

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl
Acid Fog	x	x	x	x	x	6	6	PHB	196	1 a	Medium	20-ft radius	1 rd/lvl	-	-	Fog deals 2d6/rd acid damage	Conj
Acid Splash	x	x	x	x	0	0	0	PHB	196	1 a	Close	Acid missile	Instantaneous	-	-	Small acid orb. (ranged touch, 1d3)	Conj
Aid	x	2	x	x	x	x	x	PHB	196	1 a	Touch	One living creature	1 min/lvl	-	Y	+1 att,+1 fear saves,1d8 +1/lvl hps	Ench
Air Walk	x	4	4	x	x	x	x	PHB	196	1 a	Touch	One creature	10 min/lvl	-	Y	Target treads on air as if solid	Trans
Alarm	1	x	x	1	1	1	1	PHB	197	1 a	Close	20-ft radius	2 hr/lvl (D)	-	-	Wards an area for 2 hr/lvl	Abjur
Align Weapon	2	x	x	x	x	x	x	PHB	197	1 a	Touch	Weapon	1 min/lvl	Will negs	Y	Adds alignment to weapon	Trans
Alter Self	2	x	x	x	2	2	2	PHB	197	1 a	Self	Caster, +10 disguise	10 min/lvl (D)	-	-	Changes appearance	Trans
Analyze Dweomer	6	x	x	x	6	6	6	PHB	197	1 a	Close	Item or creature/lvl	1 rd/lvl (D)	Will negs	-	Reveals magical aspects of target	Div
Animal Messenger	2	2	x	1	x	x	x	PHB	198	1 a	Close	One tiny animal	1 day/lvl	-	Y	Send a tiny animal to specific place	Ench
Animal Growth	x	5	x	4	5	5	5	PHB	198	1 a	Medium	1 animal/2 lvls	1 min/lvl	Fort negs	Y	Animal/2 lvls increases size category	Trans
Animal Shapes	x	8	x	x	x	x	x	PHB	198	1 a	Close	One creature/lvl	1 hr/lvl (D)	-	Y	1 ally/lvl polymorphs into animal	Trans
Animal Trance	2	x	2	x	x	x	x	PHB	198	1 a	Close	Animals, Int 1 or 2	Conc	Will negs	Y	Fascinates 2d6 HD of animals	Ench
Animate Dead	x	3	x	x	4	4	4	PHB	198	1 a	Touch	Max 2HD/lvl	Instantaneous	-	-	Creates skeletons and zombies	Necro
Animate Objects	6	6	x	x	x	x	x	PHB	199	1 a	Medium	One small item/lvl	1 rd/lvl	-	-	Items attack your foes	Trans
Animate Plants	x	7	x	x	x	x	x	PHB	199	1 a	Close	1 plant/3lvls	1 rd/lvl	-	-	Animated plant	Trans
Animate Rope	1	x	x	x	1	1	1	PHB	199	1 a	Medium	1 ropelike item	1 rd/lvl	-	-	Rope moves at your command	Trans
Antilife Shell	x	6	x	x	x	x	x	PHB	199	1 rnd	10-ft	10-ft radius	10 min/lvl (D)	-	Y	10-ft field excludes living creatures	Abjur
Antimagical Field	x	8	x	x	6	6	6	PHB	200	1 a	10-ft	10-ft radius	10 min/lvl (D)	-	Sp	Negates magic within 10-ft	Abjur
Antipathy	x	9	x	x	8	8	8	PHB	200	1 hr	Close	Location or item	2 hr/lvl (D)	Will part	Y	Item or location repels creatures	Ench
Antiplant Shell	x	4	x	x	x	x	x	PHB	200	1 a	10-ft	10-ft radius	10 min/lvl (D)	-	Y	Barrier protects against plants	Abjur
Arcane Eye	x	x	x	4	4	4	4	PHB	200	10 min	Unlimited	Magical sensor	1 min/lvl (D)	-	-	Floating eye, moves 30ft/rd	Div
Arcane Lock	x	x	x	2	2	2	2	PHB	200	1 a	Touch	Size 30 sq ft/lvl	Permanent	-	-	Magically locks a portal or chest	Abjur
Arcane Mark	x	x	x	0	0	0	0	PHB	201	1 a	Touch	Rune or mark	Permanent	-	-	Inscribes a personal rune	Univ
Arcane Sight	x	x	x	3	3	3	3	PHB	201	1 a	Self	Caster	1 min/lvl	-	-	See magic auras within 120-ft	Div
Arcane Sight, Greater	x	x	x	7	7	7	7	PHB	201	1 a	Self	Caster	1 min/lvl	-	-	See magic auras within 120-ft	Div
Astral Projection	x	9	x	x	9	9	9	PHB	201	30 min	Touch	You + 1 creat/2 lvls	Special	-	Y	Projects you & company to astral plane	Necro
Atonement	x	5	x	x	x	x	x	PHB	201	1 hr	Touch	One living creature	Instantaneous	-	Y	Removes burden of past misdeeds	Abjur
Augury	x	2	x	x	x	x	x	PHB	202	1 min	Self	Caster	Instantaneous	-	-	Learns if an action is good or bad	Div
Awaken	x	5	x	x	x	x	x	PHB	202	1 day	Touch	Animal or tree	Instantaneous	Will negs	Y	Animal/tree gains human intellect	Trans
Baleful Polymorph	x	x	x	5	5	5	5	PHB	202	1 a	Close	One creature	Permanent	Fort negs	Y	Target becomes a harmless creature	Trans
Bane	x	1	x	x	x	x	x	PHB	203	1 a	50-ft	Enemies in 50-ft	1 min/lvl	Will negs	Y	Enemies suffer -1 att, -1 vs fear	Ench
Banishment	x	6	x	x	7	7	7	PHB	203	1 a	Close	Extraplanar creatures	Instantaneous	Will negs	Y	Banishes 2 HD/lvl creatures	Abjur
Barkskin	x	2	x	2	x	x	x	PHB	203	1 a	Touch	One living creature	10 min/lvl	-	Y	1+1/3lvls natural armour (5)	Trans
Bear's Endurance	x	2	2	2	2	2	2	PHB	203	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Con	Trans
Bear's Endurance, Mass	x	6	x	6	6	6	6	PHB	203	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Y	+4 Con to 1 creature/lvl	Trans
Bestow Curse	x	3	x	x	4	4	4	PHB	203	1 a	Touch	One creature	Permanent	Will negs	Y	-6 abi / -4 att, saves, checks etc.	Necro
Bigby's Clenched Fist	x	x	x	8	8	8	8	PHB	203	1 a	Medium	Att lv+abi mod+10	1 rd/lvl (D)	-	Y	Large hand attacks, 1d8+11 & stun	Evoc
Bigby's Crushing Hand	x	x	x	9	9	9	9	PHB	203	1 a	Medium	Att lv+abi mod+15	1 rd/lvl (D)	-	Y	Grapple, push, crush 2d6+12 dmg	Evoc
Bigby's Forceful Hand	x	x	x	6	6	6	6	PHB	204	1 a	Medium	Bull rush, Str 14	1 rd/lvl (D)	-	Y	Hand pushes creatures away	Evoc
Bigby's Grasping Hand	x	x	x	7	7	7	7	PHB	204	1 a	Medium	Attack lv+abi mod+9	1 rd/lvl (D)	-	Y	Provides cover, pushes, grapples	Evoc
Bigby's Interposing Hand	x	x	x	5	5	5	5	PHB	204	1 a	Medium	AC 20, HP as caster	1 rd/lvl (D)	-	Y	+4 AC	Evoc
Binding	x	x	x	8	8	8	8	PHB	204	1 min	Close	One living creature	Special (D)	Will negs	Y	Techniques to imprison a creature	Ench
Blade Barrier	x	6	x	x	x	x	x	PHB	205	1 a	Medium	Wall 20-ft long/lvl	1 min/lvl (D)	Ref half	Y	Blades deal 1d6 damage/lvl	Evoc
Blasphemy	x	7	x	x	x	x	x	PHB	205	1 a	30-ft	40-ft radius	Instantaneous	-	Y	Kills, paralyzes, weakens nonevil	Evoc
Bless	x	1	x	1	x	x	x	PHB	205	1 a	50-ft	Allies in 50-ft	1 min/lvl	-	Y	Allies gains +1 att, +1 vs fear	Ench
Bless Water	x	1	x	1	x	x	x	PHB	205	1 min	Touch	Water flask	Instantaneous	Will negs	Y	Make holy water	Trans
Bless Weapon	x	x	1	x	x	x	x	PHB	205	1 a	Touch	Weapon	1 min/lvl	-	-	Blesses weapon against evil foes	Trans
Blight	x	5	x	x	5	5	5	PHB	206	1 a	Touch	Touch target	Instantaneous	Fort half	Y	1d6 dam/lvl to plant creature or blights 100-ft spread.	Necro
Blindness/Deafness	2	3	x	x	2	2	2	PHB	206	1 a	Medium	One living creature	Permanent (D)	Fort negs	Y	Makes target blind or deaf	Necro
Blink	3	x	x	3	3	3	3	PHB	206	1 a	Self	Caster	1 rd/lvl (D)	-	-	Randomly vanish and reappear	Trans
Blur	2	x	x	2	2	2	2	PHB	206	1 a	Touch	Concealment	1 min/lvl (D)	Will negs	Y	Attacks miss target 20% of time	Illus
Break Enchantment	4	5	x	4	5	5	5	PHB	207	1 min	Close	Creature/lvl in 30-ft	Instantaneous	Special	Y	Frees target from enchantments	Abjur
Bull's Strength	x	2	2	x	2	2	2	PHB	207	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Str	Trans
Bull's Strength, Mass	x	6	x	x	6	6	6	PHB	207	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Y	+4 Str to 1 creature/lvl	Trans
Burning Hands	x	x	x	1	1	1	1	PHB	207	1 a	15-ft	Cone	Instantaneous	Ref half	Y	1d4 fire dmg/lvl (5d4)	Evoc
Call Lightning	x	3	x	x	x	x	x	PHB	207	1 rnd	Medium	Vertical bolt/lvl (10)	1 min/lvl	Ref half	Y	Lightning Bolt 3d6 (3d10 in storms)	Evoc
Call Lightning Storm	x	5	x	x	x	x	x	PHB	207	1 rnd	Long	Vertical bolt/lvl (15)	1 min/lvl	Ref half	Y	Lightning Bolt 5d6 (5d10 in storms)	Evoc
Calm Animals	x	1	x	1	x	x	x	PHB	207	1 a	Close	Animals in 30-ft	1 min/lvl	Will negs	Y	Calms 2d4+1/lvl HD of animals etc.	Ench
Calm Emotions	2	2	x	x	x	x	x	PHB	207	1 a	Medium	20-ft radius	Conc, 1 rd/lvl	Will negs	Y	Calms 1d6/lvl targets	Ench
Cat's Grace	2	x	2	2	2	2	2	PHB	208	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Dex	Trans
Cat's Grace, Mass	6	x	x	6	6	6	6	PHB	208	1 a	Touch	Creature/lvl in 30-ft	1 min/lvl	Will negs	Y	+4 Dex to 1 creature/lvl	Trans
Cause Fear	1	1	x	x	1	1	1	PHB	208	1 a	Close	One living creature	1d4 rnds	Will part	Y	Creature frightened or shaken 1 rnd	Necro
Chain Lightning	x	x	x	6	6	6	6	PHB	208	1 a	Long	Primary,secondary/lvl	Instantaneous	Ref half	Y	1d6 damage/level, secondary bolts	Evoc
Changestaff	x	7	x	x	x	x	x	PHB	208	1 rnd	Touch	Staff	1 hr/lvl (D)	-	-	Your staff becomes a treat	Trans
Chaos Hammer	x	x	1	x	x	x	x	PHB	208	1 a	Medium	20-ft radius	Instantaneous	Will part	Y	Hammer deals 1d8/2lvl to law/ntrl	Evoc
Charm Animal	3	x	x	4	4	4	4	PHB	208	1 a	Close	Person or animal	1 hr/lvl	Will negs	Y	Makes animal your friend	Ench
Charm Monster	6	x	x	8	8	8	8	PHB	209	1 a	Close	One living creature	1 day/lvl	Will negs	Y	Monster believes you are allied	Ench
Charm Monster, Mass	1	x	x	1	1	1	1	PHB	209	1 a	Close	Creatures in 30-ft	1 day/lvl	Will negs	Y	Monsters believe you are allied 2HD/lvl	Ench
