

All edition spells, items, and tables in alphabetical order

- 0-Level Hit Points by Title
table DMG-2a 27.
- 2-20 Encounter Table
table DMG-2a 133.
- Abi-Dalzim's Horrid Wilting
Wiz. 8 Alteration, Necromancy; Tome-2 43.
- Abilities
See Racial Ability Requirements, table PH-2a 27. See Ranger Abilities, table PH-2a 41. See Racial Ability Adjustments, table PH-2a 27. See Class Ability Minimums, table PH-2a 35.
- Ability Check Bonuses for Academicians
table Wiz Hbk-2 35.
- Abjure
Pr. 4 Abjuration, Spheres: Summoning, PH-2 215, PH-2a 273.
- Absorption
Rod, DMG-2a 204.
- Abundance
Pr. Quest Alteration, Spheres: Creation, Plant; Tome-2 112.
- Accelerate Healing
Pr. 3 Alteration, Spheres: Time, Tome-2 63.
- Accessibility
See Pouch of Accessibility, Misc, DMG-2a 235.
- Acid
See Protection from Acid, Scroll, DMG-2a 197.
- Acid Fog
Conjuration (Creation), PH-3 172.
- Acid Resistance
Oil, DMG-2a 193.
- Acid Storm
Wiz. 7 Evocation, Tome-2 40.
- Adaptation
Necklace, DMG-2a 232. Pr. 3 Enchantment/Charm, Alteration; Spheres: War, Tome-2 63.
- Addition
Pr. 4 Alteration, Spheres: Numbers, Creation; Tome-2 74.
- Adjustments
See Racial Ability Adjustments, table PH-2a 27. See Thieving Skill Racial Adjustments, table PH-2a 54. See Thieving Skill Dexterity Adjustments, table PH-2a 54.
- Advanced Illusion
Wiz. 5 Illusion/Phantasm, PH-2 164, PH-2a 209.
- Aerial Movement Modifiers
table DMG-2a 170.
- Aerial Servant
Cleric Conjuration/Summoning, PH-1 50. Pr. 6 Conjuration/Summoning, Spheres: Summoning, PH-2 226, PH-2a 287.
- Affect Normal Fires
Magic-User Alteration, PH-1 64. Wiz. 1 Alteration, PH-2 131, PH-2a 170.
- Affliction
Ring, Tome-2 128.
- Age
table PH-2a 33.
- 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.
- Aging Effects
table PH-2a 33.
- Aid
Pr. 2 Necromancy, Conjuration; Spheres: Necromantic, PH-2 202, PH-2a 257. Enchantment (Compulsion), PH-3 172.
- Air Breathing
Rev. Water Breathing, Druid Alteration, PH-1 58. Rev. Water Breathing, Wiz. 3 Alteration, PH-2 153, PH-2a 197. Rev. Water Breathing, Pr. 3 Alteration, Spheres: Elemental (Water), Elemental (Air); PH-2 215, PH-2a 273.
- Air Breating
Rev. Water Breating, Magic-User Alteration, PH-1 75.
- Air Spores
Misc, Tome-2 132.
- Air Walk
Transmutation, PH-3 172. Pr. 5 Alteration, Spheres: Elemental (Air), PH-2 221, PH-2a 280.
- Airboat
Wiz. 8 Alteration, Enchantment; Tome-2 43.

All edition spells, items, and tables in alphabetical order

- Airy Water
Wiz. 5 Alteration, PH-2 165, PH-2a 209.
Magic-User Alteration, PH-1 79.
- Alacrity
Wiz. 3 Alteration, Tome-2 24.
- Alamir's Fundamental Breakdown
Wiz. 3 Divination, Tome-2 24.
- Alarm
Abjuration, PH-3 172. Wiz. 1 Abjuration,
Evocation; PH-2 131, PH-2a 170.
- Alchemy Jug
Misc, DMG-2a 213.
- Alignment
See Weapon Alignment, table DMG-2a 247.
See Opposite Alignment, Helm, DMG-2a 227.
- Alter Reality
Illusionist Illusion/Phantasm, Conjura-
tion/Summoning; PH-1 100.
- Alter Self
Wiz. 2 Alteration, PH-2 139, PH-2a 180.
Transmutation, PH-3 172.
- Alternate Reality
Wiz. 3 Alteration, Tome-2 24.
- Alterness
Rod, DMG-2a 204.
- Analyze Balance
Pr. 1 Divination, Spheres: Numbers, Divina-
tion; Tome-2 51.
- Analyze Dweomer
Divination, .
- Animal Control
Potion, DMG-2a 191.
- Animal Friendship
Pr. 1 Enchantment/Charm, Spheres: Animal,
PH-2 198, PH-2a 252. Ring, DMG-2a 198.
Enchantment (Charm), PH-3 173. Druid En-
chantment/Charm, PH-1 54.
- Animal Growth
Druid Alteration, PH-1 60. Magic-User Alter-
ation, PH-1 79. Transmutation, PH-3 173. 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 Messenger
Enchantment (Compulsion), PH-3 173.
- Animal Shapes
Transmutation, PH-3 173.
- Animal Shrink
Rev. Animal Growth, Pr. 5 Alteration, Spheres:
Animal, PH-2 221, PH-2a 280.
- Animal Spy
Pr. 2 Divination, Spheres: Animal, Druids-2 87.
- Animal Summoning I
Pr. 4 Conjunction/Summoning, Spheres: Ani-
mal, Summoning; PH-2 216, PH-2a 274.
Druid Conjunction/Summoning, PH-1 59.
- Animal Summoning II
Pr. 5 Conjunction/Summoning, Spheres: Ani-
mal, Summoning; PH-2 221, PH-2a 281.
Druid Conjunction/Summoning, PH-1 60.
- Animal Summoning III
Pr. 6 Conjunction, Summoning; Spheres: Ani-
mal, Summoning; PH-2 226, PH-2a 287.
Druid Conjunction/Summoning, PH-1 61.
- Animal Trance
Enchantment (Compulsion), PH-3 173.
- Animate Dead
Cleric Necromantic, PH-1 46. Magic-User
Necromantic, PH-1 79. Pr. 3 Necromancy,
Spheres: Necromantic, PH-2 208, PH-2a 265.
Necromancy, PH-3 174. Wiz. 5 Necromancy,
PH-2 165, PH-2a 210.
- Animate Object
Pr. 6 Alteration, Spheres: Creation, Summon-
ing; PH-2 226, PH-2a 287. Cleric Alteration,
PH-1 50.
- Animate Objects
Transmutation, PH-3 174.
- Animate Rock
Druid Alteration, PH-1 63. Pr. 7 Alteration,
Spheres: Elemental (Earth), PH-2 230, PH-2a
292.
- Animate Rope
Transmutation, PH-3 174.
- Animated Attack
Broom, DMG-2a 218.
- Annihilation
DMG-2a 238.
- Anti-Animal Shell
Druid Abjuration, PH-1 61.

All edition spells, items, and tables in alphabetical order

- Anti-Magic Shell
Magic-User Abjuration, PH-1 82.
- Anti-Plant Shell
Druid Abjuration, PH-1 60.
- Anti-Vermin Barrier
Pr. 1 Abjuration, Spheres: Wards, Tome-2 51.
- Antianimal Shell
Pr. 6 Abjuration, Spheres: Animal, Protection; PH-2 226, PH-2a 288.
- Antilife Shell
Abjuration, PH-3 174.
- Antimagic Field
Abjuration, PH-3 175.
- Antimagic Shell
Wiz. 6 Abjuration, PH-2 173, PH-2a 220.
- Antipathy
Enchantment (Compulsion), PH-3 175.
- Antipathy-Sympathy
Wiz. 8 Enchantment/Charm, PH-2 188, PH-2a 238.
- Antipathy/Sympathy
Magic-User Enchantment/Charm, PH-1 89.
- Antiplant Shell
Abjuration, PH-3 175. Pr. 5 Abjuration, Spheres: Plant, Protection; PH-2 221, PH-2a 281.
- Antlered Helm
Armor, Druids-2 100.
- Apparatus of Kwalish
Misc, DMG-2a 214.
- Appearance
Dust, DMG-2a 223.
- Arachnida
Cloak, DMG-2a 219.
- Arcane Eye
Divination, PH-3 175.
- Arcane Lock
Abjuration, PH-3 176.
- Arcane Mark
Universal, PH-3 176.
- Archery
See Archery, Bracers, DMG-2a 218. Bracers, DMG-2a 218.
- Archmagi
Robe, DMG-2a 235.
- Armor
See Unused Metal Armors, table DMG-2a 56.
See Weapon Type Vs. Armor Modifiers, table DMG-2a 75. Wiz. 1 Conjunction, PH-2 131, PH-2a 170.
- Armor Allowed
table DMG-2a 33.
- Armor Class Adjustment
table DMG-2a 189.
- Armor Class Ratings
table PH-2a 99.
- Armor Modifiers for Wrestling
table PH-2a 128. table DMG-2a 84.
- Armor Type
table DMG-2a 189.
- Armoring
Ring, Tome-2 128.
- Aroma of Dreams
Oil, Tome-2 125.
- Arrow of Direction
Weapon, DMG-2a 242.
- Arrow of Slaying
Weapon, DMG-2a 242.
- Arrows (Enspelled)
Items Weapon, Elves-2-2 105.
- Arrows (Magical)
Items Weapon, Elves-2-2 105.
- Art See Objects of Art, table DMG-2a 182.
- Artifacts and Relics
Misc, DMG-2a 212.
- Artificial Limbs
Items Miscellaneous, Elves-2-2 106.
- Astral Projection
Necromancy, PH-3 176.
- Astral Spell
Illusionist Alteration, PH-1 100. Pr. 7 Alteration, Spheres: Astral, PH-2 231, PH-2a 293. Cleric Alteration, PH-1 52. Wiz. 9 Evocation, PH-2 194, PH-2a 245. Magic-User Evocation, PH-1 92.
- Astral Window
Pr. 3 Divination, Spheres: Astral, Tome-2 63.
- Atonement
Pr. 5 Abjuration, Spheres: All, PH-2 221, PH-2a 281. Abjuration, PH-3 176. Cleric Abjuration, PH-1 49.

All edition spells, items, and tables in alphabetical order

- Attack Roll Adjustment
table DMG-2a 189.
- Attacks
Jewel, DMG-2a 230. See Warrior Melee Attacks per Round, table PH-2a 36. See Specialist Attacks Per Round, table PH-2a 71.
- Attraction
Rev. Avoidance, Wiz. 5 Abjuration, Alteration; PH-2 165, PH-2a 210.
- Audible Glamer
Magic-User Illusion/Phantasm, PH-1 69. Wiz. 1 Illusion/Phantasm, PH-2 131, PH-2a 170. Illusionist Illusion/Phantasm, PH-1 94.
- Augmentation I
Wiz. 3 Invocation/Evocation, Tome-2 2.
- Augmentation II
Wiz. 6 Evocation, Tome-2 37.
- Augury
Divination, PH-3 177. Pr. 2 Divination, Spheres: Divination, PH-2 203, PH-2a 257. Cleric Divination, PH-1 45.
- Aura of Comfort
Pr. 2 Evocation, Spheres: Travelers, Tome-2 56.
- Average Height and Weight
table PH-2a 33.
- Avoidance
Wiz. 5 Abjuration, Alteration; PH-2 165, PH-2a 210.
- Awaken
Transmutation, PH-3 177.
- Axe +2, throwing
Weapon, DMG-2a 242.
- Axe of Hurling
Weapon, DMG-2a 242.
- Badberry
Rev. Goodberry, Pr. 2 Alteration, Evocation; Spheres: Plant, PH-2 205, PH-2a 260.
- Bag of Bones
Misc, Tome-2 133.
- Bag of Tricks Animals
table DMG-2a 215.
- Bags, Bottles, Pouches, Containers
Magic, table Tome-2 123.
- Bane
Enchantment (Compulsion), PH-3 177.
- Banishment
Wiz. 7 Abjuration, PH-2 182, PH-2a 232. Abjuration, PH-3 177.
- Bard Spell Progression
table PH-2a 59.
- Barkskin
Druid Alteration, PH-1 55. Transmutation, PH-3 177. Pr. 2 Alteration, Spheres: Protection, Plant; PH-2 203, PH-2a 258.
- Barrier of Protection
Pr. 5 Abjuration, Spheres: Wards, Tome-2 88.
- Base Climbing Success Rates
table PH-2a 161.
- Base Experience Points
table DMG-2a 35.
- Base Movement Rates
table PH-2a 157.
- Bat Cloak, DMG-2a 219.
- Beads of Force
Misc, DMG-2a 215.
- Beaker of Plentiful Potions
Misc, DMG-2a 215.
- Beans
Bag, DMG-2a 214.
- Beastmask
Pr. 1 Illusion/Phantasm, Spheres: Animal, Druids-2 86.
- Beastspite
Pr. 2 Enchantment/Charm, Spheres: Animal, Druids-2 88.
- Beguiling
Rod, DMG-2a 205.
- Bells' Palette of Identity
Misc, Tome-2 133.
- Bestow Curse
Rev. Remove Curse, Pr. 3 Abjuration, Spheres: Protection, PH-2 213, PH-2a 271. Transmutation, PH-3 177. Rev. Remove Curse, Magic-User Abjuration, PH-1 78. Rev. Remove Curse, Cleric Abjuration, PH-1 47.
- Bigby's Clenched Fist
Wiz. 8 Evocation, PH-2 188, PH-2a 239. Magic-User Evocation, PH-1 89. Evocation, PH-3 178.
- Bigby's Crushing Hand
Evocation, PH-3 178. Wiz. 9 Evocation, PH-2 194, PH-2a 247. Magic-User Evocation, PH-1

All edition spells, items, and tables in alphabetical order

- 92.
- Bigby's Forceful Hand
Magic-User Evocation, PH-1 83. Evocation, PH-3 178. Wiz. 6 Evocation, PH-2 173, PH-2a 221.
- Bigby's Grasping Hand
Evocation, PH-3 178. Magic-User Evocation, PH-1 86. Wiz. 7 Evocation, PH-2 183, PH-2a 232.
- Bigby's Interposing Hand
Magic-User Evocation, PH-1 79. 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. Enchantment (Compulsion), PH-3 179.
- Black Circle, The
Rev. Great Circle, The, Pr. 6 Abjuration, Spheres: Sun, Tome-2 101.
- Black Veil
Powder, Tome-2 127.
- Blackmantle
Wiz. 6 Necromancy, Enchantment; Wiz Hbk-2 104.
- Blade Barrier
Cleric Evocation, PH-1 51. Pr. 6 Evocation, Spheres: Guardian, Creation; PH-2 227, PH-2a 288. Evocation, PH-3 179.
- Blasphemy
Evocation, PH-3 179.
- Blasting
Horn, DMG-2a 228.
- Blending
Robe, DMG-2a 235. Armor, DMG-2a 240.
- Bless
Enchantment (Compulsion), PH-3 180. Cleric Conjuraction/Summoning, PH-1 43. Pr. 1 Conjuraction/Summoning, Spheres: All, PH-2 198, PH-2a 252.
- Bless Water
Transmutation, PH-3 180.
- Blessed Abundance
Pr. 5 Conjuraction, Spheres: Creation, Tome-2 88.
- Blessed Warmth
Pr. 4 Alteration, Spheres: Sun, Tome-2 75.
- Blindness
Illusionist Illusion/Phantasm, PH-1 95. Wiz. 2 Illusion/Phantasm, PH-2 140, PH-2a 181.
- Blindness/Deafness
Transmutation, PH-3 180.
- Blink
Transmutation, PH-3 180. Wiz. 3 Alteration, PH-2 147, PH-2a 190. Magic-User Alteration, PH-1 72.
- Blinking
See Teleportation, Helm, DMG-2a 228. Ring, DMG-2a 198.
- Bloodstone's Frightful Joining
Wiz. 7 Necromancy, Tome-2 40.
- Bloodstone's Spectral Steed
Wiz. 6 Necromancy, Tome-2 37.
- Blur
Illusionist Illusion/Phantasm, PH-1 95. Wiz. 2 Illusion/Phantasm, PH-2 140, PH-2a 181. Illusion (Glamer), PH-3 181.
- Boat Movement
table DMG-2a 170.
- Boat, Folding
Misc, DMG-2a 215.
- Boccob's Blessed Book
Book, DMG-2a 216.
- Bodily Health
Manual, DMG-2a 231.
- Body Clock
Pr. 4 Alteration, Spheres: Time, Tome-2 75.
- Bone Club
Wiz. 3 Enchantment, Necromancy; Wiz Hbk-2 99.
- Bones, Bag of
See Bag of Bones, Misc, Tome-2 133.
- Books
Misc, DMG-2a 212.
- Books, Librams, Manuals, Tomes
Magic, table Tome-2 123.
- Boots
Misc, DMG-2a 213.
- Bountiful Spade
Misc, Druids-2 100.

All edition spells, items, and tables in alphabetical order

- Bow +1
Weapon, DMG-2a 242.
- Bowl Commanding Water Elementals
Misc, DMG-2a 217.
- Bowl of Watery Death
Misc, DMG-2a 217.
- Bracers of Brandishings
Misc, Tome-2 134.
- Bracers, Gloves, Hats, Robes
Magic, table Tome-2 123.
- Brachiation
Bracers, DMG-2a 218.
- Brandishings, Bracers of
See Bracers of Brandishings, Misc, Tome-2 134.
- Brazier Commanding Fire Elemental
Misc, DMG-2a 218.
- Brazier of Sleep Smoke
Misc, DMG-2a 218.
- Break Camp
Rev. Create Campsite, Pr. 3 Conjunction/Summoning, Spheres: Travelers, Tome-2 64.
- Break Enchantment
Abjuration, PH-3 181.
- Breath of Death
Rev. Breath of Life, Pr. 7 Necromantic, Spheres: Necromantic, Tome-2 105.
- Breath of Life
Pr. 7 Necromantic, Spheres: Necromantic, Tome-2 105.
- Brightness
Gem, DMG-2a 226.
- Brilliance
Helm, DMG-2a 227.
- Brooch of Number Numbing
Misc, Tome-2 134.
- Brooch of Shielding
Misc, DMG-2a 218.
- Bubbles
Horn, DMG-2a 228.
- Building
See Lyre of Building, Misc, DMG-2a 231.
- Bull's Strength
Transmutation, PH-3 181.
- Bureaucratic Wizardry
Ring, Tome-2 128.
- Burning Hands
Transmutation, PH-3 181. Magic-User Alteration, PH-1 64. Wiz. 1 Alteration, PH-2 131, PH-2a 170.
- Cacodemon
Magic-User Conjunction/Summoning, PH-1 86.
- Calculated THAC0s
table PH-2a 121. table DMG-2a 76.
- Call Lightning
Pr. 3 Alteration, Spheres: Weather, PH-2 209, PH-2a 266. Evocation, PH-3 182. Druid Alteration, PH-1 57.
- Call Upon Faith
Pr. 1 Invocation, Spheres: Summoning, Tome-2 51.
- Call Woodland Beings
Druid Conjunction/Summoning, PH-1 59. Pr. 4 Conjunction/Summoning, Spheres: Summoning, PH-2 216, PH-2a 274.
- Calm Animals
Enchantment (Compulsion), PH-3 182.
- Calm Chaos
Pr. 2 Enchantment/Charm, Spheres: Law, Tome-2 56.
- Calm Encounters
Enchantment (Compulsion), PH-3 182.
- Caltrops
Pr. 3 Evocation, Spheres: War, Tome-2 63.
- Camouflage
Spells Alteration, Elves-2-2 101.
- Cancellation
Rod, DMG-2a 205.
- Candle of Invocation
Misc, DMG-2a 218.
- Candles, Dusts, Ointments, Stones
Magic, table Tome-2 123.
- Cantrip
Wiz. 1 All, PH-2 131, PH-2a 171.
- Capacity
See Carrying Capacities of Animals, table PH-2a 105. See Stowage Capacity, table PH-2a 105. See Spell Book Capacities, table DMG-2a 62.
- Carpet of Flying
Misc, DMG-2a 218.
- Carrying Capacities of Animals
table PH-2a 105.

