

Second Edition spells in alphabetical order

- Abi-Dalzim's Horrid Wilting
Wiz. 8 Alteration, Necromancy; Tome-2 43.
- Abjure
Pr. 4 Abjuration, Spheres: Summoning, PH-2 215, PH-2a 273.
- Abundance
Pr. Quest Alteration, Spheres: Creation, Plant; Tome-2 112.
- Accelerate Healing
Pr. 3 Alteration, Spheres: Time, Tome-2 63.
- Acid Storm
Wiz. 7 Evocation, Tome-2 40.
- Adaptation
Pr. 3 Enchantment/Charm, Alteration; Spheres: War, Tome-2 63.
- Addition
Pr. 4 Alteration, Spheres: Numbers, Creation; Tome-2 74.
- Advanced Illusion
Wiz. 5 Illusion/Phantasm, PH-2 164, PH-2a 209.
- Aerial Servant
Pr. 6 Conjunction/Summoning, Spheres: Summoning, PH-2 226, PH-2a 287.
- Affect Normal Fires
Wiz. 1 Alteration, PH-2 131, PH-2a 170.
- Age Creature
Pr. 6 Alteration, Spheres: Time, Tome-2 98.
- Age Dragon
Pr. 7 Alteration, Spheres: Time, Tome-2 105.
- Age Object
Pr. 5 Alteration, Spheres: Time, Tome-2 87.
- Age Plant
Pr. 4 Alteration, Spheres: Time, Tome-2 74.
- Aid
Pr. 2 Necromancy, Conjunction; Spheres: Necromantic, PH-2 202, PH-2a 257.
- Air Walk
Pr. 5 Alteration, Spheres: Elemental (Air), PH-2 221, PH-2a 280.
- Airboat
Wiz. 8 Alteration, Enchantment; Tome-2 43.
- Airy Water
Wiz. 5 Alteration, PH-2 165, PH-2a 209.
- Alacrity
Wiz. 3 Alteration, Tome-2 24.
- Alamir's Fundamental Breakdown
Wiz. 3 Divination, Tome-2 24.
- Alarm
Wiz. 1 Abjuration, Evocation; PH-2 131, PH-2a 170.
- Alter Self
Wiz. 2 Alteration, PH-2 139, PH-2a 180.
- Alternate Reality
Wiz. 3 Alteration, Tome-2 24.
- Analyze Balance
Pr. 1 Divination, Spheres: Numbers, Divination; Tome-2 51.
- Animal Friendship
Pr. 1 Enchantment/Charm, Spheres: Animal, PH-2 198, PH-2a 252.
- Animal Growth
Pr. 5 Alteration, Spheres: Animal, PH-2 221, PH-2a 280. Wiz. 5 Alteration, PH-2 165, PH-2a 209.
- Animal Horde
Pr. Quest Conjunction/Summoning, Spheres: Animal, Summoning; Tome-2 112.
- Animal Spy
Pr. 2 Divination, Spheres: Animal, Druids-2 87.
- Animal Summoning I
Pr. 4 Conjunction/Summoning, Spheres: Animal, Summoning; PH-2 216, PH-2a 274.
- Animal Summoning II
Pr. 5 Conjunction/Summoning, Spheres: Animal, Summoning; PH-2 221, PH-2a 281.
- Animal Summoning III
Pr. 6 Conjunction, Summoning; Spheres: Animal, Summoning; PH-2 226, PH-2a 287.
- Animate Dead
Pr. 3 Necromancy, Spheres: Necromantic, PH-2 208, PH-2a 265. Wiz. 5 Necromancy, PH-2 165, PH-2a 210.
- Animate Object
Pr. 6 Alteration, Spheres: Creation, Summoning; PH-2 226, PH-2a 287.
- Animate Rock
Pr. 7 Alteration, Spheres: Elemental (Earth), PH-2 230, PH-2a 292.
- Anti-Vermin Barrier
Pr. 1 Abjuration, Spheres: Wards, Tome-2 51.
- Antianimal Shell
Pr. 6 Abjuration, Spheres: Animal, Protection;

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- PH-2 226, PH-2a 288.
- Antimagical Shell
Wiz. 6 Abjuration, PH-2 173, PH-2a 220.
- Antipathy-Sympathy
Wiz. 8 Enchantment/Charm, PH-2 188, PH-2a 238.
- Antiplant Shell
Pr. 5 Abjuration, Spheres: Plant, Protection; PH-2 221, PH-2a 281.
- Armor
Wiz. 1 Conjunction, PH-2 131, PH-2a 170.
- Astral Spell
Wiz. 9 Evocation, PH-2 194, PH-2a 245. Pr. 7 Alteration, Spheres: Astral, PH-2 231, PH-2a 293.
- Astral Window
Pr. 3 Divination, Spheres: Astral, Tome-2 63.
- Atonement
Pr. 5 Abjuration, Spheres: All, PH-2 221, PH-2a 281.
- Audible Glamer
Wiz. 1 Illusion/Phantasm, PH-2 131, PH-2a 170.
- Augmentation I
Wiz. 3 Invocation/Evocation, Tome-2 2.
- Augmentation II
Wiz. 6 Evocation, Tome-2 37.
- Augury
Pr. 2 Divination, Spheres: Divination, PH-2 203, PH-2a 257.
- Aura of Comfort
Pr. 2 Evocation, Spheres: Travelers, Tome-2 56.
- Avoidance
Wiz. 5 Abjuration, Alteration; PH-2 165, PH-2a 210.
- Banishment
Wiz. 7 Abjuration, PH-2 182, PH-2a 232.
- Barkskin
Pr. 2 Alteration, Spheres: Protection, Plant; PH-2 203, PH-2a 258.
- Barrier of Protection
Pr. 5 Abjuration, Spheres: Wards, Tome-2 88.
- Beastmask
Pr. 1 Illusion/Phantasm, Spheres: Animal, Druids-2 86.
- Beastspite
Pr. 2 Enchantment/Charm, Spheres: Animal, Druids-2 88.
- Bigby's Clenched Fist
Wiz. 8 Evocation, PH-2 188, PH-2a 239.
- Bigby's Crushing Hand
Wiz. 9 Evocation, PH-2 194, PH-2a 247.
- Bigby's Forceful Hand
Wiz. 6 Evocation, PH-2 173, PH-2a 221.
- Bigby's Grasping Hand
Wiz. 7 Evocation, PH-2 183, PH-2a 232.
- Bigby's Interposing Hand
Wiz. 5 Evocation, PH-2 165, PH-2a 210.
- Bind
Wiz. 2 Enchantment, PH-2 139, PH-2a 181.
- Binding
Wiz. 8 Enchantment, Evocation; PH-2 188, PH-2a 239.
- Blackmantle
Wiz. 6 Necromancy, Enchantment; Wiz Hbk-2 104.
- Blade Barrier
Pr. 6 Evocation, Spheres: Guardian, Creation; PH-2 227, PH-2a 288.
- Bless
Pr. 1 Conjunction/Summoning, Spheres: All, PH-2 198, PH-2a 252.
- Blessed Abundance
Pr. 5 Conjunction, Spheres: Creation, Tome-2 88.
- Blessed Warmth
Pr. 4 Alteration, Spheres: Sun, Tome-2 75.
- Blindness
Wiz. 2 Illusion/Phantasm, PH-2 140, PH-2a 181.
- Blink
Wiz. 3 Alteration, PH-2 147, PH-2a 190.
- Bloodstone's Frightful Joining
Wiz. 7 Necromancy, Tome-2 40.
- Bloodstone's Spectral Steed
Wiz. 6 Necromancy, Tome-2 37.
- Blur
Wiz. 2 Illusion/Phantasm, PH-2 140, PH-2a 181.
- Body Clock
Pr. 4 Alteration, Spheres: Time, Tome-2 75.

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- Bone Club**
Wiz. 3 Enchantment, Necromancy; Wiz Hbk-2 99.
- Breath of Life**
Pr. 7 Necromantic, Spheres: Necromantic, Tome-2 105.
- Burning Hands**
Wiz. 1 Alteration, PH-2 131, PH-2a 170.
- Call Lightning**
Pr. 3 Alteration, Spheres: Weather, PH-2 209, PH-2a 266.
- Call Upon Faith**
Pr. 1 Invocation, Spheres: Summoning, Tome-2 51.
- Call Woodland Beings**
Pr. 4 Conjunction/Summoning, Spheres: Summoning, PH-2 216, PH-2a 274.
- Calm Chaos**
Pr. 2 Enchantment/Charm, Spheres: Law, Tome-2 56.
- Caltrops**
Pr. 3 Evocation, Spheres: War, Tome-2 63.
- Cantrip**
Wiz. 1 All, PH-2 131, PH-2a 171.
- Chain Contingency**
Wiz. 9 Evocation, Tome-2 45.
- Chain Lightning**
Wiz. 6 Evocation, PH-2 173, PH-2a 221.
- Champion's Strength**
Pr. 5 Alteration, Spheres: Law, Tome-2 88.
- Change Self**
Wiz. 1 Illusion/Phantasm, PH-2 132, PH-2a 171.
- Changestaff**
Pr. 7 Evocation, Enchantment; Spheres: Plant, Creation; PH-2 231, PH-2a 292.
- Chant**
Pr. 2 Conjunction/Summoning, Spheres: Combat, PH-2 203, PH-2a 258.
- Chaos**
Wiz. 5 Enchantment/Charm, PH-2 166, PH-2a 210.
- Chaos Shield**
Wiz. 2 Abjuration, Tome-2 21.
- Chaotic Combat**
Pr. 4 Invocation/Evocation, Spheres: Chaos, Tome-2 75.
- Chaotic Commands**
Pr. 5 Enchantment/Charm, Spheres: Chaos, Tome-2 89.
- Chaotic Sleep**
Pr. 4 Alteration, Spheres: Chaos, Tome-2 76.
- Chariot of Sustarre**
Pr. 7 Evocation, Spheres: Elemental (Fire), Creation; PH-2 231, PH-2a 294.
- Charm Monster**
Wiz. 4 Enchantment/Charm, PH-2 154, PH-2a 198.
- Charm Person**
Wiz. 1 Enchantment/Charm, PH-2 132, PH-2a 171.
- Charm Person or Mammal**
Pr. 2 Enchantment/Charm, Spheres: Animal, PH-2 203, PH-2a 258.
- Charm Plants**
Wiz. 7 Enchantment/Charm, PH-2 183, PH-2a 232.
- Chill Touch**
Wiz. 1 Necromancy, PH-2 132, PH-2a 172.
- Choke**
Wiz. 2 Necromancy, Conjunction/Summoning; Wiz Hbk-2 97.
- Choose Future**
Pr. 3 Divination, Spheres: Time, Tome-2 64.
- Chromatic Orb**
Wiz. 1 Alteration, Evocation; Wiz Hbk-2 95.
- Circle of Privacy**
Pr. 4 Alteration, Spheres: Travelers, Tome-2 76.
- Circle of Sunmotes**
Pr. Quest Alteration, Invocation/Evocation, Necromancy; Spheres: Sun, Tome-2 112.
- Clairaudience**
Wiz. 3 Divination, PH-2 147, PH-2a 190.
- Clairvoyance**
Wiz. 3 Divination, PH-2 147, PH-2a 190.
- Claw's of the Umber Hulk**
Wiz. 6 Alteration, Tome-2 38.
- Clear Path**
Pr. 5 Alteration, Spheres: Travelers, Tome-2 89.
- Cloak of Bravery**
Pr. 4 Conjunction/Summoning, Spheres: Charm, PH-2 216, PH-2a 274.