Charm Person	x	2	x	x	x	x	x	PHB	209	1 a	Close	1 person	1 hr/lvl	Will negs	Y	Makes one person your friend	Ench
Chill Metal	x	2	x	x	x	x	x	PHB	209	1 a	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will negs	Y	Cold metal damages if touched	Trans
Chill Touch	x	x	x	1	1	1	1	PHB	209	1 a	Touch	One creature/lvl	Instantaneous	Fort part	Y	1 touch/lvl deals 1d6 dmg, -1 Str	Necro
Circle of Death	x	x	x	6	6	6	6	PHB	209	1 a	Medium	40-ft radius	Instantaneous	Fort negs	Y	Kills 1d4 HD/level	Necro
Clairaudience / Clairvoyance	3	x	x	3	3	3	3	PHB	209	10 min	Long	Magical sensor	1 min/lvl (D)	-	-	Hear or see at a distance, 1 min/lvl	Div
Cloak of Chaos	x	8	x	x	x	x	x	PHB	210	1 a	20-ft	1/lvl in 20-ft radius	1 rd/lvl (D)	Special	Y	+4 AC, +4 rest, SR 25 vs lawful	Abjur
Clone	x	x	x	8	8	8	8	PHB	210	10 min	0-ft	One clone	Instantaneous	-	-	Clone awakens when original dies	Necro
Cloudkill	x	x	x	5	5	5	5	PHB	210	1 a	Medium	20-ft radius	1 min/lvl	Special	-	Kills 1-3 HD, 4-6 HD Fort save / die	Conj
Color Spray	x	x	x	1	1	1	1	PHB	210	1 a	15-ft	Cone	Instantaneous	Will negs	Y	Knocks unconscious etc. 1d6 creats	Illus
Command	x	1	x	x	x	x	x	PHB	211	1 a	Close	One living creature	1 round	Will negs	Y	One target obeys command 1 rnd	Ench
Command Plants	x	x	x	2	2	2	2	PHB	211	1 a	Close	2 HD/lvl in 30-ft	1 day/lvl	Will negs	Y	Plants animate and entangle	Trans
Command Undead	x	5	x	x	2	2	2	PHB	211	1 a	Close	One undead creature	1 day/lvl	Will negs	Y	Control undead creatures	Necro
Command, Greater	x	4	x	3	x	x	x	PHB	211	1 a	Close	Creature/lvl in 30-ft	1 rd/lvl	Will negs	Y	One target obeys command 1 rnd	Ench
Commune	x	5	x	x	x	x	x	PHB	211	10							

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl
Control Water	x	4	4	x	x	6	6	PHB	214	1 a	Long	10ftx10ftx2ft/lvl	10 min/lvl (D)	-	-	Raises, lowers or parts water	Trans
Control Weather	x	7	7	x	x	7	7	PHB	214	10 min	2 miles	2 mile radius	4d12 hours	-	-	Changes weather in local area	Trans
Control Winds	x	5	x	x	x	x	x	PHB	214	1 a	40-ft/lvl	40-ft/lvl radius	10 min/lvl	Fort negs	-	Change wind direction and speed	Trans
Create Food and Water	x	3	x	x	x	x	x	PHB	215	10 min	Close	Food and water	24 hours	-	-	Feeds 3 humans (or horse) / level	Conj
Create Greater Undead	x	8	x	x	x	8	8	PHB	215	1 hr	Close	One dead creature	Instantaneous	-	-	Mummy, spectre, vampire, ghost	Necro
Create Undead	x	6	x	x	x	6	6	PHB	215	1 hr	Close	One dead creature	Instantaneous	-	-	Ghoul, shadow, ghast, wight, wraith	Necro
Create Water	x	0	0	1	x	x	x	PHB	215	1 a	Close	Up to 2 gallons/lvl	Instantaneous	-	-	Creates 2 gallons/lvl of pure water	Conj
Creeping Doom	x	7	x	x	x	x	x	PHB	215	1 rnd	Close	One swarm/2lvl	1 min/lvl	-	-	Carpet of insects at your command	Conj
Crushing Despair	3	x	x	x	4	4	4	PHB	215	1 a	30-ft	Cone	1 min/lvl	Will negs	Y	-2 Att, save, abilities, skills, damage	Ench
Cure Critical Wounds	4	4	5	x	x	x	x	PHB	215	1 a	Touch	One creature	Instantaneous	Will half	Y	Cures 4d8+1/lvl (+20)	Conj
Cure Critical Wounds, Mass	x	8	x	x	x	x	x	PHB	215	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Cures 4d8+1/lvl (+40)	Conj
Cure Light Wounds	1	1	1	2	x	x	x	PHB	215	1 a	Touch	One creature	Instantaneous	Will half	Y	Cures 1d8+1/lvl (+5)	Conj
Cure Light Wounds, Mass	5	5	6	x	x	x	x	PHB	216	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Cures 1d8+1/lvl (+25)	Conj
Cure Minor Wounds	x	0	0	x	x	x	x	PHB	216	1 a	Touch	One creature	Instantaneous	Will half	Y	Cures 1 point of damage	Conj
Cure Moderate Wounds	2	2	3	3	3	3	3	PHB	216	1 a	Touch	One creature	Instantaneous	Will half	Y	Cures 2d8+1/lvl (+10)	Conj
Cure Moderate Wounds, Mass	6	6	7	x	x	x	x	PHB	216	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Cures 2d8+1/lvl (+30)	Conj
Cure Serious Wounds	3	3	4	4	4	4	4	PHB	216	1 a	Touch	One creature	Instantaneous	Will half	Y	Cures 3d8+1/lvl (+15)	Conj
Cure Serious Wounds, Mass	x	7	8	x	x	x	x	PHB	216	1 a	Close	Creature/lvl in 30-ft	Instantaneous	Will half	Y	Cures 3d8+1/lvl (+35)	Conj
Curse Water	x	1	x	x	x	x	x	PHB	216	1 min	Touch	Water flask	Instantaneous	Will negs	Y	Make unholy water	Necro
Dancing Lights	0	x	x	x	0	0	0	PHB	216	1 a	Medium	10-ft radius	1 min (D)	-	-	Flgment torches or other lights	Evoc
Darkness	2	2	x	x	2	2	2	PHB	216	1 a	Touch	Item 20-ft radius	10 min/lvl (D)	-	-	Supernatural darkness	Evoc
Darkvision	x	x	x	3	2	2	2	PHB	216	1 a	Touch	One creature	1 hr/lvl	Will negs	Y	See 60-ft in total darkness	Trans
Daylight	3	3	3	3	3	3	3	PHB	216	1 a	Touch	Item 60-ft radius	10 min/lvl (D)	-	-	60-ft radius of bright light	Evoc
Daze	0	x	x	x	0	0	0	PHB	217	1 a	Close	1 humanoid to 4 HD	1 rnd	Will negs	Y	Humanoid loses next action	Ench
Daze Monster	2	x	x	x	2	2	2	PHB	217	1 a	Medium	One creature to 6 HD	1 rnd	Will negs	Y	Creature loses next action	Ench
Death Knell	x	2	x	x	x	x	x	PHB	217	1 a	Touch	One living creature	10 min / creat HD	Will negs	Y	Gain 1d8 temp hp, +2 Str, +1 level	Necro
Death Ward	x	4	5	4	x	x	x	PHB	217	1 a	Touch	One living creature	10 min/lvl	-	-	Immunity to death spells/effects	Necro
Deathwatch	x	1	x	x	x	x	x	PHB	217	1 a	30-ft	Cone	10 min/lvl	-	-	Sees how wounded targets are	Necro
Deep Slumber	3	x	x	x	3	3	3	PHB	217	1 rnd	Close	10-ft radius	1 min/lvl	Will negs	Y	Put 10 HD of creatures into slumber	Ench
Deeper Darkness	x	3	x	x	x	x	x	PHB	217	1 a	Touch	Item 60-ft radius	1 day/lvl	-	-	Supernatural darkness	Evoc
Delay Poison	2	2	2	2	1	x	x	PHB	217	1 a	Touch	One creature	1 hr/lvl	Fort negs	Y	Stops poison from harming target	Conj
Delayed Blast Fireball	x	x	x	x	7	7	7	PHB	217	1 a	Long	1d6/lvl, max 10d6	Instantaneous	Ref half	Y	1d6 dmg/lvl, 20-ft radius, 5 rnds	Evoc
Demand	x	x	x	x	8	8	8	PHB	217	10 min	Special	One creature	1 round	Will part	Y	Send a message with a suggestion	Evoc
Desecrate	x	2	x	x	x	x	x	PHB	218	1 a	Close	20-ft radius	2 hr/lvl	-	-	Fill area with negative energy	Evoc
Destruction	x	7	x	x	x	x	x	PHB	218	1 a	Close	One creature	Instantaneous	Fort part	Y	Kill target, destroy remains or 10d6	Necro
Detect Animals or Plants	x	x	1	x	1	x	x	PHB	218	1 a	Long	Cone	Conc, 10 min/lvl	-	-	Detects special animals or plant	Div
Detect Chaos	x	1	x	x	x	x	x	PHB	218	1 a	60-ft	Cone	Conc, 10 min/lvl	-	-	Reveals creatures, spells or items	Div
Detect Evil	x	1	x	x	x	x	x	PHB	218	1 a	60-ft	Cone	Conc, 10 min/lvl	-	-	Reveals creatures, spells or items	Div
Detect Good	x	1	x	x	x	x	x	PHB	219	1 a	60-ft	Cone	Conc, 10 min/lvl	-	-	Reveals creatures, spells or items	Div
Detect Law	x	1	x	x	x	x	x	PHB	219	1 a	60-ft	Cone	Conc, 10 min/lvl	-	-	Reveals creatures, spells or items	Div
Detect Magic	0	0	0	x	0	0	0	PHB	219	1 a	60-ft	Cone	Conc, 1 min/lvl	-	-	Detects spells and magic items	Div
Detect Poison	x	0	0	1	0	0	0	PHB	219	1 a	Close	Creat,obj or 5-ft cube	Instantaneous	-	-	Detects poison in creature or item	Div
Detect Scrying	4	x	x	x	4	4	4	PHB	219	1 a	40-ft	40-ft radius	24 hours	-	-	Alerts of magical eavesdropping	Div
Detect Secret Doors	1	x	x	x	1	1	1	PHB	220	1 a	60-ft	Cone	Conc, 1min/lvl	-	-	Reveals hidden doors within 60-ft	Div
Detect Snares and Pits	x	x	1	x	1	x	x	PHB	220	1 a	60-ft	Cone	Conc, 10 min/lvl	-	-	Reveals natural or primitive traps	Div
Detect Thoughts	2	x	x	x	2	2	2	PHB	220	1 a	60-ft	Cone	Conc, 1 min/lvl	Will negs	-	Detect surface thoughts	Div
Detect Undead	x	1	x	1	1	1	1	PHB	220	1 a	60-ft	Cone	Conc, 1min/lvl	-	-	Reveals undead within 60-ft	Div
Dictum	x	7	x	x	x	x	x	PHB	220	1 a	40-ft	40-ft radius	Instantaneous	-	-	Kills, paralyzes, weakens nonlawful	Evoc
Dimension Door	4	x	x	x	4	4	4	PHB	221	1 a	Long	Caster and touched	Instantaneous	Will negs	Y	Teleports you and up to max load	Conj
Dimensional Anchor	x	4	x	x	4	4	4	PHB	221	1 a	Medium	Ray	1 min/lvl	-	-	Stops extradimensional movement	Abjur
Dimensional Lock	x	8	x	x	8	8	8	PHB	221	1 a	Medium	20-ft radius	1 day/lvl	-	-	Stops extradimensional movement	Abjur
Diminish Plants	x	3	3	3	x	x	x	PHB	221	1 a	Special	Special	Instantaneous	-	-	Reduces size of plants	Trans
Discern Lies	x	4	x	3	x	x	x	PHB	221	1 a	Close	Creature/lvl in 30-ft	Conc, 1 rnd/lvl	Will negs	-	Reveals deliberate falsehoods	Div
Discern Location	x	8	x	x	8	8	8	PHB	222	10 min	Unlimited	One creature or item	Instantaneous	-	-	Exact location of creature or item	Div
