

Upheaval spells

Spell	Sch	lvl.	Class	Comp.	C. Time	Range	Duration	Target/Area/Effect	Save
Abjuration Steal	Abj	3	Mag, Orcl, Sor, Wiz	V	Reaction	60 ft	Instantaneous	Target: One spellcaster	None
Ablative Barrier	Abj	2	Alch, Mag, Sor, Wiz	V,S,M	Standard	Touch	1 hour/level	Target: Creature touched	
Absorbing Inhalation	Tran	4	Alch, Sor, Wiz	V,S	Standard	60 ft	1 round / level	Target: One cloud-like effect within a 20' radius	see text
Acid Arrow	Conj	2	Mag, Sor, Wiz	V,S,M	Standard	400 ft	3 rounds	Effect: One arrow of acid	Spell Attack
Acidic Spray	Conj	5	Mag, Sor, Wiz	V,S,M	Standard	0 ft	Instantaneous	Area: 60-foot line of acid	DEX halves
Acute Senses	Tran	2	Alch, Bar, Inq, Rgr	V,S,M	Standard (R)	Touch	10 minutes (Con)	Target: Creature touched	WIS negates
Adhesive Blood	Tran	2	Alch, Sor, Wch, Wiz	V,S	Standard	Personal	5 minutes	Target: Caster	STR Negates
Aggressive Thundercloud	Evoc	2	Mag, Sor, Wch, Wiz	V,S,M,DF	Standard	200 ft	1 round / level	Effect: 5' diameter sphere	DEX negates
Air Breathing	Tran	3	Alch, Mag, Sor, Wiz	V,S,M,DF	Standard	Touch	2 hours / level	Target: Living aquatic creatures touched	
Air Geyser	Evoc	3	Mag, Sor, Wch, Wiz	V,S	Standard	60 ft	Instantaneous	Target: One creature or object up to Large size	STR partial
Air Walk	Tran	4	Alch, Orcl	V,S	Standard	Touch	10 min.	Target: Creature (Gargantuan or smaller) touched	
Alarm	Abj	1	Bar, Inq, Rgr, Sor, Wiz	V,S,F	Standard (R)	30 ft	8 hours	Area: 20-ft.-radius emanation centered on a point in space	
Align Weapon	Tran	2	Inq, Orcl	V,S	Standard	Touch	1 minute (Con)	Target: Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)	
Alter Winds	Tran	1	Sor, Wiz	V,S	Standard	120 ft	1 hour / level	Area: 10-foot radius	None
Analyze Dweomer	Div	6	Alch, Bar, Sor, Wch, Wiz	V,S,F	Standard (R)	60 ft	1 minute (Con)	Target: 10 objects or creatures	WIS negates
Animal Ambassador	Ench	4	Bar, Rgr	V,S,M	10 min	60 ft	1 day/level or until mess	Target: One medium or smaller animal	
Animal Aspect	Tran	2	Alch, Mag, Rgr, Sor, Wiz	V,S,M,DF	Standard	Personal	1 minute/level (Con)	Target: You	
Animal Growth	Tran	5	Rgr, Sor, Wiz	V,S	Standard	240 ft	10 minutes	Target: 5 animals, none of which can be more than 30' from another	CON Negates
Animal Messenger	Ench	1	Bar, Rgr	V,S,M	Standard (R)	30 ft	24 hours	Target: One Tiny animal	
Animal Trance	Ench	2	Bar	V,S	Standard	30 ft	Maintained Concentration (Con)	Target: 2d6 HD of animals or magical beasts with Intelligence 1 or 2	CHA Negates for magical, dire, or tr
Animate Dead	Necr	2	Orcl, Sor, Wch, Wiz	V,S,M	Standard (R)	Touch	Instantaneous	Target: Varies	
Animate Objects	Tran	6	Bar, Orcl, Sor, Wch, Wiz	V,S	Standard	240 ft	1 minute	Target: Up to 5 small objects	
Animate Rope	Tran	1	Bar, Sor, Wiz	V,S	Standard	120 ft	1 minute (D)	Target: One ropelike object, length up to 60 ft	
Antilife Shell	Abj	6	Orcl	V,S	1 rd	Personal	1 hour (Con)	Area: 10-ft.-radius emanation, centered on you	
Antimagic Field	Abj	6	Orcl, Sor, Wiz	V,S,M	Standard	Personal	2 hours (D)	Area: 10-ft.-radius emanation, centered on you	
Antipathy / Sympathy	Ench	8	Sor, Wch, Wiz	V,S,M	1 hr	60 ft	10 Days (D)	Target: A target item or location	CHA Partial, see d
Aqueous Orb	Conj	3	Mag, Sor, Wiz	V,S,M	Standard	120 ft	1 round/level	Area: 10-ft.-diameter sphere	STR
Arcana Disruption	Ench	2	Bar, Mag, Sor, Wch, Wiz	V,S,M	Standard	30 ft	1 round/level	Target: One creature	INT negates
Arcana Theft	Abj	4	Mag	V,S	Standard	Touch	Instantaneous	Target: Creature touched	
Arcane Eye	Div	4	Alch, Sor, Wch, Wiz	V,S,M	10 min (R)	Unlimited	1 hour (D)	Effect: Magical sensor	
Arcane Lock	Abj	1	Sor, Wiz	V,S	Standard (R)	30 ft	10 minutes	Target: The door, chest, or portal touched	
Arcane Sight	Div	3	Alch, Inq, Mag, Sor, Wch, Wiz	V,S	Standard	Personal	10 minutes (D)	Target: You	None
Aristocrat's Nightmare	Tran	2	Alch, Bar, Inq, Wch	V,S,M	Standard	Touch	1 hour / level	Target: Creature touched	WIS negates
Armor Lock	Tran	3	Mag, Sor, Wch, Wiz	V,S,M	Standard	200 ft	1 round/level (Con)	Target: One armored creature	STR partial
Aspect of the Wolf	Tran	4	Rgr	V,S,DF	Standard	Personal	1 minute / level	Target: Caster	

Astral Projection	Tele	9	Orcl, Sor, Wch, Wiz	V,S,M	30 min	Touch	See text	Target: You plus 8 willing creatures	None, willing crea
Attract Animal	Ench	1	Rgr	V,S	Standard (R)	One mile	1 hour (D)	Effect: Animals are attracted to your location	None
Audible Illusion	Illu	1	Bar, Mag, Sor, Wch, Wiz	V,S	Standard	120 ft	maintained concentrati	Effect: Illusory sound including speech	INT Negates
Augmenting Wall	Evoc	5	Mag, Sor, Wiz	V,S	Standard	120 ft	5 rounds	Effect: 20-ft.-high wall of energy whose area is up to 100 square feet	
Augury	Div	2	Orcl, Wch	V,S,M	1 min (R)	Personal	Instantaneous	Target: You	
Aura	Abj	8	Orcl	V,S,F	Standard	Self	2 minutes (D)	Target: Allies within a 30-foot radius	See text
Ball Lightning	Evoc	4	Mag, Sor, Wiz	V,S,M,DF	Standard	120 ft	1 round/level	Effect: two or more 5-ft.-diameter spheres	DEX negates
Bane	Ench	1	Inq, Orcl	V,S,DF	Standard	60 ft	1 min.	Target: All enemies within 60 ft.	CHA Negates
Banishing Blade	Tele	5	Inq, Mag, Sor, Wiz	V,S	Standard	60 ft	1 round/level or until di	Effect: one melee weapon	special
Barkskin	Tran	2	Alch, Rgr, Sor	V,S,DF	Standard	Touch	1 hour	Target: Living creature touched	
Beast Sense	Div	2	Rgr	V,S	Standard	Touch	1 hour	Target: An animal	CHA Negates
Bed of Iron	Necr	1	Inq, Mag, Sor, Wiz	V,S,M	Standard (R)	Touch	8 hours	Target: you and up to 5 allies	
Bestow Curse	Necr	3	Orcl, Sor, Wch, Wiz	V,S	Standard	Touch	Permanent	Target: Creature or object touched	WIS negates
Bestow Weapon Proficiency	Ench	1	Alch, Inq, Mag, Orcl, Sor, Wch, Wiz	V,S,M	Standard (R)	30 ft	10 minutes (D)	Target: One creature	
Big Hand	Evoc	5	Bar, Sor, Wiz	V,S,F	Standard	120 ft	1 minute (Con)	Effect: 10-ft. hand	
Binding	Ench	8	Sor, Wiz	V,S,M	1 min	60 ft	permanent (D)	Target: One living creature	WIS Negates
Black Tentacles	Conj	3	Mag, Sor, Wch, Wiz	V,S,M	Standard	240 ft	1 minute	Effect: a 10-foot long, rubbery black tentacle	Strength
Blade Barrier	Evoc	6	Inq, Orcl	V,S	Standard	120 ft	10 minutes (Con)	Effect: Wall of whirling blades 20 feet high. Length = up to 240 feet. May be cast in a ring 30 feet wide.	DEX halves damage
Blade Lash	Tran	1	Mag	V,S	Standard	Touch	Instantaneous	Target: Your melee weapon	
Blade Snare	Abj	3	Mag, Rgr, Sor, Wiz	V,S	Standard	Personal	1 round / level	Target: Caster	
Blade Thirst	Necr	4	Bar, Sor, Wiz	V,S,M	Standard	Touch	See text	Target: A piercing or slashing weapon	
Bladed Dash	Tran	2	Bar, Mag	V	Standard	Personal	Instantaneous	Target: You	
Blend	Illu	1	Alch, Mag, Rgr, Sor, Wch, Wiz	S	Standard	Personal	10 minutes/level	Target: You	
Bless	Ench	1	Inq, Orcl	V,S,DF	Standard	30 ft	10 min. (Con)	Area: All allies within the area	
Blight	Necr	4	Sor, Wch, Wiz	V,S,DF	Standard	Touch	Instantaneous	Target: One plant touched	CON halves
Blindness/Deafness	Necr	2	Bar, Orcl, Sor, Wch, Wiz	V	Standard	120 ft	Permanent	Target: One living creature	CON negates
Blink	Tran	3	Bar, Mag, Sor, Wiz	V,S	Standard	Personal	1 minute (D)	Target: You	
Blistering Invective	Evoc	2	Alch, Bar, Inq	V,S	Standard	Self	Instantaneous	Area: 30-foot radius	
Blood Armor	Tran	2	Alch, Sor, Wch, Wiz	V,S	Standard	Personal	10 minutes (Con)	Target: Caster	
Blood Blaze	Tran	2	Alch, Mag, Orcl, Sor, Wch, Wiz	V,S	Standard	Touch	1 round/level (D)	Target: Creature touched	CON negates
Blood Boil	Necr	5	Mag, Sor, Wch, Wiz	V,S,M	Standard	Touch	3 rounds	Target: One living creature	CON negates
Blood Money	Tran	1	Mag, Sor, Wch, Wiz	V,S	Bonus	0 ft	Instantaneous	Target: Caster	
Blood Necromancy	Necr	1	Sor, Wch, Wiz	V,S,M	Standard	0 ft	Instantaneous	Effect: Necrotic Energy Transferred to all undead under your control	None
Blood Transcription	Div	2	Alch, Mag, Wiz	V,S	Standard	Touch	24 hours	Target: One dead spellcaster	
Bloodbath	Necr	2	Inq, Sor, Wch, Wiz	V,S,F	Standard	60 ft	1 minute (D)	Target: up to one living creature/level within range	Con negates
Bloodhound	Tran	2	Alch, Inq, Rgr	V,S,M	Standard	Self	1 hour / level	Target: Caster	
Bloody Arrows	Necr	3	Inq, Mag, Rgr, Sor, Wch, Wiz	V,S	Standard	60 ft	1 round / level	Target: One willing creature	
Blur	Illu	1	Alch, Bar, Mag, Sor, Wiz	V	Standard	Touch	1 minute (D)	Target: Creature touched	INT Negates
Borrow Fortune	Evoc	3	Orcl	V	Reaction	Personal	Instantaneous	Target: You	
Borrowed Time	Tran	6	Alch, Bar, Mag, Sor, Wiz	V,S	Standard	Personal	1 round/level (D)	Target: You	