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- Clone
Wiz. 8 Necromancy, PH-2 189, PH-2a 240.
- Cloud of Purification
Pr. 5 Evocation, Spheres: Elemental (Air), Elemental (Water); Tome-2 89.
- Cloudscape
Pr. 5 Alteration, Spheres: Weather, Druids-2 93.
- Color Spray
Wiz. 1 Alteration, PH-2 132, PH-2a 172.
- Combine
Pr. 1 Evocation, Spheres: All, PH-2 198, PH-2a 252.
- Command
Pr. 1 Enchantment/Charm, Spheres: Charm, PH-2 199, PH-2a 252.
- Commune
Pr. 5 Divination, Spheres: Divination, PH-2 222, PH-2a 281.
- Commune with Nature
Pr. 5 Divination, Spheres: Divination, Elemental; PH-2 222, PH-2a 281.
- Comprehend Languages
Wiz. 1 Alteration, PH-2 133, PH-2a 172.
- Compulsive Order
Pr. 4 Enchantment/Charm, Spheres: Law, Tome-2 76.
- Cone of Cold
Wiz. 5 Evocation, PH-2 166, PH-2a 212.
- Conformance
Pr. Quest Conjunction/Summoning, Invocation; Spheres: Law, Tome-2 113.
- Confusion
Pr. 7 Enchantment/Charm, Spheres: Charm, PH-2 231, PH-2a 294. Wiz. 4 Enchantment/Charm, PH-2 154, PH-2a 198.
- Conjure Animals
Wiz. 6 Conjunction/Summoning, PH-2 174, PH-2a 221. Pr. 6 Conjunction/Summoning, Spheres: Summoning, PH-2 227, PH-2a 288.
- Conjure Earth Elemental
Pr. 7 Conjunction/Summoning, Spheres: Elemental (Earth), Summoning; PH-2 232, PH-2a 294.
- Conjure Elemental
Wiz. 5 Conjunction/Summoning, PH-2 166, PH-2a 212.
- Conjure Fire Elemental
Pr. 6 Conjunction/Summoning, Spheres: Elemental (Fire), PH-2 227, PH-2a 288.
- Conjure Spell Components
Wiz. 1 Conjunction/Summoning, Tome-2 17.
- Consequence
Pr. 5 Divination, Spheres: Numbers, Divination; Tome-2 89.
- Contact Other Plane
Wiz. 5 Divination, PH-2 167, PH-2a 212.
- Contagion
Wiz. 4 Necromancy, PH-2 155, PH-2a 199.
- Contingency
Wiz. 6 Evocation, PH-2 174, PH-2a 221.
- Continual Light
Wiz. 2 Alteration, PH-2 140, PH-2a 181. Pr. 3 Alteration, Spheres: Sun, PH-2 209, PH-2a 266.
- Control Temperature, 10 Foot Radius
Pr. 4 Alteration, Spheres: Weather, PH-2 216, PH-2a 275.
- Control Undead
Wiz. 7 Necromancy, PH-2 183, PH-2a 232.
- Control Weather
Pr. 7 Alteration, Spheres: Weather, PH-2 232, PH-2a 294. Wiz. 6 Alteration, PH-2 174, PH-2a 222.
- Control Winds
Pr. 5 Alteration, Spheres: Weather, PH-2 222, PH-2a 282.
- Copy
Wiz. 1 Evocation, Wiz Hbk-2 95.
- Corpse Visage
Wiz. 1 Illusion, Necromancy; Wiz Hbk-2 96.
- Couldkill
Wiz. 5 Evocation, PH-2 166, PH-2a 212.
- Courage
Pr. 1 Enchantment/Charm, Spheres: War, Tome-2 52.
- Create Campsite
Pr. 3 Conjunction/Summoning, Spheres: Travelers, Tome-2 64.
- Create Food & Water
Pr. 3 Alteration, Spheres: Creation, PH-2 209, PH-2a 266.
- Create Holy Symbol
Pr. 2 Conjunction, Spheres: Creation, Tome-2

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- Create Water
Pr. 1 Alteration, Spheres: Elemental (water), PH-2 199, PH-2a 253.
- Creeping Doom
Pr. 7 Conjuraction/Summoning, Spheres: Animal, Summoning; PH-2 232, PH-2a 295.
- Crushing Walls
Pr. 6 Enchantment, Spheres: Wards, Tome-2 98.
- Crystalbrittle
Wiz. 9 Alteration, PH-2 194, PH-2a 247.
- Cure Blindness or Disease
Pr. 3 Abjuration, Spheres: Necromantic, PH-2 209, PH-2a 266.
- Cure Critical Wounds
Pr. 5 Necromancy, Spheres: Healing, PH-2 222, PH-2a 282.
- Cure Light Wounds
Pr. 1 Necromancy, Spheres: , PH-2 199, PH-2a 253.
- Cure Serious Wounds
Pr. 4 Necromancy, Spheres: Healing, PH-2 217, PH-2a 275.
- Darkness, 15' Radius
Wiz. 2 Alteration, PH-2 140, PH-2a 181.
- Dead Man's Eyes
Wiz. 6 Necromancy, Wiz Hbk-2 105.
- Deafness
Wiz. 2 Illusion/Phantasm, PH-2 140, PH-2a 181.
- Death Fog
Wiz. 6 Alteration, Evocation; PH-2 175, PH-2a 222.
- Death Recall
Wiz. 2 Necromancy, Divination; Wiz Hbk-2 97.
- Death Spell
Wiz. 6 Necromancy, PH-2 175, PH-2a 222.
- Deeppockets
Wiz. 2 Alteration, Enchantment; PH-2 140, PH-2a 182.
- Defensive Harmony
Pr. 4 Enchantment/Charm, Spheres: Law, Tome-2 77.
- Defoliate
Wiz. 8 Necromancy, Wiz Hbk-2 106.
- Delay Death
Wiz. 3 Enchantment, Necromancy; Wiz Hbk-2 99.
- Delayed Blast Fireball
Wiz. 7 Evocation, PH-2 183, PH-2a 233.
- Delude
Wiz. 3 Alteration, PH-2 148, PH-2a 190.
- Demand
Wiz. 8 Evocation, Enchantment/Charm; PH-2 189, PH-2a 240.
- Demishadow Magic
Wiz. 6 Illusion/Phantasm, PH-2 175, PH-2a 223.
- Demishadow Monsters
Wiz. 5 Illusion/Phantasm, PH-2 167, PH-2a 213.
- Detect Animal Attacker
Pr. 4 Divination, Spheres: Animal, Druids-2 90.
- Detect Charm
Pr. 2 Divination, Spheres: Divination, PH-2 , PH-2a 259.
- Detect Disease
Wiz. 1 Divination, Wiz Hbk-2 97.
- Detect Evil
Wiz. 2 Divination, PH-2 140, PH-2a 182. Pr. 1 Divination, Spheres: All, PH-2 199, PH-2a 253. Wiz. 2 Divination, Wiz Hbk-2 98.
- Detect Invisibility
Wiz. 2 Divination, PH-2 141, PH-2a 182.
- Detect Lie
Pr. 4 Divination, Spheres: Divination, PH-2 217, PH-2a 275.
- Detect Magic
Pr. 1 Divination, Spheres: Divination, PH-2 199, PH-2a 253. Wiz. 1 Divination, PH-2 133, PH-2a 172.
- Detect Poison
Pr. 1 Divination, Spheres: Divination, PH-2 199, PH-2a 254.
- Detect Scrying
Wiz. 4 Divination, PH-2 155, PH-2a 199.
- Detect Snares & Pits
Pr. 1 Divination, Spheres: Divination, PH-2 200, PH-2a 254.
- Detect Undead
Wiz. 1 Divination, Necromancy; PH-2 133, PH-2a 173.

