 a	Long	10ftx10ftx2ft/lvl	10 min/lvl (D)	-	-	214
<input type="checkbox"/>	Control Weather	Changes weather in local area	Trans	V,S	10 min	2 miles	2 mile radius	4d12 hours	-	-	214
<input type="checkbox"/>	Control Winds	Change wind direction and speed	Trans	V,S	1 a	40-ft/lvl	40-ft/lvl radius	10 min/lvl	Fort negs	-	214
<input type="checkbox"/>	Create Food and Water	Feeds 3 humans (or horse) / level	Conj	V,S	10 min	Close	Food and water	24 hours	-	-	215
<input type="checkbox"/>	Create Greater Undead	Mummy, spectre, vampire, ghost	Necro	V,S,M	1 hr	Close	One dead creature	Instantaneous	-	-	215
<input type="checkbox"/>	Create Undead	Ghoul, shadow, ghast, wight, wraith	Necro	V,S,M	1 hr	Close	One dead creature	Instantaneous	-	-	215
<input type="checkbox"/>	Create Water	Creates 2 gallons/lvl of pure water	Conj	V,S	1 a	Close	Up to 2 gallons/lvl	Instantaneous	-	-	215
<input type="checkbox"/>	Creeping Doom	Carpet of insects at your command	Conj	V,S	Round	Close	One swarm/2lvl	1 min/lvl	-	-	215
<input type="checkbox"/>	Crushing Despair	-2 Att, save, abilities, skills, damage	Ench	V,S,M	1 a	30-ft	Cone	1 min/lvl	Will negs	Yes	215
<input type="checkbox"/>	Cure Critical Wounds	Cures 4d8+1/lvl (+20)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	215
<input type="checkbox"/>	Cure Critical Wounds, Mass	Cures 4d8+1/lvl (+40)	Conj	V,S	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Yes	215
<input type="checkbox"/>	Cure Light Wounds	Cures 1d8+1/lvl (+5)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	215
<input type="checkbox"/>	Cure Light Wounds, Mass	Cures 1d8+1/lvl (+25)	Conj	V,S	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Yes	216
<input type="checkbox"/>	Cure Minor Wounds	Cures 1 point of damage	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	216
<input type="checkbox"/>	Cure Moderate Wounds	Cures 2d8+1/lvl (+10)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	216
<input type="checkbox"/>	Cure Moderate Wounds, Mass	Cures 2d8+1/lvl (+30)	Conj	V,S	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Yes	216
<input type="checkbox"/>	Cure Serious Wounds	Cures 3d8+1/lvl (+15)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	216
<input type="checkbox"/>	Cure Serious Wounds, Mass	Cures 3d8+1/lvl (+35)	Conj	V,S	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Yes	216
<input type="checkbox"/>	Curse Water	Make unholy water	Necro	V,S,M	1 min	Touch	Water flask	Instantaneous	Will negs	Yes	216
<input type="checkbox"/>	Dancing Lights	Figment torches or other lights	Evoc	V,S	1 a	Medium	10-ft radius	1 min (D)	-	-	216
<input type="checkbox"/>	Darkness	Supernatural darkness	Evoc	V,M/DF	1 a	Touch	Item 20-ft radius	10 min/lvl (D)	-	-	216
<input type="checkbox"/>	Darkvision	See 60-ft in total darkness	Trans	V,S,M	1 a	Touch	One creature	1 hr/lvl	Will negs	Yes	216
<input type="checkbox"/>	Daylight	60-ft radius of bright light	Evoc	V,S	1 a	Touch	Item 60-ft radius	10 min/lvl (D)	-	-	216
<input type="checkbox"/>	Daze	Humanoid loses next action	Ench	V,S,M	1 a	Close	1 humanoid to 4 HD	1 rnd	Will negs	Yes	217
<input type="checkbox"/>	Daze Monster	Creature loses next action	Ench	V,S,M	1 a	Medium	One creature to 6 HD	1 rnd	Will negs	Yes	217
<input type="checkbox"/>	Death Knell	Gain 1d8 temp hp, +2 Str, +1 level	Necro	V,S	1 a	Touch	One living creature	10 min / creat HD	Will negs	Yes	217
<input type="checkbox"/>	Death Ward	Immunity to death spells/effects	Necro	V,S,DF	1 a	Touch	One living creature	1 min/lvl	-	-	217
<input type="checkbox"/>	Deathwatch	Sees how wounded targets are	Necro	V,S	1 a	30-ft	Cone	10 min/lvl	-	-	217
<input type="checkbox"/>	Deep Slumber	Put 10 HD of creatures into slumber	Ench	V,S,M	Round	Close	10-ft radius	1 min/lvl	Will negs	Yes	217
<input type="checkbox"/>	Deeper Darkness	Supernatural darkness	Evoc	V,M/DF	1 a	Touch	Item 60-ft radius	1 day/lvl	-	-	217
<input type="checkbox"/>	Delay Poison	Stops poison from harming target	Conj	V,S,DF	1 a	Touch	One creature	1 hr/lvl	Fort negs	Yes	217
<input type="checkbox"/>	Delayed Blast Fireball	1d6 dmg/lvl, 20-ft radius, 5 rnds	Evoc	V,S,M	1 a	Long	1d6/lvl, max 10d6	Instantaneous	Ref half	Yes	217
<input type="checkbox"/>	Demand	Send a message with a suggestion	Evoc	V,S,M/DF	10 min	Special	One creature	1 round	Will part	Yes	217
<input type="checkbox"/>	Desecrate	Fill area with negative energy	Evoc	V,S,M,DF	1 a	Close	20-ft radius	2 hr/lvl	-	-	218
<input type="checkbox"/>	Destruction	Kill target, destroy remains or 10d6	Necro	V,S,F	1 a	Close	One creature	Instantaneous	Fort part	Yes	218
<input type="checkbox"/>	Detect Animals or Plants	Detects special animals or plant	Div	V,S	1 a	Long	Cone	Conc, 10 min/lvl (D)	-	-	218
<input type="checkbox"/>	Detect Chaos	Reveals creatures, spells or items	Div	V,S,DF	1 a	60-ft	Cone	Conc, 10 min/lvl (D)	-	-	218
<input type="checkbox"/>	Detect Evil	Reveals creatures, spells or items	Div	V,S,DF	1 a	60-ft	Cone	Conc, 10 min/lvl (D)	-	-	218
<input type="checkbox"/>	Detect Good	Reveals creatures, spells or items	Div	V,S,DF	1 a	60-ft	Cone	Conc, 10 min/lvl (D)	-	-	219
<input type="checkbox"/>	Detect Law	Reveals creatures, spells or items	Div	V,S,DF	1 a	60-ft	Cone	Conc, 10 min/lvl (D)	-	-	219
<input type="checkbox"/>	Detect Magic	Detects spells and magic items	Div	V,S	1 a	60-ft	Cone	Conc, 1 min/lvl (D)	-	-	219
<input type="checkbox"/>	Detect Poison	Detects poison in creature or item	Div	V,S	1 a	Close	Creat,obj or 5-ft cube	Instantaneous	-	-	219
<input type="checkbox"/>	Detect Scrying	Alerts of magical eavesdropping	Div	V,S,M	1 a	40-ft	40-ft radius	24 hours	-	-	219
<input type="checkbox"/>	Detect Secret Doors	Reveals hidden doors within 60-ft	Div	V,S	1 a	60-ft	Cone	Conc, 1min/lvl (D)	-	-	220
<input type="checkbox"/>	Detect Snares and Pits	Reveals natural or primitive traps	Div	V,S	1 a	60-ft	Cone	Conc, 10 min/lvl (D)	-	-	220
<input type="checkbox"/>	Detect Thoughts	Detect surface thoughts	Div	V,S,F/DF	1 a	60-ft	Cone	Conc, 1 min/lvl (D)	Will negs	-	220
<input type="checkbox"/>	Detect Undead	Reveals undead within 60-ft	Div	V,S,M/DF	1 a	60-ft	Cone	Conc, 1min/lvl (D)	-	-	220
<input type="checkbox"/>	Dictum	Kills, paralyzes, weakens nonlawful	Evoc	V	1 a	40-ft	40-ft radius	Instantaneous	-	Yes	220
<input type="checkbox"/>	Dimension Door	Teleports you and up to max load	Conj	V	1 a	Long	Caster and touched	Instantaneous	Will negs	Yes	221
<input type="checkbox"/>	Dimensional Anchor	Stops extradimensional movement	Abjur	V,S	1 a	Medium	Ray	1 min/lvl	-	Yes	221
<input type="checkbox"/>	Dimensional Lock	Stops extradimensional movement	Abjur	V,S	1 a	Medium	20-ft radius	1 day/lvl	-	Yes	221
<input type="checkbox"/>	Diminish Plants	Reduces size of plants	Trans	V,S,DF	1 a	Special	Special	Instantaneous	-	-	221
<input type="checkbox"/>	Discern Lies	Reveals deliberate falsehoods	Div	V,S,DF	1 a	Close	Creature/lvl in 30-ft	Conc, 1 rnd/lvl	Will negs	-	221
<input type="checkbox"/>	Discern Location	Exact location of creature or item	Div	V,S,DF	10 min	Unlimited	One creature or item	Instantaneous	-	-	222
<input type="checkbox"/>	Disguise Self	Change appearance, +10 Disguise	Illus	V,S	1 a	Self	Caster	10 min/lvl	-	-	222
<input type="checkbox"/>	Disintegrate	Disintegrates creat/obj or 5d6 dmg	Trans	V,S,M	1 a	Medium	Ray, 10-ft cube	Instantaneous	Fort part	Yes	222
<input type="checkbox"/>	Dismissal	Force creature back to native plane	Abjur	V,S,DF	1 a	Close	Extraplanar creature	Instantaneous	Will negs	Yes	222
<input type="checkbox"/>	Dispel Chaos	+4 AC against chaotic attackers, banish	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl or till used	Special	Sp	222
<input type="checkbox"/>	Dispel Evil	+4 AC against evil attackers, banish	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl or till used	Special	Sp	222
<input type="checkbox"/>	Dispel Good	+4 AC against good attackers, banish	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl or till used	Special	Sp	222
<input type="checkbox"/>	Dispel Law	+4 AC against lawful attackers, banish	Abjur	V,S,DF	1 a	Touch	Special	1 rnd/lvl or till used	Special	Sp	223
<input type="checkbox"/>	Dispel Magic	Cancels magical effects (+10)	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	223
<input type="checkbox"/>	Dispel Magic, Greater	Cancels magical effects (+20)	Abjur	V,S	1 a	Medium	Special	Instantaneous	-	-	223
<input type="checkbox"/>	Displacement	Attacks miss target 50% of time	Illus	V,M	1 a	Touch	One creature	1 rnd/lvl (D)	Will negs	Yes	223
<input type="checkbox"/>	Disrupt Undead	Deals 1d6 damage to one undead	Necro	V,S	1 a	Close	Ray	Instantaneous	-	Yes	223
<input type="checkbox"/>	Disrupting Weapon	Undead save vs lvl or be destroyed	Trans	V,S	1 a	Touch	One weapon	1 rnd/lvl	Will negs	Yes	223