Disguise Self	1	x	x	x	1	1	1	PHB	222	1 a	Self	Caster	10 min/lvl	-	-	Change appearance, +10 Disguise	Illus
Disintegrate	x	x	x	x	6	6	6	PHB	222	1 a	Medium	Ray, 10-ft cube	Instantaneous	Fort part	Y	Disintegrates creat/obj or 5d6 dmg	Trans
Dismissal	x	4	x	x	5	5	5	PHB	222	1 a	Close	Extraplanar creature	Instantaneous	Will negs	Y	Force creature back to native plane	Abjur
Dispel Chaos	x	5	4	x	x	x	x	PHB	222	1 a	Touch	Special	1 rnd/lvl or till used	Special	Sp	+4 AC against chaotic attackers, banish	Abjur
Dispel Evil	x	5	4	x	x	x	x	PHB	222	1 a	Touch	Special	1 rnd/lvl or till used	Special	Sp	+4 AC against evil attackers, banish	Abjur
Dispel Good	x	5	4	x	x	x	x	PHB	222	1 a	Touch	Special	1 rnd/lvl or till used	Special	Sp	+4 AC against good attackers, banish	Abjur
Dispel Law	x	5	4	x	x	x	x	PHB	223	1 a	Touch	Special	1 rnd/lvl or till used	Special	Sp	+4 AC against lawful attackers, banish	Abjur
Dispel Magic	3	3	4	3	3	3	3	PHB	223	1 a	Medium	Special	Instantaneous	-	-	Cancel magical effects (+10)	Abjur
Dispel Magic, Greater	5	6	6	x	6	6	6	PHB	223	1 a	Medium	Special	Instantaneous	-	-	Cancel magical effects (+20)	Abjur
Displacement	3	x	x	x	3	3	3	PHB	223	1 a	Touch	One creature	1 rnd/lvl (D)	Will negs	Y	Attacks miss target 50% of time	Illus
Disrupt Undead	x	x	x	x	0	0	0	PHB	223	1 a	Close	Ray	Instantaneous	-	-	Deals 1d6 damage to one undead	Necro
Disrupting Weapon	x	5	x	x	x	x	x	PHB	223	1 a	Touch	One weapon	1 rnd/lvl	Will negs	Y	Undead save vs lvl or be destroyed	Trans
Divination	x	4	x	x	x	x	x	PHB	224	10 min	Self	Caster	Instantaneous	-	-	Provides useful advice for actions	Div
Divine Favor	x	1	x	1	x	x	x	PHB	224	1 a	Self	Caster	1 min	-	-	You gain att, dmg bonus +1/3 lvls	Evoc
Divine Power	x	4	x	x	x	x	x	PHB	224	1 a	Self	Caster	1 rnd/lvl	-	-	+1vl as Att bonus, +6 Str, 1 hp/lvl	Evoc
Dominate Animal	x	3	x	x	x	x	x	PHB	224	1 rnd	Close	One animal	1 rnd/lvl	Will negs	Y	Animal obeys mental commands	Ench
Dominate Monster	x	x	x	x	9	9	9	PHB	224	1 rnd	Close	One creature	1 day/lvl	Will negs	Y	Control creature telepathically	Ench
Dominate Person	4	x	x	x	5	5	5	PHB	224	1 rnd	Close	One humanoid	1 day/lvl	Will negs	Y	Control humanoid telepathically	Ench
Doom	x	1	x	x	x	x	x	PHB	225	1 a	Medium	One living creature	1 min/lvl	Will negs	Y	-2 on attacks, dmg, saves, skills	Necro
Drawmij's Instant Summons	x	x	x	x	7	7	7	PHB	225	1 a	Special	Weight up to 10 lb	Till used	-	-	Prepared items appears in hand	Conj
Dream	5	x	x	x	5	5	5	PHB	225	1 min	Unlimited	One living creature	Special	-	-	Sends message to anyone sleeping	Illus
Eagle's Splendor	2	2	2	2	2	2	2	PHB	225	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Cha	Trans
Eagle's Splendor, Mass	6	6	x	x	6	6	6	PHB	225	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Y	+4 Cha to 1 creature/lvl	Trans
Earthquake	x	8	x	x	x	x	x	PHB	225	1 a	Long	80-ft/lvl radius	1 rnd	Special	-	Intense tremor causes cave-in 8d6 dmg	Evoc
Elemental Swarm	x	9	x	x	x	x	x	PHB	226	10 min	Medium	2+ creatures	10 min/lvl (D)	-	-	Summons 2d4 Large, 1d4 Huge	Conj
Endure Elements	x	1	1	1	1	1	1	PHB	226	1 a	Touch	One creature	24 hours	Will negs	Y	Protected in extreme temperatures	Abjur
Energy Drain	x	9	x	x	9	9	9	PHB	226	1 a	Close	Negative energy ray	Instantaneous	Fort part	Y	Target gains 2d4 negative levels	Necro
Enervation	x	x	x	x	4	4	4	PHB	226	1 a	Close	Negative energy ray	Instantaneous	-	-	Target gains 1d4 negative levels	Necro
Enlarge Person	x	x	x	x	1												

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl
Faerie Fire	x	x	1	x	x	x	x	PHB	229	1 a	Long	Creatures in 5-ft	1 min/lvl (D)	-	Y	Outlines target with light	Evoc
False Life	x	x	x	x	2	2		PHB	229	1 a	Self	Caster	1 hr/lvl	-	-	1d10 + 1/lvl temporary HPs	Necro
False Vision	5	x	x	x	5	5		PHB	229	1 a	Touch	40-ft radius	1 hr/lvl (D)	-	-	Fools scrying with an illusion	Illus
Fear	3	x	x	x	4	4		PHB	229	1 a	30-ft	Cone	1 rnd/lvl	Will part	Y	Targets panic for 1 rnd/lvl	Necro
Feather Fall	1	x	x	x	1	1		PHB	229	Free	Close	Creature/lvl in 20-ft	Land or 1 rnd/lvl	Will negs	Y	Items or creatures fall slowly	Trans
Feeblemind	x	x	x	x	5	5		PHB	229	1 a	Medium	One creature	Instantaneous	Will negs	Y	Target's Int and Cha drop to 1	Ench
Find the Path	6	6	6	x	x	x		PHB	230	3 rnds	Touch	One creature	10 min/lvl	Will negs	Y	Shows most direct way to location	Div
Find Traps	x	2	x	x	x	x		PHB	230	1 a	Self	Caster	1 min/lvl	-	-	Notice traps as rogue does	Div
Finger of Death	x	x	8	x	7	7		PHB	230	1 a	Close	One living creature	Instantaneous	Fort part	Y	Kills target else does 3d6+1/lvl dmg	Necro
Fire Seeds	x	x	6	x	x	x		PHB	230	1 a	Touch	1-4 acorns/1-8berries	10 min/lvl	Ref half	-	Acorn and berries become bombs	Conj
Fire Shield	x	x	x	x	4	4		PHB	230	1 a	Self	Caster	1 rnd/lvl (D)	-	-	Creatures attacking take 1d6+1/lvl	Evoc
Fire Storm	x	8	7	x	x	x		PHB	231	1 rnd	Medium	2 10-ft cubes/level	Instantaneous	Ref half	Y	Deals 1d6 damage/lvl (20d6)	Evoc
Fire Trap	x	2	x	x	4	4		PHB	231	10 min	Touch	One item	Till used	Ref half	Y	Opened item deals 1d4+1/lvl	Abjur
Fireball	x	x	x	x	3	3		PHB	231	1 a	Long	20-ft radius	Instantaneous	Ref half	Y	1d6 dmg/lvl fire burst (10d6)	Evoc
Flame Arrow	x	x	x	x	3	3		PHB	231	1 a	Close	+1d6 fire damage	10 min/lvl	-	-	Projectiles +1d6 fire damage	Trans
Flame Blade	x	2	x	x	x	x		PHB	231	1 a	0-ft	Swordlike Beam	1 min/lvl (D)	-	Y	Blade deals 1d8+1/2lvs	Evoc
Flame Strike	x	5	4	x	x	x		PHB	231	1 a	Medium	10-ft radius	Instantaneous	Ref half	Y	Smites foes with divine fire 1d6/lvl (15)	Evoc
Flaming Sphere	x	2	x	x	2	2		PHB	232	1 a	Medium	5-ft sphere	1 rnd/lvl	Ref negs	Y	Burning globe, 2d6 dmg, 30-ft move	Evoc
Flare	0	x	0	x	0	0		PHB	232	1 a	Close	Burst of light	Inst (1 min)	Fort negs	Y	Dazzles 1 creature (-1 attack)	Evoc
Flesh to Stone	x	x	x	x	6	6		PHB	232	1 a	Medium	One creature	Instantaneous	Fort negs	Y	Turns target into stone	Trans
Fly	x	x	x	x	3	3		PHB	232	1 a	Touch	One creature	1 min/lvl	Will negs	Y	Target flies at 60-ft/round	Trans
Fog Cloud	x	2	x	x	2	2		PHB	232	1 a	Medium	20-ft radius	10 min/lvl	-	-	Fog limits vision to 5-ft	Conj
Forbiddance	x	6	x	x	x	x		PHB	232	6 rnds	Medium	60-ft cube/level	Permanent	Special	Y	Prevents planar travel inside	Abjur
Forceage	x	x	x	x	7	7		PHB	233	1 a	Close	20-ft cube/10-ft cube	2 hr/lvl	-	-	Cube of force imprisons all inside	Evoc
Foresight	x	9	x	x	9	9		PHB	233	1 a	Prsl.touch	Special	10 min/lvl	Will negs	Y	6th sense warns of danger	Div
Fox's Cunning	2	2	x	x	2	2		PHB	233	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Int	Trans
Fox's Cunning, Mass	6	x	x	x	6	6		PHB	233	1 a	Close	Creature/lvl in 30-ft	1 min/lvl	Will negs	Y	+4 Int to 1 creature/lvl	Trans
Freedom	x	x	x	x	9	9		PHB	233	1 a	Close	One creature	Instantaneous	Will negs	Y	Freed from movement restrictions	Abjur
Freedom of Movement	4	4	4	4	x	x		PHB	233	1 a	Prsl.touch	One creature	10 min/lvl	Will negs	Y	Target moves and attacks normally	Abjur
Gaseous Form	3	x	x	x	3	3		PHB	234	1 a	Touch	Touch	2 min/lvl (D)	-	-	Become insubstantial, 10 dmg reduct	Trans
Gate	x	9	x	x	9	9		PHB	234	1 a	Medium	Special	Instantaneous	-	-	Connects two planes for travel	Conj
Geas / Quest	6	6	x	x	6	6		PHB	234	10 min	Close	One living creature	1 day/lvl or till used	-	-	Command any creature	Ench
Geas, Lesser	3	x	x	x	4	4		PHB	235	1 a	Close	One living creature	1 day/lvl or till used	Will negs	Y	Command up to 7HD creature	Ench
Gentle Repose	x	2	x	x	3	3		PHB	235	1 a	Touch	One dead creature	1 day/lvl	Will negs	Y	Preserves one corpse	Necro
Ghost Sound	0	x	x	x	0	0		PHB	235	1 a	Close	Noise of 4humans/lvl	1 rnd/lvl (D)	Will dsblf	-	Figment sounds	Illus
Ghoul Touch	x	x	x	x	2	2		PHB	235	1 a	Touch	Stench 10-ft radius	1d6+2 rnds	Fort negs	Y	Paralyzes one target	Necro
Giant Vermin	x	4	x	x	x	x		PHB	235	1 a	Close	1-3 vermin in 30-ft	1 min/lvl	-	Y	Turn insects into giant vermin	Trans
Glibness	3	x	x	x	x	x		PHB	235	1 a	Self	Caster	10 min/lvl (D)	-	-	Fluent and believable +30 Bluff	Trans
Glitterdust	2	x	x	x	2	2		PHB	236	1 a	Medium	Creatures in 10-ft	1 rnd/lvl	Will negs	-	Blinds creatures, outlines invisible	Conj
Globe of Invulnerability	x	x	x	x	6	6		PHB	236	1 a	10-ft	10-ft radius sphere	1 rnd/lvl (D)	-	-	Stops 1-4 level spell effects	Abjur