All edition spells, items, and tables in alphabetical order

- Cat's Grace
Transmutation, PH-3 182.
- Cause Blindness or Disease
Rev. Cure Blindness or Disease, Pr. 3 Abjuration, Spheres: Necromantic, PH-2 209, PH-2a 266.
- Cause Critical Wounds
Rev. Cure Critical Wounds, Pr. 5 Necromancy, Spheres: Healing, PH-2 222, PH-2a 282.
- Cause Critical Wounds
Rev. Cure Critical Wounds, Cleric Necromantic, PH-1 49. Rev. Cure Critical Wounds, Druid Necromantic, PH-1 62.
- Cause Disease
Rev. Cure Disease, Cleric Abjuration, PH-1 46. Rev. Cure Disease, Druid Necromantic, PH-1 57.
- Cause Fear
Necromancy, PH-3 182. Rev. Remove Fear, Cleric Abjuration, PH-1 44.
- Cause Light Wounds
Rev. Cure Light Wounds, Druid Necromantic, . Rev. Cure Light Wounds, Cleric Necromantic, PH-1 43. Rev. Cure Light Wounds, Pr. 1 Necromancy, Spheres: , PH-2 199, PH-2a 253.
- Cause Serious Wounds
Rev. Cure Serious Wounds, Druid Necromantic, PH-1 59. Rev. Fourth Level Spells, Cleric Necromantic, PH-1 48. Rev. Cure Serious Wounds, Pr. 4 Necromancy, Spheres: Healing, PH-2 217, PH-2a 275.
- Censer Controlling Air Elementals
Misc, DMG-2a 219.
- Censer of Summoning Hostile Air Elementals
Misc, DMG-2a 219.
- Chain Contingency
Wiz. 9 Evocation, Tome-2 45.
- Chain Lightning
Evocation, PH-3 182. Wiz. 6 Evocation, PH-2 173, PH-2a 221.
- Chameleon Power
Ring, DMG-2a 198.
- Champion's Strength
Pr. 5 Alteration, Spheres: Law, Tome-2 88.
- Chance
See Frequency and Chance of Wilderness Encounters, table DMG-2a 138.
- Chance of Getting Hopelessly Lost
table DMG-2a 172.
- Chance to Hear Noise by Race
table DMG-2a 175.
- Change of Random Effects of Alteration Spells in Outer Planestable Wiz Hbk-2 78.
- Change Self
Illusion (Glamer), PH-3 183. Illusionist Illusion/Phantasm, PH-1 94. Wiz. 1 Illusion/Phantasm, PH-2 132, PH-2a 171.
- Changestaff
Transmutation, PH-3 183. Pr. 7 Evocation, Enchantment; Spheres: Plant, Creation; PH-2 231, PH-2a 292.
- Chant
Cleric Conjuration/Summoning, PH-1 45. Pr. 2 Conjuration/Summoning, Spheres: Combat, PH-2 203, PH-2a 258.
- Chaos
Illusionist Enchantment/Charm, PH-1 98. Wiz. 5 Enchantment/Charm, PH-2 166, PH-2a 210.
- Chaos Hammer
Evocation, PH-3 183.
- 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.
- Character Encumbrance
table PH-2a 103.
- Character Saving Throws
table DMG-2a 92. table PH-2a 134.
- Chariot Of Sustarre
Druid Evocation, PH-1 63. Pr. 7 Evocation, Spheres: Elemental (Fire), Creation; PH-2 231, PH-2a 294.
- Charisma
table PH-2a 25.
- Charm Monster
Magic-User Enchantment/Charm, PH-1 75. Wiz. 4 Enchantment/Charm, PH-2 154, PH-2a 198. Enchantment (Charm), PH-3 183.

All edition spells, items, and tables in alphabetical order

- Charm Person**
Magic-User Enchantment/Charm, PH-1 65. Enchantment (Charm), PH-3 183. Wiz. 1 Enchantment/Charm, PH-2 132, PH-2a 171.
- Charm Person or Animal**
Druid Enchantment/Charm, PH-1 55. Enchantment (Charm), PH-3 183.
- Charm Person or Mammal**
Pr. 2 Enchantment/Charm, Spheres: Animal, PH-2 203, PH-2a 258.
- Charm Plants**
Magic-User Enchantment/Charm, PH-1 87. Wiz. 7 Enchantment/Charm, PH-2 183, PH-2a 232.
- Charming**
Eyes, DMG-2a 224. See Harp of Charming, Misc, DMG-2a 227.
- Chill Metal**
Rev. Heat Metal, Pr. 2 Alteration, Spheres: Elemental (Fire), PH-2 205, PH-2a 261. Transmutation, PH-3 183. Rev. Heat Metal, Druid Alteration, PH-1 56.
- Chill Touch**
Necromancy, PH-3 184. Wiz. 1 Necromancy, PH-2 132, PH-2a 172.
- Chime of Hunger**
Misc, DMG-2a 219.
- Chime of Interruption**
Misc, DMG-2a 219.
- Chime of Opening**
Misc, DMG-2a 219.
- Choke**
Wiz. 2 Necromancy, Conjuraton/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.
- Chromatic Orb Effects**
table Wiz Hbk-2 96.
- Circle of Death**
Necromancy, PH-3 184.
- Circle of Doom**
Necromancy, PH-3 184.
- 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**
Divination, PH-3 184. Potion, DMG-2a 191. Wiz. 3 Divination, PH-2 147, PH-2a 190. Magic-User Divination, PH-1 72.
- Clairvoyance**
Potion, DMG-2a 192. Magic-User Divination, PH-1 73. Wiz. 3 Divination, PH-2 147, PH-2a 190. See Clairaudience, Divination, PH-3 184.
- Class**
See Class Restrictions, table DMG-2a 34.
- Class Ability Minimums**
table PH-2a 35.
- Class Restrictions**
table DMG-2a 34.
- Claw's of the Umber Hulk**
Wiz. 6 Alteration, Tome-2 38.
- Clear Path**
Pr. 5 Alteration, Spheres: Travelers, Tome-2 89.
- Clear Thought**
Tome, DMG-2a 240.
- Climbing**
See Swimming and Climing, Gauntlets, DMG-2a 225. Rope, DMG-2a 237. See Spider Climbing, Slippers, DMG-2a 238. See Rates of Climbing, table PH-2a 163. See Base Climbing Success Rates, table PH-2a 161. Potion, DMG-2a 192.
- Climbing Modifiers**
table PH-2a 161.
- Cloak of Bravery**
Pr. 4 Conjuraton/Summoning, Spheres: Charm, PH-2 216, PH-2a 274.
- Cloak of Chaos**
Abjuration, PH-3 184.
- Cloak of Fear**
Rev. Cloak of Bravery, Pr. 4 Conjuraton/Summoning, Spheres: Charm, PH-2 216, PH-2a 274.
- Cloak of the Beasts**
Misc, Druids-2 100.
- Clone**
Necromancy, PH-3 184. Wiz. 8 Necromancy, PH-2 189, PH-2a 240. Magic-User

All edition spells, items, and tables in alphabetical order

- Necromantic, PH-1 89.
- Cloud of Purification
Pr. 5 Evocation, Spheres: Elemental (Air), Elemental (Water); Tome-2 89.
- Cloudkill
Conjuration (Creation), PH-3 185. Magic-User Evocation, PH-1 79.
- Cloudscape
Pr. 5 Alteration, Spheres: Weather, Druids-2 93.
- Clumsiness
Ring, DMG-2a 198.
- Clutter Path
Rev. Clear Path, Pr. 5 Alteration, Spheres: Travelers, Tome-2 89.
- Coagulation
Powder, Tome-2 127.
- Cold
See Protection from Cold, Scroll, DMG-2a 197.
- Collapsing
Horn, DMG-2a 228.
- Color Spray
Illusion (Pattern), PH-3 185. Wiz. 1 Alteration, PH-2 132, PH-2a 172. Illusionist Alteration, PH-1 94.
- Colossal Excavation
Spade, DMG-2a 238.
- Combat Modifiers
table PH-2a 120. table DMG-2a 74.
- Combat Value Used
table DMG-2a 33.
- Combine
Pr. 1 Evocation, Spheres: All, PH-2 198, PH-2a 252.
- Command
Cleric Enchantment/Charm, PH-1 43. Pr. 1 Enchantment/Charm, Spheres: Charm, PH-2 199, PH-2a 252. Enchantment (Compulsion), PH-3 185. Staff, DMG-2a 207. Armor, DMG-2a 241.
- Command Plants
Enchantment (Charm), PH-3 186.
- Common Individual Awards
table DMG-2a 70.
- Common Wages
table DMG-2a 150.
- Commune
Divination, PH-3 186. Pr. 5 Divination, Spheres: Divination, PH-2 222, PH-2a 281. Cleric Divination, PH-1 49.
- Commune with Nature
Pr. 5 Divination, Spheres: Divination, Elemental; PH-2 222, PH-2a 281. Divination, PH-3 186. Druid Divination, PH-1 60.
- Comprehend Languages
Magic-User Alteration, PH-1 65. Divination, PH-3 186. Wiz. 1 Alteration, PH-2 133, PH-2a 172.
- Comprehending Languages and Reading Magic Helm, DMG-2a 227.
- Compulsive Order
Pr. 4 Enchantment/Charm, Spheres: Law, Tome-2 76.
- Cond of Cold
Magic-User Evocation, PH-1 79.
- Conduit
Spells Enchantment, Invocation; Elves-2-2 102.
- Cone of Cold
Evocation, PH-3 186. Wiz. 5 Evocation, PH-2 166, PH-2a 212.
- Conformance
Pr. Quest Conjuration/Summoning, Invocation; Spheres: Law, Tome-2 113.
- Confuse Languages
Rev. Comprehend Languages, Magic-User Alteration, PH-1 65. Rev. Comprehend Languages, Wiz. 1 Alteration, PH-2 133, PH-2a 172.
- Confusion
Magic-User Enchantment/Charm, PH-1 76. Enchantment (Compulsion), PH-3 186. Illusionist Enchantment/Charm, PH-1 97. Wiz. 4 Enchantment/Charm, PH-2 154, PH-2a 198. Pr. 7 Enchantment/Charm, Spheres: Charm, PH-2 231, PH-2a 294. Druid Enchantment/Charm, PH-1 63.
- Conjuration
Wand, DMG-2a 210.
- Conjure Animals
Pr. 6 Conjuration/Summoning, Spheres: Summoning, PH-2 227, PH-2a 288. Wiz. 6 Conjuration/Summoning, PH-2 174, PH-2a 221. Cleric Conjuration/Summoning, PH-1 51. Illusionist Conjuration/Summoning, PH-1 99.

All edition spells, items, and tables in alphabetical order

- Conjure Earth Elemental
Druid Conjuraction/Summoning, PH-1 63. Pr. 7 Conjuraction/Summoning, Spheres: Elemental (Earth), Summoning; PH-2 232, PH-2a 294.
- Conjure Elemental
Wiz. 5 Conjuraction/Summoning, PH-2 166, PH-2a 212. Magic-User Conjuraction/Summoning, PH-1 79.
- Conjure Fire Elemental
Pr. 6 Conjuraction/Summoning, Spheres: Elemental (Fire), PH-2 227, PH-2a 288. Druid Conjuraction/Summoning, PH-1 61.
- Conjure Spell Components
Wiz. 1 Conjuraction/Summoning, Tome-2 17.
- Conjuration Results
table Wiz Hbk-2 110.
- Consecrate
Evocation, PH-3 187.
- Consequence
Pr. 5 Divination, Spheres: Numbers, Divination; Tome-2 89.
- Constitution Saving Throw Bonuses
table PH-2a 28.
- Constitution
table PH-2a 21.
- Constriction
Rope, DMG-2a 237.
- Contact Other Plane
Divination, PH-3 187. Magic-User Divination, PH-1 80. Wiz. 5 Divination, PH-2 167, PH-2a 212.
- Contagion
Necromancy, PH-3 187. Wiz. 4 Necromancy, PH-2 155, PH-2a 199.
- Contaminate Water
Rev. Purify Water, Druid Alteration, PH-1 55.
- Contingency
Evocation, PH-3 187. Wiz. 6 Evocation, PH-2 174, PH-2a 221.
- Continual Darkness
Rev. Continual Light, Cleric Alteration, PH-1 46. Illusionist Alteration, PH-1 96.
- Continual Flame
Evocation (Light), PH-3 188.
- Continual Light
Illusionist Alteration, PH-1 96. Wiz. 2 Alteration, PH-2 140, PH-2a 181. Pr. 3 Alteration, Spheres: Sun, PH-2 209, PH-2a 266. Cleric Alteration, PH-1 46. Magic-User Alteration, PH-1 69.
- Contrariness
Ring, DMG-2a 200.
- Control
See Animal Control, Potion, DMG-2a 191. See Undead Control, Potion, DMG-2a 195. See Plant Control, Potion, DMG-2a 194. See Dragon Control, Potion, DMG-2a 192. See Giant Control, Potion, DMG-2a 193. See Human Control, Potion, DMG-2a 193. See Mammal Control, Ram, DMG-2a 201.
- Control Plants
Transmutation, PH-3 188.
- Control Temperature, 10 Foot Radius
Pr. 4 Alteration, Spheres: Weather, PH-2 216, PH-2a 275.
- Control Temperature, 10' Radius
Druid Alteration, PH-1 59.
- Control Undead
Wiz. 7 Necromancy, PH-2 183, PH-2a 232. Necromancy, PH-3 188.
- Control Water
Transmutation, PH-3 188.
- Control Weather
Pr. 7 Alteration, Spheres: Weather, PH-2 232, PH-2a 294. Transmutation, PH-3 188. Magic-User Alteration, PH-1 83. Cleric Alteration, PH-1 52. Wiz. 6 Alteration, PH-2 174, PH-2a 222. Druid Alteration, PH-1 63.
- Control Winds
Transmutation, PH-3 189. Pr. 5 Alteration, Spheres: Weather, PH-2 222, PH-2a 282. Druid Alteration, PH-1 60.
- Controlling Earth Elementals
Stone, DMG-2a 239.
- Copy
Wiz. 1 Evocation, Wiz Hbk-2 95.
- Corpse Visage
Wiz. 1 Illusion, Necromancy; Wiz Hbk-2 96.
- Corridors
Wand, Tome-2 131.
- Couldkill
Wiz. 5 Evocation, PH-2 166, PH-2a 212.
- Courage
Pr. 1 Enchantment/Charm, Spheres: War, Tome-2 52.

All edition spells, items, and tables in alphabetical order

- Cover and Concealment Modifiers
table PH-2a 132.
- Cover and Concealment Modifiers
table DMG-2a 88.
- Crawlbane
Herbal Ointment, Druids-2 105.
- 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. Cleric Alteration, PH-1 46.
- Create Food and Water
Conjunction (Creation), PH-3 189.
- Create Greater Undead
Necromancy, PH-3 189.
- Create Holy Symbol
Pr. 2 Conjunction, Spheres: Creation, Tome-2 57.
- Create Water
Druid Alteration, PH-1 56. Cleric Alteration, PH-1 43. Conjunction (Creation), PH-3 189. Pr. 1 Alteration, Spheres: Elemental (water), PH-2 199, PH-2a 253.
- Creature Experience Point Values
table DMG-2a 69.
- Creature THAC0
table DMG-2a 76.
- Creeping Doom
Conjunction (Summoning), PH-3 190. Pr. 7 Conjunction/Summoning, Spheres: Animal, Summoning; PH-2 232, PH-2a 295. Druid Conjunction/Summoning, PH-1 63.
- Crossbow of Accuracy, +3
Weapon, DMG-2a 242.
- Crossbow of Distance
Weapon, DMG-2a 242.
- Crossbow of Speed
Weapon, DMG-2a 242.
- Crushing Walls
Pr. 6 Enchantment, Spheres: Wards, Tome-2 98.
- Crystal Ball
Misc, DMG-2a 220.
- Crystalbrittle
Wiz. 9 Alteration, PH-2 194, PH-2a 247.
- Crystall Hypnosis Ball
Misc, DMG-2a 221.
- Cube of Frost Resistance
Misc, DMG-2a 221.
- Cubic Gate
Misc, DMG-2a 221.
- Curdled Death
Oil, Tome-2 125.
- Cure Blindness
Cleric Abjuration, PH-1 46.
- Cure Blindness or Disease
Pr. 3 Abjuration, Spheres: Necromantic, PH-2 209, PH-2a 266.
- Cure Critical Wounds
Druid Necromantic, PH-1 62. Pr. 5 Necromancy, Spheres: Healing, PH-2 222, PH-2a 282. Cleric Necromantic, PH-1 49. Conjunction (Healing), PH-3 190.
- Cure Disease
Cleric Abjuration, PH-1 46. Druid Necromantic, PH-1 57.
- Cure Light Wounds
Druid Necromantic, . Pr. 1 Necromancy, Spheres: , PH-2 199, PH-2a 253. Cleric Necromantic, PH-1 43.
- Cure Minor Wounds
Conjunction (Healing), PH-3 190.
- Cure Moderate Wounds
Conjunction (Healing), PH-3 190.
- Cure Serious Wounds
Druid Necromantic, PH-1 59. Pr. 4 Necromancy, Spheres: Healing, PH-2 217, PH-2a 275. Conjunction (Healing), PH-3 190.
- Curing
Staff, DMG-2a 207.
- Currency
See Standard Exchange Rates, table PH-2a 89.
- Curse
Rev. Bless, Cleric Conjunction/Summoning, PH-1 43. Rev. Bless, Pr. 1 Conjunction/Summoning, Spheres: All, PH-2 198, PH-2a 252.
- Curse Water
Transmutation, PH-3 190.
- Curses
See Flask of Curses, Misc, DMG-2a 225.
- Daern's Instant Fortress
Misc, DMG-2a 221.