Break Enchantment	Abj	5	Bar, Inq, Orcl, Sor, Wch, Wiz	V,S	1 min (R)	60 ft	Instantaneous	Target: Up to 10 creatures	Dispel Check (see
Brow Gasher	Necr	2	Inq, Mag, Rgr, Sor, Wiz	V,S	Standard	Touch	1 round/level or until di	Target: One slashing melee weapon touched	
Burning Gaze	Evoc	2	Mag, Sor, Wch, Wiz	V,S,M,DF	Standard	Personal	1 round/level	Target: You	CON negates
Burning Hands	Evoc	1	Mag, Sor, Wch, Wiz	V,S	Standard	15 ft	Instantaneous	Area: Cone-shaped burst	DEX halves
Burst of Speed	Tran	2	Alch, Inq, Mag, Rgr	V	Bonus	Personal	End of your turn	Target: You	
Call Outsider	Tele	5	Orcl, Sor, Wiz	V,S	10 min (R)	60 ft	Instantaneous	Target: One extraplanar creature with 6 HD or less	CHA negates
Call Spirit	Necr	2	Sor, Wch, Wiz	V,S	Standard	120 ft	instantaneous	Target: all undead in range	None
Call Weapon	Tele	1	Bar, Mag, Rgr	V,S	Bonus	30 ft	Instantaneous	Target: One melee weapon wielded by an ally	
Calm Animals	Ench	1	Rgr	V,S	Standard	30 ft	1 min. (Con)	Target: Animals within 30 ft.	CHA negates (Dire
Calm Emotions	Ench	2	Bar, Inq, Orcl	V,S,DF	Standard	120 ft	1 minute (Con)	Area: Creatures in a 20-ft.-radius spread	CHA negates
Caustic Blood	Tran	5	Alch, Mag, Orcl, Sor, Wiz	V,S,M	Standard	Personal	1 minute	Target: Caster	DEX half
Caustic Eruption	Conj	7	Sor, Wiz	V,S	Standard	30 ft	Instantaneous and 2 rou	Area: 30 foot radius burst	Dex half
Caustic Mire	Conj	2	Alch, Sor, Wch, Wiz	V,S	Standard	200 ft	1 minute	Area: A 40-foot radius of sludge	
Cauterizing Weapon	Tran	3	Bar, Mag, Rgr, Sor, Wiz	V,S,M	Standard	30 ft	1 minute/level	Target: One weapon or 50 projectiles, all of which must be together at the time of casting	
Celestial Healing	Necr	1	Mag, Orcl, Sor, Wch, Wiz	V,S,M	Standard	Touch	8 hours, or until dispelle	Target: Creature touched	
Chain Lightning	Evoc	6	Mag, Sor, Wch, Wiz	V,S,F	Standard	500 ft	Instantaneous	Target: One primary target, plus 12 secondary targets (within 30 ft. of the primary target)	DEX half
Chains of Fire	Evoc	6	Mag, Sor, Wiz	V,S,F	Standard	500 ft	Instantaneous	Target: One primary target, plus 12 secondary targets (within 30 ft. of the primary target)	DEX half
Chaos Hammer	Evoc	4	Inq, Orcl	V,S	Standard	120 ft	Instantaneous	Area: 20-ft.-radius burst, L or N creatures	CHA half-damage,
Charm	Ench	1	Bar, Sor, Wch, Wiz	V	Standard	30 ft	1 hour	Target: 1 humanoid	CHA negates
Charm Animal	Ench	1	Bar, Rgr	V	Standard	30 ft	1 hour	Target: 1 animal	CHA negates
Chill Touch	Necr	1	Mag, Sor, Wch, Wiz	V,S	Standard	Touch	1 minute (Con)	Target: Creatures touched	CON (to avoid Stre
Circle of Death	Necr	6	Inq, Sor, Wiz	V,S,M	Standard	120 ft	Instantaneous	Area: Several living creatures within a 40-ft.-radius burst	CON negates
Clairvoyance	Div	3	Bar, Orcl, Sor, Wch, Wiz	V,S,DF,F	10 min (R)	800 ft	10 minutes (Con)	Effect: Magical sensor	
Clashing Rocks	Conj	9	Sor, Wiz	V,S	Standard	1000 ft	Instantaneous	Effect: see text	Dex partial
Cloak of Winds	Abj	3	Mag, Rgr, Sor, Wiz	V,S	Standard	60 ft	10 minutes	Target: One living creature	
Clone	Necr	8	Sor, Wch, Wiz	V,S,M,F	10 min	0 ft	Instantaneous	Effect: One clone	
Cloud	Conj	1	Mag, Orcl, Sor, Wch, Wiz	V,S	Standard	120 ft	Time varies	Effect: 20-ft. radius	
Collaborative Thaumaturgy	Univ	3	Bar, Mag, Orcl, Sor, Wch, Wiz	V,S,F	Reaction	60 ft	Instantaneous	Target: One creature	
Color Spray	Illu	1	Mag, Sor, Wiz	V,S,M	Standard	15 ft	Instantaneous	Area: Cone-shaped burst	INT Negates
Command	Ench	1	Inq, Orcl, Wch	V	Standard	30 ft	1 round	Target: One living creature	CHA Negates
Commune	Div	5	Inq, Orcl	V,S,M,DF	10 min (R)	Personal	1 minute	Target: You	
Commune with Nature	Div	5	Rgr	V,S	10 min (R)	Personal	Instantaneous	Target: You	
Comprehend Languages	Div	1	Alch, Bar, Inq, Orcl, Sor, Wch, Wiz	V,S,M	Standard	Personal	10 min./level (Con)	Target: You	
Compulsion	Ench	4	Bar	V,S	Standard	30 ft	1 minute (Con)	Target: Any creatures in range	CHA Negates
Cone of Cold	Evoc	5	Mag, Sor, Wch, Wiz	V,S,M	Standard	60 ft	Instantaneous	Area: Cone-shaped burst	DEX half
Confusion	Ench	4	Bar, Sor, Wch, Wiz	V,S,M	Standard	120 ft	1 round/level (Con)	Target: all creatures in a 15-foot radius	INT negates
Conjuration Foil	Abj	4	Bar, Mag, Sor, Wch, Wiz	S	Reaction	240 ft	1 round	Area: 20-foot radius spread	WIS Partial
Conjure Barrage	Conj	3	Rgr	V,S,M	Standard	Self	Instantaneous	Target: 60 foot cone	DEX Halves Damag
Conjure Carriage	Conj	3	Bar, Mag, Sor, Wch, Wiz	V,S,M	1 rd	60 ft	1 hour / level (D)	Effect: one quasi-real carriage, horses, and drive	

Conjure Deadfall	Conj	4	Mag, Sor, Wiz	V,S,M	Standard	240 ft	Instantaneous		DEX negates (spec
Consecrate	Evoc	2	Inq, Orcl	V,S,M,DF	Standard (R)	Touch	8 hours	Area: 40-ft.-radius emanation	
Contact Other Plane	Div	5	Alch, Sor, Wch, Wiz	V	10 min (R)	Personal	Maintained Concentrati	Target: You	
Contagion	Necr	3	Orcl, Sor, Wiz	V,S	Standard	Touch	Instantaneous	Target: Living creature touched	CON negates
Contingency	Evoc	6	Sor, Wiz	V,S,M	10 min	Personal	One day/level or until di	Target: You	
Continual Flame	Evoc	3	Inq, Orcl, Sor, Wiz	V,S,M	Standard	Touch	Permanent	Target: Object touched	
Control Person	Ench	4	Bar, Sor, Wch, Wiz	V,S	Standard	60 ft	1 minute (Con)	Target: One humanoid you can see in range	CHA Negates
Control Undead	Necr	2	Sor, Wch, Wiz	V,S,M	Standard	60 ft	1 day/level	Target: One undead creature	CHA Negates
Control Water	Tran	4	Orcl, Sor, Wiz	V,S,M	Standard	500 ft	10 minutes, concentration (Con)	Area: A volume of water no longer than 100 feet on one side	None
Control Weather	Tran	7	Orcl, Sor, Wch, Wiz	V,S	10 min	2 miles	4d12 hours	Area: 2-mile-radius circle, centered on you	
Cordon of Arrows	Tran	2	Rgr	V,S,M	Standard	Touch	8 hours	Target: Four pieces of ammo	DEX negates
Corrosive Consumption	Conj	5	Mag, Sor, Wiz	V,S	Standard	Touch	3 rounds	Target: Creature touched	
Corrosive Touch	Conj	1	Mag, Sor, Wiz	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched	
Countless Eyes	Tran	1	Alch, Inq, Sor, Wch, Wiz	V,S	Standard	Touch	1 hour / level	Target: One creature touched	
Crawling Eye	Tran	3	Alch, Wch	V,S	Standard	Self	Instantaneous	Effect: 1 spidery eye	
Create Crawling Hand	Necr	2	Sor, Wch, Wiz	V,S,M,F	1 hr	0 ft	Instantaneous	Target: One severed hand	
Create Demiplane	Conj	7	Orcl, Sor, Wch, Wiz	V,S,F	2 hr	0 ft	1 day / level	Effect: extradimensional demiplane	
Create Food and Water	Conj	3	Orcl	V,S	10 min	30 ft	24 hours	Effect: Food and water to sustain 9 humans or 3 horses	
Create Undead	Necr	4	Sor, Wiz	V,S,M	1 hr	30 ft	Instantaneous	Target: One corpse	
Creation	Conj	4	Sor, Wch, Wiz	V,S,M	1 min	0 ft	1 hour/level	Effect: Unattended, nonmagical object of nonliving plant matter (medium sized or smaller)	
Cruel Jaunt	Tele	5	Inq, Mag, Sor, Wch, Wiz	V,S,M,DF	Standard	240 ft	1 minute (D)	Target: You	
Cure Wounds	Necr	1	Alch, Bar, Inq, Orcl, Rgr, Wch	V,S	Standard	Touch	Instantaneous	Target: Creature touched	WIS Half
Curse of Night	Evoc	8	Sor, Wch, Wiz	V,S,F	10 min	Touch	Permanent (D)	Area: 1-mile radius emanating from the touched point	
Curse Water	Necr	1	Inq, Orcl	V,S,M	1 min	Touch	Instantaneous	Target: Flask of water touched	
Cursed Earth	Necr	9	Sor, Wch, Wiz	V,S,M,DF	10 min	Touch	Permanent	Area: 1-mile radius emanating from the touched point	
Dancing Lights	Evoc	1	Bar, Mag, Sor, Wch, Wiz	V,S	Standard	120 ft	10 Minutes (D)	Effect: Up to four lights, all within a 10- ft.-radius area	
Darkness	Evoc	2	Bar, Inq, Mag, Orcl, Sor, Wiz	V,DF,F	Standard	Touch	1 hour (D)	Target: Object touched	
Darkvision	Tran	2	Alch, Rgr, Sor, Wiz	V,S,M	Standard	Touch	1 hour/level	Target: Creature touched	
Death Knell	Necr	1	Inq, Orcl, Wch	V,S	Standard	Touch	Special	Target: Living creature touched	CON Negates
Death Ward	Necr	4	Alch, Inq, Orcl, Wch	V,S,DF	Standard	Touch	10 min.	Target: Living creature touched	
Deathwatch	Necr	1	Orcl	V,S	Bonus	30 ft	10 min.	Area: Cone-shaped emanation	
Decapitate	Evoc	6	Inq, Mag, Sor, Wiz	V,S,F	Reaction	30 ft	Instantaneous	Target: One creature with a discernable head	Con Partial
Defensive Shock	Evoc	2	Alch, Mag, Sor, Wiz	V,S,M	Standard	Personal	5 minutes	Target: You	
Desecrate	Evoc	2	Inq, Orcl	V,S,M,DF	Standard (R)	Touch	8 hours	Area: 40-ft.-radius emanation	
Detect	Div	1	Alch, Bar, Inq, Mag, Orcl, Sor, Wch, Wiz	V,S	Bonus	60 ft	10 minutes (Con)	Area: Cone-shaped emanation	Varies
Detonate	Evoc	4	Alch, Mag, Sor, Wiz	V,S,M	Standard	30 ft	1 round, then instantaneous	Area: 15' radius (primary), and 30' radius (secondary)	DEX half