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- Dig**
Wiz. 4 Evocation, PH-2 155, PH-2a 199.
- Dilation I**
Wiz. 4 Alteration, Tome-2 28.
- Dilation II**
Wiz. 6 Alteration, Tome-2 38.
- Dimension Door**
Wiz. 4 Alteration, PH-2 155, PH-2a 199.
- Dimensional Folding**
Pr. 4 Alteration, Spheres: Numbers, Tome-2 77.
- Disbelief**
Pr. 6 Enchantment/Charm, Spheres: Thought, Tome-2 99.
- Disguise**
Pr. 5 Illusion/Phantasm, Spheres: War, Tome-2 90.
- Disintegrate**
Wiz. 6 Alteration, PH-2 175, PH-2a 223.
- Dismissal**
Wiz. 5 Abjuration, PH-2 167, PH-2a 213.
- Dispel Evil**
Pr. 5 Abjuration, Spheres: Protection, Summoning; PH-2 222, PH-2a 282.
- Dispel Magic**
Pr. 3 Abjuration, Spheres: Protection, PH-2 210, PH-2a 267. Wiz. 3 Abjuration, PH-2 148, PH-2a 191.
- Dissension's Feast**
Pr. 2 Enchantment/Charm, Spheres: , Tome-2 57.
- Distance Distortion**
Wiz. 5 Alteration, PH-2 167, PH-2a 213.
- Divination**
Pr. 4 Divination, Spheres: Divination, PH-2 217, PH-2a 275.
- Divination Enhancement**
Wiz. 4 Evocation, Tome-2 28.
- Divine Inspiration**
Pr. 7 Divination, Spheres: Thought, Divination; Tome-2 106.
- Divining Rod**
Wiz. 1 Divination, Enchantment; Wiz Hbk-2 97.
- Domination**
Wiz. 5 Enchantment/Charm, PH-2 168, PH-2a 214.
- Dragon Scales**
Wiz. 6 Abjuration, Wiz Hbk-2 105.
- Dragonbane**
Pr. 6 Abjuration, Spheres: Wards, Tome-2 99.
- Draw Upon Holy Might**
Pr. 2 Invocation, Spheres: Summoning, Tome-2 58.
- Drawmij's Instant Summons**
Wiz. 7 Conjunction/Summoning, PH-2 183, PH-2a 233.
- Dream**
Wiz. 5 Invocation, Illusion/Phantasm; PH-2 168, PH-2a 214.
- Duo-Dimension**
Wiz. 7 Alteration, PH-2 184, PH-2a 233.
- Duplicate**
Wiz. 4 Conjunction, Wiz Hbk-2 101.
- Dust Devil**
Pr. 2 Conjunction/Summoning, Spheres: Elemental (Air), PH-2 204, PH-2a 259.
- Earthmaw**
Pr. 4 Alteration, Spheres: Elemental (earth), Druids-2 91.
- Earthquake**
Pr. 7 Alteration, Spheres: Elemental, 295, PH-2 233, PH-2a 295.
- Earthwrack**
Pr. 6 Alteration, Spheres: Necromantic, Plant; Druids-2 95.
- Easy March**
Pr. 5 Invocation, Spheres: Travelers, Tome-2 90.
- Efficacious Monster Ward**
Pr. 3 Abjuration, Spheres: Wards, Tome-2 65.
- Elemental Aura**
Wiz. 9 Abjuration, Evocation; Tome-2 46.
- Elemental Forbiddance**
Pr. 5 Abjuration, Spheres: Wards, Elemental (Air), Elemental (Water), Elemental (Fire), Elemental (Earth); Tome-2 91.
- Elemental Swarm**
Pr. Quest Conjunction/Summoning, Spheres: Elemental, Summoning; Tome-2 113.
- Emotion**
Wiz. 4 Enchantment/Charm, PH-2 155, PH-2a 200.

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- Emotion Control
Pr. 3 Alteration, Enchantment/Charm; Spheres: Thought, Charm; Tome-2 65.
- Emotion Perception
Pr. 2 Divination, Spheres: War, Tome-2 58.
- Emotion Read
Pr. 1 Divination, Spheres: Thought, Tome-2 52.
- Enchant an Item
Wiz. 6 Enchantment, Invocation; PH-2 175, PH-2a 223.
- Enchanted Weapon
Wiz. 4 Enchantment, PH-2 157, PH-2a 200.
- Endure Cold
Pr. 1 Alteration, Spheres: Protection, PH-2 200, PH-2a 254.
- Energy Drain
Wiz. 9 Evocation, Necromancy; PH-2 194, PH-2a 247.
- Enervation
Wiz. 4 Necromancy, PH-2 157, PH-2a 200.
- Enlarge
Wiz. 1 Alteration, PH-2 134, PH-2a 173.
- Ensnarement
Wiz. 6 Conjunction/Summoning, PH-2 176, PH-2a 224.
- Entangle
Pr. 1 Alteration, Spheres: Plant, PH-2 200, PH-2a 254.
- Enthrall
Pr. 2 Enchantment/Charm, Spheres: Charm, PH-2 204, PH-2a 259.
- Erase
Wiz. 1 Alteration, PH-2 134, PH-2a 173.
- ESP
Wiz. 2 Divination, PH-2 141, PH-2a 182.
- Estate Transference
Wiz. 9 Alteration, Tome-2 46.
- Etherwalk
Pr. Quest Alteration, Spheres: Astral, Travelers; Tome-2 113.
- Evard's Black Tentacles
Wiz. 4 Conjunction/Summoning, PH-2 157, PH-2a 200.
- Exaction
Pr. 7 Evocation, Alteration; Spheres: Charm, Summoning; PH-2 233, PH-2a 295.
- Explosive Runes
Wiz. 3 Alteration, PH-2 148, PH-2a 191.
- Extension I
Wiz. 4 Alteration, PH-2 157, PH-2a 201.
- Extension III
Wiz. 6 Alteration, PH-2 177, PH-2a 225.
- Extradimensional Detection
Pr. 3 Divination, Spheres: Numbers, Divination; Tome-2 66.
- Extradimensional Manipulation
Pr. 5 Alteration, Spheres: Numbers, Tome-2 91.
- Extradimensional Pocket
Pr. 5 Alteration, Spheres: Numbers, Tome-2 91.
- Eyebite
Wiz. 6 Enchantment/Charm, Illusion/Phantasm; PH-2 177, PH-2a 225.
- Fabricate
Wiz. 5 Enchantment, Alteration; PH-2 168, PH-2a 214.
- Faerie Fire
Pr. 1 Alteration, Spheres: Weather, PH-2 200, PH-2a 254.
- False Vision
Wiz. 5 Divination, PH-2 168, PH-2a 214.
- Far Reaching I
Wiz. 3 Alteration, Tome-2 25.
- Far Reaching II
Wiz. 4 Alteration, Tome-2 28.
- Far Reaching III
Wiz. 5 Alteration, Tome-2 34.
- Fear
Wiz. 4 Illusion/Phantasm, PH-2 157, PH-2a 201.
- Fear Contagion
Pr. Quest Abjuration, Spheres: Charm, War; Tome-2 114.
- Fear Ward
Wiz. 8 Abjuration, Wiz Hbk-2 106.
- Feather Fall
Wiz. 1 Alteration, PH-2 134, PH-2a 173.
- Feeblemind
Wiz. 5 Enchantment/Charm, PH-2 168, PH-2a 215.
- Feign Death
Pr. 3 Necromancy, Spheres: Necromantic, PH-2 210, PH-2a 267. Wiz. 3 Necromancy, PH-2 149, PH-2a 191.

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- Filter
Wiz. 2 Abjuration, Wiz Hbk-2 98.
- Find Familiar
Wiz. 1 Conjunction/Summoning, PH-2 134, PH-2a 174.
- Find the Path
Pr. 6 Divination, Spheres: Divination, PH-2 227, PH-2a 288.
- Find Traps
Pr. 2 Divination, Spheres: Divination, PH-2 204, PH-2a 260.
- Finger of Death
Wiz. 7 Necromancy, PH-2 184, PH-2a 233.
- Fire Aura
Wiz. 4 Abjuration, Wiz Hbk-2 101.
- Fire Burst
Wiz. 1 Alteration, Evocation; Tome-2 17.
- Fire Charm
Wiz. 4 Enchantment/Charm, PH-2 158, PH-2a 201.
- Fire Purge
Pr. 4 Abjuration, Spheres: Wards, Tome-2 78.
- Fire Seeds
Pr. 6 Conjunction, Spheres: Elemental (Fire), PH-2 227, PH-2a 289.
- Fire Shield
Wiz. 4 Evocation, Alteration; PH-2 158, PH-2a 201.
- Fire Storm
Pr. 7 Evocation, Spheres: Elemental, Fire; PH-2 234, PH-2a 296.
- Fire Trap
Wiz. 4 Abjuration, Evocation; PH-2 158, PH-2a 201. Pr. 2 Abjuration, Evocation; Spheres: Elemental (Fire), PH-2 204, PH-2a 260.
- Fireball
Wiz. 3 Evocation, PH-2 149, PH-2a 191.
- Fireflow
Wiz. 3 Alteration, Tome-2 25.
- Fist of Stone
Wiz. 1 Alteration, Tome-2 17.
- Flame Arrow
Wiz. 3 Conjunction/Summoning, PH-2 149, PH-2a 192.
- Flame Blade
Pr. 2 Evocation, Spheres: Elemental (Fire), PH-2 205, PH-2a 260.
- Flame Strike
Pr. 5 Evocation, Spheres: Combat, PH-2 223, PH-2a 282.
- Flame Walk
Pr. 3 Alteration, Spheres: Elemental (Fire), PH-2 210, PH-2a 268.
- Flaming Sphere
Wiz. 2 Evocation, PH-2 141, PH-2a 182.
- Fly Wiz. 3 Alteration, PH-2 149, PH-2a 192.
- Focus
Pr. 4 Invocation, Spheres: All, Tome-2 79.
- Fog Cloud
Wiz. 2 Alteration, PH-2 141, PH-2a 183.
- Fool's Speech
Wiz. 3 Alteration, Tome-2 25.
- Fools' Gold
Wiz. 2 Alteration, Illusion; PH-2 141, PH-2a 183.
- Forbiddance
Pr. 6 Abjuration, Spheres: Protection, PH-2 228, PH-2a 289.
- Force Shapechange
Wiz. 5 Necromancy, Wiz Hbk-2 102.
- Forcecage
Wiz. 7 Evocation, PH-2 184, PH-2a 234.
- Foresight
Wiz. 9 Divination, PH-2 195, PH-2a 247.
- Forest's Fiery Constrictor
Wiz. 6 Conjunction/Summoning, Tome-2 38.
- Forget
Wiz. 2 Enchantment/Charm, PH-2 142, PH-2a 183.
- Fortify
Pr. 4 Necromancy, Spheres: Healing, Tome-2 80.
- Fortifying Stew
Pr. 2 Necromancy, Spheres: Healing, Druids-2 88.
- Free Action
Pr. 4 Abjuration, Enchantment; Spheres: Charm, PH-2 217, PH-2a 275.
- Friends
Wiz. 1 Enchantment/Charm, PH-2 134, PH-2a 174.