<input type="checkbox"/>	Divination	Provides useful advice for actions	Div	V,S,M	10 min	Self	Caster	Instantaneous	-	-	224
<input type="checkbox"/>	Divine Favor	You gain att, dmg bonus +1/3 lvls	Evoc	V,S,DF	1 a	Self	Caster	1 min	-	-	224

<input type="checkbox"/>	Divine Power	+lvl as Att bonus, +6 Str, 1 hp/lvl	Evoc	V,S,DF	1 a	Self	Caster	1 rnd/lvl	-	-	224
<input type="checkbox"/>	Dominate Animal	Animal obeys mental commands	Ench	V,S	Round	Close	One animal	1 rnd/lvl	Will negs	Yes	224
<input type="checkbox"/>	Dominate Monster	Control creature telepathically	Ench	V,S	Round	Close	One creature	1 day/lvl	Will negs	Yes	224
<input type="checkbox"/>	Dominate Person	Control humanoid telepathically	Ench	V,S	Round	Close	One humanoid	1 day/lvl	Will negs	Yes	224
<input type="checkbox"/>	Doom	-2 on attacks, dmg, saves, skills	Necro	V,S,DF	1 a	Medium	One living creature	1 min/lvl	Will negs	Yes	225
<input type="checkbox"/>	Drawmij's Instant Summons	Prepared items appears in hand	Conj	V,S,M	1 a	Special	Weight up to 10 lb	Till used	-	-	225
<input type="checkbox"/>	Dream	Sends message to anyone sleeping	Illus	V,S	1 min	Unlimited	One living creature	Special	-	Yes	225
<input type="checkbox"/>	Eagle's Splendor	+4 Cha	Trans	V,S,M/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	225
<input type="checkbox"/>	Eagle's Splendor, Mass	+4 Cha to 1 creature/lvl	Trans	V,S,M/DF	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Yes	225
<input type="checkbox"/>	Earthquake	Intense tremor causes cave-in 8d6 dmg	Evoc	V,S,DF	1 a	Long	80-ft/lvl radius	1 rnd	Special	-	225
<input type="checkbox"/>	Elemental Swarm	Summons 2d4 Large, 1d4 Huge	Conj	V,S	10 min	Medium	2+ creatures	10 min/lvl (D)	-	-	226
<input type="checkbox"/>	Endure Elements	Protected in extreme temperatures	Abjur	V,S	1 a	Touch	One creature	24 hours	Will negs	Yes	226
<input type="checkbox"/>	Energy Drain	Target gains 2d4 negative levels	Necro	V,S	1 a	Close	Negative energy ray	Instantaneous	Fort part	Yes	226
<input type="checkbox"/>	Enervation	Target gains 1d4 negative levels	Necro	V,S	1 a	Close	Negative energy ray	Instantaneous	-	Yes	226
<input type="checkbox"/>	Enlarge Person	+2 Str, -2 Dex, -1 Att, -1 AC	Trans	V,S,M	Round	Close	One humanoid	1 min/lvl (D)	Fort negs	Yes	226
<input type="checkbox"/>	Enlarge Person, Mass	+2 Str, -2 Dex, -1 Att, -1 AC	Trans	V,S,M	Round	Close	Humanoid/lvl in 30-ft	1 min/lvl (D)	Fort negs	Yes	227
<input type="checkbox"/>	Entangle	Plants entangle	Trans	V,S,DF	1 a	Long	40-ft radius	1 min/lvl (D)	Ref part	-	227
<input type="checkbox"/>	Enthrall	Captivates all within medium range	Ench	V,S	Round	Medium	Creatures in range	Up to 1 hour	Will negs	Yes	227
<input type="checkbox"/>	Entropic Shield	20% miss chance on ranged attacks	Abjur	V,S	1 a	Self	Caster	1 min/lvl (D)	-	-	227
<input type="checkbox"/>	Erase	Mundane or magical writing vanishes	Trans	V,S	1 a	Close	1 scroll or 2 pages	Instantaneous	Special	-	227
<input type="checkbox"/>	Ethereal Jaunt	Become ethereal for 1 round/level	Trans	V,S	1 a	Self	Caster	1 rnd/lvl (D)	-	-	227
<input type="checkbox"/>	Etherealness	Become ethereal with companions	Trans	V,S	1 a	Touch	You + creature/3lvls	1 min/lvl (D)	-	Yes	228
<input type="checkbox"/>	Evard's Black Tentacles	Grapple Att lvl+8, Str 19, 1d6+4 dmg	Conj	V,S,M	1 a	Medium	20-ft radius	1 rnd/lvl (D)	-	-	228
<input type="checkbox"/>	Expeditious Retreat	Increase speed by 30-ft/rnd	Trans	V,S	1 a	Self	Caster	1 min/lvl (D)	-	-	228
<input type="checkbox"/>	Explosive Runes	Deals 6d6 damage when read	Abjur	V,S	1 a	Touch	10lb item	Till used (D)	Special	Yes	228
<input type="checkbox"/>	Eyebite	Charm, fear, sicken or sleep target	Necro	V,S	1 a	Close	One living creature	1 rnd/3 lvls	Fort negs	Yes	228
<input type="checkbox"/>	Fabricate	Transform raw material into items	Trans	V,S,M	Special	Close	Up to 10 cu ft/lvl	Instantaneous	-	-	229
<input type="checkbox"/>	Faerie Fire	Outlines target with light	Evoc	V,S,DF	1 a	Long	Creatures in 5-ft	1 min/lvl (D)	-	Yes	229
<input type="checkbox"/>	False Life	1d10 + 1/lvl temporary HPs	Necro	V,S,M	1 a	Self	Caster	1 hr/lvl	-	-	229
<input type="checkbox"/>	False Vision	Fools scrying with an illusion	Illus	V,S,M	1 a	Touch	40-ft radius	1 hr/lvl (D)	-	-	229
<input type="checkbox"/>	Fear	Targets panic for 1 rnd/lvl	Necro	V,S,M	1 a	30-ft	Cone	1 rnd/lvl	Will part	Yes	229
<input type="checkbox"/>	Feather Fall	Items or creatures fall slowly	Trans	V	Free	Close	Creature/lvl in 20-ft	Land or 1 rnd/lvl	Will negs	Yes	229
<input type="checkbox"/>	Feeblemind	Target's Int and Cha drop to 1	Ench	V,S,M	1 a	Medium	One creature	Instantaneous	Will negs	Yes	229
<input type="checkbox"/>	Find the Path	Shows most direct way to location	Div	V,S,F	3 rnds	Touch	One creature	10 min/lvl	Will negs	Yes	230
<input type="checkbox"/>	Find Traps	Notice traps as rogue does	Div	V,S	1 a	Touch	Caster	1 min/lvl	-	-	230
<input type="checkbox"/>	Finger of Death	Kills target else does 3d6+1/lvl dmg	Necro	V,S	1 a	Close	One living creature	Instantaneous	Fort part	Yes	230
<input type="checkbox"/>	Fire Seeds	Acorn and berries become bombs	Conj	V,S,M	1 a	Touch	1-4 acorns/1-8berries	10 min/lvl	Ref half	-	230
<input type="checkbox"/>	Fire Shield	Creatures attacking take 1d6+1/lvl	Evoc	V,S,M/DF	1 a	Self	Caster	1 rnd/lvl (D)	-	-	230
<input type="checkbox"/>	Fire Storm	Deals 1d6 damage/lvl (20d6)	Evoc	V,S	Round	Medium	2 10-ft cubes/level	Instantaneous	Ref half	Yes	231
<input type="checkbox"/>	Fire Trap	Opened item deals 1d4+1/lvl	Abjur	V,S,M	10 min	Touch	One item	Till used	Ref half	Yes	231
<input type="checkbox"/>	Fireball	1d6 dmg/lvl fire burst (10d6)	Evoc	V,S,M	1 a	Long	20-ft radius	Instantaneous	Ref half	Yes	231
<input type="checkbox"/>	Flame Arrow	Projectiles +1d6 fire damage	Trans	V,S,M	1 a	Close	+1d6 fire damage	10 min/lvl	-	-	231
<input type="checkbox"/>	Flame Blade	Blade deals 1d8+1/2lvls	Evoc	V,S,DF	1 a	0-ft	Swordlike Beam	1 min/lvl (D)	-	Yes	231
<input type="checkbox"/>	Flame Strike	Smites foes with divine fire 1d6/lvl (15)	Evoc	V,S,DF	1 a	Medium	10-ft radius	Instantaneous	Ref half	Yes	231
<input type="checkbox"/>	Flaming Sphere	Burning globe, 2d6 dmg, 30-ft move	Evoc	V,S,M/DF	1 a	Medium	5-ft sphere	1 rnd/lvl	Ref negs	Yes	232
<input type="checkbox"/>	Flare	Dazzles 1 creature (-1 attack)	Evoc	V	1 a	Close	Burst of light	Inst (1 min)	Fort negs	Yes	232
<input type="checkbox"/>	Flesh to Stone	Turns target into stone	Trans	V,S,M	1 a	Medium	One creature	Instantaneous	Fort negs	Yes	232
<input type="checkbox"/>	Fly	Target flies at 60-ft/round	Trans	V,S,F/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	232
<input type="checkbox"/>	Fog Cloud	Fog limits vision to 5-ft	Conj	V,S	1 a	Medium	20-ft radius	10 min/lvl	-	-	232
<input type="checkbox"/>	Forbiddance	Prevents planar travel inside	Abjur	V,S,M,DF	6 rnds	Medium	60-ft cube/level	Permanent	Special	Yes	232
<input type="checkbox"/>	Forcecage	Cube of force imprisons all inside	Evoc	V,S,M	1 a	Close	20-ft cube/10-ft cube	2 hr/lvl	-	-	233
<input type="checkbox"/>	Foresight	6th sense warns of danger	Div	V,S,M/DF	1 a	Prsl,touch	Special	10 min/lvl	Will negs	Yes	233
<input type="checkbox"/>	Fox's Cunning	+4 Int	Trans	V,S,M/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	233
<input type="checkbox"/>	Fox's Cunning, Mass	+4 Int to 1 creature/lvl	Trans	V,S,M/DF	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Yes	233
<input type="checkbox"/>	Freedom	Freed from movement restrictions	Abjur	V,S	1 a	Close	One creature	Instantaneous	Will negs	Yes	233
<input type="checkbox"/>	Freedom of Movement	Target moves and attacks normally	Abjur	V,S,M,DF	1 a	Prsl,touch	One creature	10 min/lvl	Will negs	Yes	233
<input type="checkbox"/>	Gaseous Form	Become insubstantial, 10 dmg reduct	Trans	S,M/DF	1 a	Touch	Touch	2 min/lvl (D)	-	-	234
<input type="checkbox"/>	Gate	Connects two planes for travel	Conj	V,S,XP	1 a	Medium	Special	Instantaneous	-	-	234
<input type="checkbox"/>	Geas, Lesser	Command up to 7HD creature	Ench	V	1 a	Close	One living creature	1 day/lvl or till used (D)	Will negs	Yes	235
<input type="checkbox"/>	Geas / Quest	Command any creature	Ench	V	10 min	Close	One living creature	1 day/lvl or till used (D)	-	Yes	234
<input type="checkbox"/>	Gentle Repose	Preserves one corpse	Necro	V,S,M/DF	1 a	Touch	One dead creature	1 day/lvl	Will negs	Yes	235
<input type="checkbox"/>	Ghost Sound	Figment sounds	Illus	V,S,M	1 a	Close	Noise of 4humans/lvl	1 rnd/lvl (D)	Will dsblf	-	235
<input type="checkbox"/>	Ghoul Touch	Paralyzes one target	Necro	V,S,M	1 a	Touch	Stench 10-ft radius	1d6+2 rnds	Fort negs	Yes	235
<input type="checkbox"/>	Giant Vermin	Turn insects into giant vermin	Trans	V,S,DF	1 a	Close	1-3 vermin in 30-ft	1 min/lvl	-	Yes	235