Dimension Door	Tele	4	Bar, Mag, Sor, Wch, Wiz	V	Standard	500 ft	Instantaneous	Target: You and touched objects or other touched willing creatures	
Dimensional Anchor	Tele	4	Inq, Orcl, Sor, Wiz	V,S	Standard	120 ft	1 min./level	Effect: Ray	
Dimensional Blade	Tran	6	Inq, Mag, Sor, Wiz	V,S	Bonus	Personal	1 round	Target: You	
Dimensional Lock	Tele	8	Orcl, Sor, Wiz	V,S	Standard	120 ft	Two Weeks	Area: 20-ft.-radius emanation centered on a point in space	
Diminish Plants	Tran	3	Rgr	V,S,DF	Standard	See text	Instantaneous	Target: See text	
Discern Lies	Div	4	Alch, Inq, Orcl, Wch	V,S,DF	Standard	30 ft	Up to 5 rounds (Con)	Target: 5 creatures	INT Negates
Discern Location	Div	8	Orcl, Sor, Wch, Wiz	V,S,DF	10 min	Unlimited	Instantaneous	Target: One creature or object	
Disguise	Illu	1	Alch, Bar, Inq, Orcl, Sor, Wiz	V,S	Standard	Personal	10 min./level	Target: You	INT Negates
Disguise Item	Illu	1	Bar, Mag, Sor, Wch, Wiz	V,S	1 rd	Touch	1 hour / level	Target: one manufactured item touched	INT disbelief
Disintegrate	Tran	6	Mag, Sor, Wiz	V,S,M,DF	Standard	120 ft	Instantaneous	Effect: Ray	CON Partial
Dismissal	Tele	4	Inq, Orcl, Sor, Wiz	V,S,DF	Standard	30 ft	1 minute (Con)	Target: One extraplanar creature	WIS Negates
Dispel Alignment	Abj	5	Inq, Orcl	V,S,DF	Standard	Touch	1 round/level or until di	Target: Creature Touched	
Dispel Magic	Abj	3	Bar, Inq, Mag, Orcl, Sor, Wch, Wiz	V,S	Standard (R)	30 ft	Instantaneous	Target: One spellcaster, creature, or object; or 20-ft.-radius burst	
Displacement	Illu	3	Alch, Bar, Mag, Sor, Wiz	V,M	Standard	Touch	1 minute (D)	Target: Creature touched	
Disrupt Undead	Necr	1	Bar, Inq, Mag, Sor, Wch, Wiz	V,S	Standard	Personal	1 minute (Con)	Target: Self	
Disrupting Weapon	Tran	5	Inq, Orcl	V,S	Bonus	Touch	1 minute (Con)	Target: One melee weapon	
Divination	Div	4	Inq, Orcl, Wch	V,S,M	10 min (R)	Personal	Instantaneous	Target: You	
Divine Power	Evoc	4	Inq, Orcl	V,S,DF	Standard	Personal	1 minute (D) (Con)	Target: You	
Divine Vessel	Tran	8	Orcl	V,S	Standard	Personal	1 round/level (D)	Target: You	
Divine Word	Evoc	7	Orcl	V	Standard	0 ft	Instantaneous	Area: creatures of a particular alignment in a 40-ft.-radius	see text
Dominate	Ench	5	Sor, Wch, Wiz	V,S,F	10 min	5 miles	1 day / level	Target: One Humanoid	CHA negates
Dragon's Breath	Evoc	4	Alch, Mag, Sor, Wiz	V,S,M	Standard	30 ft	Instantaneous	Effect: cone-shaped burst or line	DEX half
Dream	Illu	5	Alch, Bar, Sor, Wiz	V,S	1 min (R)	Unlimited	See text	Target: One living creature touched	
Dust of Twilight	Conj	2	Bar, Sor, Wiz	V,S,M	Standard	240 ft	Instantaneous	Target: Creatures and objects in a 10-foot spread	Con save
Earthbind	Tran	3	Sor, Wiz	V,S	Standard	120 ft	1 minute (Con)	Target: One flying creature	STR Negates
Earthquake	Evoc	8	Orcl	V,S,DF	Standard	1000 ft	1 round	Area: 80-ft.-radius spread	See text
Elemental Aura	Evoc	3	Alch, Mag, Sor, Wiz	V,S	Standard	Personal	1 minute (Con)	Target: You	special
Elemental Swarm	Tele	9	Wch	V,S	10 min	240 ft	3 hours (D)	Effect: A group of elementals called from elemental planes	
Elemental Touch	Evoc	2	Alch, Mag, Sor, Wiz	V,S,M	Standard	Personal	1 minute	Target: You	
Endless Slumber	Ench	8	Sor, Wch, Wiz	V,S,M	3 rds	30 ft	Permanent (D)	Target: One Object	CHA negates
Endure Elements	Abj	1	Alch, Orcl, Rgr, Sor, Wiz	V,S,XP	Standard	Touch	24 hours	Target: Creature touched	
Enervation	Necr	4	Sor, Wch, Wiz	V,S	Standard	30 ft	Instantaneous	Effect: Ray of necrotic energy	
Enhance Ability	Tran	2	Alch, Bar, Mag, Rgr, Sor, Wiz	V,S	Standard	Touch	10 minutes (Con)	Target: Creature touched	
Enhance Demiplane	Conj	8	Orcl, Sor, Wch, Wiz	V,S,M	Standard	0 ft	Instantaneous	Effect: one enhancement to a demiplane you are in that you have previously created	
Enlarge Person	Tran	1	Alch, Mag, Sor, Wch, Wiz	V,S,M	1 rd	30 ft	1 min./level (D)	Target: One humanoid creature	CON negates
Entangle	Tran	1	Rgr	V,S,DF	Standard	500 ft	10 minutes (D)	Area: Plants in a 40-ft.-radius spread	Strength negates
Enthrall	Ench	2	Bar, Inq, Orcl, Wch	V,S	1 rd	120 ft	1 hour	Target: Any number of creatures	CHA Negates
Entropic Shield	Abj	1	Orcl, Sor	V,S	Reaction	Personal	1 min (Con)	Target: You	

Erase	Tran	1	Bar, Sor, Wiz	V,S	Standard (R)	30 ft	Instantaneous	Target: One scroll or two pages	See text
Erode Defenses	Tran	3	Mag, Sor, Wch, Wiz	V,S	Standard	60 ft	1 round/level	Target: One creature	CON negates
Eruptive Pustules	Tran	3	Alch, Sor, Wch, Wiz	V,S	Standard	Personal	10 minutes (D)	Target: Caster	Con partial
Escaping Ward	Abj	2	Bar, Inq, Mag, Rgr, Sor, Wiz	V,S	Bonus	Personal	1 round/level	Target: You	
Etherealness	Tran	7	Orcl, Sor, Wiz	V,S	Standard	Personal	1 round/level (D)	Target: You	
Euphoric Cloud	Conj	2	Bar, Mag, Sor, Wch, Wiz	V,S,M	Standard	200 ft	1 round / level	Effect: fog spreads in 20 ft. radius, 20 ft high	CON negates
Excruciating Deformation	Tran	3	Sor, Wch, Wiz	V,S	Standard	Touch	1 round / level	Target: Creature Touched	Con partial
Expeditious Retreat	Tran	1	Alch, Bar, Inq, Mag, Sor, Wiz	V,S	Bonus	Personal	10 min.	Target: You	
Explosive Runes	Abj	3	Sor, Wiz	V,S	Standard	Touch	Permanent until discharged	Target: One touched object weighing no more than 10 lb.	See text
Eyebite	Necr	6	Alch, Bar, Sor, Wch, Wiz	V,S	Bonus	Personal	1 round per three levels	Target: Self	Varies
Fabricate	Tran	4	Sor, Wiz	V,S,M	Special	30 ft	Instantaneous	Target: product(s) created from raw material	
False Death	Necr	3	Alch, Orcl, Sor, Wiz	V,S	Standard (R)	Touch	1 hour	Target: 1 creature touched	None
False Life	Necr	2	Alch, Sor, Wch, Wiz	V,S,M	Standard	Personal	1 hour/level or until disc	Target: You	
False Vision	Illu	5	Bar, Sor, Wiz	V,S,M	Standard (R)	Touch	1 hour/level (D)	Area: 40-ft.-radius emanation	
Fear	Illu	1	Bar, Inq, Orcl, Sor, Wch, Wiz	V,S	Standard	60 ft	1d4 rounds	Target: One living creature with 5 or fewer HD	WIS partial
Feather Fall	Tran	1	Bar, Mag, Sor, Wiz	V	Reaction	30 ft	Until landing or 1 round/level	Target: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart	
Feeblemind	Ench	5	Sor, Wch, Wiz	V,S,M	Standard	120 ft	Instantaneous	Target: One creature	INT Negates
Field of Ghouls	Necr	4	Sor, Wiz	V,S	Standard	0 ft	Instantaneous	Area: 30-foot radius	CON Negates
Fiery Body	Tran	9	Sor, Wiz	V	Standard	Personal	1 minute / level	Target: You	
Fiery Cube	Conj	3	Bar, Sor, Wiz	V,S	Standard	60 ft	1 minute (Con)	Target: One 10' cube of fire	DEX halves
Fiery Runes	Evoc	1	Alch, Mag, Sor, Wiz	V,S	Standard	Touch	1 minute / level or until	Target: Melee weapon touched	
Find Familiar	Tele	1	Wch, Wiz	V,S,M	1 hr (R)	10 ft	Instantaneous	Effect: One summoned familiar	
Find Fault	Div	3	Bar, Inq, Mag, Orcl, Sor, Wch, Wiz	V,S	Standard	200 ft	Instantaneous	Target: 1 creature	
Find the Path	Div	6	Bar, Inq, Orcl, Wch	V,S,F	3 rds (R)	Personal	2 hours	Target: You or creature touched	
Finger of Death	Necr	7	Sor, Wiz	V,S	Standard	60 ft	1 minute (Con)	Target: One living creature	CON negates
Fire Breath	Evoc	2	Alch, Mag, Sor, Wiz	V,S,M,XP	Standard	15 ft	1 round/level	Target: 15 foot cone shaped burst	Dex half
Fire Shield	Evoc	4	Alch, Mag, Sor, Wiz	V,S,M,DF	Reaction	Personal	1 minute (Con)	Target: You	
Fire Snake	Evoc	5	Mag, Sor, Wiz	V,S,M	Standard	60 ft	Instantaneous	Target: 60' long snake	Dex half
Fire Storm	Evoc	7	Orcl	V,S	1 rd	120 ft	Instantaneous	Area: Twenty 10-ft. cubes, connected	DEX Half
Fire Trail	Tran	3	Alch, Mag, Sor, Wiz	V,S	Standard	Personal	1 minute	Effect: Trail of flame	
Fire Trap	Abj	4	Sor, Wiz	V,S,M	10 min (R)	Touch	Permanent until dischar	Target: Object touched	DEX half
Fireball	Evoc	3	Mag, Sor, Wiz	V,S,M	Standard	500 ft	Instantaneous	Area: 20-ft.-radius spread	DEX half
Firefall	Tran	4	Mag, Sor, Wiz	V,S,M	Standard	800 ft	Instantaneous	Target: One fire source, up to a 20-foot cube	special
Fist of the Adder	Tran	2	Sor, Wiz	V,S,M	Bonus	Self	1 minute (Con)	Target: Self	No
Flame Arrow	Tran	2	Mag, Sor, Wiz	V,S,M	Standard	30 ft	1 hour	Target: Fifty projectiles, all of which must be in contact with each other at the time of casting	
Flame Strike	Evoc	5	Inq, Orcl	V,S,DF	Standard	120 ft	Instantaneous	Area: Cylinder (10-ft. radius, 40 ft. high)	DEX half
Flames of the Faithful	Tran	2	Inq	V	Standard	Touch	1 round / level	Target: Weapon touched	
Flaming Sphere	Evoc	2	Mag, Sor, Wiz	V,S,M,DF	Standard	120 ft	1 round/level	Effect: 5-ft.-diameter sphere	DEX negates
Flash Forward	Tele	4	Alch, Bar, Inq, Mag, Sor, Wiz	V,S,F	Standard	Personal	Instantaneous	Target: Caster	