All edition spells, items, and tables in alphabetical order

- Dagger +2, Longtooth
Weapon, DMG-2a 242.
- Dagger of Throwing
Weapon, DMG-2a 242.
- Dagger of Venom
Weapon, DMG-2a 243.
- Damage
See Suggested Maximum Damage of Spells By Level, table Wiz Hbk-2 24.
- Dancing
Boots, DMG-2a 216.
- Dancing Lights
Evocation (Light), PH-3 190. Illusionist Alteration, PH-1 94. Magic-User Alteration, PH-1 65.
- Dark
See Optional Degrees of Darkness, table DMG-2a 161.
- Darkness
Rev. Light, Pr. 1 Alteration, Spheres: Sun, PH-2 201, PH-2a 255. Rev. Light, Cleric Alteration, PH-1 44. Evocation, PH-3 190. Illusionist Alteration, PH-1 94.
- Darkness, 15' Radius
Wiz. 2 Alteration, PH-2 140, PH-2a 181. Magic-User Alteration, PH-1 69.
- Darkvision
Transmutation, PH-3 190.
- Darkweed
Herbal Ointment, Druids-2 105.
- Darts of Homing
Weapon, DMG-2a 243.
- Daylight
Evocation, PH-3 191.
- Daze
Enchantment (Compulsion), PH-3 191.
- Dead Man's Eyes
Wiz. 6 Necromancy, Wiz Hbk-2 105.
- Deafness
Illusionist Illusion/Phantasm, PH-1 95. Wiz. 2 Illusion/Phantasm, PH-2 140, PH-2a 181.
- Death
Scarab, DMG-2a 237.
- Death Fog
Wiz. 6 Alteration, Evocation; PH-2 175, PH-2a 222.
- Death Knell
Necromancy, PH-3 191.
- Death Recall
Wiz. 2 Necromancy, Divination; Wiz Hbk-2 97.
- Death Spell
Magic-User Conjunction/Summoning, PH-1 83. Wiz. 6 Necromancy, PH-2 175, PH-2a 222.
- Death Ward
Necromancy, PH-3 191.
- Deathmock
Herbal Tea, Druids-2 105.
- Deathwatch
Necromancy, PH-3 191.
- Decanter of Endless Water
DMG-2a 221.
- Deck of Illusions
Misc, DMG-2a 221.
- Deck of Many Things
Misc, DMG-2a 222. table DMG-2a 222.
- Deeper Darkness
Evocation, PH-3 191.
- Deeppockets
Wiz. 2 Alteration, Enchantment; PH-2 140, PH-2a 182.
- Defense
Bracers, DMG-2a 218. See Defense, Bracers, DMG-2a 218.
- Defenselessness
Bracers, DMG-2a 218. See Defenselessness, Bracers, DMG-2a 218.
- Defensive Harmony
Pr. 4 Enchantment/Charm, Spheres: Law, Tome-2 77.
- Defile
Rev. Sanctify, Pr. 2 Conjunction/Summoning, Spheres: , Tome-2 62.
- Defoliate
Wiz. 8 Necromancy, Wiz Hbk-2 106.
- Delay Death
Wiz. 3 Enchantment, Necromancy; Wiz Hbk-2 99.
- Delay Poison
Conjunction (Healing), .
- Delayed Blast Fire Ball
Magic-User Evocation, PH-1 87.

All edition spells, items, and tables in alphabetical order

- Delayed Blast Fireball
Wiz. 7 Evocation, PH-2 183, PH-2a 233. Evocation, PH-3 191.
- Delude
Wiz. 3 Alteration, PH-2 148, PH-2a 190.
- Delusion
Potion, DMG-2a 192. Ring, DMG-2a 200.
- Demand
Wiz. 8 Evocation, Enchantment/Charm; PH-2 189, PH-2a 240. Enchantment (Compulsion), PH-3 191.
- Demi-Shadow Magic
Illusionist Illusion/Phantasm, PH-1 99.
- Demi-Shadow Monsters
Illusionist Illusion/Phantasm, PH-1 98.
- Demishadow Magic
Wiz. 6 Illusion/Phantasm, PH-2 175, PH-2a 223.
- Demishadow Monsters
Wiz. 5 Illusion/Phantasm, PH-2 167, PH-2a 213.
- Desecrate
Evocation, PH-3 192.
- Destroy Water
Rev. Create Water, Pr. 1 Alteration, Spheres: Elemental (water), PH-2 199, PH-2a 253. Rev. Create Water, Cleric Alteration, PH-1 43.
- Destruction
Rev. Resurrection, Pr. 7 Necromancy, Spheres: Necromantic, PH-2 235, PH-2a 298. Necromancy, PH-3 192. Rev. Resurrection, Cleric Necromantic, PH-1 53.
- Detect Animal Attacker
Pr. 4 Divination, Spheres: Animal, Druids-2 90.
- Detect Animals or Plants
Divination, PH-3 192.
- Detect Chaos
Divination, PH-3 192.
- Detect Charm
Pr. 2 Divination, Spheres: Divination, PH-2 , PH-2a 259. Cleric Divination, PH-1 45.
- Detect Disease
Wiz. 1 Divination, Wiz Hbk-2 97.
- Detect Evil
Wiz. 2 Divination, PH-2 140, PH-2a 182. Cleric Divination, PH-1 44. Pr. 1 Divination, Spheres: All, PH-2 199, PH-2a 253. Wiz. 2 Divination, Wiz Hbk-2 98. Divination, PH-3 192. Magic-User Divination, PH-1 69.
- Detect Good
Rev. Detect Evil, Wiz. 2 Divination, PH-2 140, PH-2a 182. Divination, PH-3 193. Rev. Detect Evil, Cleric Divination, PH-1 44. Rev. Detect Evil, Magic-User Divination, PH-1 69. Rev. Detect Evil, Pr. 1 Divination, Spheres: All, PH-2 199, PH-2a 253.
- Detect Illusion
Illusionist Divination, PH-1 94.
- Detect Invisibility
Illusionist Divination, PH-1 94. Wiz. 2 Divination, PH-2 141, PH-2a 182. Magic-User Divination, PH-1 69.
- Detect Law
Divination, PH-3 193.
- Detect Lie
Pr. 4 Divination, Spheres: Divination, PH-2 217, PH-2a 275. Cleric Divination, PH-1 48.
- Detect Magic
Illusionist Divination, PH-1 95. Wiz. 1 Divination, PH-2 133, PH-2a 172. Universal, PH-3 193. Pr. 1 Divination, Spheres: Divination, PH-2 199, PH-2a 253. Cleric Divination, PH-1 44. Magic-User Divination, PH-1 65. Druid Divination, PH-1 54.
- Detect Poison
Divination, PH-3 193.
- 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 Secret Doors
Divination, PH-3 193.
- Detect Snares & Pits
Druid Divination, PH-1 54. Pr. 1 Divination, Spheres: Divination, PH-2 200, PH-2a 254.
- Detect Snares and Pits
Divination, PH-3 194.
- Detect Thoughts
Divination, PH-3 194.
- Detect Undead
Divination, PH-3 194. Wiz. 1 Divination, Necromancy; PH-2 133, PH-2a 173.
- Detection
See Metal and Mineral Detection, Wand,

All edition spells, items, and tables in alphabetical order

- DMG-2a 211. See Lens of Detection, DMG-2a 230. See Proof Against Detection and Location, Amulet, DMG-2a 213. See Enemy Detection, Wand, DMG-2a 210. See Secret Door and Trap Location, Wand, DMG-2a 212. See Magic Detection, Wand, DMG-2a 211.
- Devouring**
Bag, DMG-2a 214.
- Dexterity**
table PH-2a 20. See Thieving Skill Dexterity Adjustments, table PH-2a 54. Gauntlets, DMG-2a 225.
- Dictum**
Evocation, PH-3 194.
- Dig**
Magic-User Evocation, PH-1 76. 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. Magic-User Alteration, PH-1 76.
- Dimensional Anchor**
Abjuration, PH-3 195.
- Dimensional Door**
Transmutation, PH-3 195.
- Dimensional Folding**
Pr. 4 Alteration, Spheres: Numbers, Tome-2 77.
- Diminish Plants**
Transmutation, PH-3 195.
- Diminution**
Potion, DMG-2a 192.
- Disappearance**
Dust, DMG-2a 223.
- Disbelief**
Pr. 6 Enchantment/Charm, Spheres: Thought, Tome-2 99.
- Discern Lies**
Divination, PH-3 195.
- Discern Location**
Divination, PH-3 195.
- Disenchantment**
Oil, DMG-2a 193.
- Disguise**
Pr. 5 Illusion/Phantasm, Spheres: War, Tome-2 90. See Hat of Disguise, Misc, DMG-2a 227.
- Disintegrate**
Wiz. 6 Alteration, PH-2 175, PH-2a 223. Transmutation, PH-3 195.
- Disintegration**
Magic-User Alteration, PH-1 83.
- Dismiss Earth Elemental**
Rev. Conjure Earth Elemental, Pr. 7 Conjunction/Summoning, Spheres: Elemental (Earth), Summoning; PH-2 232, PH-2a 294.
- Dismiss Fire Elemental**
Rev. Conjure Earth Elemental, Druid Conjunction/Summoning, PH-1 63. Rev. Conjure Fire Elemental, Pr. 6 Conjunction/Summoning, Spheres: Elemental (Fire), PH-2 227, PH-2a 288. Rev. Conjure Fire Elemental, Druid Conjunction/Summoning, PH-1 61.
- Dismissal**
Wiz. 5 Abjuration, PH-2 167, PH-2a 213. Abjuration, PH-3 196.
- Dispel Chaos**
Abjuration, PH-3 196.
- Dispel Evil**
Cleric Abjuration, PH-1 49. Abjuration, PH-3 196. Pr. 5 Abjuration, Spheres: Protection, Summoning; PH-2 222, PH-2a 282.
- Dispel Exhaustion**
Illusionist Illusion/Phantasm, PH-1 97.
- Dispel Good**
Rev. Dispel Evil, Pr. 5 Abjuration, Spheres: Protection, Summoning; PH-2 222, PH-2a 282. Abjuration, PH-3 196. Rev. Dispel Evil, Cleric Abjuration, PH-1 49.
- Dispel Illusion**
Illusionist Abjuration, PH-1 96.
- Dispel Magic**
Magic-User Abjuration, PH-1 73. Wiz. 3 Abjuration, PH-2 148, PH-2a 191. Pr. 3 Abjuration, Spheres: Protection, PH-2 210, PH-2a 267. Cleric Abjuration, PH-1 47. Druid Abjuration, PH-1 59.
- Dispell Law**
Abjuration, PH-3 196.
- Displacement**
Illusion (Glamer), PH-3 197. Cloak, DMG-2a 219.
- Disrupt Undead**
Necromancy, PH-3 197.

All edition spells, items, and tables in alphabetical order

- Dissension's Feast
Pr. 2 Enchantment/Charm, Spheres: , Tome-2 57.
- Distance
See Encounter Distance, table DMG-2a 139.
- Distance Distortion
Magic-User Alteration, PH-1 80. Wiz. 5 Alteration, PH-2 167, PH-2a 213.
- Distortion
Rod, Tome-2 130.
- Divination
Pr. 4 Divination, Spheres: Divination, PH-2 217, PH-2a 275. Divination, PH-3 197. Cleric Divination, PH-1 48.
- Divination Enhancement
Wiz. 4 Evocation, Tome-2 28.
- Divine Favor
Evocation, PH-3 197.
- Divine Inspiration
Pr. 7 Divination, Spheres: Thought, Divination; Tome-2 106.
- Divine Power
Evocation, PH-3 197.
- Divining Rod
Wiz. 1 Divination, Enchantment; Wiz Hbk-2 97.
- Djinni Summoning
Ring, DMG-2a 200.
- Dominate Animal
Enchantment (Compulsion), PH-3 197.
- Dominate Monster
Enchantment (Compulsion), PH-3 197.
- Dominate Person
Enchantment (Compulsion), PH-3 197.
- Domination
Wiz. 5 Enchantment/Charm, PH-2 168, PH-2a 214.
- Doom
Enchantment (Compulsion), PH-3 198.
- Doubt
Rev. Leadership, Pr. 4 Enchantment/Charm, Alteration; Spheres: War, Tome-2 81.
- Dragon
See Protection from Dragon Breath, Scroll, DMG-2a 197.
- Dragon Control
Potion, DMG-2a 192.
- 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
Conjuration (Summoning), PH-3 198. Magic-User Conjuration/Summoning, PH-1 87. Wiz. 7 Conjuration/Summoning, PH-2 183, PH-2a 233.
- Dream
Illusion (Phantasm), PH-3 198. Wiz. 5 Invocation, Illusion/Phantasm; PH-2 168, PH-2a 214.
- Druid's Yoke
Misc, Druids-2 100.
- Drums of Deafening
Misc, DMG-2a 223.
- Drums of Panic
Misc, DMG-2a 223.
- Dryness
Dust, DMG-2a 223.
- Dungeon Level
table DMG-2a 135.
- Duo-Dimension
Wiz. 7 Alteration, PH-2 184, PH-2a 233. Magic-User Alteration, PH-1 87.
- Duplicate
Wiz. 4 Conjuration, Wiz Hbk-2 101.
- Dust Devil
Pr. 2 Conjuration/Summoning, Spheres: Elemental (Air), PH-2 204, PH-2a 259.
- Dust to Water
Rev. Transmute Water to Dust, Wiz. 6 Alteration, PH-2 182, PH-2a 231. Rev. Transmute Water to Dust, Pr. 6 Alteration, Spheres: Elemental (Water), Elemental (Earth); PH-2 229, PH-2a 291.
- Dwarvenkind
Girdle, DMG-2a 226.
- Eagle
Misc, DMG-2a 224.
- Earth and Stone
Wand, DMG-2a 210.
- Earthmaw
Pr. 4 Alteration, Spheres: Elemental (earth),

All edition spells, items, and tables in alphabetical order

- Druids-2 91.
- Earthquake
Evocation, PH-3 198. Pr. 7 Alteration, Spheres: Elemental, 295, PH-2 233, PH-2a 295. Cleric Alteration, PH-1 52.
- Earthwrack
Pr. 6 Alteration, Spheres: Necromantic, Plant; Druids-2 95.
- Easy March
Pr. 5 Invocation, Spheres: Travelers, Tome-2 90.
- Effects of Witch's Curse
table Wiz Hbk-2 47.
- Efficacious Monster Ward
Pr. 3 Abjuration, Spheres: Wards, Tome-2 65.
- Efreeti Bottle
Misc, DMG-2a 224.
- Electricity
See Protection from Electricity, Scroll, DMG-2a 197.
- Element Transmogrification
Wand, Tome-2 131.
- Elemental Aura
Wiz. 9 Abjuration, Evocation; Tome-2 46.
- Elemental Command
Ring, DMG-2a 200.
- Elemental Control
Potion, Tome-2 125.
- Elemental Forbiddance
Pr. 5 Abjuration, Spheres: Wards, Elemental (Air), Elemental (Water), Elemental (Fire), Elemental (Earth); Tome-2 91.
- Elemental Invulnerability
Oil, DMG-2a 194.
- Elemental Metamorphosis
Ring, Tome-2 128.
- Elemental Plane Invulnerability
Oil, Tome-2 127.
- Elemental Swarm
Pr. Quest Conjuraton/Summoning, Spheres: Elemental, Summoning; Tome-2 113.
- Elementals
See Censer Controlling Air Elementals, Misc, DMG-2a 219. See Controlling Earth Elementals, Stone, DMG-2a 239. See Censer of Summoning Hostile Air Elementals, Misc, DMG-2a 219. See Brazier Commanding Fire Elemental, Misc, DMG-2a 218. See Protection from Elementals, Scroll, DMG-2a 197. See Elemental Command, Ring, DMG-2a 200. See Bowl Commanding Water Elementals, Misc, DMG-2a 217.
- Elements
Staff, Tome-2 130.
- Elven Chain Mail
Armor, DMG-2a 241.
- Elvenkind
Boots, DMG-2a 216. Cloak, DMG-2a 219.
- Emotion
Illusionist Enchantment/Charm, PH-1 97. Enchantment/Compulsion, PH-3 199. Wiz. 4 Enchantment/Charm, PH-2 155, PH-2a 200.
- 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
Magic-User Conjuraton/Summoning, PH-1 83. Wiz. 6 Enchantment, Invocation; PH-2 175, PH-2a 223.
- Enchanted Weapon
Magic-User Alteration, PH-1 76. Wiz. 4 Enchantment, PH-2 157, PH-2a 200.
- Encounter Distance
table DMG-2a 139.
- Encounter Reactions
table DMG-2a 140.
- Encounters
See Frequency and Chance of Wilderness Encounters, table DMG-2a 138. See 2-20 Encounter Table, table DMG-2a 133.
- Encumbrance
See Character Encumbrance, table PH-2a 103.
- Endurance
Transmutation, PH-3 199.
- Endure Cold
Pr. 1 Alteration, Spheres: Protection, PH-2 200, PH-2a 254.
- Endure Elements
Abjuration, PH-3 199.