<input type="checkbox"/>	Glibness	Fluent and believable +30 Bluff	Trans	S	1 a	Self	Caster	10 min/lvl (D)	-	-	235
<input type="checkbox"/>	Glitterdust	Blinds creatures, outlines invisible	Conj	V,S,M	1 a	Medium	Creatures in 10-ft	1 rnd/lvl	Will negs	-	236
<input type="checkbox"/>	Globe of Invulnerability	Stops 1-4 level spell effects	Abjur	V,S,M	1 a	10-ft	10-ft radius sphere	1 rnd/lvl (D)	-	-	236
<input type="checkbox"/>	Globe of Invulnerability, Lesser	Stops 1-3 level spell effects	Abjur	V,S,M	1 a	10-ft	10-ft radius sphere	1 rnd/lvl (D)	-	-	236
<input type="checkbox"/>	Glyph of Warding	Symbol harms activator 1d8/2lvl (5)	Abjur	V,S,M	10 min	Touch	Item / 5 sq ft/lvl	Till used (D)	Special	Yes	236
<input type="checkbox"/>	Glyph of Warding, Greater	Symbol harms activators 1d8/2lvl (10)	Abjur	V,S,M	10 min	Touch	Item / 5 sq ft/lvl	Till used (D)	Special	Yes	237
<input type="checkbox"/>	Goodberry	2d4 berries each cure 1 hp	Trans	V,S,DF	1 a	Touch	2d4 fresh berries	1 day/lvl	-	Yes	237
<input type="checkbox"/>	Good Hope	Morale bonus, +2 save bonus	Ench	V,S	1 a	Medium	One living creature/lvl	1 min/lvl	Will negs	Yes	237
<input type="checkbox"/>	Grease	Makes 10-ft square or item slippery	Conj	V,S,M	1 a	Close	Obj or 10ft x 10ft sq	1 rnd/lvl (D)	Special	-	237
<input type="checkbox"/>	Guards and Wards	Magical effects protect area	Abjur	V,S,M,F	30 min	Special	Up to 200 sq ft/lvl	2 hr/lvl (D)	-	-	237
<input type="checkbox"/>	Guidance	+1 on 1 attack roll, save or check	Div	V,S	1 a	Touch	One creature	1 min or till used	Will negs	Yes	238
<input type="checkbox"/>	Gust of Wind	Blows away or knocks down creats	Evoc	V,S	1 a	60-ft	Blast of air	1 min or till used	Fort negs	Yes	238
<input type="checkbox"/>	Hallow	Designates location as holy	Evoc	V,S,M,DF	1 day	Touch	40-ft radius	Instantaneous	Special	Sp	238
<input type="checkbox"/>	Hallucinatory Terrain	Changes natural terrain's appearance	Illus	V,S,M	10 min	Long	One 30-ft cube/lvl	2 hr/lvl (D)	Will dsblf	-	238
<input type="checkbox"/>	Halt Undead	Immobilizes undead for 1 rnd/lvl	Necro	V,S,M	1 a	Medium	1-3 undead in 30-ft	1 rnd/lvl	Will negs	Yes	238
<input type="checkbox"/>	Harm	10/lvl damage (150)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	239
<input type="checkbox"/>	Haste	Extra att, +1 AC, +1 ref save, +30-ft m	Trans	V,S,M	1 a	Close	One creature/lvl	1 rnd/lvl	Fort negs	Yes	239

<input type="checkbox"/>	Heal	Cures 10/lvl (150)	Conj	V,S	1 a	Touch	One creature	Instantaneous	Will negs	Yes	239
<input type="checkbox"/>	Heal, Mass	Cures 10/lvl (250)	Conj	V,S	1 a	Close	Any in 30-ft	Instantaneous	Will negs	Yes	239
<input type="checkbox"/>	Heal Mount	Heals paladin's special mount	Conj	V,S	1 a	Touch	Mount	Instantaneous	Will negs	Yes	239
<input type="checkbox"/>	Heat Metal	Hot metal damages if touched	Trans	V,S,DF	1 a	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will negs	Yes	239
<input type="checkbox"/>	Helping Hand	Ghostly hand leads target to you	Evoc	V,S,DF	1 a	5 miles	Ghostly hand	1 hr/lvl	-	-	239
<input type="checkbox"/>	Heroes' Feast	Food for 1 creat/lvl cures & blesses	Conj	V,S,DF	10 min	Close	One living creature/lvl	1 hr + 12 hr	-	-	240
<input type="checkbox"/>	Heroism	+2 Attack, Save and skill checks	Ench	V,S	1 a	Touch	One creature	10 min/lvl	Will negs	Yes	240
<input type="checkbox"/>	Heroism, Greater	+4 Attack, Save and skill checks	Ench	V,S	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	240
<input type="checkbox"/>	Hide from Animals	Indiscernible to animals	Abjur	S,DF	1 a	Touch	One creature/lvl	10 min/lvl (D)	Will negs	Yes	241
<input type="checkbox"/>	Hide from Undead	Indiscernible to undead	Abjur	V,S,DF	1 a	Touch	One creature/lvl	10 min/lvl (D)	Will negs	Yes	241
<input type="checkbox"/>	Hold Animal	Target becomes paralyzed	Ench	V,S	1 a	Medium	One animal	1 rnd/lvl (D)	Will negs	Yes	241
<input type="checkbox"/>	Hold Monster	Target becomes paralyzed	Ench	V,S,M/DF	1 a	Medium	One living creature	1 rnd/lvl (D)	Will negs	Yes	241
<input type="checkbox"/>	Hold Monster, Mass	Targets become paralyzed	Ench	V,S,M/DF	1 a	Medium	Any in 30-ft	1 rnd/lvl (D)	Will negs	Yes	241
<input type="checkbox"/>	Hold Person	Target becomes paralyzed	Ench	V,S,F/DF	1 a	Medium	One humanoid	1 rnd/lvl (D)	Will negs	Yes	241
<input type="checkbox"/>	Hold Person, Mass	Targets become paralyzed	Ench	V,S,F/DF	1 a	Medium	All humanoids in 30-ft	1 rnd/lvl (D)	Will negs	Yes	241
<input type="checkbox"/>	Hold Portal	Holds door shut	Abjur	V	1 a	Medium	Door to 20 sq ft/lvl	1 min/lvl (D)	-	-	241
<input type="checkbox"/>	Holy Aura	+4 AC, +4 res, SR 25 vs evil	Abjur	V,S,F	1 a	20-ft	1/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Yes	241
<input type="checkbox"/>	Holy Smite	Deals 1d8/2lvl to evil, half to neutral	Evoc	V,S	1 a	Medium	20-ft radius	Instantaneous	Will part	Yes	241
<input type="checkbox"/>	Holy Sword	+5 Holy weapon, +2d6 dmg vs evil	Evoc	V,S	1 a	Touch	Weapon	1 rnd/lvl	-	-	242
<input type="checkbox"/>	Holy Word	Kills, paralyzes, weakens nongood	Evoc	V	1 a	40-ft	40-ft radius	Instantaneous	Special	Yes	242
<input type="checkbox"/>	Horrid Wilting	1d6 dmg/lvl (20d6) in 60-ft	Necro	V,S,M/DF	1 a	Long	Living creatures	Instantaneous	Fort half	Yes	242
<input type="checkbox"/>	Hypnotic Pattern	Fascinates 2d4+1 HD/lvl creatures	Illus	V or S,M	1 a	Medium	10-ft radius	Conc +2 rnds	Will negs	Yes	242
<input type="checkbox"/>	Hypnotism	Fascinates 2d4 HD of creatures in 30-ft	Ench	V,S	Round	Close	Living creatures	2d4 rnds (D)	Will negs	Yes	242
<input type="checkbox"/>	Ice Storm	Hail does 3d6 bludgeon, 2d6 cold	Evoc	V,S,M/DF	1 a	Long	20-ft radius	1 round	-	Yes	243
<input type="checkbox"/>	Identify	Determines all features of magic item	Div	V,S,M/DF	1 hr	Touch	One item	Instantaneous	-	-	243
<input type="checkbox"/>	Illusory Script	Only designated can decipher	Illus	V,S,M	Special	Touch	Weight 10 lb	1 day/level (D)	Will negs	Yes	243
<input type="checkbox"/>	Illusory Wall	Wall, floor or ceiling looks real	Illus	V,S	1 a	Close	1 x 10 x 10-ft	Permanent	Will dsblf	-	243
<input type="checkbox"/>	Imbue with Spell Ability	Transfer spells to target	Evoc	V,S,DF	10 min	Touch	One creature	Till used	Will negs	Yes	243
<input type="checkbox"/>	Implosion	Kills one creature/round	Evoc	V,S	1 a	Close	1 corporeal creat/rnd	Conc, up to 4 rnds	Fort negs	Yes	243
<input type="checkbox"/>	Imprisonment	Entombs target beneath the earth	Abjur	V,S	1 a	Touch	One creature	Instantaneous	Will negs	Yes	244
<input type="checkbox"/>	Incendiary Cloud	Cloud deals 4d6 fire damage/round	Conj	V,S	1 a	Medium	20-ft radius	1 rnd/lvl	Relf half	-	244
<input type="checkbox"/>	Inflict Critical Wounds	Deal 4d8+1/lvl dmg (+20)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	244
<input type="checkbox"/>	Inflict Critical Wounds, Mass	Deal 4d8+1/lvl dmg (+40)	Necro	V,S	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Yes	244
<input type="checkbox"/>	Inflict Light Wounds	Deal 1d8+1/lvl dmg (+5)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	244
<input type="checkbox"/>	Inflict Light Wounds, Mass	Deal 1d8+1/lvl dmg (+25)	Necro	V,S	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Yes	244
<input type="checkbox"/>	Inflict Minor Wounds	Deal 1 dmg	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will negs	Yes	244
<input type="checkbox"/>	Inflict Moderate Wounds	Deal 2d8+1/lvl dmg (+10)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	244
<input type="checkbox"/>	Inflict Moderate Wounds, Mass	Deal 2d8+1/lvl dmg (+30)	Necro	V,S	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Yes	244
<input type="checkbox"/>	Inflict Serious Wounds	Deal 3d8+1/lvl dmg (+15)	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will half	Yes	244
<input type="checkbox"/>	Inflict Serious Wounds, Mass	Deal 3d8+1/lvl dmg (+35)	Necro	V,S	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Yes	244
<input type="checkbox"/>	Insanity	Target suffer continuous confusion	Ench	V,S	1 a	Medium	One living creature	Instantaneous	Will negs	Yes	244
<input type="checkbox"/>	Insect Plague	Insect swarm	Conj	V,S,DF	Round	Long	1 swarm/3lvls	1 min/lvl	-	-	244
<input type="checkbox"/>	Invisibility	Invisible until attacks	Illus	V,S,M/DF	1 a	Prsl,touch	Touch	1 min/lvl (D)	Will negs	Yes	245
<input type="checkbox"/>	Invisibility, Greater	Invisible (even if attacks)	Illus	V,S,M/DF	1 a	Prsl,touch	One creature	1 min/lvl (D)	Will negs	Yes	245
<input type="checkbox"/>	Invisibility, Mass	Invisible until anyone attacks	Illus	V,S,M	1 a	Long	Any in 180-ft	1 min/lvl (D)	Will negs	Yes	245
<input type="checkbox"/>	Invisibility Purge	Dispels invisibility within 5-ft/level	Evoc	V,S	1 a	Self	Caster	1 min/lvl (D)	-	-	245