Globe of Invulnerability, Lesser	x	x	x	x	4	4		PHB	236	1 a	10-ft	10-ft radius sphere	1 rnd/lvl (D)	-	-	Stops 1-3 level spell effects	Abjur
Glyph of Warding	x	3	x	x	x	x		PHB	236	10 min	Touch	Item / 5 sq ft/lvl	Till used (D)	Special	Y	Symbol harms activator 1d8/2lvl (5)	Abjur
Glyph of Warding, Greater	x	6	x	x	x	x		PHB	237	10 min	Touch	Item / 5 sq ft/lvl	Till used (D)	Special	Y	Symbol harms activators 1d8/2lvl (10)	Abjur
Good Hope	3	x	x	x	x	x		PHB	237	1 a	Medium	One living creature/lvl	1 min/lvl	Will negs	Y	Morale bonus, +2 save bonus	Ench
Goodberry	x	1	x	x	x	x		PHB	237	1 a	Touch	2d4 fresh berries	1 day/lvl	-	Y	2d4 berries each cure 1 hp	Trans
Grease	1	x	x	x	1	1		PHB	237	1 a	Close	Obj or 10ft x 10ft sq	1 rnd/lvl (D)	Special	-	Makes 10-ft square or item slippery	Conj
Guards and Wards	x	x	x	x	6	6		PHB	237	30 min	Special	Up to 200 sq ft/lvl	2 hr/lvl (D)	-	-	Magical effects protect area	Abjur
Guidance	x	0	x	x	x	x		PHB	238	1 a	Touch	One creature	1 min or till used	Will negs	Y	+1 on 1 attack roll, save or check	Div
Gust of Wind	x	2	x	x	2	2		PHB	238	1 a	60-ft	Blast of air	1 min or till used	Fort negs	Y	Blows away or knocks down creats	Evoc
Hallow	x	5	x	x	x	x		PHB	238	1 day	Touch	40-ft radius	Instantaneous	Special	Sp	Designates location as holy	Evoc
Hallucinatory Terrain	4	x	x	x	4	4		PHB	238	10 min	Long	One 30-ft cube/lvl	2 hr/lvl (D)	Will dsblf	-	Changes natural terrain's appearance	Illus
Halt Undead	x	x	x	x	3	3		PHB	238	1 a	Medium	1-3 undead in 30-ft	1 rnd/lvl	Will negs	Y	Immobilizes undead for 1 rnd/lvl	Necro
Harm	x	6	x	x	x	x		PHB	239	1 a	Touch	One creature	Instantaneous	Will half	Y	10/lvl damage (150)	Necro
Haste	3	x	x	x	3	3		PHB	239	1 a	Close	One creature/lvl	1 rnd/lvl	Fort negs	Y	Extra att, +1 AC, +1 ref save, +30-ft m	Trans
Heal	x	6	7	x	x	x		PHB	239	1 a	Touch	One creature	Instantaneous	Will negs	Y	Cures 10/lvl (150)	Conj
Heal Mount	x	x	3	x	x	x		PHB	239	1 a	Touch	Mount	Instantaneous	Will negs	Y	Heals paladin's special mount	Conj
Heal, Mass	x	9	x	x	x	x		PHB	239	1 a	Close	Any in 30-ft	Instantaneous	Will negs	Y	Cures 10/lvl (250)	Conj
Heat Metal	x	2	x	x	x	x		PHB	239	1 a	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will negs	Y	Hot metal damages if touched	Trans
Helping Hand	x	3	x	x	x	x		PHB	239	1 a	5 miles	Ghostly hand	1 hr/lvl	-	-	Ghostly hand leads target to you	Evoc
Heroes' Feast	6	6	x	x	x	x		PHB	240	10 min	Close	One living creature/lvl	1 hr + 12 hr	-	-	Food for 1 creat/lvl cures & blesses	Conj
Heroism	2	x	x	x	3	3		PHB	240	1 a	Touch	One creature	10 min/lvl	Will negs	Y	+2 Attack, Save and skill checks	Ench
Heroism, Greater	5	x	x	x	6	6		PHB	240	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+4 Attack, Save and skill checks	Ench
Hide from Animals	x	1	x	1	x	x		PHB	241	1 a	Touch	One creature/lvl	10 min/lvl (D)	Will negs	Y	Indiscernible to animals	Abjur
Hide from Undead	x	1	x	x	x	x		PHB	241	1 a	Touch	One creature/lvl	10 min/lvl (D)	Will negs	Y	Indiscernible to undead	Abjur
Hold Animal	x	2	x	x	x	x		PHB	241	1 a	Medium	One animal	1 rnd/lvl (D)	Will negs	Y	Target becomes paralyzed	Ench
Hold Monster	4	x	x	x	5	5		PHB	241	1 a	Medium	One living creature	1 rnd/lvl (D)	Will negs	Y	Target becomes paralyzed	Ench
Hold Monster, Mass	x	x	x	x	9	9		PHB	241	1 a	Medium	Any in 30-ft	1 rnd/lvl (D)	Will negs	Y	Targets become paralyzed	Ench
Hold Person	2	2	x	x	3	3		PHB	241	1 a	Medium	One humanoid	1 rnd/lvl (D)	Will negs	Y	Target becomes paralyzed	Ench
Hold Person, Mass	x	x	x	x	7	7		PHB	241	1 a	Medium	All humanoids in 30-ft	1 rnd/lvl (D)	Will negs	Y	Targets become paralyzed	Ench
Hold Portal	x	x	x	x	1	1		PHB	241	1 a	Medium	Door to 20 sq ft/lvl	1 min/lvl (D)	-	-	Holds door shut	Abjur
Holy Aura	x	8	x	x	x	x		PHB	241	1 a	20-ft	1/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Y	+4 AC, +4 res, SR 25 vs evil	Abjur
Holy Smite	x	x	x	x	x	x		PHB	241	1 a	Medium	20-ft radius	Instantaneous	Will part	Y	Deals 1d8/2lvl to evil, half to neutral	Evoc
Holy Sword	x	x	4	x	x	x		PHB	242	1 a	Touch	Weapon	1 rnd/lvl	-	-	+5 Holy weapon, +2d6 dmg vs evil	Evoc
Holy Word	x	7	x	x	x	x		PHB	242	1 a	40-ft	40-ft radius	Instantaneous	Special	Y	Kills, paralyzes, weakens nongood	Evoc
Horrid Wilting	x	x	x	x	8	8		PHB	242	1 a	Long	Living creatures	Instantaneous	Fort half	Y	1d6 dmg/lvl (20d6) in 60-ft	Necro
Hypnotic Pattern	2	x	x	x	2	2		PHB	242	1 a	Medium	10-ft radius	Conc +2 rnds	Will negs	Y	Fascinates 2d4+1 HD/lvl creatures	Illus
Hypnotism	1	x	x	x	1	1		PHB	242	1 rnd	Close	Living creatures	2d4 rnds (D)	Will negs	Y	Fascinates 2d4 HD of creatures in 30-ft	Ench
Ice Storm	x	4	x	x	4	4		PHB	243	1 a	Long	20-ft radius	1 round	-	Y	Hail does 3d6 bludgeon, 2d6 cold	Evoc
Identify	1	x	x	x	1	1		PHB	243	1 hr	Touch	One item	Instantaneous	-	-	Determines all features of magic item	Div
Illusory Script	3	x	x	x	3	3		PHB	243	see text	Touch	Weight 10 lb	1 day/level (D)	Will negs	Y	Only designated can decipher	Illus
Illusory Wall	x	x	x	x	4	4		PHB	243	1 a	Close	1 x 10 x 10-ft	Permanent	Will dsblf	-	Wall, floor or ceiling looks real	Illus
Imbue with Spell Ability	x	4	x	x	x	x		PHB	243	10 min	Touch	One creature	Till used	Will negs	Y	Transfer spells to target	Evoc
Implosion	x	9															

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl	
Insanity	x	x	x	x	x	7	7	PHB	244	1 a	Medium	One living creature	Instantaneous	Will negs	Y	Target suffer continuous confusion	Ench	
Insect Plague	x	5	5	x	x	x	x	PHB	244	1 rnd	Long	1 swarm/3lvls	1 min/lvl	-	-	- Insect swarm	Conj	
Invisibility	2	x	x	x	2	2	2	PHB	245	1 a	Prsl,touch	Touch	1 min/lvl (D)	Will negs	Y	Invisible until attacks	Illus	
Invisibility Purge	x	3	x	x	x	x	x	PHB	245	1 a	Self	Caster	1 min/lvl (D)	-	-	Dispels invisibility within 5-ft/level	Evoc	
Invisibility Sphere	3	x	x	x	3	3	3	PHB	245	1 a	Prsl,touch	10-ft radius	1 min/lvl (D)	Will negs	Y	Invisibility to all within 10-ft	Illus	
Invisibility, Greater	4	x	x	x	4	4	4	PHB	245	1 a	Prsl,touch	One creature	1 min/lvl (D)	Will negs	Y	Invisible (even if attacks)	Illus	
Invisibility, Mass	x	x	x	x	7	7	7	PHB	245	1 a	Long	Any in 180-ft	1 min/lvl (D)	Will negs	Y	Invisible until anyone attacks	Illus	
Iron Body	x	x	x	x	8	8	8	PHB	245	1 a	Self	Caster	1 min/lvl (D)	-	-	Body becomes iron, Dmg reduction 15	Trans	
Ironwood	x	6	x	x	x	2	2	PHB	246	1 m/lb	0-ft	5 lb of wood/lvl	1 day/level (D)	-	-	Magical wood is strong as steel	Trans	
Jump	x	1	x	1	1	1	1	PHB	246	1 a	Touch	One creature	1 min/lvl (D)	Will negs	Y	+10 jump checks,+20/5th, +30/9th	Trans	
Keen Edge	x	x	x	x	3	3	3	PHB	246	1 a	Close	Weapon or 50 proj.	10 min/lvl (D)	Will negs	Y	Doubles weapon's threat range	Trans	
Knock	x	x	x	x	2	2	2	PHB	246	1 a	Medium	Up to 10 sq ft/lvl	Instantaneous	-	-	Open locked or magic sealed doors	Trans	
Know Direction	0	x	0	x	x	x	x	PHB	246	1 a	Self	Caster	Instantaneous	-	-	You discern North	Div	
Legend Lore	4	x	x	x	6	6	6	PHB	246	see text	Self	Caster	Special	-	-	Learn tales about person or place	Div	
Leomund's Secret Chest	x	x	x	x	5	5	5	PHB	247	10 min	Special	Up to 1 cu.ft. / lvl	60 days or till used	-	-	Hides chest on Ethereal plane	Conj	
Leomund's Secure Shelter	4	x	x	x	4	4	4	PHB	247	10 min	Close	20-ft sq structure	2 hr/lvl (D)	-	-	Creates a sturdy cottage	Conj	
Leomund's Tiny Hut	3	x	x	x	3	3	3	PHB	247	1 a	20-ft	20-ft radius	2 hr/lvl (D)	-	-	Creates shelter for 10 creatures	Evoc	
Leomund's Trap	x	x	x	x	2	2	2	PHB	247	1 a	Touch	One item	Permanent (D)	-	-	Makes items seem trapped	Illus	
Levitate	x	x	x	x	2	2	2	PHB	248	1 a	Prsl,close	100 lb/lvl, 20-ft/rnd	10 min/lvl (D)	-	-	Target moves up/down	Trans	
Light	0	0	0	x	0	0	0	PHB	248	1 a	Touch	One item	10 min/lvl (D)	-	-	Item shines like a torch 20-ft glow	Evoc	
Lightning Bolt	x	x	x	x	3	3	3	PHB	248	1 a	120-ft	120-ft line	Instantaneous	Ref half	Y	Electricity deals 1d6 dmg/lvl (10)	Evoc	
Limited Wish	x	x	x	x	7	7	7	PHB	248	1 a	Special	Special	Special	Special	Y	Duplicates lower level spell	Univ	
Liveoak	x	6	x	x	x	x	x	PHB	248	10 min	Touch	Tree	1 day/level (D)	-	-	Oak becomes treant guardian	Trans	
Locate Creature	4	x	x	x	4	4	4	PHB	248	1 a	Long	400-ft+40-ft/lvl rad	10 min/lvl	-	-	Senses direction of familiar creature	Div	
Locate Object	2	3	x	x	2	2	2	PHB	248	1 a	Long	400-ft+40-ft/lvl rad	1 min/lvl	-	-	Senses direction of item	Div	