All edition spells, items, and tables in alphabetical order

- Endure Heat**
Rev. Endure Cold, Pr. 1 Alteration, Spheres: Protection, PH-2 200, PH-2a 254.
- Enemy Detection**
Wand, DMG-2a 210.
- Energy Drain**
Rev. Restoration, Pr. 7 Necromancy, Spheres: Necromantic, PH-2 235, PH-2a 298. Rev. Restoration, Cleric Necromantic, PH-1 53. Wiz. 9 Evocation, Necromancy; PH-2 194, PH-2a 247. Necromancy, PH-3 199.
- Enervation**
Wiz. 4 Necromancy, PH-2 157, PH-2a 200. Necromancy, PH-3 199.
- Enlarge**
Transmutation, PH-3 200. Wiz. 1 Alteration, PH-2 134, PH-2a 173. Magic-User Alteration, PH-1 65.
- Enraging Enemies**
Scarab, DMG-2a 237.
- Ensnarement**
Wiz. 6 Conjunction/Summoning, PH-2 176, PH-2a 224.
- Entangle**
Transmutation, PH-3 200. Pr. 1 Alteration, Spheres: Plant, PH-2 200, PH-2a 254. Druid Alteration, PH-1 54.
- Entanglement**
Rope, DMG-2a 237.
- Enthrall**
Pr. 2 Enchantment/Charm, Spheres: Charm, PH-2 204, PH-2a 259. Enchantment (Charm), PH-3 200.
- Entropic Shield**
Abjuration, PH-3 200.
- Equipment**
See Weapons, table PH-2a 94-95. table PH-2a 90-92.
- Equipment by Time Period**
table DMG-2a 53.
- Erase**
Wiz. 1 Alteration, PH-2 134, PH-2a 173. Magic-User Alteration, PH-1 65. Transmutation, PH-3 200.
- ESP**
Magic-User Divination, PH-1 70. Wiz. 2 Divination, PH-2 141, PH-2a 182. Potion, DMG-2a 192. Medallion, DMG-2a 232.
- Estate Transference**
Wiz. 9 Alteration, Tome-2 46.
- Ethereal Jaunt**
Transmutation, PH-3 200.
- Etherealness**
Oil, DMG-2a 194. Transmutation, PH-3 201.
- Etherwalk**
Pr. Quest Alteration, Spheres: Astral, Travelers; Tome-2 113.
- European Titles**
table DMG-2a 152.
- Evard's Black Tentacles**
Wiz. 4 Conjunction/Summoning, PH-2 157, PH-2a 200. Conjunction (Creation), PH-3 201.
- Eversmoking Bottle**
Misc, DMG-2a 224.
- Evil**
See Ultimate Evil, Talisman, DMG-2a 239.
- Evilness**
Rev. Goodness, Horn, DMG-2a 228.
- Exaction**
Pr. 7 Evocation, Alteration; Spheres: Charm, Summoning; PH-2 233, PH-2a 295.
- Exalted Deeds**
Book, DMG-2a 216.
- Exercise**
See Gainful Exercise, Manual, DMG-2a 231.
- Exorcise**
Cleric Abjuration, PH-1 48.
- Expeditious Retreat**
Transmutation, PH-3 202.
- Expenses**
See NPC Spell Costs, table DMG-2a 154. See Player Character Living Expenses, table DMG-2a 51.
- Experience**
See Creature Experience Point Values, table DMG-2a 69. See Individual Class Awards, table DMG-2a 70. See Common Individual Awards, table DMG-2a 70. See Wizard Experience Levels Beyond 20th, table Wiz Hbk-2 82. See Priest Experience Levels, table PH-2a 47. See Rogue Experience Levels, table PH-2a 53. See Warrior Experience Levels, table PH-2a 36. See Wizard Experience Levels, table PH-2a 42.

All edition spells, items, and tables in alphabetical order

- Explosive Runes**
Wiz. 3 Alteration, PH-2 148, PH-2a 191. Abjuration, PH-3 202. Magic-User Alteration, PH-1 73.
- Extension**
Amulet, Tome-2 132.
- Extension I**
Magic-User Alteration, PH-1 76. Wiz. 4 Alteration, PH-2 157, PH-2a 201.
- Extension II**
Magic-User Alteration, PH-1 80.
- Extension III**
Magic-User Alteration, PH-1 84. Wiz. 6 Alteration, PH-2 177, PH-2a 225.
- Extra Sensory Perception**
See ESP, Magic-User Divination, PH-1 70.
- Extra-Healing**
Potion, DMG-2a 192.
- 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**
Transmutation, PH-3 202. Wiz. 6 Enchantment/Charm, Illusion/Phantasm; PH-2 177, PH-2a 225.
- Eyes**
Misc, DMG-2a 213. Robe, DMG-2a 236.
- Fabricate**
Wiz. 5 Enchantment, Alteration; PH-2 168, PH-2a 214. Transmutation, PH-3 202.
- Faerie Fire**
Pr. 1 Alteration, Spheres: Weather, PH-2 200, PH-2a 254. Evocation, PH-3 202. Druid Alteration, PH-1 54.
- Faithfulness**
Phylactery, DMG-2a 234.
- Falling**
See Feather Falling, Ring, DMG-2a 201.
- False Seeing**
Rev. True Seeing, Cleric Divination, PH-1 50. Rev. True Seeing, Pr. 5 Divination, Spheres: Divination, PH-2 225, PH-2a 285.
- False Vision**
Illusion (Glamer), PH-3 202. Wiz. 5 Divination, PH-2 168, PH-2a 214.
- Familiars**
See Summoned Familiars, table Wiz Hbk-2 108.
- FanSee Wind Fan, Misc, DMG-2a 240.**
- 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.
- Far Reachings**
Amulet, Tome-2 132.
- Farm Random Events**
table Druids-2 23.
- Farm Rating**
table Druids-2 22.
- Fear**
Wiz. 4 Illusion/Phantasm, PH-2 157, PH-2a 201. Magic-User Illusion/Phantasm, PH-1 76. Necromancy, PH-3 203. Illusionist Illusion/Phantasm, PH-1 96. Wand, DMG-2a 210.
- Fear Contagion**
Pr. Quest Abjuration, Spheres: Charm, War; Tome-2 114.
- Fear Ward**
Wiz. 8 Abjuration, Wiz Hbk-2 106.
- Feather Fall**
Magic-User Alteration, PH-1 66. Wiz. 1 Alteration, PH-2 134, PH-2a 173. Transmutation, PH-3 203.
- Feather Falling**
Ring, DMG-2a 201.
- Feather Tokens**
See Quaal's Feather Tokens, Misc, DMG-2a 235.
- Feeblemind**
Wiz. 5 Enchantment/Charm, PH-2 168, PH-2a 215. Magic-User Enchantment/Charm, PH-1 80. Enchantment (Compulsion), PH-3 203. Druid Enchantment/Charm, PH-1 62.
- Feign Death**
Cleric Necromantic, PH-1 47. Wiz. 3 Necromancy, PH-2 149, PH-2a 191. Pr. 3

All edition spells, items, and tables in alphabetical order

- Necromancy, Spheres: Necromantic, PH-2 210, PH-2a 267. Druid Necromantic, PH-1 56. Magic-User Necromantic, PH-1 73.
- Femininity
Girdle, DMG-2a 226.
- Fields of Study
table DMG-2a 145.
- Fiendflower
Herbal Tea, Druids-2 106.
- Fiery Burning
Oil, DMG-2a 194.
- Figurines of Wondrous Powers
Misc, DMG-2a 224.
- Filter
Wiz. 2 Abjuration, Wiz Hbk-2 98.
- Find Familiar
Wiz. 1 Conjunction/Summoning, PH-2 134, PH-2a 174. Magic-User Conjunction/Summoning, PH-1 66.
- Find the Path
Pr. 6 Divination, Spheres: Divination, PH-2 227, PH-2a 288. Divination, PH-3 203. Cleric Divination, PH-1 51.
- Find Traps
Pr. 2 Divination, Spheres: Divination, PH-2 204, PH-2a 260. Cleric Divination, PH-1 45. Divination, PH-3 203.
- Finger of Death
Druid Enchantment/Charm, PH-1 64. Wiz. 7 Necromancy, PH-2 184, PH-2a 233. Necromancy, PH-3 203.
- Fire
See Flame Extinguishing, Wand, DMG-2a 210. See Protection from Fire, Scroll, DMG-2a 197. Wand, DMG-2a 210.
- Fire Aura
Wiz. 4 Abjuration, Wiz Hbk-2 101.
- Fire Breath
Potion, DMG-2a 192.
- Fire Burst
Wiz. 1 Alteration, Evocation; Tome-2 17.
- Fire Charm
Wiz. 4 Enchantment/Charm, PH-2 158, PH-2a 201. Magic-User Enchantment/Charm, PH-1 76.
- Fire Purge
Pr. 4 Abjuration, Spheres: Wards, Tome-2 78.
- Fire Quench
Rev. Fire Storm, Pr. 7 Evocation, Spheres: Elemental, Fire; PH-2 234, PH-2a 296. Rev. Fire Storm, Druid Evocation, PH-1 64.
- Fire Resistance
Ring, DMG-2a 201. Potion, DMG-2a 192.
- Fire Seeds
Pr. 6 Conjunction, Spheres: Elemental (Fire), PH-2 227, PH-2a 289. Conjunction (Creation), PH-3 204. Druid Conjunction, PH-1 62.
- Fire Shield
Magic-User Evocation, Alteration; PH-1 77. Wiz. 4 Evocation, Alteration; PH-2 158, PH-2a 201. Evocation, PH-3 204.
- Fire Storm
Pr. 7 Evocation, Spheres: Elemental, Fire; PH-2 234, PH-2a 296. Evocation, PH-3 205. Druid Evocation, PH-1 64.
- Fire Trap
Wiz. 4 Abjuration, Evocation; PH-2 158, PH-2a 201. Magic-User Evocation, PH-1 77. Pr. 2 Abjuration, Evocation; Spheres: Elemental (Fire), PH-2 204, PH-2a 260. Abjuration, PH-3 205. Druid Evocation, PH-1 56.
- Fireball
Wiz. 3 Evocation, PH-2 149, PH-2a 191. Evocation, PH-3 203. Magic-User Evocation, PH-1 73.
- Fireflow
Wiz. 3 Alteration, Tome-2 25.
- Fist of Stone
Wiz. 1 Alteration, Tome-2 17.
- Flailing
Rod, DMG-2a 205.
- Flame Arrow
Wiz. 3 Conjunction/Summoning, PH-2 149, PH-2a 192. Conjunction (Creation), PH-3 205. Magic-User Conjunction/Summoning, PH-1 73.
- Flame Blade
Pr. 2 Evocation, Spheres: Elemental (Fire), PH-2 205, PH-2a 260. Evocation, PH-3 205.
- Flame Extinguishing
Wand, DMG-2a 210.
- Flame Strike
Cleric Evocation, PH-1 49. Pr. 5 Evocation, Spheres: Combat, PH-2 223, PH-2a 282. Evocation, PH-3 205.

All edition spells, items, and tables in alphabetical order

- 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. Evocation, PH-3 206.
- Flare
Evocation, PH-3 206.
- Flask of Curses
Misc, DMG-2a 225.
- Flawlessness
Jewel, DMG-2a 230.
- Flesh to Stone
Transmutation, PH-3 206. Rev. Stone To Flesh, Magic-User Alteration, PH-1 86. Rev. Stone to Flesh, Wiz. 6 Alteration, PH-2 181, PH-2a 230.
- Fly Transmutation, PH-3 206. Wiz. 3 Alteration, PH-2 149, PH-2a 192. Magic-User Alteration, PH-1 73.
- Flying
See Winged, Boots, DMG-2a 217. See Carpet of Flying, Misc, DMG-2a 218. Broom, DMG-2a 218. See Levitation, Boots, DMG-2a 216. Potion, DMG-2a 192. See Wings of Flying, Misc, DMG-2a 240.
- Focus
Pr. 4 Invocation, Spheres: All, Tome-2 79.
- Fog
Horn, DMG-2a 228.
- Fog Cloud
Wiz. 2 Alteration, PH-2 141, PH-2a 183. Illusionist Alteration, PH-1 95. Conjunction (Creation), PH-3 206.
- Fool's Gold
Magic-User Alteration, PH-1 70.
- Fool's Speech
Wiz. 3 Alteration, Tome-2 25.
- Fools' Gold
Wiz. 2 Alteration, Illusion; PH-2 141, PH-2a 183.
- Forbiddance
Abjuration, PH-3 206. 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.
- Forecage
Evocation, PH-3 207.
- Foresight
Divination, PH-3 207. 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. Magic-User Enchantment/Charm, PH-1 70.
- Fortify
Pr. 4 Necromancy, Spheres: Healing, Tome-2 80.
- Fortifying Stew
Pr. 2 Necromancy, Spheres: Healing, Druids-2 88.
- Fortitude
Ring, Tome-2 129.
- Fortress
See Daern's Instant Fortress, Misc, DMG-2a 221.
- Foul Rotting
Periapt, DMG-2a 234.
- Fourth Level Spells
Cleric Necromantic, PH-1 48.
- Free Action
Ring, DMG-2a 201. Pr. 4 Abjuration, Enchantment; Spheres: Charm, PH-2 217, PH-2a 275.
- Freedom
Rev. Imprisonment, Wiz. 9 Abjuration, PH-2 195, PH-2a 248. Abjuration, PH-3 207. Rev. Imprisonment, Magic-User Abjuration, PH-1 92.
- Freedom of Movement
Abjuration, PH-3 207.
- Frequency and Chance of Wilderness Encounters
table DMG-2a 138.
- Friends
Wiz. 1 Enchantment/Charm, PH-2 134, PH-2a 174. Magic-User Enchantment/Charm, PH-1 66.
- Frisky Chest
Pr. 2 Enchantment/Charm, Spheres: Wards,

All edition spells, items, and tables in alphabetical order

- Tome-2 58.
- Frost
Wand, DMG-2a 211.
- Frost Resistance
See Cube of Frost Resistance, Misc, DMG-2a 221.
- Fumble
Wiz. 4 Enchantment/Charm, PH-2 158, PH-2a 202. Magic-User Enchantment/Charm, PH-1 77.
- Fumbling
Oil, DMG-2a 194. Gauntlets, DMG-2a 225.
- Gainful Conjunction
Libram, DMG-2a 230.
- Gainful Exercise
Manual, DMG-2a 231.
- Gas
See Protection from Gas, Scroll, DMG-2a 197.
- Gaseous Form
Potion, DMG-2a 192. Transmutation, PH-3 207.
- Gate
Pr. 7 Conjunction/Summoning, Spheres: Summoning, PH-2 234, PH-2a 296. Wiz. 9 Conjunction/Summoning, PH-2 195, PH-2a 248. Conjunction (Creation), Conjunction (Calling); PH-3 207. Cleric Conjunction/Summoning, PH-1 53. Magic-User Conjunction/Summoning, PH-1 92.
- Gaze Reflection
Illusionist Alteration, PH-1 94. Wiz. 1 Alteration, PH-2 135, PH-2a 174.
- Geas
Magic-User Enchantment/Charm, PH-1 84. Wiz. 6 Enchantment/Charm, PH-2 177, PH-2a 225.
- Geas/Quest
Enchantment (Compulsion), PH-3 208.
- Gem Table
table DMG-2a 181.
- Gem Variations
table DMG-2a 182.
- General Traits
table DMG-2a 156.
- Genie
See Djinni Summoning, Ring, DMG-2a 200.
- Genius
Pr. 4 Divination, Spheres: Thought, Tome-2 80.
- Gentle Repose
Necromancy, PH-3 208.
- Ghost Sound
Illusion (Figment), PH-3 209.
- Ghostroot
Herbal Vapor, Druids-2 106.
- Ghoul Touch
Necromancy, PH-3 209. Wiz. 2 Necromancy, Wiz Hbk-2 98.
- Giant Control
Potion, DMG-2a 193.
- Giant Insect
Pr. 4 Alteration, Spheres: Animal, PH-2 217, PH-2a 276.
- Giant Strength
Girdle, DMG-2a 226. Potion, DMG-2a 193.
- Giant Vermin
Transmutation, PH-3 209.
- Girdle of Giant Strength
table DMG-2a 226.
- Glasse
Magic-User Alteration, PH-1 84. Wiz. 6 Alteration, PH-2 177, PH-2a 225.
- Glassteel
Magic-User Alteration, PH-1 90. Wiz. 8 Alteration, PH-2 189, PH-2a 240.
- Glibness
Philter, DMG-2a 194.
- Glitterdust
Conjunction (Creation), PH-3 209. Wiz. 2 Conjunction/Summoning, PH-2 142, PH-2a 183.
- Globe of Invulnerability
Wiz. 6 Abjuration, PH-2 177, PH-2a 225. Abjuration, PH-3 209. Magic-User PH-1 84.
- Glorious Transformation
Wiz. 9 Alteration, Tome-2 47.
- Gloves
See Missile Snaring, Misc, DMG-2a 227.
- Glyph of Warding
Pr. 3 Abjuration, Evocation; Spheres: Guardian, PH-2 210, PH-2a 268. Abjuration, PH-3 209. Cleric Abjuration, Evocation; PH-1 47.

All edition spells, items, and tables in alphabetical order

- Golems
See Versus Golems, Scarab, DMG-2a 238.
Manual, DMG-2a 231.
- Good Luck
Stone, DMG-2a 239.
- Good, 10' Radius
ClericPH-1 49.
- Goodberry
Transmutation, PH-3 210. Pr. 2 Alteration,
Evocation; Spheres: Plant, PH-2 205, PH-2a
260.
- Goodness
Horn, DMG-2a 228.
- Gravity Variation
Pr. 6 Alteration, Spheres: War, Tome-2 100.
- Grease
Wiz. 1 Conjunction, PH-2 135, PH-2a 175.
Conjunction (Creation), PH-3 210.
- Great Circle, The
Pr. 6 Abjuration, Spheres: Sun, Tome-2 101.
- Greater Command
Enchantment (Compulsion), PH-3 210.
- Greater Dispelling
Abjuration, PH-3 210.
- Greater Glyph of Warding
Abjuration, PH-3 210.
- Greater Grove Powers
table Druids-2 114.
- Greater Magic Fang
Transmutation, PH-3 210.
- Greater Magic Weapon
Transmutation, PH-3 210.
- Greater Malison
Wiz. 4 Enchantment/Charm, Tome-2 29.
- Greater Planar Ally
Conjunction (Calling), PH-3 211.
- Greater Planar Binding
Conjunction (Calling), PH-3 211.
- Greater Restoration
Necromancy, PH-3 211.
- Greater Scrying
Divination, PH-3 211.
- Greater Shadow Conjunction
Illusion (Shadow), PH-3 211.
- Grenadelike Missile Effects
table DMG-2a 88.
- Grimoire
See Vacuous Grimoire, Misc, DMG-2a 240.
- Grounding
Pr. 5 Abjuration, Spheres: Wards, Tome-2 92.
- Group Mind
Pr. 6 Divination, Enchantment/Charm; Spheres:
Thought, Tome-2 101.
- Groves
See Greater Grove Powers, table Druids-2 114.
See Lesser Grove Powers, table Druids-2 112.
See Properties of Cursed Groves, table
Druids-2 115.
- Growth
Potion, DMG-2a 193.
- Guards and Wards
Abjuration, PH-3 211. Wiz. 6 Evocation,
PH-2 178, PH-2a 226. Magic-User Evocation,
Alteration, Enchantment/Charm; PH-1 84.
- Guidance
Divination, PH-3 211.
- Gunther's Kaleidoscopic Strike
Wiz. 8 Invocation/Evocation, Tome-2 43.
- Gust of Wind
Magic-User Alteration, PH-1 73. Wiz. 3 Alter-
ation, PH-2 149, PH-2a 192. Evocation, PH-3
212.
- Hallow
Evocation, PH-3 211.
- Hallucinatory Forest
Pr. 4 Illusion/Phantasm, Spheres: Plant, PH-2
218, PH-2a 276. Druid Illusion/Phantasm,
PH-1 59.
- Hallucinatory Terrain
Magic-User Illusion/Phantasm, PH-1 77. Illu-
sion (Glamer), PH-3 212. Wiz. 4 Illu-
sion/Phantasm, PH-2 158, PH-2a 202. Illu-
sionist Illusion/Phantasm, PH-1 96.
- Halo of Eyes
Wiz. 4 Abjuration, Conjunction; Wiz Hbk-2
101.
- Halt Undead
Necromancy, PH-3 212.
- Hammer +3, Dwarven Thrower
Weapon, DMG-2a 243.
- Hammer of Thunderbirds
Weapon, DMG-2a 243.