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- Frisky Chest
Pr. 2 Enchantment/Charm, Spheres: Wards, Tome-2 58.
- Fumble
Wiz. 4 Enchantment/Charm, PH-2 158, PH-2a 202.
- Gate
Wiz. 9 Conjunction/Summoning, PH-2 195, PH-2a 248. Pr. 7 Conjunction/Summoning, Spheres: Summoning, PH-2 234, PH-2a 296.
- Gaze Reflection
Wiz. 1 Alteration, PH-2 135, PH-2a 174.
- Geas
Wiz. 6 Enchantment/Charm, PH-2 177, PH-2a 225.
- Genius
Pr. 4 Divination, Spheres: Thought, Tome-2 80.
- Ghoul Touch
Wiz. 2 Necromancy, Wiz Hbk-2 98.
- Giant Insect
Pr. 4 Alteration, Spheres: Animal, PH-2 217, PH-2a 276.
- Glassee
Wiz. 6 Alteration, PH-2 177, PH-2a 225.
- Glassteel
Wiz. 8 Alteration, PH-2 189, PH-2a 240.
- Glitterdust
Wiz. 2 Conjunction/Summoning, PH-2 142, PH-2a 183.
- Globe of Invulnerability
Wiz. 6 Abjuration, PH-2 177, PH-2a 225.
- Glorious Transformation
Wiz. 9 Alteration, Tome-2 47.
- Glyph of Warding
Pr. 3 Abjuration, Evocation; Spheres: Guardian, PH-2 210, PH-2a 268.
- Goodberry
Pr. 2 Alteration, Evocation; Spheres: Plant, PH-2 205, PH-2a 260.
- Gravity Variation
Pr. 6 Alteration, Spheres: War, Tome-2 100.
- Grease
Wiz. 1 Conjunction, PH-2 135, PH-2a 175.
- Great Circle, The
Pr. 6 Abjuration, Spheres: Sun, Tome-2 101.
- Greater Malison
Wiz. 4 Enchantment/Charm, Tome-2 29.
- Grounding
Pr. 5 Abjuration, Spheres: Wards, Tome-2 92.
- Group Mind
Pr. 6 Divination, Enchantment/Charm; Spheres: Thought, Tome-2 101.
- Guards and Wards
Wiz. 6 Evocation, PH-2 178, PH-2a 226.
- Gunther's Kaleidoscopic Strike
Wiz. 8 Invocation/Evocation, Tome-2 43.
- Gust of Wind
Wiz. 3 Alteration, PH-2 149, PH-2a 192.
- Hallucinatory Forest
Pr. 4 Illusion/Phantasm, Spheres: Plant, PH-2 218, PH-2a 276.
- Hallucinatory Terrain
Wiz. 4 Illusion/Phantasm, PH-2 158, PH-2a 202.
- Halo of Eyes
Wiz. 4 Abjuration, Conjunction; Wiz Hbk-2 101.
- Haste
Wiz. 3 Alteration, PH-2 149, PH-2a 192.
- Hatch the Stone from the Egg
Wiz. 7 Alteration, Enchantment, Evocation; Tome-2 40.
- Heal
Pr. 6 Necromancy, Spheres: Healing, PH-2 228, PH-2a 289.
- Health Blessing
Pr. Quest Necromancy, Spheres: Healing, Necromantic; Tome-2 114.
- Heat Metal
Pr. 2 Alteration, Spheres: Elemental (Fire), PH-2 205, PH-2a 261.
- Helping Hand
Pr. 3 Evocation, Spheres: Travelers, Tome-2 66.
- Heroes' Feast
Pr. 6 Evocation, Spheres: Creation, PH-2 228, PH-2a 289.
- Hesitation
Pr. 2 Enchantment/Charm, Spheres: Time, Tome-2 59.
- Highway
Pr. Quest Alteration, Evocation; Spheres: Travelers, Tome-2 114.

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- Hold Animal**
Pr. 3 Enchantment/Charm, Spheres: Animal, PH-2 211, PH-2a 268.
- Hold Monster**
Wiz. 5 Enchantment/Charm, PH-2 169, PH-2a 215.
- Hold Person**
Pr. 2 Enchantment/Charm, Spheres: Charm, PH-2 205, PH-2a 261. Wiz. 3 Enchantment/Charm, PH-2 150, PH-2a 193.
- Hold Plant**
Pr. 4 Enchantment/Charm, Spheres: Plant, PH-2 218, PH-2a 276.
- Hold Portal**
Wiz. 1 Alteration, PH-2 135, PH-2a 175.
- Hold Undead**
Wiz. 3 Necromancy, PH-2 150, PH-2a 193.
- Holy Word**
Pr. 7 Conjunction/Summoning, Spheres: Combat, PH-2 234, PH-2a 296.
- Hornung's Baneful Deflector**
Wiz. 2 Evocation, Tome-2 21.
- Hornung's Guess**
Wiz. 1 Divination, Tome-2 17.
- Hornung's Random Dispatcher**
Wiz. 8 Abjuration, Tome-2 44.
- Hornung's Surge Selector**
Wiz. 7 Alteration, Tome-2 41.
- Hovering Road**
Pr. 7 Conjunction/Summoning, Spheres: Travelers, Tome-2 106.
- Hovering Skull**
Wiz. 3 Necromancy, Wiz Hbk-2 99.
- Humunculus Shield**
Wiz. 8 Evocation, Necromancy; Tome-2 44.
- Hunger**
Pr. 4 Alteration, Spheres: Animal, Plant; Druids-2 92.
- Hypnotic Pattern**
Wiz. 2 Illusion/Phantasm, PH-2 142, PH-2a 183.
- Hypnotism**
Wiz. 1 Enchantment/Charm, PH-2 135, PH-2a 175.
- Ice Knife**
Wiz. 2 Evocation, Wiz Hbk-2 98.
- Ice Storm**
Wiz. 4 Evocation, PH-2 159, PH-2a 202.
- Idea**
Pr. 2 Divination, Spheres: Thought, Tome-2 59.
- Identify**
Wiz. 1 Divination, PH-2 135, PH-2a 175.
- Illusionary Script**
Wiz. 3 Illusion/Phantasm, PH-2 150, PH-2a 193.
- Illusionary Wall**
Wiz. 4 Illusion/Phantasm, PH-2 159, PH-2a 202.
- Illusory Artillery**
Pr. 5 Enchantment/Charm, Spheres: War, Tome-2 92.
- Illusory Fortification**
Pr. 7 Illusion/Phantasm, Spheres: War, Tome-2 107.
- Imago Interrogation**
Pr. Quest Divination, Enchantment/Charm; Spheres: Astral, Divination, Time; Tome-2 116.
- Imbue With Spell Ability**
Pr. 4 Enchantment, Spheres: Charm, PH-2 218, PH-2a 277.
- Impending Permission**
Pr. 5 Enchantment/Charm, Spheres: Law, Tome-2 92.
- Implosion/Inversion**
Pr. Quest Invocation, Spheres: Numbers, Combat; Tome-2 116.
- Imprisonment**
Wiz. 9 Abjuration, PH-2 195, PH-2a 248.
- Improved Invisibility**
Wiz. 4 Illusion/Phantasm, PH-2 159, PH-2a 203.
- Improved Phantasmal Force**
Wiz. 2 Illusion/Phantasm, PH-2 142, PH-2a 184.
- Incendiary Cloud**
Wiz. 8 Alteration, Evocation; PH-2 189, PH-2a 240.
- Infravision**
Wiz. 3 Alteration, PH-2 150, PH-2a 193.
- Insatiable Thirst**
Wiz. 2 Enchantment/Charm, Tome-2 21.
- Insect Plague**
Pr. 5 Conjunction/Summoning, Spheres:

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- Combat, PH-2 223, PH-2a 282.
- Intensify Summoning
Wiz. 7 Conjuraton/Summoning, Necromancy;
Tome-2 41.
- Interdiction
Pr. Quest Abjuration, Spheres: Chaos, Law,
Wards; Tome-2 116.
- Inverted Ethics
Pr. 4 Enchantment/Charm, Spheres: Chaos,
Tome-2 80.
- Invisibility
Wiz. 2 Illusion/Phantasm, PH-2 142, PH-2a
184.
- Invisibility Purge
Pr. 3 Abjuration, Spheres: Wards, Tome-2 67.
- Invisibility to Animals
Pr. 1 Alteration, Spheres: Animal, PH-2 200,
PH-2a 255.
- Invisibility to Undead
Pr. 1 Abjuration, Spheres: Necromantic, PH-2
200, PH-2a 255.
- Invisibility, 10 Foot Radius
Wiz. 3 Illusion/Phantasm, PH-2 150, PH-2a
193.
- Invisible Mail
Wiz. 3 Evocation, Abjuration; Wiz Hbk-2 100.
- Invisible Stalker
Wiz. 6 Conjuraton/Summoning, PH-2 178,
PH-2a 226.
- Invulnerability to Magical Weapons
Wiz. 6 Abjuration, Wiz Hbk-2 105.
- Invulnerability to Normal Weapons
Wiz. 5Wiz Hbk-2 103.
- Iron Mind
Wiz. 3 Abjuration, Wiz Hbk-2 100.
- Irritation
Wiz. 2 Illusion/Phantasm, PH-2 142, PH-2a
184.
- Item
Wiz. 3 Alteration, PH-2 150, PH-2a 194.
- Ivy Siege
Pr. 6 Enchantment, Spheres: Plant, Druids-2
95.
- Join With Astral Traveler
Pr. 4 Alteration, Spheres: Astral, Tome-2 81.
- Jump
Wiz. 1 Alteration, PH-2 135, PH-2a 176.
- Khazid's Procurement
Wiz. 5 Divination, Summoning; Tome-2 34.
- Knock
Wiz. 2 Alteration, PH-2 143, PH-2a 184.
- Know Age
Pr. 1 Divination, Spheres: Time, Tome-2 52.
- Know Alignment
Pr. 2 Divination, Spheres: Divination, PH-2
206, PH-2a 261. Wiz. 2 Divination, PH-2 143,
PH-2a 185.
- Know Customs
Pr. 3 Divination, Spheres: Travelers, Tome-2
67.
- Know Direction
Pr. 1 Divination, Spheres: Travelers, Tome-2
52.
- Know Time
Pr. 1 Divination, Spheres: Time, Tome-2 53.
- Know Value
Wiz. 5 Divination, Wiz Hbk-2 103.
- Land of Stability
Pr. 6 Abjuration, Spheres: Wards, Tome-2 101.
- Lasting Breath
Wiz. 1 Alteration, Tome-2 19.
- Leadership
Pr. 4 Enchantment/Charm, Alteration; Spheres:
War, Tome-2 81.
- Legal Thoughts
Pr. 6 Enchantment/Charm, Spheres: Law,
Tome-2 101.
- Legend Lore
Wiz. 6 Divination, PH-2 178, PH-2a 226.
- Leomund's Lamentable Belaborment
Wiz. 5 Enchantment, Evocation; PH-2 169,
PH-2a 215.
- Leomund's Secret Chest
Wiz. 5 Alteration, Conjuraton/Summoning;
PH-2 169, PH-2a 215.
- Leomund's Secure Shelter
Wiz. 4 Alteration, Enchantment; PH-2 159,
PH-2a 203.
- Leomund's Tiny Hut
Wiz. 3 Alteration, PH-2 151, PH-2a 194.
- Leomund's Trap
Wiz. 2 Illusion/Phantasm, PH-2 143, PH-2a
185.

