Control Water
Undead don't attack
Necro V.S.M 1 a Close 2 HD of undead/ lvl 1 min/lvl Will ngs Yes 188

Control Water
Raises, lowers or parts water
Trans V.S,DF 1 a Long 10 x 10 x 2 ft/lvl 10 min/lvl (D) - - 188

Control Weather
Changes weather in local area
Trans V.S 10 min 2 miles 2-mile radius 4d12 hours - - 188

Control Winds
Change wind direction and speed
Trans V.S 1 a 40-ft/lvl 40-ft/lvl radius 10 min/lvl Fort ngs - 189

Create Food and Water
Feeds 3 humans (or horse) / level
Conj V.S 10 min Close For 1 day 24 hours - - 189

Create Greater Undead
Mindless, nameless, wraith, ghost
Necro V.S 1 hr Closed One dead creature Instantaneous - - 189

Create Undead
Ghoul, shadow, ghost, wraith, wraith
Necro V.S 1 hr Closed One dead creature Instantaneous - - 189

Create Water
Creates 2 gallons/lvl of pure water
Conj V.S 1 a Close Up to 2 gallons/lvl Instantaneous - - 189

Creeping Doom
Carpet of insects at your command
Conj V.S.Round Close Insect fill 10-ft radius 1 min/lvl - - 190

Cure Claw Wounds
Cures 4d6+1(lvl +20)
Conj V.S 1 a Touch One creature Instantaneous Will half Yes 190

Cure Light Wounds
Cures 4d6+1(lvl +15)
Conj V.S 1 a Touch One creature Instantaneous Will half Yes 190

Cure Minor Wounds
Cures 1 point of damage
Necro V.S 1 a Close One creature Instantaneous - - 190

Cure Moderate Wounds
Cures 2d6+1(lvl +10)
Conj V.S 1 a Touch One creature Instantaneous Will half Yes 190

Cure Serious Wounds
Cures 3d6+1(lvl +15)
Conj V.S 1 a Touch One creature Instantaneous Will half Yes 190

Cure Wounds
Makes water drinkable
Trans V.S.M 1 a Touch Water Instantaneous Will ngs Yes 190

Dancing Lights
Figment torches or other lights
Illus V.S 1 a Medium 10-ft radius 1 min Will disfl - - 190

Darkness
Supernatural darkness
Evoc V.M 1 a Touch Item 20-ft radius 10 min/lvl (D) - - 190

Darkvision
See 60-ft in total darkness
Trans V.S.M 1 a Touch See 60-ft in dark 1 hr/M - - 190

Daylight
60-ft radius of bright light
Evoc V.S 1 a Touch Item 60-ft radius 10 min/lvl - - 190

Day's End
Humanoids lose next action
Ench V.S 1 a Close 1 humanoid to 4 HD Ench V.S 1 a Close One creature Instantaneous Will ngs Yes 190

Death Knell
Gain 1d8 temp hp, +2 Str, +1 level
Necro V.S 1 a Close One creature Instantaneous Will negs - 190

Death Ward
Immunity to death spells/effects
Necro V.S,DF 1 a Touch One living creature 1 min/lvl - - 190

Deathwatch
Sees how wounded targets are
Necro V.S 1 a Touch Item 60-ft radius 1 day/lvl - - 190

Deeper Darkness
Supernatural darkness
Evoc V.S 1 a Touch One creature 1 hr/M Fort part Yes 191

Delayed Blast Fireball
1d6 fire damage/level, delay 5 rnds
Evoc V.S,M 1 a Long Ray, 10-ft cube Instantaneous - - 191

Demise
Force creature back to native plane
Abjur V.S,M 1 a Close Extra planar creature Instantaneous Will negs - 191

Dispel Chaos
+4 AC against chaotic attackers
Abjur V.S,DF 1 a Close Special Instantaneous - - 191

Dispel Evil
+4 AC against evil attackers
Abjur V.S,DF 1 a Close Special Instantaneous - - 191

Dispel Good
+4 AC against good attackers
Abjur V.S,DF 1 a Close Special Instantaneous - - 191

Dispel Law
+4 AC against lawful attackers
Abjur V.S,DF 1 a Close Special Instantaneous - - 191

Dispel Magic
Cancels magical spells and effects
Abjur V.S 1 a Medium Special Instantaneous - - 191

Displacement
Attacks miss target 50% of time
Illus V.M 1 a Touch One creature 1 mdV/M Will negs Yes 191

Disrupt Undead
Deals 1d6 damage to one undead
Necro V.S,M 1 a Close 1d6/lvl Instantaneous - - 191

Disturb
Provides useful advice for actions
Conj V.S,M 1 a Medium Castle Instantaneous Will negs Yes 191

Divine Favor
You gain att, dmg bonus +4/lvl M 1 a Close 3 x/lvl 1 min/lvl Special - - 191