Longstrider	x	1	x	1	x	x	x	PHB	249	1 a	Self	Caster	1 hr/lvl (D)	-	-	Movement increases +10-ft/rnd	Trans	
Lullaby	0	x	x	x	x	x	x	PHB	249	1 a	Medium	Living in 10-ft radius	Conc +1 rnd/lvl	Will negs	Y	Become drowsy -5 listen and spot	Ench	
Mage Armor	0	x	x	x	1	1	1	PHB	249	1 a	Touch	One creature	1 hr/lvl (D)	Will negs	-	-	Give target +4 AC	Conj
Mage Hand	0	x	x	x	0	0	0	PHB	249	1 a	Close	Nonmagical item	Concentrate	-	-	Telekinesis of 5-lb item	Trans	
Magic Circle against Chaos	x	3	x	3	3	3	3	PHB	249	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	-	Non-lawful creatures cannot enter	Abjur
Magic Circle against Evil	x	3	x	3	3	3	3	PHB	249	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	-	Non-good creatures cannot enter	Abjur
Magic Circle against Good	x	3	x	3	3	3	3	PHB	250	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	-	Non-evil creatures cannot enter	Abjur
Magic Circle against Law	x	3	x	3	3	3	3	PHB	250	1 a	Touch	10-ft radius	10 min/lvl	Will negs	-	-	Non-chaotic creatures cannot enter	Abjur
Magic Fang	x	1	x	1	x	x	x	PHB	250	1 a	Touch	One living creature	1 min/lvl	Will negs	Y	Natural weapon +1 att/dmg	Trans	
Magic Fang, Greater	x	3	x	3	x	x	x	PHB	250	1 a	Close	One living creature	1 hr/lvl	Will negs	Y	Natural weapon +1/4vl att/dmg (5)	Trans	
Magic Jar	x	x	x	x	5	5	5	PHB	250	1 a	Medium	One creature	1 hr/lvl	Will negs	Y	Enables possession of creature	Necro	
Magic Missile	x	x	x	x	1	1	1	PHB	251	1 a	Medium	Max 15-ft apart	Instantaneous	-	Y	1d4+1 dmg, +1 missile lvls 3,5,7,9	Evoc	
Magic Mouth	1	x	x	x	2	2	2	PHB	251	1 a	Close	Creature or item	Till used	Will negs	Y	Speaks once when triggered	Illus	
Magic Stone	x	1	3	x	x	x	x	PHB	251	1 a	Touch	1-3 Stones	30 min or till used	Will negs	Y	+1 att,1d6+1 dmg, 2d6+2 vs undead	Trans	
Magic Vestment	x	3	x	x	x	x	x	PHB	251	1 a	Touch	Armor/shield	1 hr/lvl	Will negs	Y	Armor/shield gains +1/4lvls	Trans	
Magic Weapon	x	1	x	1	x	1	1	PHB	251	1 a	Touch	Weapon	1 min/lvl	Will negs	Y	Weapon gets +1 att/dmg	Trans	
Magic Weapon, Greater	x	4	x	3	x	3	3	PHB	251	1 a	Close	Weapon or 50 proj.	1 hr/lvl	Will negs	Y	Weapon gets +1/4 lvl att/dmg (5)	Trans	
Major Creation	x	x	x	x	5	5	5	PHB	252	10 min	Close	Item, 1 cu ft/lvl	Special	-	-	Create stone or metal item	Conj	
Major Image	3	x	x	x	3	3	3	PHB	252	1 a	Long	4 10-ft cubes+1/lvl	Concentrate +3 rnd	Will dsblf	-	-	Illusion with sound, smell, heat	Illus
Make Whole	x	2	x	x	x	x	x	PHB	252	1 a	Close	Item, 10 cu ft/lvl	Instantaneous	Will negs	Y	Completely repairs an item	Trans	
Mark of Justice	x	5	x	4	x	x	x	PHB	252	10 min	Touch	One creature	Permanent	-	Y	Designates act that triggers curse	Necro	
Maze	x	x	x	x	8	8	8	PHB	252	1 a	Close	One creature	Special	-	Y	Traps target in extradimensional space	Conj	
Meld into Stone	x	3	x	x	x	x	x	PHB	252	1 a	Self	Caster	10 min/lvl	-	-	You and possessions meld into stone	Trans	
Melf's Acid Arrow	x	x	x	x	2	2	2	PHB	253	1 a	Long	One acid arrow	1 rnd + 1 rnd/3 lvls	-	-	2d4 dmg for 1 rnd+1 rnd/3 lvls	Conj	
Mending	0	0	0	x	0	0	0	PHB	253	1 a	10-ft	Item, 1 lb	Instantaneous	Will negs	Y	Makes minor repairs of item	Trans	
Message	0	x	x	x	0	0	0	PHB	253	1 a	Medium	One creature/lvl	10 min/lvl	-	-	Whispered conversation at distance	Trans	
Meteor Swarm	x	x	x	x	9	9	9	PHB	253	1 a	Long	40-ft radius	Instantaneous	-/ Ref half	Y	4 Spheres doing 2d6 + 6d6 fire burst	Evoc	
Mind Blank	x	x	x	x	8	8	8	PHB	253	1 a	Close	One creature	1 day	Will negs	Y	Resist mind effecting magic	Abjur	
Mind Fog	5	x	x	x	5	5	5	PHB	253	1 a	Medium	20-ft radius	30 min + 2d6 rnds	Will negs	Y	Fog target's minds, -10 Wis/Will save	Ench	
Minor Creation	x	x	x	x	4	4	4	PHB	253	1 min	0-ft	Item, 1 cu ft/lvl	1 hr/lvl (D)	-	-	Creates one cloth or wood item	Conj	
Minor Image	2	x	x	x	2	2	2	PHB	254	1 a	Long	4 10-ft cubes + 1/lvl	Conc +2 rounds	Will dsblf	-	-	Minor illusion with some sound	Illus
Miracle	x	9	x	x	x	x	x	PHB	254	1 a	Special	Special	Special	Special	Y	Requests miracle from diety	Evoc	
Mirage Arcana	5	x	x	x	5	5	5	PHB	254	1 a	Long	One 20-ft cube/lvl	Conc +1 hr/lvl (D)	Will dsblf	-	-	Changes natural terrain's appearance	Illus
Mirror Image	2	x	x	x	2	2	2	PHB	254	1 a	Self	Caster	1 min/lvl (D)	-	-	1d4 + 1/3 lvls caster images (8)	Illus	
Misdirection	2	x	x	x	2	2	2	PHB	254	1 a	Close	Item, 10-ft cube	1 hr/lvl	Will negs	-	-	Misdirect information from divinations	Illus
Mislead	5	x	x	x	6	6	6	PHB	255	1 a	Close	Caster / illusory double	1 rnd/lvl Conc +3 rnds	Will dsblf	-	-	Improved invisibility and creates illusion	Illus
Modify Memory	4	x	x	x	x	1	1	PHB	255	1 rnd	Close	One living creature	Permanent	Will negs	Y	Changes 5 minutes of memories	Ench	
Moment of Prescience	x	x	x	x	8	8	8	PHB	255	1 a	Self	Caster	1 hr/lvl	-	-	Reroll or AC check with +vl as bonus	Div	
Mordenkainen's Disjunction	x	x	x	x	9	9	9	PHB	255	1 a	Close	40-ft radius	Instantaneous	Will negs	-	-	Dispels magic, disenchants items	Abjur
Mordenkainen's Faithful Hound	x	x	x	x	5	5	5	PHB	255	1 a	Close	Phantom watchdog	1 hr/lvl and 1 rnd/lvl	-	-	Guards 30-ft bark, 5-ft att, +10 att, 2d6+3 dmg	Conj	
Mordenkainen's Lucubration	x	x	x	x	6	6	6	PHB	256	1 a	Self	Caster	Instantaneous	-	-	Recalls one 1-5th level spell	Trans	
Mordenkainen's Magnificent Mansion	x	x	x	x	7	7	7	PHB	256	1 a	Close	3 10-ft cubes/lvl	2 hr/lvl (D)	-	-	Extradimensional dwelling	Conj	
Mordenkainen's Private Sanctum	x	x	x	x	5	5	5	PHB	256	10 min	Close	30-ft cube/lvl	1 day (D)	-	-	Those outside see impenetrable fog	Abjur	
Mordenkainen's Sword	x	x	x	x	7	7	7	PHB	256	1 a	Close	One sword	1 rnd/lvl (D)	-	Y	Magic blade, 4d6+3 dmg, 19-20/x2	Evoc	
Mount	x	x	x	x	1	1	1	PHB	256	1 rnd	Close	One mount	2 hr/lvl (D)	-	-	Summons riding horse or pony	Conj	
Move Earth	x	6	x	x	6	6	6	PHB	257	see text	Long	750-ft sq, 10-ft deep	Instantaneous	-	-	Digs trenches and builds hills	Trans	
Neutralize Poison	4	4	3	4	3	x	x	PHB	257	1 a	Touch	Creat / obj 1 cu ft/lvl	10 min/lvl	Will negs	Y	Detoxifies venom in or on target	Conj	
Nightmare	5	x	x	x	5	5	5	PHB	257	10 min	Unlimited	One living creature	Instantaneous	Will negs	Y	Restless sleep dealing 1d10 damage	Illus	
Nondetection	x	x	x	x	4	3	3	PHB	257	1 a	Touch	Creature or item	1 hr/lvl	Will negs	Y	Masks target to scrying and divination	Abjur	
Nystul's Magic Aura	1	x	x	x	1	1	1	PHB	257	1 a	Touch	Item to 5 lb/lvl	1 day/lvl (D)	-	-	Grants false magical aura	Illus	
Obscure Object	1	3	x	x	2	2	2	PHB	258	1 a	Touch	Item to 100 lb/lvl	8 hours	Will negs	Y	Masks item to scrying and divination	Abjur	
Obscuring Mist	x	1	x	x	1	1	1	PHB	258	1 a	20-ft	20-ft radius	1 min/lvl	-	-	Fog surrounds you, visibility 5-ft	Conj	
Open/Close	0	x	x	x	0	0	0	PHB	258	1 a	Close	Item to 30 lbs	Instantaneous	Will negs	Y	Opens/closes small or light things	Trans	
Order's Wraith	x	x	x	x	x	x	x	PHB	258	1 a	Medium	30-ft cube	Instantaneous	Will part	Y	Deals 1d8/2lv to evil, half to neutral	Evoc	
Otiluke's Freezing Sphere	x	x	x	x	6	6	6	PHB	258	1 a	Long	Special	Special	Ref half	Y	10-ft radius, 1d8/lvl dmg (15)	Evoc	
Otiluke's Resilient Sphere	x	x	x	x	4	4	4	PHB	258	1 a	Close	1-ft diam/lvl sphere	1 min/lvl (D)	Ref negs	Y</			

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl	
Planar Ally	x	6	x	x	x	x	x	PHB	261	10 min	Close	1-2 creatures	Instantaneous	-	-	Outsider (12 HD) exchanges services	Conj	
Planar Ally, Greater	x	8	x	x	x	x	x	PHB	261	10 min	Close	1-3 creatures	Instantaneous	-	-	Outsider (18 HD) exchanges services	Conj	
Planar Ally, Lesser	x	4	x	x	x	x	x	PHB	261	10 min	Close	One creature	Instantaneous	-	-	Outsider (6 HD) exchanges services	Conj	
Planar Binding	x	x	x	x	6	6		PHB	261	10 min	Close	1-3 creatures	Instantaneous	Will negs	Y	Traps outsider for task (12 HD)	Conj	
Planar Binding, Greater	x	x	x	x	8	8		PHB	261	10 min	Close	1-3 creature	Instantaneous	Will negs	Y	Traps outsider for task (18 HD)	Conj	
Planar Binding, Lesser	x	x	x	x	5	5		PHB	261	10 min	Close	One creature	Instantaneous	Will negs	Y	Traps outsider for task (6 HD)	Conj	
Plane Shift	x	5	x	x	7	7		PHB	262	1 a	Touch	1-8 willing creatures	Instantaneous	Will negs	Y	Targets travel to another plane	Conj	
Plant Growth	x	3	x	3	x	x		PHB	262	1 a	Special	Special	Instantaneous	-	-	Grows vegetation, improves crops	Trans	