Flickering Lights	Evoc	2	Bar, Inq, Mag, Sor, Wiz	V,S,M	1 rd	200 ft	1 minute	Area: Contiguous area consisting of four 10-foot cubes	
Floating Disk	Evoc	1	Mag, Sor, Wiz	V,S,M	Standard	30 ft	1 hour / level	Effect: 3-ft.-diameter disk of force, 100 lbs / level	
Fluid Form	Tran	6	Alch, Sor, Wiz	S,M	Standard	Personal	10 minutes	Target: Caster	
Flurry of Snowballs	Evoc	2	Mag, Sor, Wch, Wiz	V,S	Standard	30 ft	Instantaneous	Effect: cone-shaped burst	Dex half
Fly	Tran	3	Alch, Mag, Sor, Wch, Wiz	V,S,DF,F	Standard	Touch	10 minutes (Con)	Target: Creature touched	
Forbiddance	Tele	6	Inq, Orcl	V,S,M	6 rds	120 ft	Permanent	Area: 60-ft. cube/level	See text
Force Anchor	Conj	2	Inq, Mag, Sor, Wiz	V,S,M	Standard	120 ft	1 round / level	Effect: one anchor of force	
Force Hook Charge	Evoc	3	Mag	V,S	Standard	60 ft	Instantaneous	Target: One creature or object within range and you	
Force Punch	Evoc	3	Mag, Sor, Wiz	V,S	Standard	Touch	Instantaneous	Target: Creature touched	STR partial
Forcecage	Evoc	7	Sor, Wiz	V,S,M	Standard	30 ft	18 hours (D)	Area: Barred cage (20-ft. cube) or windowless cell (10-ft. cube)	
Forceful Strike	Evoc	4	Inq, Mag, Orcl	V,S	Bonus	Personal	Instantaneous	Target: 1 creature	STR partial
Foresight	Div	9	Orcl, Sor, Wch, Wiz	V,S,M,DF	Standard	Personal	3 hours	Target: See text	
Freedom of Movement	Abj	4	Alch, Bar, Inq, Orcl, Rgr	V,S,M,DF	Standard	Personal	1 hour	Target: You or creature touched	
Freezing Sphere	Evoc	6	Mag, Sor, Wiz	V,S,F	Standard	500 ft	See text	Effect: See text	DEX half
Frightening Visage	Illu	1	Bar, Sor, Wch, Wiz	V,S	Standard	Touch	1 hour or until dispelled	Target: creature touched	
Frigid Touch	Evoc	2	Mag, Sor, Wiz	V,S	Standard	Touch	Instantaneous	Target: Creature touched	
Frostbite	Tran	1	Mag, Wch	V,S	Standard	Touch	Instantaneous	Target: Creature touched	
Gaseous Form	Tran	3	Alch, Bar, Mag, Sor, Wiz	S,M,DF	Standard	Touch	15 minutes (D)	Target: Willing corporeal creature touched	
Gate	Tele	9	Orcl, Sor, Wiz	V,S,F,XP	Standard (R)	120 ft	Instantaneous or (up to	Effect: See text	
Gentle Repose	Necr	2	Orcl, Sor, Wch, Wiz	V,S,M,DF	Standard (R)	Touch	One day/level	Target: Corpse touched	
Geyser	Conj	5	Mag, Sor, Wiz	V,S,M,DF	Standard	800 ft	Maintained Concentration + 1 round	Effect: spout of boiling water filling a 5 ft. square and spraying upward 10 ft./2 levels	STR partial
Ghostbane Dirge	Tran	2	Bar, Inq, Orcl	V,S,M,DF	Standard	30 ft	1 round / level	Effect: one incorporeal creature	WIS negates
Ghoul Touch	Necr	2	Sor, Wiz	V,S,M	Standard	Touch	1d6+2 rounds	Target: Living humanoid touched	CON negates
Giant Vermin	Tran	4	Orcl	V,S,DF	Standard	30 ft	10 minutes	Target: Up to three vermin, no two of which can be more than 30 ft. apart	
Glibness	Tran	3	Bar	S	Standard	Personal	1 hour (Con)	Target: You	
Glitterdust	Conj	2	Bar, Mag, Sor, Wch, Wiz	V,S,M	Standard	120 ft	1 round/level (D)	Area: Creatures and objects within 10-ft.-radius spread	CON negates (blindness only)
Globe of Invulnerability	Abj	4	Sor, Wiz	V,S,M	Standard	10 ft	1 minute (Con)	Area: 10-ft.-radius spherical emanation, centered on you	
Gloomblind Bolts	Conj	3	Mag, Sor, Wch, Wiz	V,S	Standard	120 ft	Instantaneous	Effect: one or more bolts of energy	Dex negates blind
Glue Seal	Conj	1	Bar, Mag, Sor, Wiz	V,S	Standard	30 ft	1 minute / level	Target: One object or one 5 ft square	
Glyph of Warding	Abj	3	Orcl	V,S,M	10 min (R)	Touch	Permanent until discharged	Target: Object touched or surface up to 10 feet in diameter	See text
Gravity Bow	Tran	1	Rgr, Sor, Wiz	V,S	Standard	Personal	1 minute/level (D)	Target: Caster	
Grease	Conj	1	Bar, Mag, Sor, Wiz	V,S,M	Standard	30 ft	1 round/level (D)	Target: One object or a 10-ft. square	See text
Groundswell	Tran	2	Mag, Orcl, Rgr	V,S	Standard	Touch	1 minute/level	Target: Creature touched	
Grove of Respite	Conj	4	Rgr	V,S,M,DF	10 min	60 ft	24 hours (D)	Effect: 20 foot radius	
Guardian Armor	Tele	1	Inq, Mag, Orcl, Sor, Wiz	V,S,F	Reaction	30 ft	Instantaneous	Target: One willing creature	
Guardian Banner	Abj	3	Bar	V,S,F	Standard	Touch	1 minute (Con)	Area: 15 ft from object	
Guardian of Faith	Tele	3	Orcl	V,S,M	Standard	30 ft	10 hours	Target: One spectral guardian	

Guards and Wards	Abj	6	Sor, Wch, Wiz	V,S,M	30 min (R)	See text	2 hours/level	Area: Up to 200 sq. ft./level	See text
Gust of Wind	Evoc	2	Mag, Sor, Wiz	V,S	Standard	60 ft	1 round	Effect: Line-shaped gust of severe wind emanating out from you to the extreme of the range	STR negates
Gusting Sphere	Evoc	2	Mag, Sor, Wiz	V,S	Standard	120 ft	1 round/level	Target: 5-ft.-diameter sphere of air	special
Hail of Thorns	Conj	1	Rgr	V	Bonus	Touch	Instantaneous	Target: A thrown weapon or piece of ammunition	DEX halves
Hallucination	Illu	3	Bar, Mag, Sor, Wch, Wiz	V,S	Standard	500 ft	maintained concentrati	Target: 1 creature / level within a 30-foot radius	INT Negates
Hallucinatory Terrain	Illu	4	Bar, Sor, Wiz	V,S,M	10 min	1000 ft	1 day	Area: terrain in a 10-foot diameter per level	INT disbelief (if int
Harm	Necr	6	Inq, Orcl, Wch	V,S	Standard	Touch	Instantaneous	Target: Creature touched	WIS half
Haste	Tran	3	Alch, Bar, Mag, Sor, Wiz	V,S,M	Standard	60 ft	1 minute (Con)	Target: Up to 6 creatures within range.	CON negates
Haunting Mists	Illu	2	Bar, Sor, Wch, Wiz	V,S	Standard	60 ft	1 minute (D)	Effect: Cloud created in a 20-ft. radius	INT Negates
Heal	Necr	6	Alch, Inq, Orcl, Wch	V,S	Standard	Touch	Instantaneous	Target: Creature touched	
Heart of Metal	Tran	2	Mag, Sor, Wch, Wiz	V,S,M	Standard	30 ft	10 minutes	Target: One weapon per level	
Heckle	Tran	2	Bar, Mag, Sor, Wiz	V,S,M	Standard	200 ft	10 minutes	Target: 1 creature	CHA Negates
Hellish Rebuke	Evoc	1	Wch	V,S	Reaction	60 ft	Instantaneous	Target: Creature who damaged you	DEX Save
Heroes' Feast	Conj	6	Bar, Inq, Orcl	V,S,DF,F	10 min	30 ft	24 hours	Effect: Feast for up to 12 people	
Heroism	Ench	3	Alch, Bar, Sor, Wch, Wiz	V,S	Standard	Touch	2 hours	Target: Creature touched	
Hidden Blades	Illu	2	Alch, Bar, Inq, Mag, Sor, Wiz	V,S,M	Standard	Touch	1 hour	Target: Weapon or ammunition touched	INT Negates
Hidden Intimidation	Ench	1	Bar, Inq, Mag, Orcl	V,S,M	Standard	30 ft	Instantaneous	Target: One creature	CHA Negates
Hide	Abj	1	Inq, Orcl, Rgr	S,DF	Standard	Touch	20 minutes (Con)	Target: One creature touched/level	WIS Negates (for i
Hide Campsite	Illu	2	Rgr, Wiz	V,S	1 rd (R)	60 ft	8 hours (D)	Area: one 20-ft. cube	INT Negates
Hideous Laughter	Ench	1	Bar, Sor, Wiz	V,S,M	Standard	30 ft	1 minute (Con)	Target: One creature	CHA negates
Hold	Ench	2	Bar, Inq, Orcl, Sor, Wch, Wiz	V,S	Standard	120 ft	1 round/level (Con)	Target: One humanoid	CON negates
Hold Animal	Ench	2	Drd, Rgr	V,S	Standard	120 ft	1 round/level (Con)	Target: One Animal	CON negates
Holy Burst	Evoc	1	Inq	V	1 rd	Touch	Instantaneous	Target: One object or creature touching you	
Holy Smite	Evoc	4	Inq, Orcl	V,S	Standard	120 ft	Instantaneous	Area: 20-ft.-radius burst	WIS Partial
Horrid Wilting	Necr	8	Sor, Wch, Wiz	V,S,M	Standard	1000 ft	Instantaneous	Target: Living creatures, no two of which can be more than 60 ft. apart	CON half
Hunter's Mark	Evoc	1	Rgr	V	Bonus	90 ft	1 hour (Con)	Target: One Creature	None
Hydraulic Push	Evoc	1	Mag, Sor, Wiz	V,S	Standard	30 ft	Instantaneous	Target: One creature or object	
Hypnotism	Ench	1	Bar, Sor, Wch, Wiz	V,S	Standard	30 ft	Maintained Concentrati	Target: One living creature	INT negates
Ice Slick	Evoc	2	Mag, Rgr, Sor, Wch, Wiz	V,S	Standard	30 ft	Instantaneous	Area: 5' radius burst	Dex Partial
Ice Storm	Evoc	4	Mag, Sor, Wch, Wiz	V,S,M,DF	Standard	600 ft	1 minute (D)	Area: Cylinder (20-ft. radius, 40 ft. high)	
Ice-Bound Armor	Abj	1	Orcl, Wch	V,S	Standard	Self	1 hour	Effect: Frost-Enhanced Armor	None
Identify	Div	1	Alch, Bar, Orcl, Sor, Wch, Wiz	V,S,M	1 min (R)	Touch	Instantaneous	Target: One object	
Illusion of Treachery	Illu	4	Mag, Sor, Wiz	S,F	Standard	30 ft	1 round / level (D)	Target: One creature	INT Disbelief
Illusionary Duplicate	Illu	1	Alch, Mag, Sor, Wch, Wiz	V,S	Standard	0 ft	1 minute / level	Effect: a visual figment that resembles you	INT Negates
Illusory Script	Illu	1	Bar, Sor, Wiz	V,S,M	1 min (R)	Touch	10 days (D)	Target: One touched object weighing no more than 10 lb.	INT Negates
Illusory Wall	Illu	4	Sor, Wiz	V,S	Standard	30 ft	Permanent	Effect: Image 1 ft. by 10 ft. by 10 ft.	INT disbelief (if int
Image	Illu	1	Bar, Mag, Sor, Wch, Wiz	V,S	Standard	500 ft	maintained concentration + 3 round	Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level	INT Negates
Imbue with Spell Ability	Evoc	4	Orcl	V,S,DF	10 min	Touch	Permanent until dischar	Target: Creature touched	