<input type="checkbox"/>	Invisibility Sphere	Invisibility to all within 10-ft	Illus	V,S,M	1 a	Prsl,touch	10-ft radius	1 min/lvl (D)	Will negs	Yes	245
<input type="checkbox"/>	Iron Body	Body becomes iron, Dmg reduction 15	Trans	V,S,M/DF	1 a	Self	Caster	1 min/lvl (D)	-	-	245
<input type="checkbox"/>	Ironwood	Magical wood is strong as steel	Trans	V,S,M	1 m/lb	0-ft	5 lb of wood/lvl	1 day/level (D)	-	-	246
<input type="checkbox"/>	Jump	+10 Jump checks, +20/5th, +30/9th	Trans	V,S,M	1 a	Touch	One creature	1 min/lvl (D)	Will negs	Yes	246
<input type="checkbox"/>	Keen Edge	Doubles weapon's threat range	Trans	V,S	1 a	Close	Weapon or 50 proj.	10 min/lvl (D)	Will negs	Yes	246
<input type="checkbox"/>	Knock	Open locked or magic sealed doors	Trans	V	1 a	Medium	Up to 10 sq ft/lvl	Instantaneous	-	-	246
<input type="checkbox"/>	Know Direction	You discern North	Div	V,S	1 a	Self	Caster	Instantaneous	-	-	246
<input type="checkbox"/>	Legend Lore	Learn tales about person or place	Div	V,S,M,F	Special	Self	Caster	Special	-	-	246
<input type="checkbox"/>	Leomund's Secret Chest	Hides chest on Ethereal plane	Conj	V,S,F	10 min	Special	Up to 1 cu.ft. / lvl	60 days or till used	-	-	247
<input type="checkbox"/>	Leomund's Secure Shelter	Creates a sturdy cottage	Conj	V,S,M,F	10 min	Close	20-ft sq structure	2 hr/lvl (D)	-	-	247
<input type="checkbox"/>	Leomund's Tiny Hut	Creates shelter for 10 creatures	Evoc	V,S,M	1 a	20-ft	20-ft radius	2 hr/lvl (D)	-	-	247
<input type="checkbox"/>	Leomund's Trap	Makes items seem trapped	Illus	V,S,M	1 a	Touch	One item	Permanent (D)	-	-	247
<input type="checkbox"/>	Levitate	Target moves up/down	Trans	V,S,F	1 a	Prsl,close	100 lb/lvl, 20-ft/rnd	10 min/lvl (D)	-	-	248
<input type="checkbox"/>	Light	Item shines like a torch 20-ft glow	Evoc	V,M/DF	1 a	Touch	One item	10 min/lvl (D)	-	-	248
<input type="checkbox"/>	Lightning Bolt	Electricity deals 1d6 dmg/lvl (10)	Evoc	V,S,M	1 a	120-ft	120-ft line	Instantaneous	Ref half	Yes	248
<input type="checkbox"/>	Limited Wish	Duplicates lower level spell	Univ	V,S,XP	1 a	Special	Special	Special	Special	Yes	248
<input type="checkbox"/>	Liveoak	Oak becomes treant guardian	Trans	V,S	10 min	Touch	Tree	1 day/level (D)	-	-	248
<input type="checkbox"/>	Locate Creature	Senses direction of familiar creature	Div	V,S,M	1 a	Long	400-ft+40-ft/lvl rad	10 min/lvl	-	-	248
<input type="checkbox"/>	Locate Object	Senses direction of item	Div	V,S,F/DF	1 a	Long	400-ft+40-ft/lvl rad	1 min/lvl	-	-	248
<input type="checkbox"/>	Longstrider	Movement increases +10-ft/rnd	Trans	V,S,M	1 a	Self	Caster	1 hr/lvl (D)	-	-	249
<input type="checkbox"/>	Lullaby	Become drowsy -5 listen and spot	Ench	V,S	1 a	Medium	Living in 10-ft radius	Conc +1 rnd/lvl (D)	Will negs	Yes	249
<input type="checkbox"/>	Mage Armor	Give target +4 AC	Conj	V,S,F	1 a	Touch	One creature	1 hr/lvl (D)	Will negs	-	249
<input type="checkbox"/>	Mage Hand	Telekinesis of 5-lb item	Trans	V,S	1 a	Close	Nonmagical Item	Concentrate	-	-	249
<input type="checkbox"/>	Magic Circle against Chaos	Non-lawful creatures cannot enter	Abjur	V,S,M/DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	249
<input type="checkbox"/>	Magic Circle against Evil	Non-good creatures cannot enter	Abjur	V,S,M/DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	249
<input type="checkbox"/>	Magic Circle against Good	Non-evil creatures cannot enter	Abjur	V,S,M/DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	250
<input type="checkbox"/>	Magic Circle against Law	Non-chaotic creatures cannot enter	Abjur	V,S,M/DF	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	250
<input type="checkbox"/>	Magic Fang	Natural weapon +1 att/dmg	Trans	V,S,DF	1 a	Touch	One living creature	1 min/lvl	Will negs	Yes	250
<input type="checkbox"/>	Magic Fang, Greater	Natural weapon +1/4lvl att/dmg (5)	Trans	V,S,DF	1 a	Close	One living creature	1 hr/lvl	Will negs	Yes	250
<input type="checkbox"/>	Magic Jar	Enables possession of creature	Necro	V,S,F	1 a	Medium	One creature	1 hr/lvl	Will negs	Yes	250
<input type="checkbox"/>	Magic Missile	1d4+1 dmg, +1 missile lvls 3,5,7,9	Evoc	V,S	1 a	Medium	Max 15-ft apart	Instantaneous	-	Yes	251
<input type="checkbox"/>	Magic Mouth	Speaks once when triggered	Illus	V,S,M	1 a	Close	Creature or item	Till used	Will negs	Yes	251
<input type="checkbox"/>	Magic Stone	+1 att,1d6+1 dmg, 2d6+2 vs undead	Trans	V,S,DF	1 a	Touch	1-3 Stones	30 min or till used	Will negs	Yes	251
<input type="checkbox"/>	Magic Vestment	Armor/shield gains +1/4lvls	Trans	V,S,DF	1 a	Touch	Armor/shield	1 hr/lvl	Will negs	Yes	251
<input type="checkbox"/>	Magic Weapon	Weapon gets +1 att/dmg	Trans	V,S,F,DF	1 a	Touch	Weapon	1 min/lvl	Will negs	Yes	251
<input type="checkbox"/>	Magic Weapon, Greater	Weapon gets +1/4 lvl att/dmg (5)	Trans	V,S,F,M/DF	1 a	Close	Weapon or 50 proj.	1 hr/lvl	Will negs	Yes	251

<input type="checkbox"/>	Major Creation	Create stone or metal item	Conj	V,S,M	10 min	Close	Item, 1 cu ft/lvl	Special	-	-	252
<input type="checkbox"/>	Major Image	Illusion with sound, smell, heat	Illus	V,S,F	1 a	Long	4 10-ft cubes+1/lvl	Concentrate +3 rnd	Will dsblf	-	252
<input type="checkbox"/>	Make Whole	Completely repairs an item	Trans	V,S	1 a	Close	Item, 10 cu ft/lvl	Instantaneous	Will negs	Yes	252
<input type="checkbox"/>	Mark of Justice	Designates act that triggers curse	Necro	V,S,DF	10 min	Touch	One creature	Permanent	-	Yes	252
<input type="checkbox"/>	Maze	Traps target in extradimensional space	Conj	V,S	1 a	Close	One creature	Special	-	Yes	252
<input type="checkbox"/>	Meld into Stone	You and possessions meld into stone	Trans	V,S,DF	1 a	Self	Caster	10 min/lvl	-	-	252
<input type="checkbox"/>	Melf's Acid Arrow	2d4 dmg for 1 rnd+1 rnd/3 lvls	Conj	V,S,M,F	1 a	Long	One acid arrow	1 rnd + 1 rnd/3 lvls	-	-	253
<input type="checkbox"/>	Mending	Makes minor repairs of item	Trans	V,S	1 a	10-ft	Item, 1 lb	Instantaneous	Will negs	Yes	253
<input type="checkbox"/>	Message	Whispered conversation at distance	Trans	V,S,F	1 a	Medium	One creature/lvl	10 min/lvl	-	-	253
<input type="checkbox"/>	Meteor Swarm	4 Spheres doing 2d6 + 6d6 fire burst	Evoc	V,S	1 a	Long	40-ft radius	Instantaneous	-/ Ref half	Yes	253
<input type="checkbox"/>	Mind Blank	Resist mind effecting magic	Abjur	V,S	1 a	Close	One creature	1 day	Will negs	Yes	253
<input type="checkbox"/>	Mind Fog	Fog target's minds, -10 Wis/Will save	Ench	V,S	1 a	Medium	20-ft radius	30 min + 2d6 rnds	Will negs	Yes	253
<input type="checkbox"/>	Minor Creation	Creates one cloth or wood item	Conj	V,S,M	1 min	0-ft	Item, 1 cu ft/lvl	1 hr/lvl (D)	-	-	253
<input type="checkbox"/>	Minor Image	Minor illusion with some sound	Illus	V,S,F	1 a	Long	4 10-ft cubes + 1/lvl	Conc +2 rounds	Will dsblf	-	254
<input type="checkbox"/>	Miracle	Requests miracle from diety	Evoc	V,S,XP	1 a	Special	Special	Special	Special	Yes	254
<input type="checkbox"/>	Mirage Arcana	Changes natural terrain's appearance	Illus	V,S	1 a	Long	One 20-ft cube/lvl	Conc +1 hr/lvl (D)	Will dsblf	-	254
<input type="checkbox"/>	Mirror Image	1d4 + 1/3 lvls caster images (8)	Illus	V,S	1 a	Self	Caster	1 min/lvl (D)	-	-	254
<input type="checkbox"/>	Misdirection	Misdirect information from divinations	Illus	V,S	1 a	Close	Item, 10-ft cube	1 hr/lvl	Will negs	-	254
<input type="checkbox"/>	Mislead	Improved invisibility and creates illusion	Illus	S	1 a	Close	Caster / illusory double	1 rnd/lvl (D), Conc +3 rnds	Will dsblf	-	255
<input type="checkbox"/>	Modify Memory	Changes 5 minutes of memories	Ench	V,S	Round	Close	One living creature	Permanent	Will negs	Yes	255
<input type="checkbox"/>	Moment of Prescience	Reroll or AC check with +lvl as bonus	Div	V,S	1 a	Self	Caster	1 hr/lvl	-	-	255
<input type="checkbox"/>	Mordenkainen's Disjunction	Dispels magic, disenchant's items	Abjur	V	1 a	Close	40-ft radius	Instantaneous	Will negs	-	255
<input type="checkbox"/>	Mordenkainen's Faithful Hound	Guards 30-ft bark, 5-ft att, +10 att, 2d6+3 dmg	Conj	V,S,M	1 a	Close	Phantom watchdog	1 hr/lvl and 1 rnd/lvl	-	-	255
<input type="checkbox"/>	Mordenkainen's Lucubration	Recalls one 1-5th level spell	Trans	V,S	1 a	Self	Caster	Instantaneous	-	-	256
<input type="checkbox"/>	Mordenkainen's Magnificent Mansion	Extradimensional dwelling	Conj	V,S,F	1 a	Close	3 10-ft cubes/lvl	2 hr/lvl (D)	-	-	256
<input type="checkbox"/>	Mordenkainen's Private Sanctum	Those outside see impenetrable fog	Abjur	V,S,M	10 min	Close	30-ft cube/lvl	1 day (D)	-	-	256
<input type="checkbox"/>	Mordenkainen's Sword	Magic blade, 4d6+3 dmg, 19-20/x2	Evoc	V,S,F	1 a	Close	One sword	1 rnd/lvl (D)	-	Yes	256
<input type="checkbox"/>	Mount	Summons riding horse or pony	Conj	V,S,M	Round	Close	One mount	2 hr/lvl (D)	-	-	256