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- Levitate
Wiz. 2 Alteration, PH-2 143, PH-2a 185.
- Light
Pr. 1 Alteration, Spheres: Sun, PH-2 201, PH-2a 255. Wiz. 1 Alteration, PH-2 136, PH-2a 176.
- Lighten Load
Pr. 2 Alteration, Spheres: Travelers, Tome-2 59.
- Lightning Bolt
Wiz. 3 Evocation, PH-2 151, PH-2a 194.
- Limited Wish
Wiz. 7 Conjunction/Summoning, Invocation/Evocation; PH-2 184, PH-2a 234.
- Line of Protection
Pr. 3 Abjuration, Spheres: Protection, Tome-2 68.
- Liveoak
Pr. 6 Enchantment, Spheres: Plant, PH-2 228, PH-2a 290.
- Locate Animals or Plants
Pr. 1 Divination, Spheres: Divination, PH-2 201, PH-2a 255.
- Locate Creature
Wiz. 4 Divination, Tome-2 29.
- Locate Object
Wiz. 2 Divination, PH-2 143, PH-2a 185. Pr. 3 Divination, Spheres: Divination, PH-2 211, PH-2a 268.
- Log of Everburning
Pr. 1 Enchantment, Spheres: Elemental (Fire), Plant; Tome-2 53.
- Lorloveim's Creeping Shadow
Wiz. 3 Illusion, Tome-2 26.
- Lorloveim's Shadowy Transformation
Wiz. 6 Illusion, Tome-2 38.
- Lower Resistance
Wiz. 5 Abjuration, Alteration; Tome-2 34.
- Lower Water
Pr. 4 Alteration, Spheres: Elemental (Water), PH-2 218, PH-2a 277. Wiz. 6 Alteration, PH-2 178, PH-2a 227.
- Magic Font
Pr. 5 Divination, Spheres: Divination, PH-2 223, PH-2a 283.
- Magic Jar
Wiz. 5 Necromancy, PH-2 169, PH-2a 216.
- Magic Mirror
Wiz. 4 Enchantment, Divination; PH-2 159, PH-2a 203.
- Magic Missile
Wiz. 1 Evocation, PH-2 136, PH-2a 176.
- Magic Mouth
Wiz. 2 Alteration, PH-2 143, PH-2a 185.
- Magic Staff
Wiz. 5 Enchantment/Charm, Tome-2 35.
- Magical Stone
Pr. 1 Enchantment, Spheres: Combat, PH-2 201, PH-2a 256.
- Magical Vestment
Pr. 3 Enchantment, Spheres: Protection, PH-2 211, PH-2a 269.
- Major Creation
Wiz. 5 Illusion/Phantasm, PH-2 170, PH-2a 217.
- Malec-Keth's Flame Fist
Wiz. 7 Evocation, Tome-2 41.
- Mask of Death
Wiz. 4 Necromancy, Tome-2 29.
- Mass Charm
Wiz. 8 Enchantment/Charm, PH-2 190, PH-2a 240.
- Mass Invisibility
Wiz. 7 Illusion/Phantasm, PH-2 184, PH-2a 234.
- Mass Suggestion
Wiz. 6 Enchantment/Charm, PH-2 179, PH-2a 227.
- Massmorph
Wiz. 4 Alteration, PH-2 160, PH-2a 203.
- Maximilian's Earthen Grasp
Wiz. 2 Alteration, Tome-2 22.
- Maximilian's Stony Grasp
Wiz. 3 Alteration, Tome-2 26.
- Maze
Wiz. 8 Conjunction/Summoning, PH-2 190, PH-2a 241.
- Meld
Pr. 5 Enchantment, Spheres: Charm, Tome-2 93.
- Meld Into Stone
Pr. 3 Alteration, Spheres: Elemental (Earth), PH-2 211, PH-2a 269.

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- Melf's Acid Arrow
Wiz. 2 Conjunction, PH-2 144, PH-2a 186.
- Melf's Minute Meteors
Wiz. 3 Evocation, Alteration; PH-2 151, PH-2a 194.
- Memory Wrack
Pr. 5 Alteration, Enchantment/Charm; Spheres: Thought, Tome-2 93.
- Mending
Wiz. 1 Alteration, PH-2 136, PH-2a 176.
- Mental Domination
Pr. 4 Enchantment/Charm, Spheres: Thought, Tome-2 81.
- Message
Wiz. 1 Alteration, PH-2 136, PH-2a 176.
- Messenger
Pr. 2 Enchantment/Charm, Spheres: Animal, PH-2 206, PH-2a 262.
- Metamorphose Liquids
Wiz. 1 Alteration, Tome-2 19.
- Meteor Swarm
Wiz. 9 Evocation, PH-2 195, PH-2a 248.
- Mind Blank
Wiz. 8 Abjuration, PH-2 190, PH-2a 241.
- Mind Fog
Wiz. 5 Enchantment/Charm, Tome-2 35.
- Mind Read
Pr. 2 Divination, Spheres: Thought, Tome-2 59.
- Mind Tracker
Pr. 7 Divination, Spheres: Divination, Tome-2 107.
- Mindnet
Pr. Quest Divination, Enchantment/Charm; Spheres: Thought, Tome-2 117.
- Mindshatter
Pr. 5 Enchantment/Charm, Spheres: Thought, Tome-2 94.
- Minor Creation
Wiz. 4 Illusion/Phantasm, PH-2 160, PH-2a 203.
- Minor Globe of Invulnerability
Wiz. 4 Abjuration, PH-2 160, PH-2a 204.
- Minor Malison
Wiz. 3 Enchantment/Charm, Tome-2 26.
- Minor Spell Turning
Wiz. 4 Abjuration, Tome-2 29.
- Mirage Arcana
Wiz. 6 Illusion/Phantasm, Alteration; PH-2 179, PH-2a 227.
- Mirror Image
Wiz. 2 Illusion/Phantasm, PH-2 144, PH-2a 186.
- Miscast Magic
Pr. 3 Invocation/Evocation, Spheres: Chaos, Tome-2 69.
- Misdirection
Wiz. 2 Illusion/Phantasm, PH-2 144, PH-2a 186.
- Mislead
Wiz. 6 Illusion/Phantasm, PH-2 179, PH-2a 227.
- Mistaken Missive
Pr. 1 Alteration, Spheres: Chaos, Tome-2 53.
- Modify Memory
Pr. 4 Enchantment/Charm, Spheres: Time, Tome-2 83.
- Moment
Pr. 2 Divination, Spheres: Numbers, Tome-2 60.
- Moment Reading
Pr. 3 Divination, Spheres: Numbers, Tome-2 69.
- Monster Mount
Pr. 6 Enchantment/Charm, Spheres: Travelers, Tome-2 102.
- Monster Summoning
Wiz. 3 Conjunction/Summoning, PH-2 151, PH-2a 195.
- Monster Summoning II
Wiz. 4 Conjunction/Summoning, PH-2 160, PH-2a 204.
- Monster Summoning III
Wiz. 5 Conjunction, PH-2 170, PH-2a 217.
- Monster Summoning IV
Wiz. 6 Conjunction/Summoning, PH-2 179, PH-2a 228.
- Monster Summoning V
Wiz. 7 Conjunction/Summoning, PH-2 185, PH-2a 234.
- Monster Summoning VI
Wiz. 8 Conjunction/Summoning, PH-2 190, PH-2a 241.