Impart Mind	Tran	6	Mag, Orcl, Sor, Wiz	V,S,M	2 rds	Touch	24 hours	Target: Permanent nonintelligent magic item touched	
Implosion	Evoc	9	Orcl	V,S	Standard	60 ft	Maintained Concentrati	Target: One corporeal creature / round	CON negates
Imprisonment	Tele	8	Sor, Wch, Wiz	V,S,F	Standard	Touch	Permanent	Target: One Creature	WIS Negates
Infernal Healing	Necr	1	Mag, Orcl, Sor, Wch, Wiz	V,S,M	Standard	Touch	8 hours, or until dispelle	Target: Creature touched	
Insect Spies	Tele	4	Rgr, Sor, Wch, Wiz	V,S,M	1 rd	60 ft	10 minutes / level (D)	Effect: three insect spies	
Instant Fake	Illu	3	Bar, Inq, Mag, Rgr, Sor, Wiz	V,S,M	Standard	Touch	1 minute / level (Con)	Target: 1 object touched	INT disbelief
Instant Summons	Tele	7	Sor, Wch, Wiz	V,S,M	Standard	See text	Permanent until discharged	Target: One object weighing 10 lb. or less whose longest dimension is 6 ft. or less	
Instant Weapon	Conj	2	Alch, Bar, Inq, Mag, Orcl	V,S	Bonus	0 ft	10 minutes	Effect: One Melee weapon	
Interrogation	Necr	1	Inq, Sor, Wch, Wiz	V,S	1 rd	Touch	10 minutes	Target: Creature touched	CON negates
Invisibility	Illu	2	Alch, Bar, Inq, Mag, Sor, Wiz	V,S,M,DF	Standard	Personal or Touch	10 minutes (Con)	Target: You or a creature or object weighing no more than 100 lb./level	
Invisibility Purge	Evoc	3	Inq, Orcl	V,S	Standard	Personal	10 minutes (Con)	Target: You	
Iron Body	Tran	8	Sor, Wiz	V,S,M,DF	Standard	Personal	1 min./level (D)	Target: You	
Irresistible Dance	Ench	8	Sor, Wch, Wiz	V	Standard	Touch	1d4+1 rounds	Target: Living creature touched	
Jump	Tran	1	Alch, Mag, Rgr, Sor, Wiz	V,S,M	Standard	Touch	5 minutes (Con)	Target: Creature touched	
Jury-Rig	Tran	1	Bar, Mag, Sor, Wch, Wiz	V,S,M	Standard	Touch	1 minute	Target: One broken object of up to 2 lbs./level	
Keen Edge	Tran	3	Inq, Mag, Sor, Wiz	V,S	Bonus	30 ft	1 hour	Target: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting	
Keep Watch	Ench	1	Inq, Mag, Rgr, Sor, Wiz	V,S	Standard	Touch	8 hours or less	Target: One creature touched	
Knock	Tran	2	Inq, Sor, Wiz	V	Standard	240 ft	Instantaneous; see text	Target: One door, box, chest, or other locked object	
Know Direction	Div	1	Bar	V,S	Standard (R)	Personal	Instantaneous	Target: You	
Know the Enemy	Div	1	Inq, Orcl, Rgr	V,S,DF	1 min (R)	Personal	Instantaneous	Target: You	
Lash of the Astradaemon	Necr	6	Mag, Orcl, Sor, Wch, Wiz	V,S	Standard	Personal	1 minute	Target: You	
Legend Lore	Div	5	Bar, Inq, Orcl, Sor, Wch, Wiz	V,S,M	10 min	Self	Instantaneous	Effect: knowledge about a single object	
Lend Judgment	Div	1	Inq	V,DF	Standard	Touch	1 round / level	Target: One ally	
Levitate	Tran	2	Alch, Mag, Sor, Wch, Wiz	V,S,F	Standard	30 ft	10 minutes (Con)	Target: You, one willing creature, or one object weighing up to 600 lbs	
Light	Evoc	1	Bar, Inq, Mag, Orcl, Sor, Wch, Wiz	V,M,DF	Standard	Touch	1 Hour (D)	Target: Object touched	
Lightning Arrow	Tran	3	Rgr	V	Bonus	Touch	1 minute	Target: One ranged weapon	DEX Halves
Lightning Bolt	Evoc	3	Mag, Sor, Wch, Wiz	V,S,M	Standard	120 ft	Instantaneous	Area: 120-ft. line	DEX half
Line In the Sand	Abj	1	Mag, Sor, Wiz	V,S	Standard	Self	1 minute	Area: 10-ft. burst centered on you	
Litany of Sloth	Ench	1	Inq	V,S,DF	Bonus	60 ft	1 round	Target: One creature	WIS negates
Litany of Weakness	Ench	1	Inq	V,S,DF	Bonus	60 ft	instantaneous	Target: One creature	no
Locate	Div	2	Alch, Bar, Orcl, Rgr, Sor, Wiz	V,S,DF,F	Standard	1000 ft	1 min./level	Area: Circle, centered on you, with a radius of 1000 feet	
Lock Gaze	Ench	1	Bar, Inq, Mag, Sor, Wch, Wiz	V,S	Standard	30 ft	1 minute (Con)	Target: One creature	CHA negates
Long Arm	Tran	1	Alch, Mag, Sor, Wch, Wiz	V,S	Standard	Personal	10 minutes (Con)	Target: You	
Longshot	Tran	1	Alch, Inq, Mag, Rgr, Sor, Wiz	V,S,M,DF	Standard	Personal	1 minute/level	Target: You	
Mage Armor	Conj	1	Sor, Wch, Wiz	V,S,F	Standard	Touch	1 hour/level (D)	Target: Creature touched	
Mage's Disjunction	Abj	9	Sor, Wiz	V	Standard	60 ft	Instantaneous	Area: All magical effects and magic items within a 40-ft.-radius burst	WIS negates

Mage's Faithful Hound	Conj	5	Sor, Wiz	V,S,M	Standard	60 ft	1 hour/caster level or u	Effect: Phantom watchdog	
Mage's Magnificent Mansion	Conj	7	Sor, Wiz	V,S,F	Standard	60 ft	2 hours/level (D)	Effect: Extradimensional mansion, up to fifty 10-ft. cubes	
Mage's Private Sanctum	Abj	5	Sor, Wiz	V,S,M	10 min	30 ft	24 hours (D)	Area: an area of 10-foot diameter per level	
Mage's Sword	Evoc	7	Sor, Wiz	V,S,F	Standard	30 ft	2 minutes (D)	Effect: One sword	
Magic Aura	Illu	1	Bar, Sor, Wiz	V,S,F	Standard	Touch	One day / level (D)	Target: One touched object weighing up to 100 lbs.	
Magic Circle	Abj	3	Orcl, Sor, Wiz	V,S,M,DF	Standard	0 ft	24 hours	Effect: A protective line in the shape of a 10-foot radius circle or 30-foot line	
Magic Fang	Tran	1	Inq, Mag, Rgr, Sor	V,S,DF	Standard	Touch	1 min./level	Target: Living creature touched	
Magic Jar	Necr	5	Alch, Sor, Wch, Wiz	V,S,F	Standard	120 ft	1 hour/level or until you	Target: One creature	WIS negates
Magic Missile	Evoc	1	Mag, Sor, Wiz	V,S	Standard	120 ft	Instantaneous	Target: Up to five creatures, no two of which can be more than 15 ft. apart	
Magic Mouth	Illu	2	Bar, Sor, Wiz	V,S,M	Standard (R)	30 ft	Permanent, or until disc	Target: One creature or object	
Magic Stone	Tran	1	Orcl	V,S,DF	Standard	Touch	30 minutes or until disc	Target: Up to three pebbles touched	
Magic Vestment	Abj	3	Inq, Orcl	V,S,DF	Standard	Touch	1 hour/level	Target: Armor touched	
Magic Weapon	Tran	1	Inq, Mag, Orcl, Sor, Wiz	V,S,DF	Standard	Touch	10 minutes (Con)	Target: Weapon touched	
Magnetic Field	Abj	7	Mag, Orcl, Sor, Wch, Wiz	V,S	Standard	30 ft	1 minute (Con)	Area: 30-ft.-radius emanation	Dex negates
Mark of Justice	Necr	4	Inq, Orcl, Wch	V,S,DF	10 min	Touch	Permanent	Target: Creature touched	
Maze	Tele	8	Sor, Wch, Wiz	V,S	Standard	30 ft	See text	Target: One creature	
Meld into Stone	Tran	3	Orcl	V,S,DF	Standard	Personal	1 hour	Target: You	
Mending	Tran	1	Bar, Orcl, Sor, Wch, Wiz	V,S	Standard	30 ft	Instantaneous	Target: One object	
Message	Tran	1	Bar, Inq, Orcl, Sor, Wch, Wiz	V,S,F	Standard	One mile	1 hour (D)	Target: One creature per level	
Meteor Swarm	Evoc	9	Sor, Wiz	V,S	Standard	800 ft	Instantaneous	Area: Four 40-ft.-radius spreads	None or DEX half
Mighty Smite	Tran	1	Rgr	V,F	Bonus	Touch	1 minute (Con)	Target: Weapon	See Text
Mind Blank	Abj	8	Sor, Wch, Wiz	V,S	Standard	60 ft	24 hours	Target: One creature	
Mind Blast	Evoc	1	Bar, Mag, Wch	S	Standard	60 ft	Instantaneous	Target: One Creature	Int Negates
Mind Fog	Ench	5	Bar, Sor, Wch, Wiz	V,S	Standard	120 ft	30 minutes and 2d6 rou	Effect: Fog spreads in 20-ft. radius, 20 ft. high	INT negates
Minute Meteors	Evoc	3	Mag, Sor, Wch, Wiz	V,S,M,XP	Standard	120 ft	10 minutes or until used	Effect: Small globes of fire (one per level)	
Miracle	Evoc	9	Orcl	V,S,XP	Standard	See text	See text	Effect: See text	See text
Mirror Image	Illu	2	Bar, Mag, Sor, Wiz	V,S	Standard	Personal	1 min./level	Effect: 5 illusory duplicates	
Mirror Strike	Tran	1	Mag, Sor, Wiz	V,S,M	Bonus	Personal	1 round, or until dischar	Target: You	
Misdirection	Illu	2	Bar, Sor, Wiz	V,S	Standard	60 ft	8 hours	Target: One creature or object, up to a 10-ft. cube in size	INT negates
Mislead	Illu	5	Alch, Bar, Mag, Sor, Wiz	S	Standard	30 ft	Maintained Concentrati	Effect: You/one illusory double	INT disbelief (if int
Misty Step	Tele	3	Alch, Mag, Sor, Wiz	V,S,M,Spe	Standard	Touch	Instantaneous	Target: One Living Creature	WIS Negates
Modify Memory	Ench	4	Bar	V,S	1 rd	60 ft	Permanent	Target: One living creature	INT negates
Molten Orb	Evoc	2	Mag, Sor, Wch, Wiz	V,S	Standard	60 ft	Instantaneous	Effect: a ball of molten metal	
Moment of Prescience	Div	8	Orcl, Sor, Wch, Wiz	V,S	Standard	Personal	24 hours, or until discha	Target: You	
Monkey Fish	Tran	1	Alch, Mag, Sor, Wiz	V,S	Standard	Personal	10 minutes (D)	Target: You	
Mount	Tele	1	Mag, Sor, Wch, Wiz	V,S,M	1 rd	30 ft	2 hours/level (D)	Effect: One mount	
Move Earth	Tran	6	Sor, Wiz	V,S,M	Special	800 ft	Instantaneous	Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)	
Mudball	Conj	1	Mag, Sor, Wch, Wiz	V,S	Standard	60 ft	Instantaneous	Effect: Single fist-sized blob of sticky mud	DEX Negates