All edition spells, items, and tables in alphabetical order

- Harm**
Rev. Heal, Pr. 6 Necromancy, Spheres: Healing, PH-2 228, PH-2a 289. Necromancy, PH-3 212. Rev. Heal, Cleric Necromantic, PH-1 51.
- Harp of Charming**
Misc, DMG-2a 227.
- Haste**
Wiz. 3 Alteration, PH-2 149, PH-2a 192. Transmutation, PH-3 212. Magic-User Alteration, PH-1 74.
- Hat of Disguise**
Misc, DMG-2a 227.
- Hat of Stupidity**
Misc, DMG-2a 227.
- Hatch the Stone from the Egg**
Wiz. 7 Alteration, Enchantment, Evocation; Tome-2 40.
- Haunting**
Pipes, DMG-2a 234.
- Haversack**
See Heward's Handy Haversack, Misc, DMG-2a 228.
- Heal**
Conjuration (Healing), PH-3 213. Pr. 6 Necromancy, Spheres: Healing, PH-2 228, PH-2a 289. Cleric Necromantic, PH-1 51.
- Heal Mount**
Conjuration (Healing), PH-3 213.
- Healing**
Potion, DMG-2a 193.
- Healing Circle**
Conjuration (Healing), PH-3 213.
- Health**
Periapt, DMG-2a 234. See Bodily Health, Manual, DMG-2a 231.
- Health Blessing**
Pr. Quest Necromancy, Spheres: Healing, Necromantic; Tome-2 114.
- Hearing**
See Chance to Hear Noise by Race, table DMG-2a 175.
- Heartwood Cudgel**
Weapon, Druids-2 100.
- Heat Metal**
Transmutation, PH-3 213. Pr. 2 Alteration, Spheres: Elemental (Fire), PH-2 205, PH-2a 261. Druid Alteration, PH-1 56.
- Heath**
Elixir, DMG-2a 192.
- Height**
See Average Height and Weight, table PH-2a 33.
- Helms of Valor**
Items Armor, Elves-2-2 104.
- Helping Hand**
Pr. 3 Evocation, Spheres: Travelers, Tome-2 66. Evocation, PH-3 213.
- Herbmaster's Pouch**
Misc, Druids-2 100.
- Hero's Heart**
Powder, Tome-2 127.
- Heroes' Feast**
Evocation, PH-3 213. Pr. 6 Evocation, Spheres: Creation, PH-2 228, PH-2a 289.
- Heroism**
Potion, DMG-2a 193.
- Hesitation**
Pr. 2 Enchantment/Charm, Spheres: Time, Tome-2 59.
- Heward's Handy Haversack**
Misc, DMG-2a 228.
- Highway**
Pr. Quest Alteration, Evocation; Spheres: Travelers, Tome-2 114.
- Hit Dice Per Level**
table DMG-2a 33.
- Hit Dice Value Modifiers**
table DMG-2a 69.
- Hit Dice Vs. Immunity**
table DMG-2a 97.
- Hit Points of Items**
table DMG-2a 56.
- Hit Points Per Level Beyond 9th**
table DMG-2a 33.
- Hold Animal**
Enchantment (Compulsion), PH-3 214. Pr. 3 Enchantment/Charm, Spheres: Animal, PH-2 211, PH-2a 268. Druid Enchantment/Charm, PH-1 57.
- Hold Monster**
Enchantment (Compulsion), PH-3 214. Magic-User Enchantment/Charm, PH-1 80. Wiz. 5 Enchantment/Charm, PH-2 169, PH-2a 215.

All edition spells, items, and tables in alphabetical order

- Hold Person**
Cleric Enchantment/Charm, PH-1 45. Enchantment (Compulsion), PH-3 214. Pr. 2 Enchantment/Charm, Spheres: Charm, PH-2 205, PH-2a 261. Wiz. 3 Enchantment/Charm, PH-2 150, PH-2a 193. Magic-User Enchantment/Charm, PH-1 74.
- Hold Plant**
Pr. 4 Enchantment/Charm, Spheres: Plant, PH-2 218, PH-2a 276. Druid Enchantment/Charm, PH-1 59.
- Hold Portal**
Wiz. 1 Alteration, PH-2 135, PH-2a 175. Abjuration, PH-3 214. Magic-User Alteration, PH-1 66.
- Hold Undead**
Wiz. 3 Necromancy, PH-2 150, PH-2a 193.
- Holding**
Bag, DMG-2a 214.
- Hole**
See Portable Hole, Misc, DMG-2a 235.
- Holy Aura**
Abjuration, PH-3 214.
- Holy Smite**
Evocation, PH-3 214.
- Holy Sword**
Evocation, PH-3 215.
- Holy Word**
Evocation, PH-3 215. Cleric Conjunction/Summoning, PH-1 53. Pr. 7 Conjunction/Summoning, Spheres: Combat, PH-2 234, PH-2a 296.
- Hornblade**
Weapon, DMG-2a 243.
- 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.
- Horrid Wilting**
Necromancy, PH-3 215.
- Horse Quality**
table DMG-2a 54.
- Horse Traits**
table DMG-2a 55.
- Household items, Tools, Musical Instruments**
Magic, table Tome-2 124.
- Hovering Road**
Pr. 7 Conjunction/Summoning, Spheres: Travelers, Tome-2 106.
- Hovering Skull**
Wiz. 3 Necromancy, Wiz Hbk-2 99.
- Human Control**
Potion, DMG-2a 193.
- Human Influence**
Ring, DMG-2a 201.
- Humunculus Shield**
Wiz. 8 Evocation, Necromancy; Tome-2 44.
- Hunger**
Pr. 4 Alteration, Spheres: Animal, Plant; Druids-2 92. See Chime of Hunger, Misc, DMG-2a 219.
- Hushthorn**
Herbal Tea, Druids-2 106.
- Hypnotic Pattern**
Illusion (Pattern), PH-3 215. Wiz. 2 Illusion/Phantasm, PH-2 142, PH-2a 183. Illusionist Illusion/Phantasm, PH-1 95.
- Hypnotism**
Illusionist Enchantment/Charm, PH-1 95. Enchantment (Compulsion), PH-3 215. 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. Evocation, PH-3 216. Magic-User Evocation, PH-1 77.
- Idea**
Pr. 2 Divination, Spheres: Thought, Tome-2 59.
- Identify**
Wiz. 1 Divination, PH-2 135, PH-2a 175. Divination, PH-3 216. Magic-User Divination, PH-1 66.
- Illumination**
Wand, DMG-2a 211.
- Illusion**
Wand, DMG-2a 211. Dust, DMG-2a 223.
- Illusionary Script**
Wiz. 3 Illusion/Phantasm, PH-2 150, PH-2a

All edition spells, items, and tables in alphabetical order

193. Illusionist Illusion/Phantasm, PH-1 96.
- Illusionary Wall
Wiz. 4 Illusion/Phantasm, PH-2 159, PH-2a 202.
- Illusions
See Deck of Illusions, Misc, DMG-2a 221.
- Illusory Artillery
Pr. 5 Enchantment/Charm, Spheres: War, Tome-2 92.
- Illusory Fortification
Pr. 7 Illusion/Phantasm, Spheres: War, Tome-2 107.
- Illusory Script
Illusion (Phantasm), PH-3 216.
- Illustory Wall
Illusion (Figment), PH-3 216.
- Imago Interrogation
Pr. Quest Divination, Enchantment/Charm; Spheres: Astral, Divination, Time; Tome-2 116.
- Imbue with Spell Ability
Evocation, PH-3 216. Pr. 4 Enchantment, Spheres: Charm, PH-2 218, PH-2a 277.
- Impact
Oil, DMG-2a 194.
- Impending Permission
Pr. 5 Enchantment/Charm, Spheres: Law, Tome-2 92.
- Implosion
Evocation, PH-3 216.
- Implosion/Inversion
Pr. Quest Invocation, Spheres: Numbers, Combat; Tome-2 116.
- Imprisonment
Wiz. 9 Abjuration, PH-2 195, PH-2a 248. Magic-User Abjuration, PH-1 92. Abjuration, PH-3 217.
- Improved Invisibility
Wiz. 4 Illusion/Phantasm, PH-2 159, PH-2a 203. Illusionist Illusion/Phantasm, PH-1 97. Illusion (Glamer), PH-3 217.
- Improved Phantasmal Force
Wiz. 2 Illusion/Phantasm, PH-2 142, PH-2a 184. Illusionist Illusion/Phantasm, PH-1 95.
- Incendiary Cloud
Wiz. 8 Alteration, Evocation; PH-2 189, PH-2a 240. Conjunction (Creation), PH-3 217.
- Incendiary Cloud
Magic-User Alteration, Evocation; PH-1 90.
- Incense of Meditation
Misc, DMG-2a 229.
- Incense of Obsession
Misc, DMG-2a 230.
- Individual Class Awards
table DMG-2a 70.
- Ineffable Damnation
Libram, DMG-2a 231.
- Infinite Spells
Book, DMG-2a 216.
- Inflict Critical Wounds
Necromancy, PH-3 217.
- Inflict Light Wounds
Necromancy, PH-3 217.
- Inflict Minor Wounds
Necromancy, PH-3 217.
- Inflict Moderate Wounds
Necromancy, PH-3 217.
- Inflict Serious Wounds
Necromancy, PH-3 217.
- Infravision
Magic-User Alteration, PH-1 74. Wiz. 3 Alteration, PH-2 150, PH-2a 193.
- Initial Character Funds
table PH-2a 89.
- Initiative
See Optional Modifiers to Initiative, table DMG-2a 79. See Standard Modifiers to Initiative, table DMG-2a 78. See Optional Modifiers to Initiative, table PH-2a 125. See Standard Modifiers to Initiative, table PH-2a 125.
- Insanity
Scarab, DMG-2a 237. Enchantment (Compulsion), PH-3 217.
- Insatiable Thirst
Wiz. 2 Enchantment/Charm, Tome-2 21.
- Insect Plague
Conjunction, PH-3 217. Pr. 5 Conjunction/Summoning, Spheres: Combat, PH-2 223, PH-2a 282. Cleric Conjunction/Summoning, PH-1 50. Druid Conjunction/Summoning, PH-1 61.
- Insight
Gem, DMG-2a 226.

All edition spells, items, and tables in alphabetical order

- Intelligence
table PH-2a 22.
- Intensify Summoning
Wiz. 7 Conjunction/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. Illusion (Glamer), PH-3 217. Potion,
DMG-2a 193. Ring, DMG-2a 201. Magic-
User Illusion/Phantasm, PH-1 70. Illusionist
Illusion/Phantasm, PH-1 96.
- Invisibility Purge
Evocation, PH-3 218. Pr. 3 Abjuration,
Spheres: Wards, Tome-2 67.
- Invisibility to Animals
Abjuration, PH-3 218. Pr. 1 Alteration,
Spheres: Animal, PH-2 200, PH-2a 255. Druid
Alteration, PH-1 54.
- Invisibility to Undead
Abjuration, PH-3 218. 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.
- Invisibility, 10' Radius
Magic-User Illusion/Phantasm, PH-1 74. Illu-
sionist Illusion/Phantasm, PH-1 96.
- Invisible Mail
Wiz. 3 Evocation, Abjuration; Wiz Hbk-2 100.
- Invisible Stalker
Magic-User Conjunction/Summoning, PH-1 84.
Wiz. 6 Conjunction/Summoning, PH-2 178,
PH-2a 226.
- Invulnerability
Potion, DMG-2a 193.
- Invulnerability to Magical Weapons
Wiz. 6 Abjuration, Wiz Hbk-2 105.
- Invulnerability to Normal Weapons
Wiz. 5 Wiz Hbk-2 103.
- Ioun Stones
Misc, DMG-2a 230. table DMG-2a 229.
- Iron Bands of Bilarro
Misc, DMG-2a 230.
- Iron Body
Transmutation, PH-3 218.
- Iron Flask
Misc, DMG-2a 230.
- Iron Mind
Wiz. 3 Abjuration, Wiz Hbk-2 100.
- Ironwood
Transmutation, PH-3 218.
- Irritation
Wiz. 2 Illusion/Phantasm, PH-2 142, PH-2a
184.
- Item
Wiz. 3 Alteration, PH-2 150, PH-2a 194.
- Item Saving Throws
table DMG-2a 58.
- Items
See Hit Points of Items, table DMG-2a 56. See
Item Saving Throws, table DMG-2a 58.
- Ivy Siege
Pr. 6 Enchantment, Spheres: Plant, Druids-2
95.
- Javelin of Lightning
Weapon, DMG-2a 243.
- Javelin of Piercing
Weapon, DMG-2a 243.
- Jewels, Jewelry, Phylacteries
Magic, table Tome-2 123.
- Join With Astral Traveler
Pr. 4 Alteration, Spheres: Astral, Tome-2 81.
- Jump
Magic-User Alteration, PH-1 67. Wiz. 1 Alter-
ation, PH-2 135, PH-2a 176. Transmutation,
PH-3 219.
- Jumping
Ring, DMG-2a 201.
- Keen Edge
Transmutation, PH-3 219.
- Keoghtom's Ointment
Ointment, DMG-2a 230.
- Khazid's Procurement
Wiz. 5 Divination, Summoning; Tome-2 34.
- Knife, Buckle
Weapon, DMG-2a 243.

All edition spells, items, and tables in alphabetical order

- Knock**
Wiz. 2 Alteration, PH-2 143, PH-2a 184.
Magic-User Alteration, PH-1 70.
- 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. Cleric Divination, PH-1 45.
- 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.
- Languages Spoken by Weapon**
table DMG-2a 249.
- Lasting Breath**
Wiz. 1 Alteration, Tome-2 19.
- Leadership**
Pr. 4 Enchantment/Charm, Alteration; Spheres: War, Tome-2 81. Amulet, Tome-2 132.
- Leadership and Influence**
Tome, DMG-2a 240.
- Legal Thoughts**
Pr. 6 Enchantment/Charm, Spheres: Law, Tome-2 101.
- Legend Lore**
Wiz. 6 Divination, PH-2 178, PH-2a 226.
Magic-User Divination, PH-1 84. Divination, PH-3 219.
- Lens of Detection**
DMG-2a 230.
- Leomund's Lamentable Belaborment**
Wiz. 5 Enchantment, Evocation; PH-2 169, PH-2a 215.
- Leomund's Secret Chest**
Conjuration (Summoning), PH-3 220. Wiz. 5 Alteration, Conjuration/Summoning; PH-2 169, PH-2a 215. Magic-User Alteration, Conjuration/Summoning, 80; .
- Leomund's Secure Shelter**
Conjuration (Creation), PH-3 220. Wiz. 4 Alteration, Enchantment; PH-2 159, PH-2a 203.
- Leomund's Tiny Hut**
Wiz. 3 Alteration, PH-2 151, PH-2a 194. Evocation, PH-3 220. Magic-User Alteration, PH-1 74.
- Leomund's Trap**
Magic-User Illusion/Phantasm, PH-1 70. Illusion (Glamer), PH-3 221. Wiz. 2 Illusion/Phantasm, PH-2 143, PH-2a 185.
- Lesser Geas**
Enchantment (Compulsion), PH-3 221.
- Lesser Grove Powers**
table Druids-2 112.
- Lesser Planar Ally**
Conjuration (Calling), PH-3 221.
- Lesser Planar Binding**
Conjuration (Calling), PH-3 221.
- Level**
See Hit Points Per Level Beyond 9th, table DMG-2a 33. See THAC0 Advancement, table PH-2a 121. See Suggested Maximum Damage of Spells By Level, table Wiz Hbk-2 24. See Maximum Levels for Variant Races, table DMG-2a 24. See 0-Level Hit Points by Title, table DMG-2a 27.
- Levels**
See Wizard Spell Progression Beyond 20th Level, table Wiz Hbk-2 82. See Wizard Experience Levels Beyond 20th, table Wiz Hbk-2 82. See Wizard Experience Levels, table PH-2a 42. See Warrior Experience Levels, table PH-2a 36. See Rogue Experience Levels, table PH-2a 53. See Priest Experience Levels, table PH-2a 47.
- Levitate**
Magic-User Alteration, PH-1 70. Wiz. 2 Alteration, PH-2 143, PH-2a 185.
- Levitation**
Boots, DMG-2a 216. Potion, DMG-2a 193. See Flying, Potion, DMG-2a 192. See Winged, Boots, DMG-2a 217.
- Library Values Necessary for Spell Research**
table Wiz Hbk-2 91.
- Life Protection**
Amulet, DMG-2a 213.