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- Monster Summoning VII
Wiz. 9 Conjuration/Summoning, PH-2 195, PH-2a 249.
- Moonbeam
Pr. 5 Evocation, Alteration; Spheres: Sun, PH-2 223, PH-2a 283.
- Morale
Pr. 1 Enchantment/Charm, Spheres: War, Tome-2 53.
- Mordenkainen's Celerity
Wiz. 4 Alteration, Invocation; Tome-2 30.
- Mordenkainen's Disjunction
Wiz. 9 Alteration, Enchantment; PH-2 196, PH-2a 249.
- Mordenkainen's Faithful Hound
Wiz. 5 Conjuration/Summoning, PH-2 170, PH-2a 217.
- Mordenkainen's Lucubration
Wiz. 6 Alteration, PH-2 179, PH-2a 228.
- Mordenkainen's Magnificent Mansion
Wiz. 7 Alteration, Conjuration; PH-2 185, PH-2a 234.
- Mordenkainen's Private Sanctum
Wiz. 5 Alteration, Abjuration; Wiz Hbk-2 103.
- Mordenkainen's Sword
Wiz. 7 Evocation, PH-2 185, PH-2a 235.
- Mount
Wiz. 1 Conjuration/Summoning, PH-2 136, PH-2a 177.
- Move Earth
Wiz. 6 Alteration, PH-2 179, PH-2a 228.
- Mummy Rot
Wiz. 5 Necromancy, Wiz Hbk-2 103.
- Murdock's Feathery Flyere
Wiz. 1 Alteration, Tome-2 19.
- Music of the Spheres
Pr. 2 Enchantment/Charm, Spheres: Numbers, Charm; Tome-2 60.
- Mystic Transfer
Pr. 2 Invocation, Spheres: Charm, Tome-2 61.
- Nahal's Nonsensical Nullifier
Wiz. 2 Abjuration, Tome-2 22.
- Nahal's Reckless Dweomer
Wiz. 1 Invocation, Evocation; Tome-2 20.
- Nap
Pr. 2 Alteration, Spheres: Time, Tome-2 61.
- Nature's Charm
Pr. 5 Enchantment/Charm, Spheres: Elemental (earth), Elemental (water); Druids-2 94.
- Needlestorm
Pr. 4 Alteration, Spheres: Plant, Druids-2 93.
- Negative Plane Protection
Pr. 3 Abjuration, Spheres: Protection, Necromantic; PH-2 212, PH-2a 269.
- Neutralize Poison
Pr. 4 Necromancy, Spheres: Healing, PH-2 219, PH-2a 277.
- Nondetection
Wiz. 3 Abjuration, PH-2 152, PH-2a 195.
- Nystul's Magical Aura
Wiz. 1 Illusion/Phantasm, PH-2 136, PH-2a 177.
- Obscurement
Pr. 2 Alteration, Spheres: Weather, PH-2 206, PH-2a 262.
- Otiluke's Dispelling Screen
Wiz. 4 Evocation, Abjuration; Wiz Hbk-2 101.
- Otiluke's Freezing Sphere
Wiz. 6 Alteration, Evocation; PH-2 180, PH-2a 228.
- Otiluke's Resilient Sphere
Wiz. 4 Alteration, Evocation; PH-2 160, PH-2a 204.
- Otiluke's Telekinetic Sphere
Wiz. 8 Evocation, Alteration; PH-2 190, PH-2a 241.
- Otto's Irresistible Dance
Wiz. 8 Enchantment/Charm, PH-2 190, PH-2a 241.
- Pain Touch
Wiz. 3 Necromancy, Wiz Hbk-2 100.
- Part Water
Pr. 6 Alteration, Spheres: Elemental (Water), PH-2 229, PH-2a 290. Wiz. 6 Alteration, PH-2 180, PH-2a 229.
- Pass Plant
Pr. 5 Alteration, Spheres: Plant, PH-2 223, PH-2a 283.
- Pass Without Trace
Pr. 1 Enchantment/Charm, Spheres: Plant, PH-2 201, PH-2a 256.
- Pass Without Trace, 10 Foot Radius
Pr. 3 Enchantment/Charm, Spheres: Plant,

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- Druids-2 90.
- Passwall
Wiz. 5 Alteration, PH-2 171, PH-2a 217.
- Past Life
Wiz. 2 Divination, Tome-2 22.
- Patternweave
Wiz. 1 Divination, Tome-2 20.
- Permanency
Wiz. 8 Alteration, PH-2 190, PH-2a 242.
- Permanent Illusion
Wiz. 6 Illusion/Phantasm, PH-2 180, PH-2a 229.
- Personal Reading
Pr. 1 Divination, Spheres: Numbers, Tome-2 54.
- Phantasmal Force
Wiz. 1 Illusion/Phantasm, PH-2 137, PH-2a 177.
- Phantasmal Killer
Wiz. 4 Illusion/Phantasm, PH-2 160, PH-2a 205.
- Phantom Steed
Wiz. 3 Conjunction, Phantasm; PH-2 152, PH-2a 195.
- Phase Door
Wiz. 7 Alteration, PH-2 185, PH-2a 234.
- Physical Mirror
Pr. 6 Alteration, Spheres: Numbers, Tome-2 102.
- Planar Quest
Pr. Quest Alteration, Spheres: Astral, Tome-2 117.
- Plane Shift
Pr. 5 Alteration, Spheres: Astral, PH-2 224, PH-2a 283.
- Plant Door
Pr. 4 Alteration, Spheres: Plant, PH-2 219, PH-2a 277.
- Plant Growth
Wiz. 4 Alteration, PH-2 161, PH-2a 205. Pr. 3 Alteration, Spheres: Plant, PH-2 212, PH-2a 269.
- Polymorph Any Object
Wiz. 8 Alteration, PH-2 191, PH-2a 242.
- Polymorph Other
Wiz. 4 Alteration, PH-2 161, PH-2a 205.
- Polymorph Self
Wiz. 4 Alteration, PH-2 161, PH-2a 206.
- Power Word, Blind
Wiz. 8 Conjunction/Summoning, PH-2 191, PH-2a 243.
- Power Word, Kill
Wiz. 9 Conjunction/Summoning, PH-2 196, PH-2a 249.
- Power Word, Stun
Wiz. 7 Conjunction/Summoning, PH-2 185, PH-2a 235.
- Prayer
Pr. 3 Conjunction/Summoning, Spheres: Combat, PH-2 212, PH-2a 270.
- Preservation
Pr. Quest Abjuration, Spheres: Wards, Tome-2 118.
- Prismatic Sphere
Wiz. 9 Abjuration, Conjunction/Summoning; PH-2 196, PH-2a 249. Wiz. 7 Conjunction/Summoning, PH-2 186, PH-2a 235.
- Prismatic Wall
Wiz. 8 Conjunction/Summoning, PH-2 191, PH-2a 243.
- Probability Control
Pr. 4 Alteration, Spheres: Numbers, Tome-2 83.
- Produce Fire
Pr. 4 Alteration, Spheres: Elemental (Fire), PH-2 219, PH-2a 278.
- Produce Flame
Pr. 2 Alteration, Spheres: Elemental (Fire), PH-2 206, PH-2a 262.
- Programmed Illusion
Wiz. 6 Illusion/Phantasm, PH-2 180, PH-2a 229.
- Project Image
Wiz. 6 Alteration, Illusion/Phantasm; PH-2 180, PH-2a 229.
- Protection From Cantrips
Wiz. 2 Abjuration, PH-2 144, PH-2a 186.
- Protection From Evil
Wiz. 1 Abjuration, PH-2 137, PH-2a 177. Pr. 1 Abjuration, Spheres: Protection, PH-2 201, PH-2a 256.
- Protection From Evil, 10 Foot Radius
Pr. 4 Abjuration, Spheres: Protection, PH-2 219, PH-2a 278.

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- Protection From Evil, 10' Radius
Wiz. 3 Abjuration, PH-2 152, PH-2a 195.
- Protection From Fire
Pr. 3 Abjuration, Spheres: Protection, Elemental (Fire); PH-2 212, PH-2a 270.
- Protection from Hunger and Thirst
Wiz. 1 Abjuration, Wiz Hbk-2 97.
- Protection From Lightning
Pr. 4 Abjuration, Spheres: Protection, Weather; PH-2 219, PH-2a 278.
- Protection From Normal Missiles
Wiz. 3 Abjuration, PH-2 152, PH-2a 196.
- Protection From Paralysis
Wiz. 2 Abjuration, Tome-2 23.
- Puffball
Pr. 1 Alteration, Spheres: Plant, Druids-2 87.
- Purify Food & Drink
Pr. 1 Alteration, Spheres: All, .
- Pyrotechnics
Pr. 3 Alteration, Spheres: Elemental (Fire), PH-2 212, PH-2a 270. Wiz. 2 Alteration, PH-2 144, PH-2a 186.
- Quest
Pr. 5 Enchantment/Charm, Spheres: Charm, PH-2 224, PH-2a 284.
- Rainbow
Pr. 5 Evocation, Alteration; Spheres: Weather, Sun; PH-2 224, PH-2a 284.
- Rainbow Pattern
Wiz. 4 Alteration, Illusion/Phantasm; PH-2 162, PH-2a 206.
- Raise Dead
Pr. 5 Necromancy, Spheres: Necromantic, PH-2 224, PH-2a 284.
- Rally
Pr. 2 Enchantment/Charm, Spheres: War, Tome-2 62.
- Random Causality
Pr. 3 Alteration, Spheres: Chaos, Tome-2 69.
- Rapport
Pr. 4 Divination, Alteration; Spheres: Thought, Tome-2 84.
- Rary's Mnemonic Enhancer
Wiz. 4 Alteration, PH-2 162, PH-2a 206.
- Rary's Telepathic Bond
Wiz. 5 Divination, Alteration; Wiz Hbk-2 104.
- Ray of Enfeeblement
Wiz. 2 Enchantment/Charm, PH-2 145, PH-2a 187.
- Read Magic
Wiz. 1 Divination, PH-2 137, PH-2a 178.
- Reflecting Pool
Pr. 4 Divination, Spheres: Divination, PH-2 219, PH-2a 278.
- Regenerate
Pr. 7 Necromancy, Spheres: Necromantic, PH-2 234, PH-2a 297.
- Reincarnate
Pr. 7 Necromancy, Spheres: Necromantic, PH-2 234, PH-2a 297.
- Reincarnation
Wiz. 6 Necromancy, PH-2 181, PH-2a 230.
- Remove Curse
Wiz. 4 Abjuration, PH-2 162, PH-2a 207. Pr. 3 Abjuration, Spheres: Protection, PH-2 213, PH-2a 271.
- Remove Paralysis
Pr. 3 Abjuration, Spheres: Protection, PH-2 213, PH-2a 271.
- Repeat Action
Pr. 5 Enchantment/Charm, Spheres: Time, Tome-2 95.
- Repel Insects
Pr. 4 Abjuration, Alteration; Spheres: Animal, Protection; PH-2 220, PH-2a 279.
- Resist Fire
Pr. 2 Alteration, Spheres: Protection, PH-2 206, PH-2a 262.
- Restoration
Pr. 7 Necromancy, Spheres: Necromantic, PH-2 235, PH-2a 298.
- Resurrection
Pr. 7 Necromancy, Spheres: Necromantic, PH-2 235, PH-2a 298.
- Revelation
Pr. Quest Divination, Spheres: Divination, Tome-2 118.
- Reverse Gravity
Wiz. 7 Alteration, PH-2 186, PH-2a 236.
- Reverse Time
Pr. 6 Alteration, Spheres: Time, Tome-2 103.
- Reversion
Pr. Quest Alteration, Invocation; Spheres:

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- Time, Tome-2 118.
- Ride the Wind
Wiz. 2 Alteration, Tome-2 23.
- Rigid Thinking
Pr. 3 Enchantment/Charm, Spheres: Law, Tome-2 70.
- Ring of Hands
Pr. 1 Abjuration, Spheres: Protection, Tome-2 55.
- Robe of Healing
Pr. Quest Enchantment, Necromancy; Spheres: Healing, Tome-2 119.
- Rock
Pr. 5Spheres: Elemental (Earth), Elemental (Water); PH-2 225, PH-2a 285.
- Rope Trick
Wiz. 2 Alteration, PH-2 145, PH-2a 187.
- Sacred Guardian
Pr. 1 Enchantment/Charm, Spheres: Guardian, Tome-2 55.
- Safeguarding
Wiz. 5 Abjuration, Tome-2 35.
- Sanctify
Pr. 2 Conjunction/Summoning, Spheres: , Tome-2 62.
- Sanctuary
Pr. 1 Abjuration, Spheres: Protection, PH-2 202, PH-2a 257.
- Scare
Wiz. 2 Enchantment/Charm, PH-2 145, PH-2a 187.
- Screen
Wiz. 8 Divination/Illusion, PH-2 192, PH-2a 243.
- Seclusion
Pr. 6 Alteration, Spheres: Numbers, Tome-2 103.
- Secret Page
Wiz. 3 Alteration, PH-2 152, PH-2a 196.
- Seeming
Wiz. 5 Illusion/Phantasm, PH-2 171, PH-2a 217.
- Sending
Wiz. 5 Evocation, PH-2 171, PH-2a 218.
- Sense Shifting
Wiz. 2 Alteration, Tome-2 23.
- Sepia Snake Sigil
Wiz. 3 Conjunction/Summoning, PH-2 152, PH-2a 196.
- Sequester
Wiz. 7 Illusion/Phantasm, Abjuration; PH-2 186, PH-2a 236.
- Serten's Spell Immunity
Wiz. 8 Abjuration, PH-2 192, PH-2a 244.
- Shades
Wiz. 6 Illusion/Phantasm, PH-2 181, PH-2a 230.
- Shadow Door
Wiz. 5 Illusion/Phantasm, PH-2 171, PH-2a 218.
- Shadow Engines
Pr. 7 Illusion/Phantasm, Spheres: War, Tome-2 108.
- Shadow Form
Wiz. 8 Necromancy, Wiz Hbk-2 106.
- Shadow Magic
Wiz. 5 Illusion/Phantasm, PH-2 171, PH-2a 218.
- Shadow Monsters
Wiz. 4 Illusion/Phantasm, PH-2 162, PH-2a 207.
- Shadow Walk
Wiz. 7 Illusion, Enchantment; PH-2 186, PH-2a 236.
- Shadowcat
Wiz. 7 Illusion, Tome-2 41.
- Shape Change
Wiz. 9 Alteration, PH-2 196, PH-2a 250.
- Shape Wood
Pr. 3 Alteration, Spheres: Plant, Druids-2 90.
- Shatter
Wiz. 2 Alteration, PH-2 145, PH-2a 188.
- Shield
Wiz. 1 Evocation, PH-2 137, PH-2a 178.
- Shillelagh
Pr. 1 Alteration, Spheres: Combat, Plant; PH-2 202, PH-2a 257.
- Shocking Grasp
Wiz. 1 Alteration, PH-2 137, PH-2a 178.
- Shooting Stars
Pr. Quest Conjunction, Invocation; Spheres: Combat, Sun, Weather; Tome-2 119.

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- Shout
Wiz. 4 Evocation, PH-2 163, PH-2a 207.
- Shrieking Walls
Pr. 5 Enchantment, Spheres: Wards, Tome-2 95.
- Siege Wall
Pr. Quest Alteration, Invocation; Spheres: Creation, Guardian; Tome-2 119.
- Silence, 15' Radius
Pr. 2 Alteration, Spheres: Guardian, PH-2 206, PH-2a 263.
- Simulacrum
Wiz. 7 Illusion/Phantasm, PH-2 186, PH-2a 236.
- Sink
Wiz. 8 Enchantment, Alteration; PH-2 192, PH-2a 244.
- Skip Day
Pr. 6 Invocation/Evocation, Spheres: Time, Tome-2 104.
- Sleep
Wiz. 1 Enchantment/Charm, PH-2 138, PH-2a 178.
- Slow
Wiz. 3 Abjuration, PH-2 153, PH-2a 196.
- Slow Poison
Pr. 2 Necromancy, Spheres: Healing, PH-2 207, PH-2a 263.
- Slow Rot
Pr. 3 Abjuration, Spheres: Plant, Tome-2 70.
- Snake Charm
Pr. 2 Enchantment/Charm, Spheres: Animal, PH-2 207, PH-2a 263.
- Snapping Teeth
Wiz. 3 Conjunction, Alteration; Wiz Hbk-2 100.
- Sol's Searing Club
Pr. 6 Invocation, Spheres: Sun, Tome-2 104.
- Solid Fog
Wiz. 4 Alteration, PH-2 163, PH-2a 207.
- Solipsism
Pr. 4 Alteration, Spheres: Thought, Tome-2 84.
- Spacewarp
Pr. 7 Alteration, Spheres: Numbers, Tome-2 109.
- Speak With Animals
Pr. 2 Alteration, Spheres: Animal, Divination; PH-2 207, PH-2a 263.
- Speak With Astral Traveler
Pr. 1 Alteration, Spheres: Astral, Tome-2 55.
- Speak With Dead
Pr. 3 Necromancy, Spheres: Divination, PH-2 214, PH-2a 271.
- Speak With Monsters
Pr. 6 Alteration, Spheres: Divination, PH-2 229, PH-2a 290.
- Speak With Plants
Pr. 4 Alteration, Spheres: Plant, PH-2 220, PH-2a 279.
- Spectral Force
Wiz. 3 Illusion/Phantasm, PH-2 153, PH-2a 197.
- Spectral Hand
Wiz. 2 Necromancy, PH-2 145, PH-2a 188.
- Spell Immunity
Pr. 4 Abjuration, Spheres: Protection, PH-2 220, PH-2a 279.
- Spell Shape
Wiz. 7 Alteration, Tome-2 42.
- Spell Turning
Wiz. 7 Abjuration, PH-2 187, PH-2a 237.
- Sphere of Security
Pr. Quest Abjuration, Spheres: Protection, Tome-2 119.
- Spider Climb
Wiz. 1 Alteration, PH-2 138, PH-2a 179.
- Spike Growth
Pr. 3 Alteration, Enchantment; Spheres: Plant, PH-2 214, PH-2a 271.
- Spike Stones
Pr. 5 Alteration, Enchantment; Spheres: Elemental (Earth), PH-2 225, PH-2a 285.
- Spiral of Degeneration
Pr. Quest Enchantment/Charm, Invocation; Spheres: Chaos, Thought; Tome-2 120.
- Spirit Armor
Wiz. 3 Necromancy, Tome-2 26.
- Spirit of Power
Pr. 7 Summoning, Invocation; Spheres: Summoning, Tome-2 109.
- Spiritual Hammer
Pr. 2 Invocation, Spheres: Combat, PH-2 207, PH-2a 263.

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- Spiritual Wrath
Pr. 6 Invocation, Spheres: Combat, Tome-2 105.
- Spook
Wiz. 1 Illusion/Phantasm, PH-2 138, PH-2a 179.
- Squaring the Circle
Wiz. 3 Alteration, Tome-2 27.
- Squeaking Floors
Pr. 3 Evocation, Spheres: Wards, Tome-2 70.
- Stabilize
Wiz. 9 Abjuration, Tome-2 47.
- Stalker
Pr. Quest Conjunction/Summoning, Spheres: Creation, Guardian, Plant; Tome-2 120.
- Starshine
Pr. 3 Evocation, Illusion/Phantasm; Spheres: Sun, PH-2 214, PH-2a 272.
- Statue
Wiz. 7 Alteration, PH-2 187, PH-2a 237.
- Steal Enchantment
Wiz. 7 Enchantment, Tome-2 42.
- Sticks to Snakes
Pr. 4 Alteration, Spheres: Plant, PH-2 220, PH-2a 280.
- Stinking Cloud
Wiz. 2 Evocation, PH-2 145, PH-2a 188.
- Stone Shape
Pr. 3 Alteration, Spheres: Elemental (Earth), PH-2 214, PH-2a 272. Wiz. 5 Alteration, PH-2 171, PH-2a 218.
- Stone Tell
Pr. 6 Divination, Spheres: Elemental (Earth), Divination; PH-2 229, PH-2a 290.
- Stone to Flesh
Wiz. 6 Alteration, PH-2 181, PH-2a 230.
- Stoneskin
Wiz. 4 Alteration, PH-2 163, PH-2a 208.
- Storm of Vengeance
Pr. Quest Evocation, Spheres: Elemental, War, Weather; Tome-2 121.
- Strength
Wiz. 2 Alteration, PH-2 146, PH-2a 188.
- Strength of One
Pr. 3 Alteration, Spheres: Law, Tome-2 71.
- Strengthen Stone
Pr. 5 Alteration, Spheres: , Druids-2 94.
- Succor
Wiz. 9 Alteration, Enchantment; PH-2 197, PH-2a 250. Pr. 7 Alteration, Enchantment; Spheres: Summoning, PH-2 235, PH-2a 299.
- Suffocate
Wiz. 7 Alteration, Necromancy; Tome-2 43.
- Suggestion
Wiz. 3 Enchantment/Charm, PH-2 153, PH-2a 197.
- Summon Insects
Pr. 3 Conjunction/Summoning, Spheres: Animal, PH-2 214, PH-2a 272.
- Summon Lycanthrope
Wiz. 4 Conjunction/Summoning, Tome-2 30.
- Summon Shadow
Wiz. 5 Conjunction/Summoning, Necromancy; PH-2 171, PH-2a 218.
- Summon Swarm
Wiz. 2 Conjunction/Summoning, PH-2 146, PH-2a 188.
- Sunray
Pr. 7 Evocation, Alteration; Spheres: Sun, PH-2 235, PH-2a 299.
- Symbol
Wiz. 8 Conjunction/Summoning, PH-2 193, PH-2a 244. Pr. 7 Conjunction/Summoning, Spheres: Guardian, PH-2 236, PH-2a 299.
- Tanglefoot
Pr. 4 Alteration, Abjuration; Spheres: War, Tome-2 85.
- Tasha's Uncontrollable Hideous Laughter
Wiz. 2 Enchantment/Charm, PH-2 146, PH-2a 189.
- Taunt
Wiz. 1 Enchantment, PH-2 138, PH-2a 179.
- Telekinesis
Wiz. 5 Alteration, PH-2 171, PH-2a 218.
- Telepathy
Pr. 3 Divination, Alteration; Spheres: Thought, Tome-2 71.
- Teleport
Wiz. 5 Alteration, PH-2 172, PH-2a 218.
- Teleport Without Error
Wiz. 7 Alteration, PH-2 187, PH-2a 238.
- Telethaumaturgy
Pr. 3 Enchantment/Charm, Spheres: Numbers, Tome-2 72.