Nauseating Trail	Conj	3	Alch, Mag, Sor, Wch, Wiz	V,S,M	Standard	240 ft	10 minutes	Target: One willing creature	none and Con neg
Negative Reaction	Illu	1	Bar, Mag, Sor, Wch, Wiz	S	Standard	60 ft	1 round/level	Target: One creature	CHA negates
Neutralize Poison	Tran	1	Alch, Bar, Inq, Orcl, Rgr, Wch	V,S	Standard	Touch	1 round	Target: Creature touched	
Nightmare	Illu	5	Alch, Bar, Sor, Wch, Wiz	V,S	10 min	Unlimited	Instantaneous	Target: One living creature	INT Negates
Nondetection	Abj	1	Alch, Inq, Rgr, Sor, Wiz	V,S,M	Standard	Touch	12 hours	Target: Creature or object touched	
Oracle's Burden	Necr	3	Orcl	V	Standard	120 ft	1 minute/level	Target: One creature	Wis negates
Orb of the Void	Necr	8	Sor, Wiz	V,S,M	Standard	60 ft	2 minutes (D)	Effect: 1-foot diameter sphere	Con negates
Overwhelming Presence	Ench	9	Orcl, Sor, Wiz	V,S,M	Standard	240 ft	1 minute	Target: One creature/level, no two of which can be more than 30 ft. apart	CHA negates
Page-Bound Epiphany	Div	2	Bar, Mag, Orcl, Sor, Wiz	V,S,F	1 rd	Personal	1 round/level (max 10)	Target: Caster	
Pass without Trace	Tran	1	Rgr	V,S,DF	Standard	Touch	1 hour/level (D)	Target: Allies within 30 feet of you	
Passwall	Tran	5	Sor, Wiz	V,S,M	Standard	Touch	10 hours (D)	Effect: 5 ft. by 8 ft. opening,	
Peacebound	Abj	1	Inq, Sor, Wch, Wiz	S	Standard	60 ft	10 minutes (Con)	Target: One sheathed or slung weapon	WIS negates
Pellet Blast	Conj	3	Mag, Sor, Wiz	V,S,M	Standard	30 ft	Instantaneous	Area: Cone shaped burst	Dex half
Perusal	Div	1	Bar, Mag, Orcl, Sor, Wiz	V,S	Standard	Touch	Instantaneous	Target: Book touched	
Petrify	Tran	6	Mag, Sor, Wch, Wiz	V,S,M	Standard	120 ft	Instantaneous	Target: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long	
Phantasmal Bonds	Illu	2	Sor, Wch, Wiz	V,S,M	Standard (R)	60 ft	4 hours (D)	Target: one living creature	INT Negates
Phantasmal Killer	Illu	4	Mag, Sor, Wch, Wiz	V,S	Standard	120 ft	1 minute (Con)	Target: One living creature	INT Negates
Phantom Steed	Conj	3	Bar, Mag, Sor, Wiz	V,S	10 min	0 ft	8 hours (D)	Effect: One quasi-real, horselike creature	
Phantom Trap	Illu	2	Sor, Wiz	V,S,M	Standard (R)	Touch	Permanent	Target: Object touched	
Phase Door	Tele	7	Sor, Wch, Wiz	V	Standard	0 ft	One usage per two levels	Effect: Ethereal 5 ft. by 8 ft. opening, 10 ft. deep + 5 ft. deep per three levels	
Pilfering Hand	Evoc	2	Bar, Mag, Orcl, Sor, Wiz	S	Standard	60 ft	maintained concentrati	Target: One object	
Planar Ally	Tele	4	Orcl	V,S,M	10 min (R)	30 ft	Instantaneous	Effect: One called elemental or outsider of 6 HD or less	
Plane Shift	Tele	7	Orcl, Sor, Wch, Wiz	V,S,F	Standard (R)	Touch	Instantaneous	Target: Creature touched, or up to eight willing creatures joining hands	WIS negates
Plant Growth	Tran	3	Rgr	V,S,DF	Standard	See text	Instantaneous	Target: See text	
Poison	Necr	4	Orcl, Wch	V,S,DF	Standard	Touch	Instantaneous; see text	Target: Living creature touched	CON negates
Poisoned Egg	Tran	1	Bar, Inq, Mag, Orcl, Sor, Wch, Wiz	V,S,DF	Standard	Touch	1 minute/level	Target: One egg	
Polar Midnight	Tran	9	Wch	V,S	Standard	60 ft	1 round / level	Effect: 30-foot spray	Con partial
Polar Ray	Evoc	8	Sor, Wiz	V,S,F	Standard	30 ft	Instantaneous	Effect: Ray	
Polymorph	Tran	2	Alch, Bar, Mag, Sor, Wch, Wiz	V,S,M	Standard	Personal	1 hour (D)	Target: Self	0
Polymorph Creature	Tran	5	Mag, Sor, Wch, Wiz	V,S	Standard	Touch	1 minute (Con)	Target: one creature touched	CON and INT nega
Power Word Blind	Ench	7	Sor, Wch, Wiz	V	Standard	60 ft	See text	Target: One creature with 200 hp or less	
Power Word Kill	Necr	9	Sor, Wch, Wiz	V	Standard	60 ft	Instantaneous	Target: One living creature with 100 hp or less	
Power Word Stun	Ench	8	Sor, Wch, Wiz	V	Standard	60 ft	See text	Target: One creature with 150 hp or less	
Prismatic Spray	Evoc	7	Sor, Wiz	V,S	Standard	60 ft	Instantaneous	Area: Cone-shaped burst	See text
Prismatic Wall	Abj	8	Sor, Wiz	V,S	Standard	60 ft	3 hours (D)	Effect: Multicolored wall up to 90 feet long, 30 feet high, and 1 inch thick	See text
Project Image	Illu	6	Bar, Sor, Wiz	V,S,M	Standard	240 ft	1 minute (Con)	Effect: One shadow duplicate	INT disbelief (if int
Protection	Abj	1	Inq, Orcl, Sor, Wiz	V,S,M,DF	Standard (R)	Touch	1 min./level (D)	Target: Creature touched	
Protection from Arrows	Abj	2	Alch, Sor, Wiz	V,S,F	Bonus	Touch	8 hours	Target: Creature touched	

Protection from Energy	Abj	2	Alch, Inq, Orcl, Sor, Wiz	V,S,DF	Standard	Touch	1 hour, or until discharg	Target: Creature touched	
Protection from Spells	Abj	8	Sor, Wiz	V,S,M	Standard	Touch	3 hours	Target: Up to one creature touched per four levels	
Prying Eyes	Div	5	Sor, Wch, Wiz	V,S,M	1 min	One mile	12 hours (D)	Effect: Ten or more levitating eyes	
Psychic Leech	Ench	3	Mag, Sor, Wch, Wiz	S	Standard	60 ft	1 minute/level (D)	Target: One living creature	CHA partial
Psychic Scream	Ench	9	Sor, Wch, Wiz	S	Standard	90 ft	instantaneous	Target: Up to 10 creatures in range	INT Partial
Purify Food and Drink	Tran	1	Orcl	V,S	Standard (R)	10 ft	Instantaneous	Target: contaminated food and water	
Pyrotechnics	Tran	2	Bar, Mag, Sor, Wiz	V,S,M	Standard	500 ft	1d4+1 rounds, or 1d4+1	Target: One fire source, up to a 20-ft. cube	CON negates
Qualm	Ench	2	Bar, Inq	V,S	Standard	60 ft	10 minutes (Con)	Target: One creature	CHA negates
Quest	Ench	5	Bar, Inq, Orcl, Sor, Wch, Wiz	V	1 rd	30 ft	One day/level or until di	Target: One living creature with 7 HD or less	CHA negates
Rage	Ench	3	Alch, Bar, Sor, Wch, Wiz	V,S	Bonus	120 ft	1 round/level (Con)	Target: Two willing creatures within 30' feet of one another.	
Raven's Flight	Tran	2	Bar, Inq, Mag, Rgr, Sor, Wch, Wiz	V	Bonus	Personal	1 round	Target: You	
Ray of Enfeeblement	Necr	1	Mag, Sor, Wch, Wiz	V,S	Standard	30 ft	5 min. (Con)	Effect: Ray	
Ray of Fatigue	Necr	1	Mag, Sor, Wch, Wiz	V,S,M	Standard	30 ft	10 min (Con)	Effect: Ray	CON Partial
Ray of Frost	Evoc	1	Bar, Mag, Sor, Wiz	V,S	Standard	30 ft	Instantaneous	Effect: Ray	
Refuge	Tele	7	Orcl	V,S,M	Standard	Touch	Permanent until dischar	Target: Object touched	
Regenerate	Tran	7	Orcl, Wch	V,S,DF	3 rds	Touch	Instantaneous	Target: Living creature touched	
Reincarnate	Necr	5	Wch	V,S,M,DF	10 min (R)	Touch	Instantaneous	Target: Dead creature touched	
Reloading Hands	Conj	2	Mag, Rgr, Sor, Wiz	V,S	Standard	Touch	1 round/caster level (Co	Target: Projectile weapon touched	
Remove Curse	Abj	3	Inq, Orcl, Wch	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched	
Remove Disease	Necr	3	Alch, Inq, Orcl, Rgr, Wch	V,S	Standard	Touch	Instantaneous	Target: Creature touched	
Remove Fear	Ench	1	Bar, Inq, Orcl	V,S	Standard	30 ft	10 minutes	Target: One creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart	
Remove Stun	Abj	2	Inq, Orcl	V,S	Standard	30 ft	Instantaneous	Target: Up to four creatures	
Repel Vermin	Abj	4	Bar, Orcl, Rgr	V,S,DF	Standard	10 ft	1 hour (Con)	Area: 10-ft.-radius emanation centered on you	STR negates for so
Repulsion	Abj	7	Orcl, Sor, Wiz	V,S,DF,F	Standard	120 ft	1 minute (Con)	Area: Up to 120-ft.-radius emanation centered on you	STR negates
Resilient Reservoir	Tran	4	Mag, Sor, Wch, Wiz	V,S	Standard	Personal	1 round/ level	Effect: One magical well of energy	
Resilient Sphere	Evoc	4	Sor, Wiz	V,S,M	Standard	30 ft	10 minutes (Con)	Effect: 10-foot diameter sphere, centered around a creature	DEX negates
Restoration	Necr	2	Inq, Orcl	Special	1 rd	Touch	Instantaneous	Target: Creature touched	
Resurrection	Necr	5	Orcl, Wch	V,S,Specia	1 min	Touch	Instantaneous	Target: One Humanoid	
Returning Weapon	Tele	2	Bar, Inq, Mag, Orcl, Rgr, Sor, Wch, Wiz	V,S	Standard	30 ft	1 minute / level	Target: One weapon that can be thrown	
Reverse Gravity	Tran	7	Sor, Wiz	V,S,M,DF	Standard	240 ft	1 minute (Con)	Area: Up to eight 10-ft. cubes	
Righteous Might	Tran	5	Inq, Orcl	V,S,DF	Standard	Personal	1 Minute (Con)	Target: You	
River of Wind	Evoc	4	Mag, Sor, Wiz	V,S	Standard	120 ft	1 round/level (D)	Area: 120 ft. line	STR partial
River Whip	Conj	2	Mag, Sor, Wch, Wiz	V,S	Standard	0 ft	1 minute/level or until d	Effect: whip of water	
Rope Trick	Tran	2	Sor, Wiz	V,S,M	Standard	Touch	1 hour/level (D)	Target: One touched piece of rope from 5 ft. to 30 ft. long	
Rubberskin	Tran	5	Alch, Mag, Sor, Wch, Wiz	V,S,M	Standard	Personal	10 minutes/level		
Sacred Bond	Evoc	2	Inq, Orcl	V,S,F	1 rd (R)	Touch	1 hour	Target: Creature touched	
Sacred Flame	Evoc	1	Inq, Orcl	V,S	Standard	60 ft	Instantaneous	Area: one 5' square	Dex Negates
Sanctuary	Abj	1	Inq, Orcl	V,S,DF	Standard	Touch	1 round/level	Target: Creature touched	WIS negates