All edition spells, items, and tables in alphabetical order

- Life Trapping
Mirror, DMG-2a 232.
- Light
Illusionist Alteration, PH-1 95. Magic-User Alteration, PH-1 67. Cleric Alteration, PH-1 44. Wiz. 1 Alteration, PH-2 136, PH-2a 176. See Optional Degrees of Darkness, table DMG-2a 161. Pr. 1 Alteration, Spheres: Sun, PH-2 201, PH-2a 255.
- Light Sources
table PH-2a 155.
- Lighten Load
Pr. 2 Alteration, Spheres: Travelers, Tome-2 59.
- Lightning
Wand, DMG-2a 211. See Thunder and Lightning, Staff, DMG-2a 208.
- Lightning Bolt
Wiz. 3 Evocation, PH-2 151, PH-2a 194. Magic-User Evocation, PH-1 74.
- Limited Wish
Wiz. 7 Conjunction/Summoning, Invocation/Evocation; PH-2 184, PH-2a 234. Magic-User Conjunction/Summoning, PH-1 88.
- Line of Destruction
Rev. Line of Protection, Pr. 3 Abjuration, Spheres: Protection, Tome-2 68.
- Line of Protection
Pr. 3 Abjuration, Spheres: Protection, Tome-2 68.
- Liveoak
Pr. 6 Enchantment, Spheres: Plant, PH-2 228, PH-2a 290.
- Loadstone
See Weight, Stone, DMG-2a 239.
- Locate Animals
Druid Divination, PH-1 55.
- 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
Magic-User Divination, PH-1 70. Wiz. 2 Divination, PH-2 143, PH-2a 185. Cleric Divination, PH-1 47. Pr. 3 Divination, Spheres: Divination, PH-2 211, PH-2a 268.
- Locate Plants
Druid Divination, PH-1 56.
- Lock
Rev. Knock, Wiz. 2 Alteration, PH-2 143, PH-2a 184.
- Lock Quality
table DMG-2a 54.
- Log of Everburning
Pr. 1 Enchantment, Spheres: Elemental (Fire), Plant; Tome-2 53.
- Long Years
Phylactery, DMG-2a 234.
- Longevity
Potion, DMG-2a 193.
- Lordly Might
Rod, DMG-2a 205.
- Lorloveim's Creeping Shadow
Wiz. 3 Illusion, Tome-2 26.
- Lorloveim's Shadowy Transformation
Wiz. 6 Illusion, Tome-2 38.
- Lose the Path
Rev. Find the Path, Pr. 6 Divination, Spheres: Divination, PH-2 227, PH-2a 288. Rev. Find The Path, Cleric Divination, PH-1 51.
- Lost Modifiers
table DMG-2a 172.
- Love
Philter, DMG-2a 194.
- Lower Resistance
Wiz. 5 Abjuration, Alteration; Tome-2 34.
- Lower Water
Cleric Alteration, PH-1 48. Pr. 4 Alteration, Spheres: Elemental (Water), PH-2 218, PH-2a 277. Magic-User Alteration, PH-1 85. Wiz. 6 Alteration, PH-2 178, PH-2a 227.
- Luckstone
See Good Luck, Stone, DMG-2a 239.
- Lunar Sickle
Weapon, Druids-2 99.
- Lycanthropy
See Protection from Lycanthropes, Scroll, DMG-2a 197.
- Lyre of Building
Misc, DMG-2a 231.
- Mace of Disruption
Weapon, DMG-2a 243.

All edition spells, items, and tables in alphabetical order

- Madness
Elixir, DMG-2a 192.
- Magi
Staff, DMG-2a 207.
- Magic
See Miscellaneous Magic- Household Items and Tools, table DMG-2a 187. See Artifacts and Relics, Misc, DMG-2a 212. See Armor Class Adjustment, table DMG-2a 189. See Miscellaneous Magic- Girdles, Hats, Helms, table DMG-2a 187. See Ropes, Misc, DMG-2a 213. See Miscellaneous Magic- Bags, Bottles, Pouches, Containers, table DMG-2a 187. See Eyes, Misc, DMG-2a 213. See Miscellaneous Magic- Jewels, Jewelry, Phylacteries, table DMG-2a 186. See Miscellaneous Magic- Musical Instruments, table DMG-2a 188. See Weapon Type, table DMG-2a 189. See Staves, table DMG-2a 185. See Rings, table DMG-2a 184. See Minimum Spells for a New School, table . See Protection from Magic, Scroll, DMG-2a 197. See Rods, table DMG-2a 185. See Scrolls, table DMG-2a 184. See Potions and Oils, table DMG-2a 183. See Miscellaneous Magic- Boots, Bracers, Gloves, table DMG-2a 186. See Boots, Misc, DMG-2a 213. See Wands, table DMG-2a 185. See Miscellaneous Magic- Books, Librams, Manuals, Tomes, table DMG-2a 185. See Attack Roll Adjustment, table DMG-2a 189. See Special Weapons, table DMG-2a 190. See Miscellaneous Magic- Cloaks and Robes, table DMG-2a 186. See Books, Misc, DMG-2a 212. See Special Armors, table DMG-2a 189. See Miscellaneous Magic- Candels, Dusts, Ointments, Incense, and Stones, table DMG-2a 187. See Miscellaneous Magic- The Weird Stuff, table DMG-2a 188. See Armor Type, table DMG-2a 189.
- Magic Detection
Powder, Tome-2 127. Wand, DMG-2a 211.
- 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
Magic-User Evocation, PH-1 67. Wiz. 1 Evocation, PH-2 136, PH-2a 176.
- Magic Missiles
Wand, DMG-2a 211.
- Magic Mouth
Wiz. 2 Alteration, PH-2 143, PH-2a 185. Illusionist Alteration, PH-1 96. Magic-User Alteration, PH-1 71.
- Magic Resistance
Amulet, Tome-2 132.
- Magic Schools and Types of Effects
table Wiz Hbk-2 29.
- Magic Staff
Wiz. 5 Enchantment/Charm, Tome-2 35.
- Magical Items
table DMG-2a 183.
- 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. Illusionist Alteration, PH-1 98.
- Malec-Keth's Flame Fist
Wiz. 7 Evocation, Tome-2 41.
- Mammal Control
Ram, DMG-2a 201.
- Manta Ray
Cloak, DMG-2a 220.
- Many Pouches
Girdle, DMG-2a 226.
- Masculinity
Rev. Femininity, Girdle, DMG-2a 226.
- Mask of Death
Wiz. 4 Necromancy, Tome-2 29.
- Mass Charm
Wiz. 8 Enchantment/Charm, PH-2 190, PH-2a 240. Magic-User Enchantment/Charm, PH-1 90. Magic-User Enchantment/Charm, PH-1 90.
- Mass Invisibility
Magic-User Illusion/Phantasm, PH-1 88. Wiz. 7 Illusion/Phantasm, PH-2 184, PH-2a 234.
- Mass Morph
Magic-User Illusion/Phantasm, PH-1 77.

All edition spells, items, and tables in alphabetical order

- Mass Suggestion**
Illusionist Enchantment/Charm, PH-1 99. Wiz. 6 Enchantment/Charm, PH-2 179, PH-2a 227.
- Massmorph**
Illusionist Illusion/Phantasm, PH-1 97. Wiz. 4 Alteration, PH-2 160, PH-2a 203.
- Mattock of the Titans**
Misc, DMG-2a 232.
- Maul of the Titans**
Misc, DMG-2a 232.
- Maximilian's Earthen Grasp**
Wiz. 2 Alteration, Tome-2 22.
- Maximilian's Stony Grasp**
Wiz. 3 Alteration, Tome-2 26.
- Maximum Levels for Variant Races**
table DMG-2a 24.
- Maze**
Wiz. 8 Conjuraction/Summoning, PH-2 190, PH-2a 241. Magic-User Conjuraction/Summoning, PH-1 90. Illusionist Conjuraction/Summoning, PH-1 98.
- Meditation**
See Incense of Meditation, Misc, DMG-2a 229.
- Meld**
Pr. 5 Enchantment, Spheres: Charm, Tome-2 93.
- Meld Into Stone**
Pr. 3 Alteration, Spheres: Elemental (Earth), PH-2 211, PH-2a 269.
- Melee**
See Warrior Melee Attacks per Round, table PH-2a 36.
- Melf's Acid Arrow**
Wiz. 2 Conjuraction, 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**
Magic-User Alteration, PH-1 67. Wiz. 1 Alteration, PH-2 136, PH-2a 176.
- Mental Domination**
Pr. 4 Enchantment/Charm, Spheres: Thought, Tome-2 81.
- Mental Prowess**
Mirror, DMG-2a 232.
- Message**
Magic-User Alteration, PH-1 67. Wiz. 1 Alteration, PH-2 136, PH-2a 176.
- Messenger**
Pr. 2 Enchantment/Charm, Spheres: Animal, PH-2 206, PH-2a 262.
- Metal and Mineral Detection**
Wand, DMG-2a 211.
- Metal to Wood**
See Transmute Metal to Wood, Pr. 7 Alteration, Spheres: Elemental (Earth), PH-2 236, PH-2a 299.
- Metamorphose Liquids**
Wiz. 1 Alteration, Tome-2 19.
- Metaspell Influence**
Amulet, Tome-2 133.
- Meteor Swarm**
Magic-User Evocation, PH-1 92. Wiz. 9 Evocation, PH-2 195, PH-2a 248.
- Might**
See Lordly Might, Rod, DMG-2a 205.
- Military Occupations**
table DMG-2a 148.
- Mind Blank**
Magic-User Abjuration, PH-1 90. 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 Shielding**
Ram, DMG-2a 201.
- 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.
- Minimum Spells for a New School**
table .
- Minor Creation**
Wiz. 4 Illusion/Phantasm, PH-2 160, PH-2a

All edition spells, items, and tables in alphabetical order

203. Illusionist PH-1 98.
- 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.
- Minute Seeing
Misc, DMG-2a 224.
- Mirage Arcana
Wiz. 6 Illusion/Phantasm, Alteration; PH-2 179, PH-2a 227.
- Mirror Image
Magic-User Illusion/Phantasm, PH-1 71. Illusionist Illusion/Phantasm, PH-1 96. Wiz. 2 Illusion/Phantasm, PH-2 144, PH-2a 186.
- Miscast Magic
Pr. 3 Invocation/Evocation, Spheres: Chaos, Tome-2 69.
- Miscellaneous Magic- Bags, Bottles, Pouches, Containerstable DMG-2a 187.
- Miscellaneous Magic- Books, Librams, Manuals, Tomestable DMG-2a 185.
- Miscellaneous Magic- Boots, Bracers, Gloves table DMG-2a 186.
- Miscellaneous Magic- Candles, Dusts, Ointments, Incense, and Stonestable DMG-2a 187.
- Miscellaneous Magic- Cloaks and Robes table DMG-2a 186.
- Miscellaneous Magic- Girdles, Hats, Helms table DMG-2a 187.
- Miscellaneous Magic- Household Items and Tools table DMG-2a 187.
- Miscellaneous Magic- Jewels, Jewelry, Phylacteriestable DMG-2a 186.
- Miscellaneous Magic- Musical Instruments table DMG-2a 188.
- Miscellaneous Magic- The Weird Stuff table DMG-2a 188.
- Misdirection
Wiz. 2 Illusion/Phantasm, PH-2 144, PH-2a 186. Illusionist Illusion/Phantasm, PH-1 96.
- Mislead
Wiz. 6 Illusion/Phantasm, PH-2 179, PH-2a 227.
- Misplaced Objects
Wand, Tome-2 131.
- Missile
See Magic Missiles, Wand, DMG-2a 211.
- Missile Attraction
Armor, DMG-2a 241.
- Missile Snaring
Misc, DMG-2a 227.
- Missile Weapon Ranges table PH-2a 95.
- Missiles
See Mounted Missile Fire, table DMG-2a 106. Necklace, DMG-2a 232. See Grenadelike Missile Effects, table DMG-2a 88.
- Mistaken Missive
Pr. 1 Alteration, Spheres: Chaos, Tome-2 53.
- Mistletoe Dart
Weapon, Druids-2 100.
- Modifiers
See Optional Modifiers to Initiative, table PH-2a 125.
- Modified Movement Rates table PH-2a 103.
- Modifiers
See Weapon Type v. Armor Modifiers, table PH-2a 121. See Armor Modifiers for Wrestling, table PH-2a 128. See Terrain Modifiers, table DMG-2a 168. See Climbing Modifiers, table PH-2a 161. See Combat Modifiers, table PH-2a 120. See Armor Modifiers for Wrestling, table DMG-2a 84. See Situational Modifiers, table DMG-2a 98. See Permanent Morale Modifiers, table DMG-2a 157. See Combat Modifiers, table DMG-2a 74. See Sage Modifiers, table DMG-2a 146. See Surprise Modifiers, table DMG-2a 139. See Cover and Concealment Modifiers, table DMG-2a 88. See Hit Dice Value Modifiers, table DMG-2a 69. See Tracking Modifiers, table PH-2a 86. See Standard Modifiers to Initiative, table DMG-2a 78. See Optional Modifiers to Initiative, table DMG-2a 79. See Lost Modifiers, table DMG-2a 172. See Standard Modifiers to Initiative, table PH-2a 125. See Sailing Movement Modifiers, table DMG-2a 170. See Cover and Concealment Modifiers, table PH-2a 132.
- Modify Memory
Pr. 4 Enchantment/Charm, Spheres: Time, Tome-2 83.

All edition spells, items, and tables in alphabetical order

- Moment**
Pr. 2 Divination, Spheres: Numbers, Tome-2 60.
- Moment Reading**
Pr. 3 Divination, Spheres: Numbers, Tome-2 69.
- Money**
See Player Character Living Expenses, table DMG-2a 51. See Common Wages, table DMG-2a 150. See Equipment, table PH-2a 90-92. See Initial Character Funds, table PH-2a 89. See Weapons, table PH-2a 94-95. See Standard Exchange Rates, table PH-2a 89.
- Monor Globe Of Invulnerability**
Magic-User Abjuration, PH-1 77.
- 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 I**
Magic-User Conjunction/Summoning, PH-1 74.
- Monster Summoning II**
Magic-User Conjunction/Summoning, PH-1 78.
Wiz. 4 Conjunction/Summoning, PH-2 160, PH-2a 204.
- Monster Summoning III**
Magic-User Conjunction/Summoning, PH-1 81.
Wiz. 5 Conjunction, PH-2 170, PH-2a 217.
- Monster Summoning IV**
Magic-User Conjunction/Summoning, PH-1 85.
Wiz. 6 Conjunction/Summoning, PH-2 179, PH-2a 228.
- Monster Summoning V**
Wiz. 7 Conjunction/Summoning, PH-2 185, PH-2a 234. Magic-User Conjunction/Summoning, PH-1 88.
- Monster Summoning VI**
Wiz. 8 Conjunction/Summoning, PH-2 190, PH-2a 241. Magic-User Conjunction/Summoning, PH-1 90.
- Monster Summoning VII**
Wiz. 9 Conjunction/Summoning, PH-2 195, PH-2a 249. Magic-User Conjunction/Summoning, PH-1 92.
- Monstrous Attention**
Phylactery, DMG-2a 234.
- Moonbeam**
Pr. 5 Evocation, Alteration; Spheres: Sun, PH-2 223, PH-2a 283.
- Morale**
Pr. 1 Enchantment/Charm, Spheres: War, Tome-2 53. See Permanent Morale Modifiers, table DMG-2a 157.
- Morale Ratings**
table DMG-2a 98.
- 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**
Magic-User Conjunction/Summoning, PH-1 81.
Wiz. 5 Conjunction/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, Conjunction; 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.
Magic-User Evocation, PH-1 88.
- Mount**
Wiz. 1 Conjunction/Summoning, PH-2 136, PH-2a 177.
- Mounted Missile Fire**
table DMG-2a 106.
- Move Earth**
Magic-User Alteration, PH-1 85. Wiz. 6 Alteration, PH-2 179, PH-2a 228.
- Movement**
See Terrain Costs for Overland Movement, table DMG-2a 168. See Aerial Movement Modifiers, table DMG-2a 170. See Terrain Effects on Movement, table DMG-2a 167. See Boat Movement, table DMG-2a 170. See Modified Movement Rates, table PH-2a 103. See Carrying Capacities of Animals, table PH-2a 105. See Base Movement Rates, table PH-2a 157. See Sailing Movement Modifiers, table DMG-2a 170. See Character Encumbrance, table PH-2a 103. See Chance of Getting

All edition spells, items, and tables in alphabetical order

- Hopelessly Lost, table DMG-2a 172.
- Movement While Tracking
table PH-2a 87.
- Mud to Rock
Rev. Transmute Rock to Mud, Wiz. 5 Alteration, PH-2 172, PH-2a 219.
- Mummy Rot
Wiz. 5 Necromancy, Wiz Hbk-2 103.
- Murdock's Feathery Flyere
Wiz. 1 Alteration, Tome-2 19.
- Murdock's Insect Ward
Oil, Tome-2 125.
- Murlynd's Spoon
Misc, DMG-2a 232.
- 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.
- Necklace of Beast Speech
Misc, Druids-2 100.
- Needlestorm
Pr. 4 Alteration, Spheres: Plant, Druids-2 93.
- Negation
Wand, DMG-2a 211.
- Negative Plane Protection
Pr. 3 Abjuration, Spheres: Protection, Necromantic; PH-2 212, PH-2a 269.
- Net of Entrapment
Weapon, DMG-2a 244.
- Net of Snaring
Weapon, DMG-2a 244.
- Neutralize Poison
Cleric Alteration, PH-1 48. Pr. 4 Necromancy, Spheres: Healing, PH-2 219, PH-2a 277. Druid Alteration, PH-1 57.
- Nevermind
Herbal Tea, Druids-2 106.
- Nightmare Extension II
Rev. Dream, Wiz. 5 Invocation, Illusion/Phantasm; PH-2 168, PH-2a 214.
- Nolzur's Marvelous Pigments
Misc, DMG-2a 233.
- Non-detection
Illusionist Abjuration, PH-1 96.
- Nondetection
Wiz. 3 Abjuration, PH-2 152, PH-2a 195.
- Nonweapon Proficiency Group Crossovers
table PH-2a 77.
- Nonweapon Proficiency Groups
table PH-2a 76.
- North
Boots, DMG-2a 217.
- NPC Professions
table DMG-2a 144.
- NPC Spell Costs
table DMG-2a 154.
- Number Numbing, Brooch of
See Brooch of Number Numbing, Misc, Tome-2 134.
- Nystul's Magic Aura
Magic-User Illusion/Phantasm, PH-1 67.
- Nystul's Magical Aura
Wiz. 1 Illusion/Phantasm, PH-2 136, PH-2a 177.
- Objects of Art
table DMG-2a 182.
- Obscure Alignment
Rev. Know Alignment, Cleric Divination, PH-1 45.
- Obscure Object
Rev. Locate Object, Magic-User Divination, PH-1 70. Rev. Locate Object, Cleric Divination, PH-1 47. Rev. Locate Object, Pr. 3 Divination, Spheres: Divination, PH-2 211, PH-2a 268.
- Obscurement
Pr. 2 Alteration, Spheres: Weather, PH-2 206, PH-2a 262. Druid Alteration, PH-1 57.
- Ogre Power
Gauntlets, DMG-2a 225.
- Oils
See Potions and Oils, table DMG-2a 183.