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- Temporal Stasis
Wiz. 9 Alteration, PH-2 197, PH-2a 251.
- Tenser's Floating Disc
Wiz. 1 Evocation, PH-2 138, PH-2a 179.
- Tenser's Transformation
Wiz. 6 Alteration, Evocation; PH-2 181, PH-2a 231.
- Tentacle Walls
Pr. 7 Enchantment, Spheres: Wards, Tome-2 110.
- Tentacles
Wiz. 6 Conjunction, Alteration; Wiz Hbk-2 105.
- There/Not There
Wiz. 4 Evocation, Tome-2 32.
- Thief's Lament
Pr. 3 Alteration, Spheres: Wards, Tome-2 72.
- Thornwrack
Pr. 5 Alteration, Spheres: Plant, Druids-2 94.
- Thought Broadcast
Pr. 4 Alteration, Spheres: Thought, Tome-2 85.
- Thought Capture
Pr. 1 Divination, Spheres: Thought, Tome-2 55.
- Thoughtwave
Pr. 5 Divination, Spheres: Divination, Tome-2 96.
- Throbbing Bones
Wiz. 5 Necromancy, Wiz Hbk-2 104.
- Thunder Staff
Wiz. 4 Invocation/Evocation, Tome-2 32.
- Time Pool
Pr. 5 Divination, Spheres: Time, Tome-2 96.
- Time Stop
Wiz. 9 Alteration, PH-2 197, PH-2a 251.
- Timelessness
Pr. 7 Alteration, Spheres: Numbers, Tome-2 110.
- Tongues
Pr. 4 Alteration, Spheres: Divination, PH-2 220, PH-2a 280. Wiz. 3 Alteration, PH-2 153, PH-2a 197.
- Transformation
Pr. Quest Alteration, Enchantment, Illusion; Spheres: Numbers, Tome-2 121.
- Transmute Metal to Wood
Pr. 7 Alteration, Spheres: Elemental (Earth), PH-2 236, PH-2a 299.
- Transmute Rock to Mud
Wiz. 5 Alteration, PH-2 172, PH-2a 219.
- Transmute Rock to Mud (Alteration)
Pr. 5 Spheres: . .
- Transmute Water to Dust
Pr. 6 Alteration, Spheres: Elemental (Water), Elemental (Earth); PH-2 229, PH-2a 291. Wiz. 6 Alteration, PH-2 182, PH-2a 231.
- Transport Via Plants
Pr. 6 Alteration, Spheres: Plants, PH-2 229, PH-2a 291.
- Trap the Soul
Wiz. 8 Conjunction/Summoning, PH-2 193, PH-2a 245.
- Tree
Pr. 3 Alteration, Spheres: Plant, PH-2 215, PH-2a 273.
- Tree Spirit
Pr. 7 Necromancy, Spheres: Plant, Druids-2 96.
- Tree Steed
Pr. 4 Alteration, Enchantment/Charm; Spheres: Travelers, Tome-2 86.
- Trip
Pr. 2 Enchantment/Charm, Spheres: Plant, PH-2 207, PH-2a 264.
- True Seeing
Pr. 5 Divination, Spheres: Divination, PH-2 225, PH-2a 285. Wiz. 6 Divination, PH-2 182, PH-2a 231.
- Turn Pebble to Boulder
Wiz. 4 Alteration, Tome-2 33.
- Turn Wood
Pr. 6 Alteration, Spheres: Plant, PH-2 229, PH-2a 291.
- Unceasing Vigilance of the Holy Sentinel
Pr. 5 Alteration, Spheres: Guardian, Tome-2 97.
- Uncontrolled Weather
Pr. 7 Conjunction/Summoning, Spheres: Chaos, Tome-2 111.
- Undead Plague
Pr. Quest Necromancy, Spheres: Necromantic, Tome-2 121.
- Undead Ward
Pr. 5 Abjuration, Necromancy; Spheres: Wards, Tome-2 97.

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- Unearthly Choir
Pr. 3 Invocation, Spheres: Combat, Tome-2 73.
- Unluck
Wiz. 4 Evocation, Tome-2 33.
- Unseen Servant
Wiz. 1 Conjunction/Summoning, PH-2 138, PH-2a 180.
- Unwilling Wood
Pr. 7 Enchantment/Charm, Spheres: Plant, Druids-2 97.
- Uplift
Pr. 4 Alteration, Spheres: All, Tome-2 86.
- Vacancy
Wiz. 4 Alteration, Illusion/Phantasm; PH-2 163, PH-2a 208.
- Vampiric Touch
Wiz. 3 Necromancy, PH-2 153, PH-2a 197.
- Vanish
Wiz. 7 Alteration, PH-2 187, PH-2a 238.
- Veil
Wiz. 6 Illusion/Phantasm, PH-2 182, PH-2a 231.
- Ventriloquism
Wiz. 1 Illusion/Phantasm, PH-2 139, PH-2a 180.
- Vision
Wiz. 7 Divination, PH-2 187, PH-2a 238.
- Vocalize
Wiz. 2 Alteration, Wiz Hbk-2 99.
- Von Gasik's Refusal
Wiz. 5 Abjuration, Tome-2 36.
- Vortex
Wiz. 5 Evocation, Tome-2 36.
- Wail of the Banshee
Wiz. 9 Necromancy, Tome-2 47.
- Wall of Bones
Wiz. 5 Conjunction, Necromancy; Wiz Hbk-2 104.
- Wall of Fire
Pr. 5 Conjunction/Summoning, Spheres: Elemental (Fire), PH-2 225, PH-2a 286. Wiz. 4 Evocation, PH-2 163, PH-2a 208.
- Wall of Fog
Wiz. 1 Evocation, PH-2 139, PH-2a 180.
- Wall of Force
Wiz. 5 Evocation, PH-2 172, PH-2a 219.
- Wall of Ice
Wiz. 4 Evocation, PH-2 164, PH-2a 208.
- Wall of Iron
Wiz. 5 Evocation, PH-2 172, PH-2a 220.
- Wall of Stone
Wiz. 5 Evocation, PH-2 173, PH-2a 220.
- Wall of Thorns
Pr. 6 Conjunction/Summoning, Spheres: Plant, Creation; PH-2 230, PH-2a 291.
- Warband Quest
Pr. Quest Enchantment/Charm, Spheres: Charm, War; Tome-2 122.
- Ward Matrix
Pr. Quest Invocation/Evocation, Spheres: Wards, Tome-2 122.
- Warp Wood
Pr. 2 Alteration, Spheres: Plant, PH-2 208, PH-2a 264.
- Water Breathing
Pr. 3 Alteration, Spheres: Elemental (Water), Elemental (Air); PH-2 215, PH-2a 273. Wiz. 3 Alteration, PH-2 153, PH-2a 197.
- Water Walk
Pr. 3 Alteration, Spheres: Elemental (Water), PH-2 215, PH-2a 273.
- Watery Double
Wiz. 3 Conjunction/Summoning, Enchantment; Tome-2 27.
- Waveform
Wiz. 5 Alteration, Tome-2 36.
- Weather Stasis
Pr. 4 Abjuration, Spheres: Wards, Weather; Tome-2 87.
- Weather Summoning
Pr. 6 Conjunction/Summoning, Spheres: Weather, PH-2 230, PH-2a 292.
- Web
Wiz. 2 Evocation, PH-2 146, PH-2a 189.
- Weighty Chest
Pr. 1 Alteration, Spheres: Wards, Tome-2 56.
- Weird
Wiz. 9 Illusion/Phantasm, PH-2 197, PH-2a 251.
- Whispering Wind
Wiz. 2 Alteration/Phantasm, PH-2 147, PH-2a 189.

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- Whisperward
Pr. 1 Alteration, Spheres: Guardian, Weather; Druids-2 87.
- Wildfire
Wiz. 9 Invocation/Evocation, Tome-2 48.
- Wildshield
Wiz. 6 Alteration, Tome-2 39.
- Wildstrike
Wiz. 6 Conjunction/Summoning, Tome-2 39.
- Wildwind
Wiz. 9 Conjunction/Summoning, Tome-2 48.
- Wildzone
Wiz. 8 Conjunction/Summoning, Tome-2 45.
- Wind Breath
Wiz. 4 Evocation, Wiz Hbk-2 101.
- Wind Walk
Pr. 7 Alteration, Spheres: Elemental (Air), PH-2 236, PH-2a 299.
- Wind Wall
Wiz. 3 Alteration, PH-2 154, PH-2a 198.
- Wish
Wiz. 9 Conjunction/Summoning, PH-2 197, PH-2a 251.
- Withdraw
Pr. 2 Alteration, Spheres: Protection, PH-2 208, PH-2a 264.
- Wizard Eye
Wiz. 4 Alteration, PH-2 164, PH-2a 209.
- Wizard Lock
Wiz. 2 Alteration, PH-2 147, PH-2a 189.
- Wizard Mark
Wiz. 1 Alteration, PH-2 139, PH-2a 180.
- Wizard Sight
Wiz. 3 Divination, Tome-2 28.
- Wolf Spirits
Pr. Quest Conjunction/Summoning, Invocation; Spheres: Animal, Guardian, Summoning; Tome-2 122.
- Word of Recall
Pr. 6 Alteration, Spheres: Summoning, PH-2 230, PH-2a 292.
- Wraithform
Wiz. 3 Alteration, Illusion; PH-2 154, PH-2a 198.
- Wyvern Watch
Pr. 2 Evocation, Spheres: Guardian, PH-2 208, PH-2a 264.
- Zombie Double
Wiz. 7 Necromancy, Wiz Hbk-2 106.
- Zone of Sweet Air
Pr. 3 Abjuration, Spheres: Wards, Tome-2 73.
- Zone of Truth
Pr. 2 Enchantment/Charm, Spheres: Wards, Tome-2 62.
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- DMG Dungeon Master's Guide
- PH Player's Handbook
- Pr Priest
- Rev Reversible
- Wiz Wizard
- References:**
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