Poison	x	4	x	x	8	5		PHB	262	1 a	Touch	One living creature	Instantaneous	Fort negs	Y	Touch 1d10 Con dmg, repeats 1min	Necro	
Polar Ray	x	x	x	x	8	8		PHB	262	1 a	Close	Ray	Instantaneous	-	Y	1d6 cold dmg/lvl	Evoc	
Polymorph	x	x	x	x	4	4		PHB	263	1 a	Touch	One living creature	1 min/lvl (D)	-	-	Transform willing target to new form	Trans	
Polymorph Any Object	x	x	x	x	8	8		PHB	263	1 a	Close	Creat/obj 100 cu.ft/lvl	Special	-	Y	Transform target into new form	Trans	
Power Word, Blind	x	x	x	x	7	7		PHB	263	1 a	Close	One creature	Special	-	Y	Blinds one target less than 200 hps	Ench	
Power Word, Kill	x	x	x	x	9	9		PHB	263	1 a	Close	One living creature	Instantaneous	-	Y	Kills one target less than 100 hps	Ench	
Power Word, Stun	x	x	x	x	8	8		PHB	263	1 a	Close	One creature	Special	-	Y	Stuns one target less than 150 hps	Ench	
Prayer	x	3	x	3	x	x		PHB	264	1 a	40-ft	40-ft radius	1 rnd/lvl	-	Y	Allies+1 att,dmg,save,skill, Enemies -1	Ench	
Prestidigitation	0	x	x	x	0	0		PHB	264	1 a	10-ft	1 lb, 1 cu. Ft	1 hr	-	-	Performs minor tricks	Univ	
Prismatic Sphere	0	x	x	x	9	9		PHB	264	1 a	10-ft	10-ft radius	10 min/lvl	Special	Sp	Surrounds on all sides with effects	Abjur	
Prismatic Spray	x	x	x	x	9	9		PHB	264	1 a	Close	Cone	Instantaneous	Special	Y	Rays hit with random effects	Evoc	
Prismatic Wall	x	x	x	x	8	8		PHB	264	1 a	Close	4 ft/lvl wide,2lvl high	10 min/lvl	Special	Sp	Wall's colours have array of effects	Abjur	
Produce Flame	x	x	1	x	x	x		PHB	265	1 a	0-ft	Flame in hand	1 rnd/lvl (D)	-	-	1d6+1/lvl damage (5)	Evoc	
Programmed Image	6	x	x	x	6	6		PHB	265	1 a	Long	20-ft cube+1 10-ft cube/lvl	Till used	Will dsblf	-	-	Event triggered illusionary scene	Illus
Project Image	6	x	x	x	7	7		PHB	265	1 a	Medium	Shadow duplicate	1 rnd/lvl (D)	Will dsblf	-	-	Illusory double can talk, cast spells	Illus
Protection from Arrows	0	x	x	x	2	2		PHB	266	1 a	Touch	One creature	1 hr/lvl or till used	Will negs	Y	Ranged damage reduction 10/magic absorbes 10/lvl (100)	Abjur	
Protection from Chaos	x	1	x	1	x	1		PHB	266	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	-	+2 AC and saves vs chaotic creatures	Abjur
Protection from Energy	0	x	3	x	2	3		PHB	266	1 a	Touch	One creature	10 min/lvl or till used	Fort negs	Y	Absorbs 12 energy dmg/lvl (120)	Abjur	
Protection from Evil	x	1	x	1	x	1		PHB	266	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	-	+2 AC and saves vs evil creatures	Abjur
Protection from Good	x	1	x	x	1	1		PHB	266	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	-	+2 AC and saves vs good creatures	Abjur
Protection from Law	x	1	x	x	1	1		PHB	266	1 a	Touch	One creature	1 min/lvl (D)	Will negs	-	-	+2 AC and saves vs lawful creatures	Abjur
Protection from Spells	x	x	x	x	8	8		PHB	266	1 a	Touch	One creature/4lvls	10 min/lvl	Will negs	Y	+8 resistance bonus to saves	Abjur	
Prying Eyes	x	x	x	x	5	5		PHB	266	1 min	1 mile	1d4 + 1/lvl eyes	1 hr/lvl	-	-	Sensors sees 120-ft all around	Div	
Prying Eyes, Greater	x	x	x	x	8	8		PHB	267	1 min	1 mile	1d4 + 1/lvl eyes	1 hr/lvl	-	-	Sensors true seeing 120-ft all around	Div	
Purify Food and Drink	x	0	0	x	x	x		PHB	267	1 a	10-ft	1 cu ft/lvl	Instantaneous	Will negs	Y	Purifies 1 cu ft/lvl of food or water	Trans	
Pyrotechnics	2	x	x	x	2	2		PHB	267	1 a	Long	Up to 20-ft cube	1d4+1 rnds	Special	Sp	Fire into blinding light or smoke	Trans	
Quench	x	3	x	x	x	x		PHB	267	1 a	Medium	Up to 20-ft cube/lvl	Instantaneous	Will negs	Y	Extinguishes fire	Trans	
Rage	2	x	x	x	3	3		PHB	268	1 a	Medium	One living creature/3lvls	Conc +1 rnd/lvl	-	Y	+2 Str, Con, +1 Will, -2 AC	Ench	
Rainbow Pattern	4	x	x	x	4	4		PHB	268	1 a	Medium	20-ft radius	Conc +1 rnd/lvl	Will negs	Y	Prevent 24 HD creatures attacking	Illus	
Raise Dead	5	x	x	x	x	x		PHB	268	1 min	Touch	One dead creature	Instantaneous	-	Y	Restores life to target within 1 day/lvl	Conj	
Rary's Mnemonic Enhancer	x	x	x	x	x	4		PHB	268	10 min	Self	Caster	Instantaneous	-	-	Store 1-3 1-3 lvl spells or retain cast	Trans	
Rary's Telepathic Bond	x	x	x	x	5	5		PHB	268	1 a	Close	Caster + One creature/3lvls	10 min/lvl (D)	-	-	Link lets allies communicate	Div	
Ray of Enfeeblement	x	x	x	x	1	1		PHB	269	1 a	Close	Ray	1 min/lvl	-	Y	Reduces Str by 1d6+1/2lvls (+5)	Necro	
Ray of Exhaustion	x	x	x	x	3	3		PHB	269	1 a	Close	Ray	1 min/lvl	Fort part	Y	Target becomes exhausted	Necro	
Ray of Frost	x	x	x	x	0	0		PHB	269	1 a	Close	Ray	Instantaneous	-	Y	1d3 cold damage	Evoc	
Read Magic	0	0	0	1	1	0		PHB	269	1 a	Self	250 words/min	10 min/lvl	-	-	Read scrolls and spellbooks	Div	
Reduce Animal	x	2	x	3	x	x		PHB	269	1 a	Touch	One willing animal	1 hr/lvl (D)	Fort negs	Y	Animal decreases one size category	Trans	
Reduce Person	x	x	x	x	1	1		PHB	269	1 rnd	Close	One humanoid	1 min/lvl	Fort negs	Y	-2 Str, +2 Dex, +1 Att, +1 AC	Trans	
Reduce Person, Mass	x	x	x	x	4	4		PHB	269	1 rnd	Close	Humanoid/lvl in 30-ft	1 min/lvl	Fort negs	Y	-2 Str, +2 Dex, +1 Att, +1 AC	Trans	
Refuge	x	7	x	x	9	9		PHB	269	1 a	Touch	Item	Till used	-	-	Transport item's possessor to you	Conj	
Regenerate	x	7	9	x	x	x		PHB	270	3 rnds	Touch	One living creature	Instantaneous	Fort negs	Y	Target's severed limbs grow back	Conj	
Reincarnate	x	4	x	x	x	x		PHB	270	10 min	Touch	Dead willing creature	Instantaneous	-	-	Dead subject back in random body	Trans	
Remove Blindness / Deafness	x	3	x	3	x	x		PHB	270	1 a	Touch	One creature	Instantaneous	Fort negs	Y	Cure normal or magical conditions	Conj	
Remove Curse	3	3	x	3	4	4		PHB	270	1 a	Touch	Creature or item	Instantaneous	Will negs	Y	Frees item or person from curse	Abjur	
Remove Disease	0	3	3	x	3	x		PHB	271	1 a	Touch	One creature	Instantaneous	Fort negs	Y	Cures all diseases affecting target	Conj	
Remove Fear	1	1	x	x	x	x		PHB	271	1 a	Close	One creature +1/4lvls	10 min	Will negs	Y	+4 on fear saves	Abjur	
Remove Paralysis	x	2	x	2	x	x		PHB	271	1 a	Close	4 creatures in 30-ft	Instantaneous	Will negs	Y	Frees creats from parlys/hold/slow	Conj	
Repel Metal or Stone	x	x	8	x	x	x		PHB	271	1 a	60-ft	60-ft line	1 rnd/lvl (D)	-	-	Repel metal or stone at 40-ft/round	Abjur	
Repel Vermin	4	4	4	3	x	x		PHB	271	1 a	10-ft	10-ft radius	10 min/lvl (D)	Will negs	Y	Insects with HD<lvl/3 cannot enter	Abjur	
Repel Wood	x	6	x	x	x	x		PHB	271	1 a	60-ft	60-ft line	1 min/lvl (D)	-	-	Pushes away wooden items	Trans	
Repulsion	x	7	x	x	6	6		PHB	271	1 a	10-ft/lvl	10-ft radius/lvl	1 rnd/lvl (D)	Will negs	Y	Creatures cannot approach you	Abjur	
Resist Energy	x	2	2	2	1	2		PHB	272	1 a	Touch	One creature	10 min/lvl	Fort negs	Y	Ignores 10 energy dmg/rnd	Abjur	
Resistance	0	0	0	1	x	0		PHB	272	1 a	Touch	One creature	1 min	Will negs	Y	Target gains +1 on saves	Abjur	
Restoration	x	4	x	4	x	x		PHB	272	3 rnds	Touch	One creature	Instantaneous	Will negs	Y	Restores ability, neg lvls, one exp lvl	Conj	
Restoration, Greater	x	7	x	x	x	x		PHB	272	10 min	Touch	One creature	Instantaneous	Will negs	Y	Restores ability, neg lvls, all exp lvls	Conj	
Restoration, Lesser	x	2	1	x	x	x		PHB	272	3 rnds	Touch	One creature	Instantaneous	Will negs	Y	Restores 1d4 ability score loss	Conj	
Resurrection	x	7	x	x	x	x		PHB	272	10 min	Touch	One dead creature	Instantaneous	-	-	Restores life to target	Conj	
Reverse Gravity	x	8	x	x	7	7		PHB	273	1 a	Medium	10-ft cube/2 lvls	1 rnd/lvl (D)	-	-	Items and creatures fall upward	Trans	
Righteous Might	x	5	x	x	x	x		PHB	273	1 a	Self	Caster	1 rnd/lvl (D)	-	-	Your size increases, Str +4 etc.	Trans	
Rope Trick	x	x	x	x	2	2		PHB	273	1 a	Touch	Rope	1 hr/lvl (D)	-	-	Extradiemnsional space for 8 creatures	Trans	
Rusting Grasp	x	4	x	x	x	x		PHB	273	1 a	Touch	Ferrous obj/creat	1 rnd/lvl	-	-	Your touch corrodes iron and alloys	Trans	
Sanctuary	x	1	x	x	x	x		PHB	274	1 a	Touch	One creature	1 rnd/lvl	Will negs	-	-	Opponents cannot attack you	Abjur
Scare	2	x	x	x	2	2		PHB	274	1 a	Medium	One living creature/3lvls in 30-ft	1 rnd/lvl	Will part	Y	Panics creatures up to 5 HD	Necro	
Scintillating Pattern	x	x	x	x	8	8		PHB	274	1 a	Close	20-ft radius	Conc +2 rounds	-	Y	Stun, confuse lvl in HD of creatures	Illus	
Scorching Ray	x	x	x	x	2	2		PHB	274	1 a	Close	Rays	Instantaneous	-	-	Ray +1/4lvls, 4d6 fire damage	Evoc	
Screen	x	x	x	x	8	8		PHB	274	10 min	Close	30-ft cube/lvl	1 day	Will dsblf	-	-	Hides area from vision, scrying	Illus