All edition spells, items, and tables in alphabetical order

- Opening
See Chime of Opening, Misc, DMG-2a 219.
- Opposite Alignment
Helm, DMG-2a 227.
- Opposition
Mirror, DMG-2a 232.
- Oppositional Schools for Militant Wizards
table Wiz Hbk-2 40.
- Optional Abilities
table DMG-2a 33.
- Optional Degrees of Darkness
table DMG-2a 161.
- Optional Modifiers to Initiative
table DMG-2a 79. table PH-2a 125.
- Oriental Titles
table DMG-2a 152.
- Otiluke's Dispelling Screen
Wiz. 4 Evocation, Abjuration; Wiz Hbk-2 101.
- Otiluke's Freezing Sphere
Magic-User Alteration, Evocation; PH-1 85.
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
Magic-User Enchantment/Charm, PH-1 90.
- Otto's Irresistible Dance
Wiz. 8 Enchantment/Charm, PH-2 190, PH-2a 241.
- Pain
Pipes, DMG-2a 234.
- Pain Touch
Wiz. 3 Necromancy, Wiz Hbk-2 100.
- Paladin Spell Progression
table PH-2a 40.
- Paralyzation
Illusionist Illusion/Phantasm, PH-1 97. Wand, DMG-2a 211.
- Part Water
Wiz. 6 Alteration, PH-2 180, PH-2a 229. Pr. 6 Alteration, Spheres: Elemental (Water), PH-2 229, PH-2a 290. Magic-User Alteration, PH-1 85. Cleric Alteration, PH-1 51.
- Pass Plant
Pr. 5 Alteration, Spheres: Plant, PH-2 223, PH-2a 283. Druid Alteration, PH-1 61.
- Pass Without Trace
Druid Enchantment/Charm, PH-1 55. Pr. 1 Enchantment/Charm, Spheres: Plant, PH-2 201, PH-2a 256.
- Pass Without Trace, 10 Foot Radius
Pr. 3 Enchantment/Charm, Spheres: Plant, Druids-2 90.
- Passage
Rod, DMG-2a 205.
- Passwall
Magic-User Alteration, PH-1 81. 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. Magic-User Alteration, PH-1 91.
- Permanent Illusion
Illusionist Illusion/Phantasm, PH-1 99. Wiz. 6 Illusion/Phantasm, PH-2 180, PH-2a 229.
- Permanent Morale Modifiers
table DMG-2a 157.
- Perpetual Youth
Amulet, Tome-2 133.
- Personal Reading
Pr. 1 Divination, Spheres: Numbers, Tome-2 54.
- Persuasiveness
Philter, DMG-2a 194.
- Petrification
Eyes, DMG-2a 224. See Protection from Petrification, Scroll, DMG-2a 197.
- Phantasmal Force
Illusionist Illusion/Phantasm, PH-1 95. Wiz. 1 Illusion/Phantasm, PH-2 137, PH-2a 177. Magic-User Illusion/Phantasm, PH-1 75.
- Phantasmal Killer
Illusionist Illusion/Phantasm, PH-1 98. Wiz. 4 Illusion/Phantasm, PH-2 160, PH-2a 205.
- Phantom Steed
Wiz. 3 Conjunction, Phantasm; PH-2 152, PH-2a 195.

All edition spells, items, and tables in alphabetical order

- Phase Door
Wiz. 7 Alteration, PH-2 185, PH-2a 234.
Magic-User Alteration, PH-1 88.
- Philosopher's Stone
Misc, DMG-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. Cleric Alteration, PH-1 50.
- Planes
Amulet, DMG-2a 213.
- Plant Control
Potion, DMG-2a 194.
- Plant Door
Pr. 4 Alteration, Spheres: Plant, PH-2 219, PH-2a 277. Druid Alteration, PH-1 59.
- Plant Growth
Pr. 3 Alteration, Spheres: Plant, PH-2 212, PH-2a 269. Wiz. 4 Alteration, PH-2 161, PH-2a 205. Magic-User Alteration, PH-1 78. Druid Alteration, PH-1 57.
- Plant Health
Potion, Druids-2 98.
- Plants
See Protection from Plants, Scroll, DMG-2a 198.
- Plate Mail of Etherealness
Armor, DMG-2a 241.
- Plate Mail of Fear
Armor, DMG-2a 241.
- Plate Mail of Vulnerability
Armor, DMG-2a 241.
- Player Character Living Expenses
table DMG-2a 51.
- Poison
Rev. Neutralize Poison, Druid Alteration, PH-1 57. Rev. Neutralize Poison, Pr. 4 Necromancy, Spheres: Healing, PH-2 219, PH-2a 277. Potion, DMG-2a 194. See Protection from Poison, Scroll, DMG-2a 198. Rev. Neutralize Poison, Cleric Alteration, PH-1 48.
- Poison Strength
table DMG-2a 101.
- Poisonousness
Cloak, DMG-2a 220.
- Polymorph Any Object
Magic-User Alteration, PH-1 91. Wiz. 8 Alteration, PH-2 191, PH-2a 242.
- Polymorph Other
Magic-User Alteration, PH-1 78. Wiz. 4 Alteration, PH-2 161, PH-2a 205.
- Polymorph Self
Potion, DMG-2a 195. Magic-User Alteration, PH-1 78. Wiz. 4 Alteration, PH-2 161, PH-2a 206.
- Polymorphing
Wand, DMG-2a 212.
- Portable Hole
Misc, DMG-2a 235.
- Possession
See Protection from Possession, Scroll, DMG-2a 198.
- Potion
See Beaker of Plentiful Potions, Misc, DMG-2a 215.
- Potion Compatibility
table DMG-2a 191.
- Potions and Oils
table DMG-2a 183. Magic, table Tome-2 123.
- Pouch of Accessibility
Misc, DMG-2a 235.
- Power
Pearl, DMG-2a 233. Staff, DMG-2a 208.
- Power Word, Blind
Wiz. 8 Conjuraction/Summoning, PH-2 191, PH-2a 243. Magic-User Conjuraction/Summoning, PH-1 91.
- Power Word, Kill
Wiz. 9 Conjuraction/Summoning, PH-2 196, PH-2a 249. Magic-User Conjuraction/Summoning, PH-1 93.
- Power Word, Stun
Wiz. 7 Conjuraction/Summoning, PH-2 185, PH-2a 235. Magic-User Conjuraction/Summoning, PH-1 88.
- Powerlessness
Robe, DMG-2a 236.

All edition spells, items, and tables in alphabetical order

- Powers**
See Properties of Cursed Groves, table Druids-2 115. See Powers of Standing Stones, table Druids-2 118. See Lesser Grove Powers, table Druids-2 112. See Greater Grove Powers, table Druids-2 114.
- Powers of Standing Stones**
table Druids-2 118.
- Prayer**
Pr. 3 Conjunction/Summoning, Spheres: Combat, PH-2 212, PH-2a 270.
- Prayer Beads**
Necklace, DMG-2a 233.
- Predict Weather**
Druid Divination, PH-1 55.
- Preservation**
Oil, Tome-2 127. Pr. Quest Abjuration, Spheres: Wards, Tome-2 118.
- Prices**
See NPC Spell Costs, table DMG-2a 154. See Equipment, table PH-2a 90-92. See Player Character Living Expenses, table DMG-2a 51. See Weapons, table PH-2a 94-95.
- Priest Experience Levels**
table PH-2a 47.
- Priest Spell Progression**
table PH-2a 47.
- Prime Material Pocket**
Wand, Tome-2 131.
- Prime Requisite Bonuses**
table DMG-2a 23.
- Prismatic Sphere**
Wiz. 7 Conjunction/Summoning, PH-2 186, PH-2a 235. Magic-User Abjuration, Conjunction/Summoning; PH-1 93. Wiz. 9 Abjuration, Conjunction/Summoning; PH-2 196, PH-2a 249.
- Prismatic Spray**
Illusionist Abjuration, Conjunction/Summoning; PH-1 100.
- Prismatic Wall**
Wiz. 8 Conjunction/Summoning, PH-2 191, PH-2a 243. Illusionist Abjuration, Conjunction/Summoning; PH-1 100.
- Probability Control**
Pr. 4 Alteration, Spheres: Numbers, Tome-2 83.
- Produce Fire**
Pr. 4 Alteration, Spheres: Elemental (Fire), PH-2 219, PH-2a 278. Druid Alteration, PH-1 60.
- Produce Flame**
Pr. 2 Alteration, Spheres: Elemental (Fire), PH-2 206, PH-2a 262. Druid Alteration, PH-1 57.
- Professions**
See Military Occupations, table DMG-2a 148. See Fields of Study, table DMG-2a 145. See NPC Professions, table DMG-2a 144.
- Proficiencies**
See Nonweapon Proficiency Groups, table PH-2a 76. See Nonweapon Proficiency Group Crossovers, table PH-2a 77.
- Proficiency Slots**
table PH-2a 71.
- Programmed Illusion**
Wiz. 6 Illusion/Phantasm, PH-2 180, PH-2a 229. Illusionist Illusion/Phantasm, PH-1 99.
- Project Image**
Magic-User Alteration, Illusion/Phantasm; PH-1 85. Wiz. 6 Alteration, Illusion/Phantasm; PH-2 180, PH-2a 229.
- Projected Image**
Illusionist Alteration, Illusion/Phantasm; PH-1 99.
- Proof Against Detection and Location**
Amulet, DMG-2a 213.
- Proof Against Poison**
Periapt, DMG-2a 234.
- Properties of Cursed Groves**
table Druids-2 115.
- Protect From Evil**
Magic-User Abjuration, PH-1 67.
- Protect From Good**
Rev. Protect From Evil, Magic-User Abjuration, PH-1 67.
- Protection**
Cloak, DMG-2a 220. See Protection, Ram, DMG-2a 201. Ram, DMG-2a 201. Scarab, DMG-2a 237.
- Protection from**
Rev. Protection From Evil, 10' Radius, Cleric Abjuration, .
- Protection from Acid**
Scroll, DMG-2a 197.

All edition spells, items, and tables in alphabetical order

- Protection From Cantrips
Wiz. 2 Abjuration, PH-2 144, PH-2a 186.
- Protection from Cold
Scroll, DMG-2a 197.
- Protection from Dragon Breath
Scroll, DMG-2a 197.
- Protection from Electricity
Scroll, DMG-2a 197.
- Protection from Elementals
Scroll, DMG-2a 197.
- Protection From Evil
Pr. 1 Abjuration, Spheres: Protection, PH-2 201, PH-2a 256. Wiz. 1 Abjuration, PH-2 137, PH-2a 177. Cleric Abjuration, PH-1 44.
- Protection From Evil, 10 Foot Radius
Pr. 4 Abjuration, Spheres: Protection, PH-2 219, PH-2a 278.
- Protection From Evil, 10' Radius
Wiz. 3 Abjuration, PH-2 152, PH-2a 195. Cleric Abjuration, . Magic-User Abjuration, PH-1 75.
- Protection from Fire
Scroll, DMG-2a 197. Pr. 3 Abjuration, Spheres: Protection, Elemental (Fire); PH-2 212, PH-2a 270. Druid Abjuration, PH-1 58.
- Protection from Gas
Scroll, DMG-2a 197.
- Protection From Good
Rev. Protection From Evil, 10' Radius, Magic-User Abjuration, PH-1 75. Rev. Protection From Evil, Pr. 1 Abjuration, Spheres: Protection, PH-2 201, PH-2a 256. Rev. Protection From Evil, Cleric Abjuration, PH-1 44. Rev. Protection From Evil, 10 Foot Radius, Pr. 4 Abjuration, Spheres: Protection, PH-2 219, PH-2a 278.
- 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. Druid Abjuration, PH-1 60.
- Protection from Lycanthropes
Scroll, DMG-2a 197.
- Protection from Magic
Scroll, DMG-2a 197.
- Protection From Normal Missiles
Wiz. 3 Abjuration, PH-2 152, PH-2a 196.
- Magic-User Abjuration, PH-1 75.
- Protection From Paralysis
Wiz. 2 Abjuration, Tome-2 23.
- Protection from Petrification
Scroll, DMG-2a 197.
- Protection from Plants
Scroll, DMG-2a 198.
- Protection from Poison
Scroll, DMG-2a 198.
- Protection from Possession
Scroll, DMG-2a 198.
- Protection from Undead
Scroll, DMG-2a 198.
- Protection from Water
Scroll, DMG-2a 198.
- Puffball
Pr. 1 Alteration, Spheres: Plant, Druids-2 87.
- Puissant Skill at Arms
Manual, DMG-2a 231.
- Punching and Wrestling Results
table DMG-2a 85. table PH-2a 129.
- Pure Good
Talisman, DMG-2a 239.
- Purify Food & Drink
Pr. 1 Alteration, Spheres: All, .
- Purify Food and Drink
Cleric Alteration, PH-1 44.
- Purify Water
Druid Alteration, PH-1 55.
- Push
Magic-User Conjunction/Summoning, PH-1 67.
- Putrefy Food or Drink
Rev. Purify Food & Drink, Pr. 1 Alteration, Spheres: All, .
- Pyrotechnics
Magic-User Alteration, PH-1 71. Wiz. 2 Alteration, PH-2 144, PH-2a 186. Pr. 3 Alteration, Spheres: Elemental (Fire), PH-2 212, PH-2a 270. Druid Alteration, PH-1 58.
- Quaal's Feather Tokens
Misc, DMG-2a 235.
- Quarterstaff, Magical
Weapon, DMG-2a 244.
- Quench Fire
Rev. Produce Fire, Druid Alteration, PH-1 60.
Rev. Produce Fire, Pr. 4 Alteration, Spheres:

All edition spells, items, and tables in alphabetical order

- Elemental (Fire), PH-2 219, PH-2a 278.
- Quest
Cleric Enchantment/Charm, PH-1 50. Pr. 5 Enchantment/Charm, Spheres: Charm, PH-2 224, PH-2a 284. See Geas/Quest, Enchantment (Compulsion), PH-3 208.
- Quickness of Action
Manual, DMG-2a 231.
- Quiver of Ehlonna
Misc, DMG-2a 235.
- Race
See Chance to Hear Noise by Race, table DMG-2a 175. See Maximum Levels for Variant Races, table DMG-2a 24. table DMG-2a 33.
- Racial
See Thieving Skill Racial Adjustments, table PH-2a 54.
- Racial Ability Adjustments
table PH-2a 27.
- Racial Ability Requirements
table PH-2a 27.
- Rage
Armor, DMG-2a 241.
- Rainbow
Pr. 5 Evocation, Alteration; Spheres: Weather, Sun; PH-2 224, PH-2a 284.
- Rainbow Hues
Potion, DMG-2a 195.
- 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. Cleric Necromantic, PH-1 50.
- Raise Water
Rev. Lower Water, Magic-User Alteration, PH-1 85. Rev. Lower Water, Pr. 4 Alteration, Spheres: Elemental (Water), PH-2 218, PH-2a 277. Rev. Lower Water, Wiz. 6 Alteration, PH-2 178, PH-2a 227. Rev. Lower Water, Cleric Alteration, PH-1 48.
- Rally
Pr. 2 Enchantment/Charm, Spheres: War, Tome-2 62.
- Random Causality
Pr. 3 Alteration, Spheres: Chaos, Tome-2 69.
- Random Determination of Spell Components
table Wiz Hbk-2 28.
- Random Effects of Altered Shapes in the Outer Planes
table Wiz Hbk-2 78.
- Random Generation of Fantastic Materials
table Wiz Hbk-2 117.
- Randomness
Ring, Tome-2 129.
- Ranger Abilities
table PH-2a 41.
- Ranges
See Visibility Ranges, table PH-2a 155. See Light Sources, table PH-2a 155. See Missile Weapon Ranges, table PH-2a 95.
- Rapport
Pr. 4 Divination, Alteration; Spheres: Thought, Tome-2 84.
- Rary's Mnemonic Enhancer
Magic-User Alteration, PH-1 78. Wiz. 4 Alteration, PH-2 162, PH-2a 206.
- Rary's Telepathic Bond
Wiz. 5 Divination, Alteration; Wiz Hbk-2 104.
- Rates of Climbing
table PH-2a 163.
- Ray of Enfeeblement
Magic-User Enchantment/Charm, PH-1 71. Wiz. 2 Enchantment/Charm, PH-2 145, PH-2a 187.
- Read Magic
Magic-User Divination, PH-1 68. Wiz. 1 Divination, PH-2 137, PH-2a 178.
- Reading Magic
See Comprehending Languages and Reading Magic, Helm, DMG-2a 227.
- Reduce
Rev. Enlarge, Wiz. 1 Alteration, PH-2 134, PH-2a 173. Rev. Enlarge, Magic-User Alteration, PH-1 65.
- Reflecting Pool
Pr. 4 Divination, Spheres: Divination, PH-2 219, PH-2a 278.
- Regenerate
Cleric Necromantic, PH-1 53. Pr. 7 Necromancy, Spheres: Necromantic, PH-2 234, PH-2a 297.
- Regeneration
Ring, DMG-2a 202.