<input type="checkbox"/>	Move Earth	Digs trenches and builds hills	Trans	V,S,M	Special	Long	750-ft sq, 10-ft deep	Instantaneous	-	-	257
<input type="checkbox"/>	Neutralize Poison	Detoxifies venom in or on target	Conj	V,S,M/DF	1 a	Touch	Creat / obj 1 cu ft/lvl	10 min/lvl	Will negs	Yes	257
<input type="checkbox"/>	Nightmare	Restless sleep dealing 1d10 damage	Illus	V,S	10 min	Unlimited	One living creature	Instantaneous	Will negs	Yes	257
<input type="checkbox"/>	Nondetection	Masks target to scrying and divination	Abjur	V,S,M	1 a	Touch	Creature or item	1 hr/lvl	Will negs	Yes	257
<input type="checkbox"/>	Nystul's Magic Aura	Grants false magical aura	Illus	V,S,F	1 a	Touch	Item to 5 lb/lvl	1 day/lvl (D)	-	-	257
<input type="checkbox"/>	Obscure Object	Masks item to scrying and divination	Abjur	V,S,M/DF	1 a	Touch	Item to 100 lb/lvl	8 hours	Will negs	Yes	258
<input type="checkbox"/>	Obscuring Mist	Fog surrounds you, visibility 5-ft	Conj	V,S	1 a	20-ft	20-ft radius	1 min/lvl	-	-	258
<input type="checkbox"/>	Open/Close	Opens/closes small or light things	Trans	V,S,F	1 a	Close	Item to 30 lbs	Instantaneous	Will negs	Yes	258
<input type="checkbox"/>	Order's Wraith	Deals 1d8/2lvl to evil, half to neutral	Evoc	V,S	1 a	Medium	30-ft cube	Instantaneous	Will part	Yes	258
<input type="checkbox"/>	Otiluke's Freezing Sphere	10-ft radius, 1d8/lvl dmg (15)	Evoc	V,S,F	1 a	Long	Special	Special	Ref half	Yes	258
<input type="checkbox"/>	Otiluke's Resilient Sphere	Sphere protects but traps target	Evoc	V,S,M	1 a	Close	1-ft diam/lvl sphere	1 min/lvl (D)	Ref negs	Yes	258
<input type="checkbox"/>	Otiluke's Telekinetic Sphere	Movable sphere protects but traps target	Evoc	V,S,M	1 a	Close	1-ft diam/lvl sphere	1 min/lvl (D)	Ref negs	Yes	259
<input type="checkbox"/>	Otto's Irresistible Dance	Forces target to dance	Ench	V	1 a	Touch	One living creature	1d4+1 rnds	-	Yes	259
<input type="checkbox"/>	Overland Flight	Target flies at 40-ft/round	Trans	V,S	1 a	Self	Caster	1 hr/lvl	Will negs	Yes	259
<input type="checkbox"/>	Owl's Wisdom	+4 Wis	Trans	V,S,M/DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	259
<input type="checkbox"/>	Owl's Wisdom, Mass	+4 Wis to 1 creature/lvl	Trans	V,S,M/DF	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Yes	259
<input type="checkbox"/>	Passwall	Passage appears in wooden, stone wall	Trans	V,S,M	1 a	Touch	5x8-ft, 10-ft+5-ft/3lvl deep	1 hr/lvl (D)	-	-	259
<input type="checkbox"/>	Pass without Trace	Leave no tracks, trail or scent	Trans	V,S,DF	1 a	Touch	One creature/lvl	1 hr/lvl (D)	Will negs	Yes	259
<input type="checkbox"/>	Permanency	Make permanent certain spells	Univ	V,S,XP	2 rnds	Special	Special	Special	-	-	259
<input type="checkbox"/>	Permanent Image	Creates static illusionary scene	Illus	V,S,F	1 a	Long	20-ft cube+10-ft cube/lvl	Permanent (D)	Will dsblf	-	260
<input type="checkbox"/>	Persistent Image	Creates repeating illusionary scene	Illus	V,S,F	1 a	Long	4 10-ft cubes+1/lvl	1 min/lvl (D)	Will dsblf	-	260
<input type="checkbox"/>	Phantasmal Killer	Illusion kills else does 3d6 dmg	Illus	V,S	1 a	Medium	One living creature	Instantaneous	Will dsblf, Fort part	Yes	260
<input type="checkbox"/>	Phantom Steed	Horselike creature, AC18, HP 7+1/lvl	Conj	V,S	10 min	0-ft	One creature	1 hr/lvl (D)	-	-	260
<input type="checkbox"/>	Phase Door	Passage appears in wooden, stone wall	Conj	V	1 a	0-ft	5x8 ft, 10-ft+5-ft/3lvl deep	1 usage/2 lvls	-	-	261
<input type="checkbox"/>	Planar Ally	Outsider (12 HD) exchanges services	Conj	V,S,DF,XP	10 min	Close	1-2 creatures	Instantaneous	-	-	261
<input type="checkbox"/>	Planar Ally, Greater	Outsider (18 HD) exchanges services	Conj	V,S,DF,XP	10 min	Close	1-3 creatures	Instantaneous	-	-	261
<input type="checkbox"/>	Planar Ally, Lesser	Outsider (6 HD) exchanges services	Conj	V,S,DF,XP	10 min	Close	One creature	Instantaneous	-	-	261
<input type="checkbox"/>	Planar Binding	Traps outsider for task (12 HD)	Conj	V,S	10 min	Close	1-3 creatures	Instantaneous	Will negs	Yes	261
<input type="checkbox"/>	Planar Binding, Greater	Traps outsider for task (18 HD)	Conj	V,S	10 min	Close	1-3 creature	Instantaneous	Will negs	Yes	261
<input type="checkbox"/>	Planar Binding, Lesser	Traps outsider for task (6 HD)	Conj	V,S	10 min	Close	One creature	Instantaneous	Will negs	Yes	261
<input type="checkbox"/>	Plane Shift	Targets travel to another plane	Conj	V,S,F	1 a	Touch	1-8 willing creatures	Instantaneous	Will negs	Yes	262
<input type="checkbox"/>	Plant Growth	Grows vegetation, improves crops	Trans	V,S,DF	1 a	Special	Special	Instantaneous	-	-	262
<input type="checkbox"/>	Poison	Touch 1d10 Con dmg, repeats 1min	Necro	V,S,DF	1 a	Touch	One living creature	Instantaneous	Fort negs	Yes	262
<input type="checkbox"/>	Polar Ray	1d6 cold dmg/lvl	Evoc	V,S,F	1 a	Close	Ray	Instantaneous	-	Yes	262
<input type="checkbox"/>	Polymorph Any Object	Transform target into new form	Trans	V,S,M/DF	1 a	Close	Creat/obj 100 cu.ft/lvl	Special	-	Yes	263
<input type="checkbox"/>	Polymorph	Transform willing target to new form	Trans	V,S,M	1 a	Touch	One living creature	1 min/lvl (D)	-	-	263
<input type="checkbox"/>	Power Word, Blind	Blinds one target less than 200 hps	Ench	V	1 a	Close	One creature	Special	-	Yes	263
<input type="checkbox"/>	Power Word, Kill	Kills one target less than 100 hps	Ench	V	1 a	Close	One living creature	Instantaneous	-	Yes	263
<input type="checkbox"/>	Power Word, Stun	Stuns one target less than 150 hps	Ench	V	1 a	Close	One creature	Special	-	Yes	263
<input type="checkbox"/>	Prayer	Allies+1 att,dmg,save,skill, Enemies -1	Ench	V,S,DF	1 a	40-ft	40-ft radius	1 rnd/lvl	-	Yes	264
<input type="checkbox"/>	Prestidigitation	Performs minor tricks	Univ	V,S	1 a	10-ft	1 lb, 1 cu. Ft	1 hr	-	-	264
<input type="checkbox"/>	Prismatic Sphere	Surrounds on all sides with effects	Abjur	V	1 a	10-ft	10-ft radius	10 min/lvl	Special	Sp	264
<input type="checkbox"/>	Prismatic Spray	Rays hit with random effects	Evoc	V,S	1 a	Close	Cone	Instantaneous	Special	Yes	264
<input type="checkbox"/>	Prismatic Wall	Wall's colours have array of effects	Abjur	V,S	1 a	Close	4 ft/lvl wide,2/lvl high	10 min/lvl	Special	Sp	264
<input type="checkbox"/>	Produce Flame	1d6+1/lvl damage (5)	Evoc	V,S	1 a	0-ft	Flame in hand	1 rnd/lvl (D)	-	Yes	265

<input type="checkbox"/>	Programmed Image	Event triggered illusionary scene	Illus	V,S,F	1 a	Long	20-ft cube+1 10-ft cube/lvl	Till used	Will dsblf	-	265
<input type="checkbox"/>	Project Image	Illusory double can talk, cast spells	Illus	V,S,M	1 a	Medium	Shadow duplicate	1 rnd/lvl (D)	Will dsblf	-	265
<input type="checkbox"/>	Protection from Arrows	Ranged damage reduction 10/magic absorbs 10/lvl (100)	Abjur	V,S,F	1 a	Touch	One creature	1 hr/lvl or till used	Will negs	Yes	266
<input type="checkbox"/>	Protection from Chaos	+2 AC and saves vs chaotic creatures	Abjur	V,S,M/DF	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	266
<input type="checkbox"/>	Protection from Energy	Absorbs 12 energy dmg/lvl (120)	Abjur	V,S,DF	1 a	Touch	One creature	10 min/lvl or till used	Fort negs	Yes	266
<input type="checkbox"/>	Protection from Evil	+2 AC and saves vs evil creatures	Abjur	V,S,M/DF	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	266
<input type="checkbox"/>	Protection from Good	+2 AC and saves vs good creatures	Abjur	V,S,M/DF	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	266
<input type="checkbox"/>	Protection from Law	+2 AC and saves vs lawful creatures	Abjur	V,S,M/DF	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	266
<input type="checkbox"/>	Protection from Spells	+8 resistance bonus to saves	Abjur	V,S,M,F	1 a	Touch	One creature/4lvls	10 min/lvl	Will negs	Yes	266
<input type="checkbox"/>	Prying Eyes	Sensors sees 120-ft all around	Div	V,S,M	1 min	1 mile	1d4 + 1/lvl eyes	1 hr/lvl	-	-	266
<input type="checkbox"/>	Prying Eyes, Greater	Sensors true seeing 120-ft all around	Div	V,S,M	1 min	1 mile	1d4 + 1/lvl eyes	1 hr/lvl	-	-	267
<input type="checkbox"/>	Purify Food and Drink	Purifies 1 cu ft/lvl of food or water	Trans	V,S	1 a	10-ft	1 cu ft/lvl	Instantaneous	Will negs	Yes	267
<input type="checkbox"/>	Pyrotechnics	Fire into blinding light or smoke	Trans	V,S,M	1 a	Long	Up to 20-ft cube	1d4+1 rnds	Special	Sp	267
<input type="checkbox"/>	Quench	Extinguishes fire	Trans	V,S,DF	1 a	Medium	Up to 20-ft cube/lvl	Instantaneous	Will negs	Yes	267
<input type="checkbox"/>	Rage	+2 Str, Con, +1 Will, -2 AC	Ench	V,S	1 a	Medium	One living creature/3lvls	Conc +1 rnd/lvl (D)	-	Yes	268
<input type="checkbox"/>	Rainbow Pattern	Prevent 24 HD creatures attacking	Illus	V or S,M,F	1 a	Medium	20-ft radius	Conc +1 rnd/lvl (D)	Will negs	Yes	268