Scrying	3	5	4	x	4	4		PHB	274	1 hr	Special	Magical sensor	1 min/lvl	Will negs	Y	Spies on target from a distance	Div	
Scrying, Greater	6	7	x	x	7	7		PHB	275	1 a	Special	Magical sensor	1 hr/lvl	Will negs	Y	Spies on target from a distance	Div	
Sculpt Sound	3	x	x	x	x	x		PHB	275	1 a	Close	One creat or obj/lvl	1 hr/lvl (D)	Will negs	Y	Creates new or masking sounds	Trans	
Searing Light	0	3	x	x	x	x		PHB	275	1 a	Medium	Ray	Instantaneous	-	Y	Dmg 1d8/2 lvls,undead 1d6/1d8/lvl	Evoc	
Secret Page	3	x	x	x	3	3		PHB	275	10 min	Touch	Up to 3 sq ft	Permanent	-	-	Changes page to hide real content	Trans	
See Invisibility	3	x	x	x	2	2		PHB	275	1 a	Self	Caster	10 min/lvl (D)	-	-	See invisible creatures or items	Div	
Seeming	5	x	x	x	5	5		PHB	275	1 a	Close	One creature/2 lvls	12 hr	Special	Sp	Change appearance of creatures	Illus	
Sending	4	x	x	x	5	5		PHB	275	10 min	Special	One creature	1 round	-	-	Delivers short message anywhere	Evoc	
Sepia Snake Sigil	3	x	x	x	3													

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl
Shield of Faith	x	1	x	x	x	x	x	PHB	278	1 a	Touch	One creature	1 min/lvl	Will negs	Y	+2 AC +1/6lvls	Abjur
Shield of Law	x	8	x	x	x	x	x	PHB	278	1 a	20-ft	One creature/lvl in 20-ft radius	1 rd/lvl (D)	Special	Y	+4 AC, +4 res, SR 25 vs chaotic	Abjur
Shield Other	x	2	x	2	x	x	x	PHB	278	1 a	Close	One creature	1 hr/lvl (D)	Will negs	Y	Target +1 AC, save, half dmg to caster	Abjur
Shillelagh	x	x	1	x	x	x	x	PHB	278	1 a	Touch	Oak club/quarterstaff	1 min/lvl	Will negs	Y	Weapon +1 att, damage 1d10+1	Trans
Shocking Grasp	x	x	x	x	1	1	PHB	279	1 a	Touch	One creature or item	Instantaneous	-	Y	1d6 dmg/lvl electricity (5d6)	Evoc	
Shout	4	x	x	x	4	4	PHB	279	1 a	30-ft	Cone	Instantaneous	Fort part Ref negs	Y	5d6 sonic dmg, deaf 2d6 rounds	Evoc	
Shout, Greater	6	x	x	x	8	8	PHB	279	1 a	60-ft	Cone	Instantaneous	Fort part Ref negs	Y	10d6 sonic dmg, deaf 4d6 rounds, stunned 1 round	Evoc	
Shrink Item	x	x	x	x	3	3	PHB	279	1 a	Touch	Obj up to 2 cu ft/lvl	1 day/lvl	Will negs	Y	Item shrinks to 1/16th normal size	Trans	
Silence	2	2	x	x	x	x	PHB	279	1 a	Long	20-ft radius	1 min/lvl (D)	Will negs	Y	All sound is stopped	Illus	
Silent Image	1	x	x	x	1	1	PHB	279	1 a	Long	4 10-ft cubes+1 10-ft cube/lvl	Concentrate	Will dsblf	-	Creates minor illusion of item	Illus	
Simulacrum	x	x	x	x	7	7	PHB	279	12 hr	0-ft	One duplicate	Instantaneous	-	-	Partially real double of creature	Illus	
Slay Living	x	5	x	x	x	x	PHB	280	1 a	Touch	One living creature	Instantaneous	Fort part	Y	Kills target else 3d6 + 1/lvl dmg	Necro	
Sleep	1	x	x	x	1	1	PHB	280	1 rd	Medium	Living in 10-ft radius	1 min/lvl	Will negs	Y	Puts 4 HD of creatures into slumber	Ench	
Sleet Storm	x	x	3	x	3	3	PHB	280	1 a	Long	40-ft radius	1 rd/lvl	-	-	Hampers vision and movement	Conj	
Slow	3	x	x	x	3	3	PHB	280	1 a	Close	One creature/lvl in 30-ft	1 rd/lvl	Will negs	Y	Make only single move or standard action	Trans	
Snare	x	x	3	x	2	x	PHB	280	3 rnds	Touch	Vine, rope or thong	Until triggered	-	-	Creates magical booby trap	Trans	
Soften Earth and Stone	x	x	2	x	x	x	PHB	280	1 a	Close	10-ft sq/lvl	Instantaneous	-	-	Stone to clay or dirt to sand/mud	Trans	
Solid Fog	x	x	x	x	4	4	PHB	281	1 a	Medium	20-ft radius	1 min/lvl	-	-	Fog limits vision & movement to 5-ft	Conj	
Song of Discord	5	x	x	x	x	x	PHB	281	1 a	Medium	20-ft radius	1 rd/lvl	Will negs	Y	50% chance of attacking nearest friend	Ench	
Soul Bind	x	9	x	x	9	9	PHB	281	1 a	Close	One dead creature	Permanent	Will negs	-	Traps soul to prevent resurrection	Necro	
Sound Burst	2	2	x	x	x	x	PHB	281	1 a	Close	10-ft radius	Instantaneous	Fort part	Y	1d8 sonic damage, may stun 1 round	Evoc	
Speak with Animals	3	x	1	x	1	x	PHB	281	1 a	Self	Caster	1 min/lvl	-	-	Communicate with animals	Div	
Speak with Dead	x	3	x	x	x	x	PHB	281	10 min	10-ft	One dead creature	1 min/lvl	Will negs	-	Corpse answers one question/2lvls	Necro	
Speak with Plants	4	x	3	x	2	x	PHB	282	1 a	Self	Caster	1 min/lvl	-	-	Talk to plants and plant creatures	Div	
Spectral Hand	x	x	x	x	2	2	PHB	282	1 a	Medium	One spectral hand	1 min/lvl (D)	-	-	+2 on touch attack	Necro	
Spell Immunity	x	4	x	x	x	x	PHB	282	1 a	Touch	One creature	10 min/lvl	Will negs	Y	Immune to a 1-4 level spell/4levels	Abjur	
Spell Immunity, Greater	x	8	x	x	x	x	PHB	282	1 a	Touch	One creature	10 min/lvl	Will negs	Y	Immune to a 1-8 level spell/4levels	Abjur	
Spell Resistance	x	5	x	x	x	x	PHB	282	1 a	Touch	One creature	1 min/lvl	Will negs	Y	Target gains SR 12+level	Abjur	
Spell Turning	x	x	x	x	7	7	PHB	282	1 a	Self	Caster	10min/lvl or till used	-	-	Reflects 1d4+6 spell levels back	Abjur	
Spellstaff	x	6	x	x	x	x	PHB	282	10 min	Touch	Wooden Quarterstaff	Till used (D)	Will neg	Y	Stores one spell in quarterstaff	Trans	
Spider Climb	x	x	2	x	2	2	PHB	283	1 a	Touch	One creature	10 min/lvl	Will negs	Y	Walk on walls/ceiling as a spider	Trans	
Spike Growth	x	x	3	x	2	x	PHB	283	1 a	Medium	20-ft square/level	1 hr/lvl (D)	Ref part	Y	1d4 dmg/5-ft moved, may be slowed	Trans	
Spike Stones	x	x	4	x	x	x	PHB	283	1 a	Medium	20-ft square/level	1 hr/lvl (D)	Ref part	Y	1d8 dmg/5-ft moved, may be slowed	Trans	
Spiritual Weapon	x	2	x	x	x	x	PHB	283	1 a	Medium	Magical weapon	1 rd/lvl (D)	-	Y	1d8 +1/3lvls damage, attacks by itself	Evoc	
Statue	x	x	x	x	7	7	PHB	284	1 rd	Touch	One creature	1 hr/lvl (D)	Will negs	Y	Target can become statue at will	Trans	
Status	x	2	x	x	x	x	PHB	284	1 a	Touch	Living creature/3 lvls	1 hr/lvl	Will negs	Y	Monitors condition, position of allies	Div	
Stinking Cloud	x	x	x	x	3	3	PHB	284	1 a	Medium	20-ft radius	1 rd/lvl	Fort negs	Y	Living creatures become nauseated	Conj	
Stone Shape	x	3	x	x	4	4	PHB	284	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-	Sculpts stone into any form	Trans	
Stone Tell	x	x	6	x	x	x	PHB	284	10 min	Self	Caster	1 min/lvl	-	-	Talk to natural or worked stone	Div	
Stone to Flesh	x	x	x	x	6	6	PHB	285	1 a	Medium	1-3 ft diam, 10-ft long	Instantaneous	Fort negs	Y	Restores petrified creature	Trans	
Stoneskin	x	x	5	x	4	4	PHB	284	1 a	Touch	One creature	10 min/lvl or till used	Will negs	Y	Damage reduction 10/adamantine	Abjur	
Storm of Vengeance	x	9	x	x	x	x	PHB	285	1 rd	Long	360-ft radius	Conc, 10 rnds	Special	Y	Storm rains acid, lightning, hail	Conj	
Suggestion	2	x	x	x	3	3	PHB	285	1 a	Close	One living creature	1 hr/lvl	Will negs	Y	Influences targets actions	Ench	
Suggestion, Mass	5	x	x	x	6	6	PHB	285	1 a	Medium	One creature/lvl in 30-ft	1 hr/lvl	Will negs	Y	Influences targets actions	Ench	
Summon Instrument	0	x	x	x	x	x	PHB	285	1 rd	0-ft	One instrument	1 min/lvl (D)	-	-	Calls a handheld instrument for you	Conj	
Summon Monster I	1	1	x	x	1	1	PHB	285	1 rd	Close	One creature	1 rd/lvl	-	-	Calls outsider to fight for you	Conj	
Summon Monster II	2	2	x	x	2	2	PHB	286	1 rd	Close	2:1 1:1d3	1 rd/lvl	-	-	Calls outsider to fight for you	Conj	
Summon Monster III	3	3	x	x	3	3	PHB	286	1 rd	Close	3:1 2:1d3 1:1d4+1	1 rd/lvl	-	-	Calls outsider to fight for you	Conj	
Summon Monster IV	4	4	x	x	4	4	PHB	286	1 rd	Close	4:1 3:1d3 2-1:1d4+1	1 rd/lvl	-	-	Calls outsider to fight for you	Conj	
Summon Monster IX	9	x	x	x	9	9	PHB	287	1 rd	Close	9:1 8:1d3 1-7:1d4+1	1 rd/lvl	-	-	Calls outsider to fight for you	Conj	
Summon Monster V	5	5	x	x	5	5	PHB	286	1 rd	Close	5:1 4:1d3 1-3:1d4+1	1 rd/lvl	-	-	Calls outsider to fight for you	Conj	
Summon Monster VI	6	6	x	x	6	6	PHB	286	1 rd	Close	6:1 5:1d3 1-4:1d4+1	1 rd/lvl	-	-	Calls outsider to fight for you	Conj	
Summon Monster VII	7	7	x	x	7	7	PHB	286	1 rd	Close	7:1 6:1d3 1-5:1d4+1	1 rd/lvl	-	-	Calls outsider to fight for you	Conj	
Summon Monster VIII	8	8	x	x	8	8	PHB	286	1 rd	Close	8:1 7:1d3 1-6:1d4+1	1 rd/lvl	-	-	Calls outsider to fight for you	Conj	
Summon Nature's Ally I	x	x	1	x	1	x	PHB	288	1 rd	Close	One creature	1 rd/lvl	-	-	Calls creature to fight for you	Conj	
Summon Nature's Ally II	x	x	2	x	2	x	PHB	288	1 rd	Close	2:1 1:1d3	1 rd/lvl	-	-	Calls creature to fight for you	Conj	
Summon Nature's Ally III	x	x	3	x	3	x	PHB	288	1 rd	Close	3:1 2:1d3 1:1d4+1	1 rd/lvl	-	-	Calls creature to fight for you	Conj	
Summon Nature's Ally IV	x	x	4	x	4	x	PHB	288	1 rd	Close	4:1 3:1d3 2-1:1d4+1	1 rd/lvl	-	-	Calls creature to fight for you	Conj	