Savage Maw	Tran	2	Inq, Mag, Orcl, Rgr	V,S	Standard	Personal	1 minute/level (D)	Target: You	
Scatter	Tele	6	Mag, Sor, Wch, Wiz	V	Standard	30 ft	Instantaneous	Target: Five creatures in range	WIS Negates
Scintillating Pattern	Illu	8	Sor, Wiz	V,S,M	Standard	60 ft	Maintained Concentrati	Effect: Colorful lights in a 20-ft.-radius spread	
Scorch	Evoc	2	Mag, Sor, Wiz	V,S,F	Standard	20 ft	Instantaneous	Area: a 20-foot line of fire	DEX Halves
Scorching Ray	Evoc	2	Mag, Sor, Wiz	V,S	Standard	30 ft	Instantaneous	Effect: One or more rays	Spell Attack to Hit
Scourge	Necr	5	Inq, Orcl	V,S,Specia	1 rd	90 ft	Permanent	Target: One creature	WIS negates
Scream	Evoc	1	Bar, Inq, Mag, Sor, Wch, Wiz	V	Standard	60 ft	Instantaneous	Target: One creature	CON partial
Screen	Illu	8	Sor, Wiz	V,S	10 min	30 ft	24 hours	Area: Sixteen 30-ft. cubes	INT disbelief
Scrying	Div	5	Bar, Orcl, Sor, Wch, Wiz	V,S,M,DF	1 hr (R)	See text	10 minutes (Con)	Effect: Magical sensor	WIS Negates
Sculpt Sound	Tran	3	Bar	V,S	Standard	30 ft	6 hours (D)	Target: 6 creatures	
Seamantle	Conj	8	Sor, Wiz	V,S,M	Standard	Personal	2 minutes	Target: Caster	
Searing Light	Evoc	3	Inq, Orcl	V,S	Standard	240 ft	Instantaneous	Effect: Ray	
Secret Chest	Tele	5	Sor, Wch, Wiz	V,S,F	10 min (R)	See text	Sixty days	Target: One chest	
Secret Page	Tran	3	Bar, Sor, Wiz	V,S,M	10 min	Touch	Permanent	Target: Page touched	
Secure Shelter	Conj	4	Bar, Sor, Wch, Wiz	V,S	10 min	30 ft	24 hours (D)	Effect: 20-ft.-square structure	
See Invisibility	Div	2	Alch, Bar, Inq, Sor, Wch, Wiz	V,S,M	Standard	Personal	1 hour	Target: You	
Sending	Evoc	4	Alch, Inq, Orcl, Sor, Wch, Wiz	V,S,M,DF	10 min	See text	1 round	Target: One creature	
Sepia Snake Sigil	Conj	3	Bar, Sor, Wch, Wiz	V,S,M	10 min	Touch	Permanent until dischar	Target: One touched book or written work	DEX negates
Sequester	Abj	7	Sor, Wiz	V,S,M	Standard	Touch	One day / level	Target: One willing creature or object touched	
Shadow Bolt	Illu	1	Mag, Sor, Wiz	V,S	Standard	60 ft	instantaneous	Effect: One quasi-real bolt of shadow energy	INT Negates
Shadow Conjunction	Illu	4	Bar, Sor, Wiz	V,S	Standard	See text	See text	Effect: See text	INT disbelief (if int
Shadow Evocation	Illu	5	Bar, Sor, Wiz	V,S	Standard	See text	See text	Effect: See text	INT disbelief
Shadow Walk	Illu	5	Alch, Bar, Sor, Wiz	V,S	Standard	Touch	1 hour/level	Target: Creatures in physical contact when entering shadow realm	WIS negates
Shadow Weapon	Illu	1	Mag, Sor, Wch, Wiz	V,S	Bonus	0 ft	10 minutes	Effect: One Shadow Weapon	
Shapechange	Tran	9	Sor, Wiz	V,S,F	Standard	Personal	3 hours (D)	Target: You	
Share Skin	Necr	6	Wch	V,S	Standard	Touch	1 minute / level or until	Target: One animal touched	Wis negates
Shatter	Evoc	2	Bar, Mag, Orcl, Sor, Wiz	V,S,M,DF	Standard	30 ft	Instantaneous	Target: 5-ft.-radius spread; or one solid object or one crystalline creature	see text
Shield	Abj	1	Alch, Mag, Sor, Wiz	V,S	Reaction	Personal	1 minute (Con)	Target: You	
Shield of Darkness	Abj	3	Inq	V	Standard	Personal	1 minute (Con)	Target: Caster	
Shield of Faith	Abj	1	Inq, Orcl	V,S,M	Bonus	Touch	10 minutes	Target: Creature	
Shield of the Dawn	Abj	4	Bar, Mag, Orcl, Rgr	V,S,DF	Standard	Personal	1 minute (D)	Target: You	special
Shield Other	Abj	2	Inq, Orcl	V,S	Standard	60 ft	1 hour/level (D)	Target: One creature	
Shining Cord	Evoc	3	Mag	V,S,M	Standard	30 ft	1 round/level or instant	Target: 1 creature	CON partial
Shock Shield	Abj	1	Alch, Mag, Sor, Wiz	V,S	Reaction	Personal	1 minute (Con)	Target: You	
Shocking Grasp	Evoc	1	Mag, Sor, Wiz	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched	
Shout	Evoc	4	Bar, Mag, Sor, Wiz	V	Standard	30 ft	Instantaneous	Area: Cone-shaped burst	CON partial or DE
Shrink Item	Tran	3	Sor, Wiz	V,S	Standard	Touch	One week	Target: One touched object of up to 15 cu. Ft	
Sickening Strikes	Tran	2	Alch, Mag, Rgr, Wch	V,S	Standard	Personal	1 minute	Target: You	CON negates
Silence	Illu	2	Bar, Inq, Orcl, Wch	V,S	Standard	500 ft	10 minutes (Con)	Area: 20-ft.-radius emanation centered on a creature, object, or point in space	WIS negates.
Silver Darts	Conj	3	Mag, Sor, Wch, Wiz	V,S,M	Standard	15 ft	Instantaneous	Area: cone-shaped burst	Dex half

Simulacrum	Illu	7	Sor, Wiz	V,S,M	12 hrs	0 ft	Instantaneous	Effect: One duplicate creature	
Siphon Death	Necr	2	Sor, Wiz	V,S	Standard	60 ft	1 minute (Con)	Effect: necromantic aura that absorbs death and redistributes it to undead	
Siphon Might	Necr	3	Sor, Wiz	V,S	1 rd	60 ft	1 round / level (Con)	Target: One creature	CON Half
Sirocco	Evoc	6	Mag, Sor, Wiz	V,S,M,DF	Standard	200 ft	1 minute (Con)	Area: cylinder (20-ft. radius, 60 ft. high)	STR partial, see te
Slay Living	Necr	6	Orcl, Wch	V,S	Standard	Touch	1 minute (Con)	Target: Living creature touched	CON partial
Sleep	Ench	1	Bar, Sor, Wch, Wiz	V,S,M	Standard	120 ft	10 minutes	Area: One or more living creatures within a 10-ft.-radius burst	CHA negates
Sleet Storm	Conj	3	Mag, Sor, Wch, Wiz	V,S,M,DF	Standard	500 ft	1 minute (Con)	Area: Cylinder (40-ft. radius, 20 ft. high)	
Slipstream	Conj	2	Rgr, Sor, Wiz	V,S,M,DF	Standard	Touch	1 hour (D)	Target: Creature touched	
Snare	Tran	1	Rgr	V,S,M	1 min	Touch	8 hours or until triggere	Target: One length of rope touched	
Snowball	Conj	1	Mag, Sor, Wch, Wiz	V,S	Standard	30 ft	Instantaneous	Effect: One ball of snow and ice	CON partial
Song of Discord	Ench	5	Bar	V,S	Standard	120 ft	10 minutes (Con)	Area: Creatures within a 20-ft.-radius spread	CHA negates
Soothing Word	Ench	2	Inq, Orcl, Rgr, Wch	V,S	Standard	60 ft	Instantaneous	Target: One creature	
Soul Bind	Necr	3	Sor, Wch, Wiz	V,S,F	1 rd	60 ft	Permanent	Target: Dying or Dead Creature	WIS Negates
Soul Healing	Necr	1	Sor, Wiz	V,S,M	Standard	Touch	Instantaneous	Target: one undead creature	
Soul Switch	Necr	5	Wch, Wiz	V,S,F	Standard	Touch	10 minutes/level	Target: You and your familiar	
Sound Burst	Evoc	2	Bar, Orcl	V,S,DF,F	Standard	30 ft	Instantaneous	Area: 10-ft.-radius spread	CON partial
Speak with Animals	Div	1	Bar, Rgr	V,S	Standard	Personal	10 minutes (Con)	Target: You	
Speak with Dead	Necr	3	Inq, Orcl, Wch	V,S,DF	10 min	10 ft	10 minutes (Con)	Target: One dead creature	WIS negates
Speak with Plants	Div	3	Bar, Rgr	V,S	Standard	Personal	10 minutes (Con)	Target: You	
Spectral Hand	Necr	2	Sor, Wch, Wiz	V,S	Standard	120 ft	10 min.	Effect: One spectral hand	
Spell Gauge	Div	2	Bar, Inq, Sor, Wch, Wiz	V,S,F	Standard	60 ft	Instantaneous	Target: One creature	INT negates
Spell Immunity	Abj	4	Alch, Inq, Orcl	V,S,DF	Standard	Touch	1 hour	Target: Creature touched	
Spell Resistance	Abj	5	Alch, Inq, Orcl	V,S,DF	Standard	Touch	10 minutes	Target: Creature touched	
Spell Turning	Abj	7	Sor, Wiz	V,S,M,DF	Standard	Personal	Until expended or 10 mi	Target: You	
Spider Climb	Tran	2	Alch, Mag, Sor, Wiz	V,S,M	Standard	Touch	1 hour	Target: Creature touched	
Spike Growth	Tran	3	Rgr	V,S,DF	Standard	120 ft	8 hours	Area: One 20-ft. square/level (D)	DEX partial
Spiritual Weapon	Tran	2	Inq, Orcl	V,S,F	Standard	60 ft	1 round/level (D)	Effect: Magic weapon of force	
Stabilize	Necr	1	Inq, Orcl, Sor, Wch, Wiz	V,S	Standard	30 ft	Instantaneous	Target: One creature	CON Negates
Statue	Tran	7	Sor, Wiz	V,S,M	1 rd	Touch	1 hour/level (D)	Target: Creature touched	
Status	Div	2	Orcl, Wch	V,S	Standard	Touch	1 hour/level	Target: One living creature touched per three levels	
Steal Size	Tran	2	Mag, Sor, Wch, Wiz	V,S,M	Standard	30 ft	1 minute/level	Target: One humanoid creature larger than you	Con negates
Stone Call	Conj	2	Mag, Rgr, Sor, Wiz	V,S,DF	Standard	200 ft	1 round/level	Target: Cylinder (40-ft. radius, 20 ft. high)	
Stone Discus	Conj	2	Mag, Sor, Wch, Wiz	V,S,M	Standard	60 ft	Instantaneous	Effect: one or more stone discuses	
Stone Fist	Tran	1	Alch, Mag, Sor, Wiz	V,S,M	Standard	Personal	10 minutes (D)	Target: You	
Stone Shape	Tran	3	Orcl, Sor, Wiz	V,S,M,DF	Standard	Touch	Instantaneous	Target: Stone or stone object touched (medium sized or smaller)	
Stone Shield	Conj	1	Mag, Orcl, Sor, Wiz	V,S,DF	Reaction	0 ft	1 round	Effect: stone wall whose area is one 5-ft. square	
Stone Throwing	Tran	2	Mag, Orcl, Rgr, Sor, Wiz	V,S,M	Standard	Touch	1 minute/level	Target: Creature touched	
Stoneskin	Abj	4	Alch, Inq, Mag, Sor, Wiz	V,S,M	Standard	Touch	2 hours	Target: Creature touched	
Storm of Blades	Conj	3	Mag, Orcl, Sor, Wiz	V,S,M	Standard	60 ft	Instantaneous	Target: One creature	
Storm of Vengeance	Conj	9	Orcl, Wch	V,S	1 rd	500 ft	1 minute	Effect: 360-ft.-radius storm cloud	See text