Divine Power
Fighter's Att Plus 18, 10 Str, 1/lvl pun V.S,M 1 a Close Self, Caser Instantaneous Will negs Yes 191

Dominate Animal
Animal obeys mental commands
Ench V.S 1 a Medium One animal 1 mdV/M Will negs Yes 191

Dominate Monster
Control creatures telepathically
Ench V.S 1 a Medium One creature 1 day/lvl Will negs Yes 191

Dominate Person
Controls humanoid telepathically
Ench V.S 1 a Medium One medium or smaller 1 day/lvl Will negs Yes 191

Doom
-2 on attacks, dmg, saves, skills
Ench V.S,DF 1 a Special Weight up to 10 lb Perm until discharged - - 191

Dreaming of Instants
Prepared items appears in hand
Conj V.S,DF 1 a Special Weight up to 10 lb - - 191

Dreams
Sends message to anyone sleeping
Illus V.S 1 min Unlimited One living creature Special - - 191

Earthquake
Intense tremor shake 5-ft/lvl rad
Evoc V.S,DF 1 a Long 5-ft/lvl radius 1 md/L Special - - 191

Elemental Swarm
Summons 2d4 Large, 1d4 Huge
Conj V.S,DF 1 a Close 10 ft/lvl 10 min/lvl Special - - 191

Emotion
Arouses strong emotion in target
Ench V.S 1 a Medium All creatures 15-ft rad Concentrate Will negs Yes 191

Endurance
Gain 10HD+1 Con
Trans V.S,DF 1 a Touch One creature 1 hr/M - - 191

Endure Elements
Ignores 5 drm/rd from element
Abjur V.S,DF 1 a Close One creature 24 hours - - 191

Energy Drain
Target gains 2d4 negative levels
Necro V.S,DF 1 a Close Negative energy ray Instantaneous - - 191

Enervation
Target gains 1d4 negative levels
Necro V.S,DF 1 a Close Negative energy ray Instantaneous - - 191

Enlarge
Item or creature grows +10%M
Trans V.S,DF 1 a Close One creature or item 1 min/lvl Fort ngs Yes 200

Entangle
Plants entangle in 40-ft radius
Trans V.S,DF 1 a Long 40-ft radius 1 min/lvl Fort ngs Yes 200

Expulsion
Captures all within medium range
Ench V.S,DF 1 a Round Medium Creatures in range 1 up to 1 hour Will negs Yes 200

Extortion Shield
Ranged attacks miss 20% of time
Abjur V.S,DF 1 a Close Self Castor 1 min/lvl Special - - 200

Extort
Mundane or magical writing vanish
Trans V.S,DF 1 a Close 1 scroll or 2 pages - - 200

Eyeblaze
Charm, fear, sicken or sleep target
Abjur V.S,DF 1 a Close One creature 1 md/lvl Special - - 200

Fabricate
Transform raw material into items
Trans V.S,DF 1 a Close Up to 10 cu ft/lvl Instantaneous - - 200
Neutralize Poison