<input type="checkbox"/>	Raise Dead	Restores life to target within 1 day/lvl	Conj	V,S,M,DF	1 min	Touch	One dead creature	Instantaneous	-	Yes	268
<input type="checkbox"/>	Rary's Mnemonic Enhancer	Store 1-3 1-3 lvl spells or retain cast	Trans	V,S,M,F	10 min	Self	Caster	Instantaneous	-	-	268
<input type="checkbox"/>	Rary's Telepathic Bond	Link lets allies communicate	Div	V,S,M	1 a	Close	Caster + One creature/3lvls	10 min/lvl (D)	-	-	268
<input type="checkbox"/>	Ray of Enfeeblement	Reduces Str by 1d6+1/2lvls (+5)	Necro	V,S	1 a	Close	Ray	1 min/lvl	-	Yes	269
<input type="checkbox"/>	Ray of Exhaustion	Target becomes exhausted	Necro	V,S,M	1 a	Close	Ray	1 min/lvl	Fort part	Yes	269
<input type="checkbox"/>	Ray of Frost	1d3 cold damage	Evoc	V,S	1 a	Close	Ray	Instantaneous	-	Yes	269
<input type="checkbox"/>	Read Magic	Read scrolls and spellbooks	Div	V,S,F	1 a	Self	250 words/min	10 min/lvl	-	-	269
<input type="checkbox"/>	Reduce Animal	Animal decreases one size category	Trans	V,S	1 a	Touch	One willing animal	1 hr/lvl (D)	Fort negs	Yes	269
<input type="checkbox"/>	Reduce Person	-2 Str, +2 Dex, +1 Att, +1 AC	Trans	V,S,M	Round	Close	One humanoid	1 min/lvl	Fort negs	Yes	269
<input type="checkbox"/>	Reduce Person, Mass	-2 Str, +2 Dex, +1 Att, +1 AC	Trans	V,S,M	Round	Close	Humaniod/lvl in 30-ft	1 min/lvl	Fort negs	Yes	269
<input type="checkbox"/>	Refuge	Transport item's possessor to you	Conj	V,S,M	1 a	Touch	Item	Till used	-	-	269
<input type="checkbox"/>	Regenerate	Target's severed limbs grow back	Conj	V,S,DF	3 rnds	Touch	One living creature	Instantaneous	Fort negs	Yes	270
<input type="checkbox"/>	Reincarnate	Dead subject back in random body	Trans	V,S,M,DF	10 min	Touch	Dead willing creature	Instantaneous	-	-	270
<input type="checkbox"/>	Remove Blindness / Deafness	Cure normal or magical conditions	Conj	V,S	1 a	Touch	One creature	Instantaneous	Fort negs	Yes	270
<input type="checkbox"/>	Remove Curse	Frees item or person from curse	Abjur	V,S	1 a	Touch	Creature or item	Instantaneous	Will negs	Yes	270
<input type="checkbox"/>	Remove Disease	Cures all diseases affecting target	Conj	V,S	1 a	Touch	One creature	Instantaneous	Fort negs	Yes	271
<input type="checkbox"/>	Remove Fear	+4 on fear saves	Abjur	V,S	1 a	Close	One creature +1/4lvls	10 min	Will negs	Yes	271
<input type="checkbox"/>	Remove Paralysis	Frees creats from parlys/hold/slow	Conj	V,S	1 a	Close	4 creatures in 30-ft	Instantaneous	Will negs	Yes	271
<input type="checkbox"/>	Repel Metal or Stone	Repel metal or stone at 40-ft/round	Abjur	V,S	1 a	60-ft	60-ft line	1 rnd/lvl (D)	-	-	271
<input type="checkbox"/>	Repel Vermin	Insects with HD<lvl/3 cannot enter	Abjur	V,S,DF	1 a	10-ft	10-ft radius	10 min/lvl (D)	Will negs	Yes	271
<input type="checkbox"/>	Repel Wood	Pushes away wooden items	Trans	V,S	1 a	60-ft	60-ft line	1 min/lvl (D)	-	-	271
<input type="checkbox"/>	Repulsion	Creatures cannot approach you	Abjur	V,S,F/DF	1 a	10-ft/lvl	10-ft radius/lvl	1 rnd/lvl (D)	Will negs	Yes	271
<input type="checkbox"/>	Resistance	Target gains +1 on saves	Abjur	V,S,M/DF	1 a	Touch	One creature	1 min	Will negs	Yes	272
<input type="checkbox"/>	Resist Energy	Ignores 10 energy dmg/rnd	Abjur	V,S,DF	1 a	Touch	One creature	10 min/lvl	Fort negs	Yes	272
<input type="checkbox"/>	Restoration	Restores ability, neg lvls, one exp lvl	Conj	V,S,M	3 rnds	Touch	One creature	Instantaneous	Will negs	Yes	272
<input type="checkbox"/>	Restoration, Greater	Restores ability, neg lvls, all exp lvls	Conj	V,S,XP	10 min	Touch	One creature	Instantaneous	Will negs	Yes	272
<input type="checkbox"/>	Restoration, Lesser	Restores 1d4 ability score loss	Conj	V,S	3 rnds	Touch	One creature	Instantaneous	Will negs	Yes	272
<input type="checkbox"/>	Resurrection	Restores life to target	Conj	V,S,M,DF	10 min	Touch	One dead creature	Instantaneous	-	Yes	272
<input type="checkbox"/>	Reverse Gravity	Items and creatures fall upward	Trans	V,S,M/DF	1 a	Medium	10-ft cube/2 lvls	1 rnd/lvl (D)	-	-	273
<input type="checkbox"/>	Righteous Might	Your size increases, Str +4 etc.	Trans	V,S,DF	1 a	Self	Caster	1 rnd/lvl (D)	-	-	273
<input type="checkbox"/>	Rope Trick	Extradimensional space for 8 creatures	Trans	V,S,M	1 a	Touch	Rope	1 hr/lvl (D)	-	-	273
<input type="checkbox"/>	Rusting Grasp	Your touch corrodes iron and alloys	Trans	V,S,DF	1 a	Touch	Ferrous obj/creat	1 rnd/lvl	-	-	273
<input type="checkbox"/>	Sanctuary	Opponents cannot attack you	Abjur	V,S,DF	1 a	Touch	One creature	1 rnd/lvl	Will negs	-	274
<input type="checkbox"/>	Scare	Panics creatures up to 5 HD	Necro	V,S,M	1 a	Medium	One living creature/3lvls in 30-ft	1 rnd/lvl	Will part	Yes	274
<input type="checkbox"/>	Scintillating Pattern	Stun, confuse lvl in HD of creatures	Illus	V,S,M	1 a	Close	20-ft radius	Conc +2 rounds	-	Yes	274
<input type="checkbox"/>	Scorching Ray	Ray +1/4lvls, 4d6 fire damage	Evoc	V,S	1 a	Close	Rays	Instantaneous	-	Yes	274
<input type="checkbox"/>	Screen	Hides area from vision, scrying	Illus	V,S	10 min	Close	30-ft cube/lvl	1 day	Will dsblf	-	274
<input type="checkbox"/>	Scrying	Spies on target from a distance	Div	V,S,M/DF,F	1 hr	Special	Magical sensor	1 min/lvl	Will negs	Yes	274
<input type="checkbox"/>	Scrying, Greater	Spies on target from a distance	Div	V,S,M/DF,F	1 a	Special	Magical sensor	1 hr/lvl	Will negs	Yes	275
<input type="checkbox"/>	Sculpt Sound	Creates new or masking sounds	Trans	V,S	1 a	Close	One creat or obj/lvl	1 hr/lvl (D)	Will negs	Yes	275
<input type="checkbox"/>	Searing Light	Dmg 1d8/2 lvls, undead 1d6/1d8/lvl	Evoc	V,S	1 a	Medium	Ray	Instantaneous	-	Yes	275
<input type="checkbox"/>	Secret Page	Changes page to hide real content	Trans	V,S,M	10 min	Touch	Up to 3 sq ft	Permanent	-	-	275
<input type="checkbox"/>	See Invisibility	See invisible creatures or items	Div	V,S,M	1 a	Self	Caster	10 min/lvl (D)	-	-	275
<input type="checkbox"/>	Seeming	Change appearance of creatures	Illus	V,S	1 a	Close	One creature/2 lvls	12 hr	Special	Sp	275
<input type="checkbox"/>	Sending	Delivers short message anywhere	Evoc	V,S,M/DF	10 min	Special	One creature	1 round	-	-	275
<input type="checkbox"/>	Sepia Snake Sigil	Immobilizes reader for 1d4+1day/lvl	Conj	V,S,M	10 min	Touch	Book or written work	Till used	Ref negs	-	276
<input type="checkbox"/>	Sequester	Target invisible to sight & scrying	Abjur	V,S,M	1 a	Touch	Willing creature or item	1 day/lvl (D)	Will negs	Yes	276
<input type="checkbox"/>	Shades	Mimics conjuring up to 8th level	Illus	V,S	1 a	Special	Special	Special	Special	Yes	276
<input type="checkbox"/>	Shadow Conjuration	Mimics conjuring up to 3rd level	Illus	V,S	1 a	Special	Special	Special	Special	Yes	276
<input type="checkbox"/>	Shadow Conjuration, Greater	Mimics conjuring up to 6th level	Illus	V,S	1 a	Special	Special	Special	Special	Yes	276
<input type="checkbox"/>	Shadow Evocation	Mimics evocation up to 4th level	Illus	V,S	1 a	Special	Special	Special	Special	Yes	277
<input type="checkbox"/>	Shadow Evocation, Greater	Mimics evocation up to 7th level	Illus	V,S	1 a	Special	Special	Special	Special	Yes	277
<input type="checkbox"/>	Shadow Walk	Step into shadow to travel rapidly	Illus	V,S	1 a	Touch	One creature/level	1 hr/lvl (D)	Will negs	Yes	277
<input type="checkbox"/>	Shambler	Summon 1d4+2 (11HD) shamblers	Conj	V,S	1 a	Medium	3+ shamblers	7 days/months (D)	-	-	277
<input type="checkbox"/>	Shapechange	Transform into new form	Trans	V,S,F	1 a	Self	Caster	10 min/lvl (D)	-	-	277
<input type="checkbox"/>	Shatter	Sonic vibration damages items	Evoc	V,S,M/DF	1 a	Close	5-ft radius, 1 lb/lvl	Instantaneous	Special	Yes	278
<input type="checkbox"/>	Shield	Negates magic missiles, +4 AC	Abjur	V,S	1 a	Self	Caster	1 min/lvl (D)	-	-	278
<input type="checkbox"/>	Shield of Faith	+2 AC +1/6lvls	Abjur	V,S,M	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	278

<input type="checkbox"/>	Shield of Law	+4 AC, +4 res, SR 25 vs chaotic	Abjur	V,S,F	1 a	20-ft	One creature/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Yes	278
<input type="checkbox"/>	Shield Other	Target +1 AC, save, half dmg to caster	Abjur	V,S,F	1 a	Close	One creature	1 hr/lvl (D)	Will negs	Yes	278
<input type="checkbox"/>	Shillelagh	Weapon +1 att, damage 1d10+1	Trans	V,S,DF	1 a	Touch	Oak club/quarterstaff	1 min/lvl	Will negs	Yes	278
<input type="checkbox"/>	Shocking Grasp	1d6 dmg/lvl electricity (5d6)	Evoc	V,S	1 a	Touch	One creature or item	Instantaneous	-	Yes	279
<input type="checkbox"/>	Shout	5d6 sonic dmg, deaf 2d6 rounds	Evoc	V	1 a	30-ft	Cone	Instantaneous	Fort part	Yes	279
<input type="checkbox"/>	Shout, Greater	10d6 sonic dmg, deaf 4d6 rounds, stunned 1 round	Evoc	V,S,F	1 a	60-ft	Cone	Instantaneous	Fort part	Yes	279
<input type="checkbox"/>	Shrink Item	Item shrinks to 1/16th normal size	Trans	V,S	1 a	Touch	Obj up to 2 cu ft/lvl	1 day/lvl	Will negs	Yes	279