Summon Nature's Ally IX	x	x	9	x	9	x	PHB	289	1 rd	Close	9:1 8:1d3 1-7:1d4+1	1 rd/lvl	-	-	Calls creature to fight for you	Conj	
Summon Nature's Ally V	x	x	5	x	5	x	PHB	289	1 rd	Close	5:1 4:1d3 1-3:1d4+1	1 rd/lvl	-	-	Calls creature to fight for you	Conj	
Summon Nature's Ally VI	x	x	6	x	6	x	PHB	289	1 rd	Close	6:1 5:1d3 1-4:1d4+1	1 rd/lvl	-	-	Calls creature to fight for you	Conj	
Summon Nature's Ally VII	x	x	7	x	7	x	PHB	289	1 rd	Close	7:1 6:1d3 1-5:1d4+1	1 rd/lvl	-	-	Calls creature to fight for you	Conj	
Summon Nature's Ally VIII	x	x	8	x	8	x	PHB	289	1 rd	Close	8:1 7:1d3 1-6:1d4+1	1 rd/lvl	-	-	Calls creature to fight for you	Conj	
Summon Swarm	2	x	2	x	2	2	PHB	289	1 rd	Close	See MM for effect	Conc + 2 rnds	-	-	Swarm of small creatures	Conj	
Sunbeam	x	7	x	x	x	x	PHB	289	1 a	60-ft	Line from hand	1 rd/lvl or till used	Ref part	Y	Blinds, 4d6 dmg, 1 beam/3 lvls (6)	Evoc	
Sunburst	x	8	x	x	8	8	PHB	289	1 a	Long	80-ft radius	Instantaneous	Ref part	Y	Blinds all within, 6d6 damage	Evoc	
Symbol of Death	x	8	x	x	8	8	PHB	289	10 min	0-ft	60-ft radius	Special	Fort negs	Y	Slays all, combined hps <150	Necro	
Symbol of Fear	x	6	x	x	6	6	PHB	290	10 min	0-ft	60-ft radius	Special	Will negs	Y	Panics all for 1 rd/lvl	Necro	
Symbol of Insanity	x	8	x	x	8	8	PHB	290	10 min	0-ft	60-ft radius	Special	Will negs	Y	All become insane	Necro	
Symbol of Pain	x	5	x	x	5	5	PHB	290	10 min	0-ft	60-ft radius	Special	Fort negs	Y	Suffer -4 att, skill & ability checks	Necro	
Symbol of Persuasion	x	6	x	x	6	6	PHB	290	10 min	0-ft	60-ft radius	Special	Will negs	Y	All become charmed	Necro	
Symbol of Sleep	x	5	x	x	5	5	PHB	291	10 min	0-ft	60-ft radius	Special	Will negs	Y	All <10HD sleep for 3d6x10 minutes	Necro	
Symbol of Stunning	x	7	x	x	7	7	PHB	291	10 min	0-ft	60-ft radius	Special	Will negs	Y	All become stunned for 1d6 rounds	Necro	
Symbol of Weakness	x	7	x	x	7	7	PHB	291	10 min	0-ft	60-ft radius	Special	Will negs	Y	Weakness deals 3d6 Str dmg	Necro	
Sympathetic Vibration	6	x	x	x	x	x	PHB	291	10 min	Touch	Structure	1 rd/lvl	-	Y	2d10/rnd dmg to freestanding structure	Evoc	
Sympathy	x	9	x	x	8	8	PHB	292	1 hr	Close	Location or item	2 hr/lvl (D)	Will negs	Y	Attracts certain type of creatures	Ench	
Tasha's Hideous Laughter	1	x	x	x	2	2	PHB	292	1 a	Close	One creature	1 rd/lvl	Will negs	Y	Target loses actions and falls prone	Ench	
Telekinesis	x	x	x	x	5	5	PHB	292	1 a	Long	Special	Conc (spec) or Inst	Will negs	Y	Lifts or moves 25 lb/lvl, long range	Trans	
Teleport	x	x	x	x	5	5	PHB	292	1 a	Prsl,touch	100 miles/lvl	Instantaneous	Will negs	Y	Instantly teleport one creature/lvl	Conj	
Teleport Object	x	x	x	x	7	7	PHB	293	1 a	Touch	100 miles/lvl	Instantaneous	Will negs	Y	Instantly teleport 50 lbs/lvl	Conj	
Teleport, Greater	x	x	x	x	7	7	PHB	293	1 a	Prsl,touch	Unlimited	Instantaneous	Will negs	Y	Instantly teleport one creature/lvl	Conj	
Teleportation Circle	x	x	x	x	9	9	PHB	293	10 min	0-ft	Circle 5-ft radius	10 min/lvl (D)	-	-	Teleports all to designated spot	Conj	
Temporal Stasis	x	x	x	x	8	8	PHB	293	1 a	Touch	One creature	Permanent	Fort negs	Y	Target placed in suspended animation	Trans	
Tenser's Floating Disk	x	x	x	x	1	1	PHB	294	1 a	Close	3-ft diameter disc	1 hr/lvl	-	-	Car		

Spell	B	C	D	P	R	S	W	Bk	Pg	Time	Range	Target, Effect, Area	Duration	Save	SR	Description	Schl
Tree Shape	x	x	2	x	3	x	x	PHB	296	1 a	Self	Caster	1 hr/lvl (D)	-	-	You look exactly like tree	Trans
Tree Stride	x	x	5	x	4	x	x	PHB	296	1 a	Self	Caster	1 hr/lvl	-	-	Step from tree to another tree	Trans
True Resurrection	x	9	x	x	x	x	x	PHB	296	10 min	Touch	Dead creature	Instantaneous	-	-	Resurrect target within 10 years/lvl	Conj
True Seeing	x	5	7	x	x	6	6	PHB	296	1 a	Touch	One creature	1 min/lvl	Will negs	Y	See all things as they really are	Div
True Strike	x	x	x	x	1	1	1	PHB	296	1a	Self	Caster	1 rnd	-	-	Adds +20 to your next attack	Div
Undeath to Death	x	6	x	x	6	6	6	PHB	297	1 a	Medium	40-ft radius	Instantaneous	Will negs	Y	Destroys 1d4 HD/level undead	Necro
Undetectable Alignment	1	2	x	2	x	x	x	PHB	297	1 a	Close	One creat or item	24 hours	Will negs	Y	Conceals alignment for 24 hours	Abjur
Unhallow	x	5	5	x	x	x	x	PHB	297	1 day	Touch	40-ft/lvl radius	Instantaneous	Special	Sp	Unholy local, magic circle, -4 turning	Evoc
Unholy Aura	x	8	x	x	x	x	x	PHB	297	1 a	20-ft	One creature/lvl	1 rd/lvl (D)	Special	Y	+4 AC, +4 resistance, SR 25 vs good	Abjur
Unholy Blight	x	x	x	x	x	x	x	PHB	297	1 a	Medium	20-ft radius	Instantaneous	Will part	Y	Deals 1d8/2lvl to good half to neutral	Evoc
Unseen Servant	1	x	x	x	1	1	1	PHB	297	1 a	Close	Invisible servant	1 hr/lvl	-	-	Str 2, 15-ft move	Conj
Vampiric Touch	x	x	x	3	3	3	3	PHB	298	1 a	Touch	One living creature	Inst / 1 hr	-	Y	Deals 1d6/2 lvls (10), caster gains hps	Necro
Veil	6	x	x	x	6	6	6	PHB	298	1 a	Long	Creatures in 30-ft	Conc +1 hr/lvl	Will negs	Y	Change appearance of creatures	Illus
Ventriloquism	1	x	x	x	1	1	1	PHB	298	1 a	Close	Usually speech	1 min/lvl (D)	Will dsblf	-	Throw voice	Illus
Virtue	x	0	1	x	x	x	x	PHB	298	1 a	Touch	One creature	1 min	Fort negs	Y	Target gains 1 temporary hp	Trans
Vision	x	x	x	7	7	7	7	PHB	298	1 a	Self	Caster	Special	-	-	Learn tales about person or place	Div
Wall of the Banshee	x	x	x	9	9	9	9	PHB	298	1 a	Close	Living in 40-ft radius	Instantaneous	Fort negs	Y	Kills one living creature/level	Necro
Wall of Fire	x	5	x	4	4	4	4	PHB	298	1 a	Medium	20-ft/lvl or 5-ft/2 lvls	Conc + 1 rnd/lvl	-	-	2d4 dmg within 10-ft, 1d4 within 20-ft	Evoc
Wall of Force	x	x	x	5	5	5	5	PHB	298	1 a	Close	10-ft sq/lvl	1 min/lvl (D)	-	-	Immovable wall immune to all dmg	Evoc
Wall of Ice	x	x	x	4	4	4	4	PHB	299	1 a	Medium	10-ft sq/lvl or 3+1/lvl	1 min/lvl	Ref negs	Y	Ice wall with 3 HP/lvl	Evoc
Wall of Iron	x	x	x	6	6	6	6	PHB	299	1 a	Medium	5-ft sq/lvl	Instantaneous	Special	-	Iron wall with 30 hp/4 levels	Conj
Wall of Stone	x	5	6	x	5	5	5	PHB	299	1 a	Medium	5-ft sq/lvl	Instantaneous	Special	-	Stone wall with 15 hp/4 levels	Conj
Wall of Thorns	x	5	x	x	x	x	x	PHB	300	1 a	Medium	10-ft cube/lvl	10 min/lvl (D)	-	-	Thorns dmg moving creatures 25-AC	Conj
Warp Wood	x	2	x	x	x	x	x	PHB	300	1 a	Close	Small item/lvl	Instantaneous	Will negs	Y	Bends wooden item within 20-ft	Trans
Water Breathing	x	3	3	x	3	3	3	PHB	300	1 a	Touch	Living creatures	2 hr/lvl	Will negs	Y	Targets can breath underwater	Trans
Water Walk	x	3	x	3	x	x	x	PHB	300	1 a	Touch	One creature/lvl	10 min/lvl (D)	Will negs	Y	Target treads on water as if solid	Trans
Waves of Exhaustion	x	x	x	7	7	7	7	PHB	301	1 a	60-ft	Cone	Instantaneous	-	-	All living creatures become exhausted	Necro
Waves of Fatigue	x	x	x	5	5	5	5	PHB	301	1 a	30-ft	Cone	Instantaneous	-	-	All living creatures become fatigued	Necro
Web	x	x	x	2	2	2	2	PHB	301	1 a	Medium	20-ft radius	10 min/lvl (D)	Ref negs	-	Sticky webs trap creatures	Conj
Weird	x	x	x	9	9	9	9	PHB	301	1 a	Medium	Creatures in 30-ft	Instantaneous	Will dis, Fort part	Y	Illusion kills else does 3d6 dmg 1d4 Str	Illus
Whirlwind	x	8	x	x	x	x	x	PHB	301	1 a	Long	10-30-ft wide, 30 tall	1 rd/lvl (D)	Ref negs	Y	Cyclone 1d8 dmg, picks up creatures	Evoc
Whispering Wind	2	x	x	x	2	2	2	PHB	301	1 a	1 mile/lvl	10-ft radius	1 hr/lvl or till used	-	-	Sends a spoken message	Trans
Wind Walk	x	6	7	x	x	x	x	PHB	301	1 a	Touch	You +1 creat/3 lvls	1 hr/lvl (D)	Will negs	Y	Become vapours and move at 60 mph	Trans
Wind Wall	x	3	3	2	3	3	3	PHB	302	1 a	Medium	10/lvl long,5/lvl high	1 rd/lvl	-	-	Deflects arrows, small creatures, gases	Evoc
Wish	x	x	x	9	9	9	9	PHB	302	1 a	Special	Special	Special	Special	Y	Alters reality	Univ
Wood Shape	x	2	x	x	x	x	x	PHB	303	1 a	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	Will negs	Y	Shape wooden items	Trans
Word of Chaos	x	7	x	x	x	x	x	PHB	303	1 a	40-ft	40-ft radius	Instantaneous	Will negs	Y	Kills, confuses, stuns nonchaotic	Evoc
Word of Recall	x	6	8	x	x	x	x	PHB	303	1 a	Unlimited	Willing creatures	Instantaneous	Will negs	Y	Teleports you to designated place	Trans
Zone of Silence	4	x	x	x	x	x	x	PHB	303	1 rnd	Self	5-ft radius	1 hr/lvl (D)	-	-	Silence isolates internal and external	Illus
Zone of Truth	x	2	x	2	x	x	x	PHB	303	1 a	Close	20-ft radius	1 min/lvl	Will negs	Y	Targets within area cannot lie	Ench