Target resists level and ability

Negate Neutralize Poison

Abjur V.S 1 a Touch One living creature 1 md/6 Will negs Yes 231
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<th>Spell Name</th>
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<th>Duration</th>
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<th>Duration</th>
<th>Effects</th>
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<td>Scrying</td>
<td>Div</td>
<td>1</td>
<td>1 hr</td>
<td></td>
<td>Helps see things at a distance from a distance</td>
<td>V,S,M,F</td>
<td>1 hr</td>
<td>Special Magical sensor</td>
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<td>Searing Light</td>
<td>Evoc</td>
<td>1</td>
<td>Close</td>
<td>30 ft</td>
<td>Detects new sounds or changes</td>
<td>V,S,M</td>
<td>1 hr</td>
<td>1/2 creat or obj/M</td>
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<td>Secret Page</td>
<td>Evoc</td>
<td>10 min</td>
<td>Close</td>
<td>Up to 3 sq ft in permanent</td>
<td>V,S,M,F</td>
<td>1 hr</td>
<td>1/2 creat or obj/M</td>
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<td>Seeming</td>
<td>Illus</td>
<td>1</td>
<td>10 min</td>
<td>Close</td>
<td>Detects new sounds or changes</td>
<td>V,S,M</td>
<td>1 hr</td>
<td>1/2 creat or obj/M</td>
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<td>Sending</td>
<td>Evoc</td>
<td>1</td>
<td>1 min/lvl</td>
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<td>Detects short messages anywhere</td>
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<tr>
<td>Sepia Snake Sigil</td>
<td>Abjur</td>
<td>1</td>
<td>Touch</td>
<td></td>
<td>Special Mimics conjuring up to 6th level</td>
<td>V,S,F</td>
<td>1 min/lvl</td>
<td>Special One creature</td>
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<tr>
<td>Sequester</td>
<td>Abjur</td>
<td>1</td>
<td>Touch</td>
<td></td>
<td>Special Mimics conjuring up to 6th level</td>
<td>V,S,F</td>
<td>1 min/lvl</td>
<td>Special One creature</td>
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<td>Shapechange</td>
<td>Trans</td>
<td>1</td>
<td>Transform into new form</td>
<td>Close</td>
<td>Transform into new form</td>
<td>V,S,F,S</td>
<td>1 min/lvl</td>
<td>Special One creature</td>
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<tr>
<td>Shadow</td>
<td>Illus</td>
<td>2</td>
<td>Touch</td>
<td></td>
<td>Special Shadow Evocation</td>
<td>V,S</td>
<td>1 min/lvl</td>
<td>Special One creature</td>
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<td>Shadow Walk</td>
<td>Illus</td>
<td>1</td>
<td>Step into shadow to travel rapidly</td>
<td>Close</td>
<td>Shadow Walk</td>
<td>V,S,M,F</td>
<td>1 min/lvl</td>
<td>Special One creature</td>
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<tr>
<td>Summon Nature’s Ally I</td>
<td>Conj</td>
<td>1</td>
<td>Touch</td>
<td></td>
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<td>V,S,F</td>
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<td>Special One creature</td>
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<td>Conj</td>
<td>1</td>
<td>Touch</td>
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<td>1 min/lvl</td>
<td>Special One creature</td>
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<td>Summon Nature’s Ally III</td>
<td>Conj</td>
<td>1</td>
<td>Touch</td>
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<td>1 summoned creature</td>
<td>V,S,F</td>
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<td>Special One creature</td>
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<tr>
<td>Summon Nature’s Ally IV</td>
<td>Conj</td>
<td>1</td>
<td>Touch</td>
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<td>1 summoned creature</td>
<td>V,S,F</td>
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<td>Special One creature</td>
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<td>Summon Nature’s Ally V</td>
<td>Conj</td>
<td>1</td>
<td>Touch</td>
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<td>1 summoned creature</td>
<td>V,S,F</td>
<td>1 min/lvl</td>
<td>Special One creature</td>
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<td>Conj</td>
<td>1</td>
<td>Touch</td>
<td></td>
<td>1 summoned creature</td>
<td>V,S,F</td>
<td>1 min/lvl</td>
<td>Special One creature</td>
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<td>Summon Nature’s Ally VII</td>
<td>Conj</td>
<td>1</td>
<td>Touch</td>
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<td>1 summoned creature</td>
<td>V,S,F</td>
<td>1 min/lvl</td>
<td>Special One creature</td>
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<td>Summon Nature’s Ally VIII</td>
<td>Conj</td>
<td>1</td>
<td>Touch</td>
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<td>1 summoned creature</td>
<td>V,S,F</td>
<td>1 min/lvl</td>
<td>Special One creature</td>
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<tr>
<td>Summon Nature’s Ally IX</td>
<td>Conj</td>
<td>1</td>
<td>Touch</td>
<td></td>
<td>1 summoned creature</td>
<td>V,S,F</td>
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<td>Special One creature</td>
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<tr>
<td>Summon Nature's Ally X</td>
<td>Conj</td>
<td>1</td>
<td>Touch</td>
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<td>1 summoned creature</td>
<td>V,S,F</td>
<td>1 min/lvl</td>
<td>Special One creature</td>
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<td>Summon Swarm</td>
<td>Evoc</td>
<td>1</td>
<td>Close</td>
<td></td>
<td>1 summoned creature</td>
<td>V,S,M</td>
<td>1 min/lvl</td>
<td>1/2 creat or obj/M</td>
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<td>Sunbeam</td>
<td>Evoc</td>
<td>1</td>
<td>Medium Ray</td>
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<td>Detects new sounds or changes</td>
<td>V,S,M</td>
<td>1 hr</td>
<td>1/2 creat or obj/M</td>
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<tr>
<td>Sunburst</td>
<td>Evoc</td>
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<td>Close</td>
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<td>V,S,M</td>
<td>1 hr</td>
<td>1/2 creat or obj/M</td>
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<td>Sympathy</td>
<td>Illus</td>
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<td>1 min/lvl</td>
<td></td>
<td>Detects new sounds or changes</td>
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<td>1 min/lvl</td>
<td>1/2 creat or obj/M</td>
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<td>Tasha’s Hideous Laughter</td>
<td>Conj</td>
<td>1</td>
<td>Close</td>
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<td>Detects new sounds or changes</td>
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<td>Telekinetics</td>
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<td>Teleport</td>
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<td>Close</td>
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<td>Detects new sounds or changes</td>
<td>V,S,M</td>
<td>1 min/lvl</td>
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