<input type="checkbox"/>	Silence	All sound is stopped	Illus	V,S	1 a	Long	20-ft radius	1 min/lvl (D)	Will negs	Yes	279
<input type="checkbox"/>	Silent Image	Creates minor illusion of item	Illus	V,S,F	1 a	Long	4 10-ft cubes+1 10-ft cube/lvl	Concentrate	Will dsblf	-	279
<input type="checkbox"/>	Simulacrum	Partially real double of creature	Illus	V,S,M,XP	12 hr	0-ft	One duplicate	Instantaneous	-	-	279
<input type="checkbox"/>	Slay Living	Kills target else 3d6 + 1/lvl dmg	Necro	V,S	1 a	Touch	One living creature	Instantaneous	Fort part	Yes	280
<input type="checkbox"/>	Sleep	Puts 4 HD of creatures into slumber	Ench	V,S,M	Round	Medium	Living in 10-ft radius	1 min/lvl	Will negs	Yes	280
<input type="checkbox"/>	Sleet Storm	Hampers vision and movement	Conj	V,S,M/DF	1 a	Long	40-ft radius	1 rnd/lvl	-	-	280
<input type="checkbox"/>	Slow	Make only single move or standard action	Trans	V,S,M	1 a	Close	One creature/lvl in 30-ft	1 rnd/lvl	Will negs	Yes	280
<input type="checkbox"/>	Snare	Creates magical booby trap	Trans	V,S,DF	3 rnds	Touch	Vine, rope or thong	Until triggered	-	-	280
<input type="checkbox"/>	Soften Earth and Stone	Stone to clay or dirt to sand/mud	Trans	V,S,DF	1 a	Close	10-ft sq/lvl	Instantaneous	-	-	280
<input type="checkbox"/>	Solid Fog	Fog limits vision & movement to 5-ft	Conj	V,S,M	1 a	Medium	20-ft radius	1 min/lvl	-	-	281
<input type="checkbox"/>	Song of Discord	50% chance of attacking nearest friend	Ench	V,S	1 a	Medium	20-ft radius	1 rnd/lvl	Will negs	Yes	281
<input type="checkbox"/>	Soul Bind	Traps soul to prevent resurrection	Necro	V,S,F	1 a	Close	One dead creature	Permanent	Will negs	-	281
<input type="checkbox"/>	Sound Burst	1d8 sonic damage, may stun 1 round	Evoc	V,S,F/DF	1 a	Close	10-ft radius	Instantaneous	Fort part	Yes	281
<input type="checkbox"/>	Speak with Animals	Communicate with animals	Div	V,S	1 a	Self	Caster	1 min/lvl	-	-	281
<input type="checkbox"/>	Speak with Dead	Corpse answers one question/2lvls	Necro	V,S,DF	10 min	10-ft	One dead creature	1 min/lvl	Will negs	-	281
<input type="checkbox"/>	Speak with Plants	Talk to plants and plant creatures	Div	V,S	1 a	Self	Caster	1 min/lvl	-	-	282
<input type="checkbox"/>	Spectral Hand	+2 on touch attack	Necro	V,S	1 a	Medium	One spectral hand	1 min/lvl (D)	-	-	282
<input type="checkbox"/>	Spell Immunity	Immune to a 1-4 level spell/4levels	Abjur	V,S,DF	1 a	Touch	One creature	10 min/lvl	Will negs	Yes	282
<input type="checkbox"/>	Spell Immunity, Greater	Immune to a 1-8 level spell/4levels	Abjur	V,S,DF	1 a	Touch	One creature	10 min/lvl	Will negs	Yes	282
<input type="checkbox"/>	Spell Resistance	Target gains SR 12+level	Abjur	V,S,DF	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	282
<input type="checkbox"/>	Spellstaff	Stores one spell in quarterstaff	Trans	V,S,F	10 min	Touch	Wooden Quarterstaff	Till used (D)	Will neg	Yes	282
<input type="checkbox"/>	Spell Turning	Reflects 1d4+6 spell levels back	Abjur	V,S,M/DF	1 a	Self	Caster	10min/lvl or till used	-	-	282
<input type="checkbox"/>	Spider Climb	Walk on walls/ceiling as a spider	Trans	V,S,M	1 a	Touch	One creature	10 min/lvl	Will negs	Yes	283
<input type="checkbox"/>	Spike Growth	1d4 dmg/5-ft moved, may be slowed	Trans	V,S,DF	1 a	Medium	20-ft square/level	1 hr/lvl (D)	Ref part	Yes	283
<input type="checkbox"/>	Spike Stones	1d8 dmg/5-ft moved, may be slowed	Trans	V,S,DF	1 a	Medium	20-ft square/level	1 hr/lvl (D)	Ref part	Yes	283
<input type="checkbox"/>	Spiritual Weapon	1d8 +1/3lvls damage, attacks by itself	Evoc	V,S,DF	1 a	Medium	Magical weapon	1 rnd/lvl (D)	-	Yes	283
<input type="checkbox"/>	Statue	Target can become statue at will	Trans	V,S,M	Round	Touch	One creature	1 hr/lvl (D)	Will negs	Yes	284
<input type="checkbox"/>	Status	Monitors condition, position of allies	Div	V,S	1 a	Touch	Living creature/3 lvls	1 hr/lvl	Will negs	Yes	284
<input type="checkbox"/>	Stinking Cloud	Living creatures become nauseated	Conj	V,S,M	1 a	Medium	20-ft radius	1 rnd/lvl	Fort negs	Yes	284
<input type="checkbox"/>	Stone Shape	Sculpts stone into any form	Trans	V,S,M/DF	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-	284
<input type="checkbox"/>	Stoneskin	Damage reduction 10/adamantine	Abjur	V,S,M	1 a	Touch	One creature	10 min/lvl or till used	Will negs	Yes	284
<input type="checkbox"/>	Stone Tell	Talk to natural or worked stone	Div	V,S,DF	10 min	Self	Caster	1 min/lvl	-	-	284
<input type="checkbox"/>	Stone to Flesh	Restores petrified creature	Trans	V,S,M	1 a	Medium	1-3 ft diam,10-ft long	Instantaneous	Fort negs	Yes	285
<input type="checkbox"/>	Storm of Vengeance	Storm rains acid, lightning, hail	Conj	V,S	Round	Long	360-ft radius	Conc, 10 rnds (D)	Special	Yes	285
<input type="checkbox"/>	Suggestion	Influences targets actions	Ench	V,M	1 a	Close	One living creature	1 hr/lvl	Will negs	Yes	285
<input type="checkbox"/>	Suggestion, Mass	Influences targets actions	Ench	V,M	1 a	Medium	One creature/lvl in 30-ft	1 hr/lvl	Will negs	Yes	285
<input type="checkbox"/>	Summon Instrument	Calls a handheld instrument for you	Conj	V,S	Round	0-ft	One instrument	1 min/lvl (D)	-	-	285
<input type="checkbox"/>	Summon Monster I	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	One creature	1 rnd/lvl (D)	-	-	285
<input type="checkbox"/>	Summon Monster II	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	2:1 1:1d3	1 rnd/lvl (D)	-	-	286
<input type="checkbox"/>	Summon Monster III	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	3:1 2:1d3 1:1d4+1	1 rnd/lvl (D)	-	-	286
<input type="checkbox"/>	Summon Monster IV	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	4:1 3:1d3 2-1:1d4+1	1 rnd/lvl (D)	-	-	286
<input type="checkbox"/>	Summon Monster V	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-	286
<input type="checkbox"/>	Summon Monster VI	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-	286
<input type="checkbox"/>	Summon Monster VII	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl (D)	-	-	286
<input type="checkbox"/>	Summon Monster VIII	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl (D)	-	-	286
<input type="checkbox"/>	Summon Monster IX	Calls outsider to fight for you	Conj	V,S,F/DF	Round	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-	287
<input type="checkbox"/>	Summon Nature's Ally I	Calls creature to fight for you	Conj	V,S,DF	Round	Close	One creature	1 rnd/lvl (D)	-	-	288
<input type="checkbox"/>	Summon Nature's Ally II	Calls creature to fight for you	Conj	V,S,DF	Round	Close	2:1 1:1d3	1 rnd/lvl (D)	-	-	288
<input type="checkbox"/>	Summon Nature's Ally III	Calls creature to fight for you	Conj	V,S,DF	Round	Close	3:1 2:1d3 1:1d4+1	1 rnd/lvl (D)	-	-	288
<input type="checkbox"/>	Summon Nature's Ally IV	Calls creature to fight for you	Conj	V,S,DF	Round	Close	4:1 3:1d3 2-1:1d4+1	1 rnd/lvl (D)	-	-	288
<input type="checkbox"/>	Summon Nature's Ally V	Calls creature to fight for you	Conj	V,S,DF	Round	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-	289
<input type="checkbox"/>	Summon Nature's Ally VI	Calls creature to fight for you	Conj	V,S,DF	Round	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-	289
<input type="checkbox"/>	Summon Nature's Ally VII	Calls creature to fight for you	Conj	V,S,DF	Round	Close	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl (D)	-	-	289
<input type="checkbox"/>	Summon Nature's Ally VIII	Calls creature to fight for you	Conj	V,S,DF	Round	Close	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl (D)	-	-	289
<input type="checkbox"/>	Summon Nature's Ally IX	Calls creature to fight for you	Conj	V,S,DF	Round	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-	289
<input type="checkbox"/>	Summon Swarm	Swarm of small creatures	Conj	V,S,M/DF	Round	Close	See MM for effect	Conc + 2 rnds	-	-	289
<input type="checkbox"/>	Sunbeam	Blinds, 4d6 dmg, 1 beam/3 lvls (6)	Evoc	V,S,DF	1 a	60-ft	Line from hand	1 rnd/lvl or till used	Ref part	Yes	289
<input type="checkbox"/>	Sunburst	Blinds all within, 6d6 damage	Evoc	V,S,M/DF	1 a	Long	80-ft radius	Instantaneous	Ref part	Yes	289
<input type="checkbox"/>	Symbol of Death	Slays all, combined hps <150	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Fort negs	Yes	289
<input type="checkbox"/>	Symbol of Fear	Panics all for 1 rnd/lvl	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Will negs	Yes	290
<input type="checkbox"/>	Symbol of Insanity	All become insane	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Will negs	Yes	290
<input type="checkbox"/>	Symbol of Pain	Suffer -4 att, skill & ability checks	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Fort negs	Yes	290