Storm Step	Tele	3	Mag, Sor, Wch, Wiz	V	Standard	120 ft	Instantaneous	Target: You	Dex halves
Stormbolts	Evoc	8	Wch	V,S,M,DF	1 rd	0 ft	Instantaneous	Area: 30-foot radius, centered on you	Con partial
Suggestion	Ench	3	Bar, Sor, Wch, Wiz	V,M	Standard	30 ft	1 hour/level or until co	Target: One living creature	CHA negates
Summon Animal	Tele	1	Rgr, Wch	V,S,DF	Standard	60 ft	1 round/level	Effect: Summoned creatures	
Summon Celestial	Tele	3	Bar, Orcl, Sor, Wch, Wiz	V,S,DF,F	Standard	60 ft	1 round/level (D)	Effect: Summoned Creatures	None
Summon Elemental	Tele	3	Sor, Wch, Wiz	V,S,DF,F	Standard	60 ft	1 round/level (D)	Effect: Summoned Creatures	None
Summon Fiend	Tele	3	Bar, Orcl, Sor, Wch, Wiz	V,S,DF,F	Standard	60 ft	1 round/level (D)	Effect: Summoned Creatures	None
Summon Shadow	Necr	1	Sor, Wch, Wiz	V,S	1 rd	60 ft	1 round / level	Effect: Summoned Shadow	
Summon Swarm	Tele	2	Bar, Rgr, Sor, Wch, Wiz	V,S,M,DF	1 rd	120 ft	1 round / level (Con)	Effect: One swarm of bats, rats, or spiders	
Sunburst	Evoc	8	Sor, Wiz	V,S,M,DF	Standard	500 ft	Instantaneous	Area: 80-ft.-radius burst	DEX partial
Swap Image	Illu	2	Bar, Sor, Wch, Wiz	V,S	Standard	Touch	1 hour (Con)	Target: one humanoid creature touched	INT Negates
Swarm Shape	Tran	6	Wch	V,S	Standard	Self	1 hour or special (D)	Target: Self	
Swift Girding	Tran	1	Mag, Sor, Wiz	V,S,F	Standard	60 ft	Instantaneous	Target: One willing creature/level	
Symbol	Abj	4	Orcl, Sor, Wch, Wiz	V,S,M	10 min (R)	0 ft	See Text	Effect: One Symbol	Varies
Telekinesis	Tran	5	Mag, Sor, Wiz	V,S	Standard	500 ft	10 minutes (Con)	Target: Any under 1000 pounds	See text
Telekinetic Volley	Tran	2	Mag, Sor, Wiz	V,S	Standard	Touch	1 round/level or until discharged (D)	Target: Up to one touched object per level weighing up to 5 lbs. each	
Telepathy	Div	4	Inq, Sor, Wch, Wiz	V,S,M	Standard	120 ft	2 hours (D)	Target: You plus one 5 willing creatures, no two of which can be more than 30 ft. apart	
Teleport	Tele	5	Mag, Sor, Wch, Wiz	V	Standard	10 ft	Instantaneous		
Teleportation Circle	Tele	8	Mag, Sor, Wch, Wiz	V,M	10 min (R)	0 ft	3 hours	Effect: 5-ft.-radius circle that teleports those who activate it	
Temporal Stasis	Tran	8	Sor, Wiz	V,S,M	Standard	Touch	Permanent	Target: Creature touched	CON negates
Thunderstomp	Evoc	1	Mag, Rgr, Sor, Wiz	V,S	Bonus	60 ft	Instantaneous	Target: One creature	
Thunderwave	Evoc	2	Bar, Sor, Wiz	V	Standard	Self	Instantaneous	Target: A sonic wave centered on self	STR Halves
Tidal Wave	Conj	3	Sor, Wiz	V,S,M	Standard	0 ft	Instantaneous	Effect: A wave of water strating in front of you and traveling 30 feet	STR Halves
Time Stop	Tran	9	Sor, Wiz	V	Standard	Personal	1d4+1 rounds (apparent	Target: You	
Tiny Hut	Evoc	3	Bar, Sor, Wiz	V,S,M	Standard	20 ft	24 hours (D)	Effect: 20-ft.-radius sphere centered on your location	
Tongues	Div	3	Alch, Bar, Inq, Orcl, Sor, Wch, Wiz	V,M,DF	Standard	Touch	1 hour	Target: Creature touched	
Touch of Bloodletting	Necr	2	Orcl, Sor, Wch, Wiz	V,S	Standard	Touch	1 round / level	Target: Living creature touched	CON Negates
Touch of Combustion	Evoc	1	Inq, Mag, Sor, Wch, Wiz	V,S	Standard	Touch	Instantaneous	Target: Creature or object touched	Special
Touch of Idiocy	Ench	2	Sor, Wch, Wiz	V,S	Standard	Touch	10 min./level	Target: Living creature touched	INT Negates
Touch of the Sea	Tran	1	Alch, Sor, Wiz	V,S,M	Standard	Touch	1 min / level	Target: Creature touched	
Transformation	Tran	6	Alch, Sor, Wch, Wiz	V,S,M	Bonus	Personal	1 minute	Target: You	
Transmute Rock to Mud	Tran	5	Sor, Wiz	V,S,M,DF,	Standard	240 ft	Permanent	Area: Up to twenty 10-ft. cubes	See text
Transplant Visage	Tran	4	Alch, Inq, Mag, Orcl, Sor, Wch, Wiz	V,S,M	1 rd	Personal	Permanent	Target: You	
Tree Shape	Tran	3	Rgr	V,S,DF	Standard	Personal	8 hours (D)	Target: You	
Trial of Fire and Acid	Evoc	3	Mag, Orcl, Sor, Wch, Wiz	V,S	Standard	Touch	1 round/level	Target: Creature touched	Con half
Triggered Illusion	Illu	6	Bar, Sor, Wch, Wiz	V,S	Standard	60 ft	permanent until triggered	Effect: Visual figment that cannot be larger than 30 feet in diameter	INT Negates
True Seeing	Div	6	Alch, Inq, Mag, Orcl, Sor, Wch, Wiz	V,S,M	Standard	Touch	10 minutes (Con)	Target: Creature touched	
True Strike	Div	1	Alch, Inq, Mag, Sor, Wiz	V,F	Standard	Personal	1 minute (Con)	Target: You	

Tsunami	Conj	9	Sor, Wiz	V,S	Standard	1000 ft	5 rounds	Effect: 10-ft.-deep wave 10 ft. wide/level and 2 ft. tall/level	
Twisted Innards	Tran	2	Alch, Mag, Sor, Wch, Wiz	V,S,M	Standard	Personal	1 minute/level	Target: You	
Twisted Space	Tran	2	Mag, Sor, Wiz	V,S,M	Standard	30 ft	1 round	Target: One creature	STR negates
Umbral Strike	Necr	7	Mag, Wch	V,S,M	Standard	240 ft	1 minute	Target: 1 creature	Con partial
Umbral Weapon	Illu	2	Bar, Mag, Sor, Wch, Wiz	V,S,M	Standard	Touch	1 round/level	Target: Melee weapon touched	
Undeath to Death	Necr	6	Inq, Orcl, Sor, Wiz	V,S,M,DF	Standard	120 ft	Instantaneous	Area: Several undead creatures within a 40-ft.-radius burst	WIS negates
Undetectable Alignment	Abj	2	Alch, Bar, Inq, Orcl	V,S	Standard	30 ft	24 hours	Target: One creature or object	
Unholy Blight	Evoc	4	Inq, Orcl	V,S	Standard	120 ft	Instantaneous (1d4 rou	Area: 20-ft.-radius spread	WIS partial
Unseen Servant	Conj	1	Bar, Mag, Sor, Wch, Wiz	V,S,M	Standard	30 ft	1 hour/level	Effect: One invisible, mindless, shapeless servant	
Vampiric Shadow Shield	Necr	5	Mag, Sor, Wiz	V,S	Bonus	Personal	1 minute	Target: You	
Vampiric Touch	Necr	3	Mag, Sor, Wch, Wiz	V,S	Standard	Touch	Instantaneous/1 hour	Target: Living creature touched	
Vault	Tele	8	Sor, Wch, Wiz	S	Standard	30 ft	1 hour	Target: One door	
Ventriloquism	Illu	1	Bar, Sor, Wch, Wiz	V,F	Standard	30 ft	1 min./level (D)	Effect: Intelligible sound, usually speech	INT disbelief (if int
Vine Strike	Conj	2	Rgr, Sor, Wiz	V,S	Standard	Personal	1 min / level	Target: Caster	DEX Negates
Vinetrapp	Conj	5	Orcl	V,S,DF	Standard	800 ft	1 round / level (D)	Target: One creature	Dex negates
Vitriolic Mist	Evoc	4	Alch, Sor, Wiz	V,S,M	Standard	Personal	1 round / level (D)	Target: Caster	
Vocalize	Abj	2	Sor, Wiz	V	Standard (R)	Self	10 minutes	Target: Self	
Vomit Twin	Conj	4	Alch, Mag, Sor, Wiz	V,S	Standard	Personal	1 round/level	Effect: creates one ooze duplicate of the caster	
Vortex	Evoc	7	Sor, Wiz	V,S,M,DF	Standard	1000 ft	1 round / level (D)	Effect: whirlpool 50 ft. deep, 30 ft. wide at top, and 5 ft. wide at base	Dex negates
Wall of Fire	Evoc	4	Mag, Sor, Wiz	V,S,M,DF	Standard	120 ft	1 minute (Con)	Effect: Opaque sheet of flame 20' high and up to 100 feet long or a ring of fire with a radius of up to 40 feet	
Wall of Force	Evoc	5	Mag, Sor, Wiz	V,S,M	Standard	30 ft	1 minute (Con)	Effect: Wall whose area is up to forty 5-foot squares	
Wall of Gloom	Illu	4	Wch	V,S,M,DF	Standard	120 ft	1 minute (Con)	Effect: Opaque wall of shadow 20' high and up to 100 feet long	special
Wall of Ice	Evoc	4	Mag, Sor, Wiz	V,S,M	Standard	120 ft	10 min. (Con)	Effect: Anchored plane of ice, up to forty 5-ft. squares, or hemisphere of ice with a radius of up to 15 ft.	STR negates
Wall of Iron	Conj	5	Mag, Sor, Wiz	V,S,M	Standard	120 ft	Permanent (D)	Effect: Iron wall whose area is up to sixteen 5-foot squares	See text
Wall of Sound	Evoc	5	Bar, Mag, Sor, Wiz	V,S,M	Standard	200 ft	Maintained Concentration + 1 minute (Con)	Effect: translucent wall of sound up to 160 feet long or a ring of sound 20 ft radius. Both are 20 feet high.	
Wall of Stone	Conj	5	Mag, Orcl, Sor, Wiz	V,S,M,DF	Standard	120 ft	Instantaneous	Effect: Stone wall whose area is up to 16 five-foot squares	See text
Ward Shield	Abj	4	Inq, Mag, Orcl, Sor, Wiz	V,S	Standard	Touch	10 minutes	Target: Shield touched	
Warding Weapon	Abj	2	Mag, Sor, Wiz	V,S,F	Standard	Personal	1 minute	Target: You	
Water Breathing	Tran	3	Alch, Mag, Orcl, Sor, Wiz	S,M,DF	Standard	Touch	2 hours/level	Target: Living creatures touched	
Water Walk	Tran	3	Orcl, Rgr, Wch	S,DF	Standard	Touch	1 hour (Con)	Target: One touched creature/level	
Wave Shield	Abj	1	Mag, Sor, Wch, Wiz	V	Reaction	Personal	1 round or until dischar	Target: You	
Waves of Blood	Conj	3	Mag, Sor, Wch, Wiz	V,S,M	Standard	30 ft	Instantaneous and 1 rou	Area: Cone-shaped burst	Str / Con negates
Waves of Fatigue	Necr	5	Sor, Wch, Wiz	V,S	Standard	0 ft	Instantaneous	Area: 30 foot cone	No

Web	Conj	2	Mag, Sor, Wch, Wiz	V,S,M	Standard	120 ft	1 hour (D)	Effect: Webs in a 20-ft.-radius spread	DEX negates
Web Bolt	Conj	1	Mag, Sor, Wch, Wiz	V,S	Standard	30 ft	1 min./level	Effect: fist-sized blob of webbing	Dex negates
Whispering Wind	Tran	2	Bar, Inq, Sor, Wiz	V,S	Standard	1 mile/leve	Until discharged	Area: 10-ft.-radius spread	
Wind Blades	Tran	5	Mag, Sor, Wch, Wiz	V,S	Standard	Touch	1 round/level	Target: Creature touched	STR negates
Wind Walk	Tran	6	Alch, Orcl	V,S,DF	Standard	Touch	18 hours (D)	Target: You and five touched creatures	
Wind Wall	Evoc	3	Mag, Orcl, Rgr, Sor, Wiz	V,S,M,DF	Standard	240 ft	1 minute (Con)	Effect: Wall up to 30 feet long and 15 feet high	
Winds of Vengeance	Evoc	9	Orcl, Sor, Wiz	V,S,DF	Standard	Personal	1 minute / level	Target: Caster	
Windy Escape	Tran	1	Bar, Mag, Sor, Wiz	V,S	Reaction	Personal	Instantaneous	Target: You	
Wish	Univ	9	Sor, Wiz	V,XP	Standard	See text	See text	Effect: See text	See text
Witch Bolt	Evoc	1	Bar, Sor, Wch, Wiz	V,S,M	Standard	30 ft	1 round / level (Con)	Target: One creature	
Word of Recall	Tele	6	Orcl	V	Standard	Unlimited	Instantaneous	Target: You and other willing creatures within 5 feet	
World Wave	Tran	9	Sor, Wiz	V,S,DF	Standard	See text	See text	Effect: see text	
Wreath of Blades	Abj	5	Mag, Sor, Wch, Wiz	V,S,F	Standard	Personal	1 round/level	Target: You	DEX half
Zone of Silence	Illu	4	Bar	V,S	1 rd	Personal	1 hour/level (D)	Area: 5-ft.-radius emanation centered on you	
Zone of Sweet Air	Conj	3	Orcl	V,S	Standard	60 ft	Instantaneous	Target: 20' radius from a point	
Zone of Truth	Illu	2	Inq, Orcl	V,S,DF	Standard	30 ft	10 min. (Con)	Area: 20 foot radius	CHA Negates