<input type="checkbox"/>	Symbol of Persuasion	All become charmed	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Will negs	Yes	290
<input type="checkbox"/>	Symbol of Sleep	All <10HD sleep for 3d6x10 minutes	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Will negs	Yes	291
<input type="checkbox"/>	Symbol of Stunning	All become stunned for 1d6 rounds	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Will negs	Yes	291
<input type="checkbox"/>	Symbol of Weakness	Weakness deals 3d6 Str dmg	Necro	V,S,M	10 min	0-ft	60-ft radius	Special	Will negs	Yes	291
<input type="checkbox"/>	Sympathetic Vibration	2d10/rnd dmg to freestanding structure	Evoc	V,S,F	10 min	Touch	Structure	1 rnd/lvl	-	Yes	291
<input type="checkbox"/>	Sympathy	Attracts certain type of creatures	Ench	V,S,M	1 hr	Close	Location or item	2 hr/lvl (D)	Will negs	Yes	292
<input type="checkbox"/>	Tasha's Hideous Laughter	Target loses actions and falls prone	Ench	V,S,M	1 a	Close	One creature	1 rnd/lvl	Will negs	Yes	292
<input type="checkbox"/>	Telekinesis	Lifts or moves 25 lb/lvl, long range	Trans	V,S	1 a	Long	Special	Conc (spec) or Inst	Will negs	Yes	292

<input type="checkbox"/>	Teleport	Instantly teleport one creature/lvl	Conj	V	1 a	Prsl,touch	100 miles/lvl	Instantaneous	Will negs	Yes	292
<input type="checkbox"/>	Teleport Object	Instantly teleport 50 lbs/lvl	Conj	V	1 a	Touch	100 miles/lvl	Instantaneous	Will negs	Yes	293
<input type="checkbox"/>	Teleport, Greater	Instantly teleport one creature/lvl	Conj	V	1 a	Prsl,touch	Unlimited	Instantaneous	Will negs	Yes	293
<input type="checkbox"/>	Teleportation Circle	Teleports all to designated spot	Conj	V,M	10 min	0-ft	Circle 5-ft radius	10 min/lvl (D)	-	-	Yes 293
<input type="checkbox"/>	Temporal Stasis	Target placed in suspended animation	Trans	V,S,M	1 a	Touch	One creature	Permanent	Fort negs	Yes	293
<input type="checkbox"/>	Tenser's Floating Disk	Carries 100 lbs/lvl	Evoc	V,S,M	1 a	Close	3-ft diameter disc	1 hr/lvl	-	-	294
<input type="checkbox"/>	Tenser's Transformation	+4 Str, Con, Dex, AC, +5 Fort save	Trans	V,S,M	1 a	Self	Caster	1 rnd/lvl	-	-	294
<input type="checkbox"/>	Time Stop	You act freely for 1d4+1 rounds	Trans	V	1 a	Self	Caster	1d4+1 rounds	-	-	294
<input type="checkbox"/>	Tongues	Speak and understand any language	Div	V,M/DF	1 a	Touch	One creature	10 min/lvl	Will negs	-	294
<input type="checkbox"/>	Touch of Fatigue	Target becomes fatigued	Necro	V,S,M	1 a	Touch	One creature	1 rnd/lvl	Fort negs	Yes	294
<input type="checkbox"/>	Touch of Idiocy	1d6 dmg to Int, Wis, Cha	Ench	V,S	1 a	Touch	One living creature	10 min/lvl	-	Yes	294
<input type="checkbox"/>	Transmute Metal to Wood	All metal becomes wood	Trans	V,S,DF	1 a	Long	40-ft radius	Instantaneous	-	-	Yes 294
<input type="checkbox"/>	Transmute Mud to Rock	Transforms sand or mud to soft stone	Trans	V,S,M/DF	1 a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	295
<input type="checkbox"/>	Transmute Rock to Mud	Transforms unworked stone to mud	Trans	V,S,M/DF	1 a	Medium	2 10-ft cubes/lvl	Permanent	Special	-	295
<input type="checkbox"/>	Transport via Plants	Move instantly from plant to plant	Trans	V,S	1 a	Unlimited	Willing creatures	1 round	-	-	295
<input type="checkbox"/>	Trap the Soul	Imprisons target within gem	Conj	V,S,M or F	1 a	Close	One creature	Permanent	Special	Yes	295
<input type="checkbox"/>	Tree Shape	You look exactly like tree	Trans	V,S,DF	1 a	Self	Caster	1 hr/lvl (D)	-	-	296
<input type="checkbox"/>	Tree Stride	Step from tree to another tree	Trans	V,S,DF	1 a	Self	Caster	1 hr/lvl	-	-	296
<input type="checkbox"/>	True Resurrection	Resurrect target within 10 years/lvl	Conj	V,S,M,DF	10 min	Touch	Dead creature	Instantaneous	-	-	Yes 296
<input type="checkbox"/>	True Seeing	See all things as they really are	Div	V,S,M	1 a	Touch	One creature	1 min/lvl	Will negs	Yes	296
<input type="checkbox"/>	True Strike	Adds +20 to your next attack	Div	V,F	1a	Self	Caster	1 rnd	-	-	296
<input type="checkbox"/>	Undeath to Death	Destroys 1d4 HD/level undead	Necro	V,S,M/DF	1 a	Medium	40-ft radius	Instantaneous	Will negs	Yes	297
<input type="checkbox"/>	Undetectable Alignment	Conceals alignment for 24 hours	Abjur	V,S,	1 a	Close	One creat or item	24 hours	Will negs	Yes	297
<input type="checkbox"/>	Unhallow	Unholy local, magic circle, -4 turning	Evoc	V,S,M	1 day	Touch	40-ft/lvl radius	Instantaneous	Special	Sp	297
<input type="checkbox"/>	Unholy Aura	+4 AC, +4 resistance, SR 25 vs good	Abjur	V,S,F	1 a	20-ft	One creature/lvl	1 rnd/lvl (D)	Special	Yes	297
<input type="checkbox"/>	Unholy Blight	Deals 1d8/2lvl to good half to neutral	Evoc	V,S	1 a	Medium	20-ft radius	Instantaneous	Will part	Yes	297
<input type="checkbox"/>	Unseen Servant	Str 2, 15-ft move	Conj	V,S,M	1 a	Close	Invisible servant	1 hr/lvl	-	-	297
<input type="checkbox"/>	Vampiric Touch	Deals 1d6/2 lvls (10), caster gains hps	Necro	V,S,M	1 a	Touch	One living creature	Inst / 1 hr	-	-	Yes 298
<input type="checkbox"/>	Veil	Change appearance of creatures	Illus	V,S	1 a	Long	Creatures in 30-ft	Conc +1 hr/lvl (D)	Will negs	Yes	298
<input type="checkbox"/>	Ventriloquism	Throw voice	Illus	V,F	1 a	Close	Usually speech	1 min/lvl (D)	Will dsblf	-	298
<input type="checkbox"/>	Virtue	Target gains 1 temporary hp	Trans	V,S,DF	1 a	Touch	One creature	1 min	Fort negs	Yes	298
<input type="checkbox"/>	Vision	Learn tales about person or place	Div	V,S,M,F	1 a	Self	Caster	Special	-	-	298
<input type="checkbox"/>	Wail of the Banshee	Kills one living creature/level	Necro	V	1 a	Close	Living in 40-ft radius	Instantaneous	Fort negs	Yes	298
<input type="checkbox"/>	Wall of Fire	2d4 dmg within 10-ft, 1d4 within 20-ft	Evoc	V,S,M/DF	1 a	Medium	20-ft/lvl or 5-ft/2 lvls	Conc + 1 rnd/lvl	-	-	Yes 298
<input type="checkbox"/>	Wall of Force	Immovable wall immune to all dmg	Evoc	V,S,M	1 a	Close	10-ft sq/lvl	1 min/lvl (D)	-	-	298
<input type="checkbox"/>	Wall of Ice	Ice wall with 3 HP/lvl	Evoc	V,S,M	1 a	Medium	10-ft sq/lvl or 3+1/lvl	1 min/lvl (D)	Ref negs	Yes	299
<input type="checkbox"/>	Wall of Iron	Iron wall with 30 hp/4 levels	Conj	V,S,M	1 a	Medium	5-ft sq/lvl	Instantaneous	Special	-	299
<input type="checkbox"/>	Wall of Stone	Stone wall with 15 hp/4 levels	Conj	V,S,M/DF	1 a	Medium	5-ft sq/lvl	Instantaneous	Special	-	299
<input type="checkbox"/>	Wall of Thorns	Thorns dmg moving creatures 25-AC	Conj	V,S	1 a	Medium	10-ft cube/lvl	10 min/lvl (D)	-	-	300
<input type="checkbox"/>	Warp Wood	Bends wooden item within 20-ft	Trans	V,S	1 a	Close	Small item/lvl	Instantaneous	Will negs	Yes	300
<input type="checkbox"/>	Water Breathing	Targets can breath underwater	Trans	V,S,M/DF	1 a	Touch	Living creatures	2 hr/lvl	Will negs	Yes	300
<input type="checkbox"/>	Water Walk	Target treads on water as if solid	Trans	V,S,DF	1 a	Touch	One creature/lvl	10 min/lvl (D)	Will negs	Yes	300
<input type="checkbox"/>	Waves of Exhaustion	All living creatures become exhausted	Necro	V,S	1 a	60-ft	Cone	Instantaneous	-	-	Yes 301
<input type="checkbox"/>	Waves of Fatigue	All living creatures become fatigued	Necro	V,S	1 a	30-ft	Cone	Instantaneous	-	-	Yes 301
<input type="checkbox"/>	Web	Sticky webs trap creatures	Conj	V,S,M	1 a	Medium	20-ft radius	10 min/lvl (D)	Ref negs	-	301
<input type="checkbox"/>	Weird	Illusion kills else does 3d6 dmg 1d4 Str	Illus	V,S	1 a	Medium	Creatures in 30-ft	Instantaneous	Will dsblf,	Yes	301
<input type="checkbox"/>									Fort part		
<input type="checkbox"/>	Whirlwind	Cyclone 1d8 dmg, picks up creatures	Evoc	V,S,DF	1 a	Long	10-30-ft wide, 30 tall	1 rnd/lvl (D)	Ref negs	Yes	301
<input type="checkbox"/>	Whispering Wind	Sends a spoken message	Trans	V,S	1 a	1 mile/lvl	10-ft radius	1 hr/lvl or till used	-	-	301
<input type="checkbox"/>	Wind Walk	Become vapours and move at 60 mph	Trans	V,S,DF	1 a	Touch	You +1 creat/3 lvls	1 hr/lvl (D)	Will negs	Yes	301
<input type="checkbox"/>	Wind Wall	Deflects arrows, small creatures, gases	Evoc	V,S,M/DF	1 a	Medium	10/lvl long,5/lvl high	1 rnd/lvl	-	-	Yes 302
<input type="checkbox"/>	Wish	Alters reality	Univ	V,XP	1 a	Special	Special	Special	Special	Yes	302
<input type="checkbox"/>	Wood Shape	Shape wooden items	Trans	V,S,DF	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	Will negs	Yes	303
<input type="checkbox"/>	Word of Chaos	Kills, confuses, stuns nonchaotic	Evoc	V	1 a	40-ft	40-ft radius	Instantaneous	Will negs	Yes	303
<input type="checkbox"/>	Word of Recall	Teleports you to designated place	Trans	V	1 a	Unlimited	Willing creatures	Instantaneous	Will negs	Yes	303
<input type="checkbox"/>	Zone of Silence	Silence isolates internal and external	Illus	V,S	Round	Self	5-ft radius	1 hr/lvl (D)	-	-	303
<input type="checkbox"/>	Zone of Truth	Targets within area cannot lie	Ench	V,S,DF	1 a	Close	20-ft radius	1 min/lvl	Will negs	Yes	303