All edition spells, items, and tables in alphabetical order

- Reincarnate
Pr. 7 Necromancy, Spheres: Necromantic, PH-2 234, PH-2a 297. Druid Necromantic, PH-1 64.
- Reincarnation
Magic-User Necromantic, PH-1 85. Wiz. 6 Necromancy, PH-2 181, PH-2a 230.
- Relics
See Artifacts and Relics, Misc, DMG-2a 212.
- Religious Titles
table DMG-2a 153.
- Remove Curse
Pr. 3 Abjuration, Spheres: Protection, PH-2 213, PH-2a 271. Wiz. 4 Abjuration, PH-2 162, PH-2a 207. Magic-User Abjuration, PH-1 78. Cleric Abjuration, PH-1 47.
- Remove Fear
Cleric Abjuration, PH-1 44.
- 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. Druid Abjuration, Alteration; PH-1 60.
- Repulsion
Magic-User Abjuration, PH-1 86.
- Research Times
table DMG-2a 146.
- Resist Cold
Cleric Alteration, PH-1 44. Rev. Resist Fire, Pr. 2 Alteration, Spheres: Protection, PH-2 206, PH-2a 262.
- Resist Fire
Pr. 2 Alteration, Spheres: Protection, PH-2 206, PH-2a 262. Cleric Alteration, PH-1 45.
- Resistance
Ring, Tome-2 129.
- Restoration
Pr. 7 Necromancy, Spheres: Necromantic, PH-2 235, PH-2a 298. Cleric Necromantic, PH-1 53.
- Restore Youth
Rev. Age Creature, Pr. 6 Alteration, Spheres: Time, Tome-2 98.
- Results from the Garden of Jertulth
table Wiz Hbk-2 122.
- Resurrection
Cleric Necromantic, PH-1 53. Rod, DMG-2a 206. 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. Magic-User Alteration, PH-1 88.
- Reverse Time
Pr. 6 Alteration, Spheres: Time, Tome-2 103.
- Reversion
Pr. Quest Alteration, Invocation; Spheres: 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.
- Ring of Spell Turning
Ring, DMG-2a 202.
- Ring of Sustenance
Ring, DMG-2a 203.
- Ring of Swimming
Ring, DMG-2a 203.
- Ring of Telekinesis
Ring, DMG-2a 203.
- Ring of the Hierophant
Ring, Druids-2 99.
- Ring of Truth
Ring, DMG-2a 203.
- Ring of Warmth
Ring, DMG-2a 203.
- Ring of Water Walking
Ring, DMG-2a 203.
- Ring of Weakness
Ring, DMG-2a 203.
- Ring of Wishes, Multiple
Ring, DMG-2a 203.

All edition spells, items, and tables in alphabetical order

- Ring of Wishes, Three
Ring, DMG-2a 204.
- Ring of Wizardry
Ring, DMG-2a 204.
- Ring of Woe
Rev. Ring of Hands, Pr. 1 Abjuration, Spheres: Protection, Tome-2 55.
- Ring of X-Ray Vision
Ring, DMG-2a 204.
- Rings
Magic, table Tome-2 123. table DMG-2a 184.
- 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.
- Rock to Mud
See Transmute Rock to Mud, Wiz. 5 Alteration, PH-2 172, PH-2a 219.
- Rods
table DMG-2a 185.
- Rods, Staves, Wands
Magic, table Tome-2 123.
- Rogue Experience Levels
table PH-2a 53.
- Rope Trick
Magic-User Alteration, PH-1 71. Wiz. 2 Alteration, PH-2 145, PH-2a 187. Illusionist Alteration, PH-1 97.
- Ropes
Misc, DMG-2a 213.
- Rulership
Rod, DMG-2a 206.
- Sacred Guardian
Pr. 1 Enchantment/Charm, Spheres: Guardian, Tome-2 55.
- Safeguarding
Wiz. 5 Abjuration, Tome-2 35.
- Sage Modifiers
table DMG-2a 146.
- Sailing Movement Modifiers
table DMG-2a 170.
- Sanctify
Pr. 2 Conjunction/Summoning, Spheres: , Tome-2 62.
- Sanctuary
Cleric Abjuration, PH-1 44. Pr. 1 Abjuration, Spheres: Protection, PH-2 202, PH-2a 257.
- Sap of the Eldest Tree
Potion, Druids-2 98.
- Savage Wizard Omen Results
table Wiz Hbk-2 45.
- Saving Throw
See Structural Saving Throws, table DMG-2a 105. See Character Saving Throws, table DMG-2a 92. See Constituion Saving Throw Bonuses, table PH-2a 28. See Item Saving Throws, table DMG-2a 58.
- Saving Throw Table Used
table DMG-2a 33.
- Saving Throws
See Character Saving Throws, table PH-2a 134. See Summary of Possible Modifiers for Saving Throws vs. Illusions, table Wiz Hbk-2 90.
- Saw of Might Cutting
Cutting, DMG-2a 237.
- Scare
Wiz. 2 Enchantment/Charm, PH-2 145, PH-2a 187. Magic-User Enchantment/Charm, PH-1 71.
- Scimitar of Speed
Weapon, DMG-2a 244.
- Scintillating Colors
Robe, DMG-2a 236.
- Screen
Wiz. 8 Divination/Illusion, PH-2 192, PH-2a 243.
- Scrolls
table DMG-2a 184.
- Seclusion
Pr. 6 Alteration, Spheres: Numbers, Tome-2 103.
- Secondary Skills
table PH-2a 75.
- Secret Door and Trap Locatation
Wand, DMG-2a 212.
- Secret Page
Wiz. 3 Alteration, PH-2 152, PH-2a 196.
- Security
Rod, DMG-2a 206.

All edition spells, items, and tables in alphabetical order

- Seeds of Doom
Misc, Druids-2 101.
- Seeds of Plenty
Misc, Druids-2 101.
- Seeds of the Hedge
Misc, Druids-2 101.
- Seeing
Gem, DMG-2a 226.
- Seeking
Spells Enchantment, Invocation; Elves-2-2 102.
- Seeming
Wiz. 5 Illusion/Phantasm, PH-2 171, PH-2a 217.
- Selected Oriental Weapons for the Wu Jen
table Wiz Hbk-2 48.
- Selective Passage
Rev. Tanglefoot, Pr. 4 Alteration, Abjuration;
Spheres: War, Tome-2 85.
- Sending
Wiz. 5 Evocation, PH-2 171, PH-2a 218.
- Sense Shifting
Wiz. 2 Alteration, Tome-2 23.
- Sepia Snake Sigil
Wiz. 3 Conjuraction/Summoning, PH-2 152,
PH-2a 196.
- Sequester
Wiz. 7 Illusion/Phantasm, Abjuration; PH-2
186, PH-2a 236.
- Serpent
Staff, DMG-2a 208.
- Serpents Seeds
Misc, Druids-2 101.
- Serten's Spell Immunity
Magic-User Abjuration, PH-1 91. Wiz. 8 Ab-
juration, PH-2 192, PH-2a 244.
- Sewers
Pipes, DMG-2a 234.
- Shades
Wiz. 6 Illusion/Phantasm, PH-2 181, PH-2a
230. Illusionist Illusion/Phantasm, PH-1 99.
- Shadow Door
Wiz. 5 Illusion/Phantasm, PH-2 171, PH-2a
218. Illusionist Illusion/Phantasm, PH-1 99.
- 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. Illusionist Illusion/Phantasm, PH-1 99.
- Shadow Monsters
Illusionist Illusion/Phantasm, PH-1 98. 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 Binding
Wand/Staff, Druids-2 99.
- Shape Change
Magic-User Alteration, PH-1 93. Wiz. 9 Alter-
ation, 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.
Magic-User Alteration, PH-1 71.
- Shield
Wiz. 1 Evocation, PH-2 137, PH-2a 178.
Magic-User Evocation, PH-1 68.
- Shield -1, missile attractor
Shield, DMG-2a 241.
- Shield, large, +1, +4 versus missiles
Shield, DMG-2a 241.
- Shillelagh
Druid Alteration, PH-1 55. Pr. 1 Alteration,
Spheres: Combat, Plant; PH-2 202, PH-2a 257.
- Ship Types
table DMG-2a 170.
- Shocking Grasp
Ring, DMG-2a 202. Wiz. 1 Alteration, PH-2
137, PH-2a 178. Magic-User Alteration, PH-1
68.
- Shooting Stars
Ring, DMG-2a 202. Pr. Quest Conjuraction,
Invocation; Spheres: Combat, Sun, Weather;
Tome-2 119.
- Shout
Wiz. 4 Evocation, PH-2 163, PH-2a 207.
- Shrieking Walls
Pr. 5 Enchantment, Spheres: Wards, Tome-2

All edition spells, items, and tables in alphabetical order

- 95.
- Shrink Animal**
Rev. Animal Growth, Wiz. 5 Alteration, PH-2 165, PH-2a 209.
- Shrink Insect**
Rev. Giant Insect, Pr. 4 Alteration, Spheres: Animal, PH-2 217, PH-2a 276.
- Shrink Item**
See Item, Wiz. 3 Alteration, PH-2 150, PH-2a 194.
- Sickle of the Harvest**
Weapon, Druids-2 99.
- Siege Wall**
Pr. Quest Alteration, Invocation; Spheres: Creation, Guardian; Tome-2 119.
- Silence, 15' Radius**
Cleric Alteration, PH-1 45. Pr. 2 Alteration, Spheres: Guardian, PH-2 206, PH-2a 263.
- Silver Magic**
Libram, DMG-2a 231.
- Simulacrum**
Wiz. 7 Illusion/Phantasm, PH-2 186, PH-2a 236. Magic-User Illusion/Phantasm, PH-1 88.
- Sink**
Wiz. 8 Enchantment, Alteration; PH-2 192, PH-2a 244.
- Sirines**
Pearl, DMG-2a 233.
- Situational Modifiers**
table DMG-2a 98.
- Size Alteration**
Wand, DMG-2a 212.
- Skills**
See Secondary Skills, table PH-2a 75.
- Skip Day**
Pr. 6 Invocation/Evocation, Spheres: Time, Tome-2 104.
- Slay Dead**
Rev. Raise Dead, Pr. 5 Necromancy, Spheres: Necromantic, PH-2 224, PH-2a 284.
- Slay Living**
Rev. Raise Dead, Cleric Necromantic, PH-1 50.
- Sleep**
Magic-User Enchantment/Charm, PH-1 68. Wiz. 1 Enchantment/Charm, PH-2 138, PH-2a 178.
- Sling of Seeking**
Weapon, DMG-2a 244.
- Slinging**
Staff, DMG-2a 208.
- Slipperiness**
Oil, DMG-2a 194.
- Slow**
Wiz. 3 Abjuration, PH-2 153, PH-2a 196. Magic-User Alteration, PH-1 75.
- Slow Poison**
Pr. 2 Necromancy, Spheres: Healing, PH-2 207, PH-2a 263. Cleric Necromantic, PH-1 45.
- Slow Rot**
Pr. 3 Abjuration, Spheres: Plant, Tome-2 70.
- Smallness**
Sheet, DMG-2a 238.
- Smiting**
Rod, DMG-2a 206.
- Smoke Powder**
Misc, DMG-2a 238.
- Smothering**
Rug, DMG-2a 237.
- Snake Charm**
Cleric Enchantment/Charm, PH-1 46. Pr. 2 Enchantment/Charm, Spheres: Animal, PH-2 207, PH-2a 263.
- Snakes to Sicks**
Rev. Sticks To Snakes, Cleric Alteration, PH-1 49.
- Snakes to Sticks**
Rev. Sticks to Snakes, Pr. 4 Alteration, Spheres: Plant, PH-2 220, PH-2a 280. Rev. Sticks to Snakes, Druid Alteration, PH-1 61.
- Snakesalve**
Herbal Poultice, Druids-2 106.
- Snapping Teeth**
Wiz. 3 Conjuraction, Alteration; Wiz Hbk-2 100.
- Snare**
Druid Enchantment/Charm, PH-1 58.
- Sneezing and Choking**
Dust, DMG-2a 223.
- Sol's Searing Club**
Pr. 6 Invokation, Spheres: Sun, Tome-2 104.
- Solid Fog**
Wiz. 4 Alteration, PH-2 163, PH-2a 207.

All edition spells, items, and tables in alphabetical order

- Solipsism
Pr. 4 Alteration, Spheres: Thought, Tome-2 84.
- Sounding
Pipes, DMG-2a 234.
- Sovereign Glue
Misc, DMG-2a 238.
- Spacewarp
Pr. 7 Alteration, Spheres: Numbers, Tome-2 109.
- Speak With Animals
Pr. 2 Alteration, Spheres: Animal, Divination; PH-2 207, PH-2a 263. Cleric Alteration, PH-1 46. Druid Alteration, PH-1 55.
- 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
Cleric Alteration, PH-1 51. 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. Druid Alteration, PH-1 60. Cleric Alteration, PH-1 49.
- Speak With The Dead
Cleric Necromantic, PH-1 48.
- Spear, Cursed Backbiter
Weapon, DMG-2a 244.
- Special Armors
table DMG-2a 189.
- Special Purpose Weapons
table DMG-2a 249.
- Special Weapons
table DMG-2a 190.
- Specialist
See Wizard Specialist Requirements, table .
- Specialist Attacks Per Round
table PH-2a 71.
- Spectral Force
Wiz. 3 Illusion/Phantasm, PH-2 153, PH-2a 197. Illusionist Illusion/Phantasm, PH-1 97.
- Spectral Hand
Wiz. 2 Necromancy, PH-2 145, PH-2a 188.
- Speed
Horseshoes, DMG-2a 229. Potion, DMG-2a 195. Boots, DMG-2a 217.
- Spell
See Random Determination of Spell Components, table Wiz Hbk-2 28.
- Spell Book Capacities
table DMG-2a 62.
- Spell Failure
table DMG-2a 196.
- Spell Immunity
Pr. 4 Abjuration, Spheres: Protection, PH-2 220, PH-2a 279.
- Spell Shape
Wiz. 7 Alteration, Tome-2 42.
- Spell Storing
Ring, DMG-2a 202.
- Spell Turning
Wiz. 7 Abjuration, PH-2 187, PH-2a 237.
- Spells
See Paladin Spell Progression, table PH-2a 40. See Bard Spell Progression, table PH-2a 59. See NPC Spell Costs, table DMG-2a 154. See Library Values Necessary for Spell Research, table Wiz Hbk-2 91. See Wizard Spell Progression Beyond 20th Level, table Wiz Hbk-2 82. See Wizard Spell Progression, table PH-2a 43. See Priest Spell Progression, table PH-2a 47.
- Sphere
Talisman, DMG-2a 239.
- Sphere of Security
Pr. Quest Abjuration, Spheres: Protection, Tome-2 119.
- Spider Climb
Wiz. 1 Alteration, PH-2 138, PH-2a 179. Magic-User Alteration, PH-1 68.
- Spider Climbing
Slippers, DMG-2a 238.
- 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.

All edition spells, items, and tables in alphabetical order

- Spirit of Power
Pr. 7 Summoning, Invocation; Spheres: Summoning, Tome-2 109.
- Spiritual Hammer
Cleric Invocation, PH-1 46. Pr. 2 Invocation, Spheres: Combat, PH-2 207, PH-2a 263.
- Spiritual Wrath
Pr. 6 Invocation, Spheres: Combat, Tome-2 105.
- Spiritwrack
Magic-User Evocation/Abjuration, PH-1 86.
- Splendor
Rod, DMG-2a 206.
- Spook
Wiz. 1 Illusion/Phantasm, PH-2 138, PH-2a 179.
- Spoon
See Murlynd's Spoon, Misc, DMG-2a 232.
- Springberry
Herbal Tea, Druids-2 106.
- 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.
- Staff-Mace
Staff, DMG-2a 207.
- Staff-Spear
Staff, DMG-2a 207.
- Stalker
Pr. Quest Conjunction/Summoning, Spheres: Creation, Guardian, Plant; Tome-2 120.
- Stammering and Stuttering
Philter, DMG-2a 194.
- Standard Exchange Rates
table PH-2a 89.
- Standard Modifiers to Initiative
table PH-2a 125. table DMG-2a 78.
- Starella's Aphrodisiac
Oil, Tome-2 125.
- Stars
Robe, DMG-2a 236.
- Starshine
Pr. 3 Evocation, Illusion/Phantasm; Spheres: Sun, PH-2 214, PH-2a 272.
- Statue
Magic-User Alteration, PH-1 89. Wiz. 7 Alteration, PH-2 187, PH-2a 237.
- Staves
table DMG-2a 185.
- Steal Enchantment
Wiz. 7 Enchantment, Tome-2 42.
- Stealthy Pilfering
Manual, DMG-2a 231.
- Sticks to Snakes
Pr. 4 Alteration, Spheres: Plant, PH-2 220, PH-2a 280. Cleric Alteration, PH-1 49. Druid Alteration, PH-1 61.
- Stinking Cloud
Wiz. 2 Evocation, PH-2 145, PH-2a 188. Magic-User Evocation, PH-1 72.
- Stone Horse
Misc, DMG-2a 239.
- Stone of Lost Ways
Misc, Druids-2 101.
- Stone Shape
Druid Alteration, PH-1 58. Magic-User Alteration, PH-1 81. Pr. 3 Alteration, Spheres: Elemental (Earth), PH-2 214, PH-2a 272. Wiz. 5 Alteration, PH-2 171, PH-2a 218.
- Stone Tell
Cleric Divination, PH-1 52. Pr. 6 Divination, Spheres: Elemental (Earth), Divination; PH-2 229, PH-2a 290.
- Stone To Flesh
Magic-User Alteration, PH-1 86. Wiz. 6 Alteration, PH-2 181, PH-2a 230.
- Stones
See Powers of Standing Stones, table Druids-2 118. See Ioun Stones, table DMG-2a 229.
- Stoneskin
Wiz. 4 Alteration, PH-2 163, PH-2a 208.
- Storm of Vengeance
Pr. Quest Evocation, Spheres: Elemental, War, Weather; Tome-2 121.
- Stowage Capacity
table PH-2a 105.
- Straighten Wood
Rev. Warp Wood, Pr. 2 Alteration, Spheres: Plant, PH-2 208, PH-2a 264.
- Strangulation
Necklace, DMG-2a 233.

All edition spells, items, and tables in alphabetical order

- Strength**
Wiz. 2 Alteration, PH-2 146, PH-2a 188. See Giant Strength, Girdle, DMG-2a 226. table PH-2a 19. See Lordly Might, Rod, DMG-2a 205. See Ogre Power, Gauntlets, DMG-2a 225. Magic-User Alteration, PH-1 72.
- Strength of One**
Pr. 3 Alteration, Spheres: Law, Tome-2 71.
- Strengthen Stone**
Pr. 5 Alteration, Spheres: , Druids-2 94.
- Striding and Springing**
Boots, DMG-2a 217.
- Striking**
Staff, DMG-2a 208.
- Structural Saving Throws**
table DMG-2a 105.
- Stupidity**
See Hat of Stupidity, Misc, DMG-2a 227.
- Succor**
Pr. 7 Alteration, Enchantment; Spheres: Summoning, PH-2 235, PH-2a 299. Wiz. 9 Alteration, Enchantment; PH-2 197, PH-2a 250.
- Suffocate**
Wiz. 7 Alteration, Necromancy; Tome-2 43.
- Suggested Maximum Damage of Spells By Level**
table Wiz Hbk-2 24.
- Suggestion**
Wiz. 3 Enchantment/Charm, PH-2 153, PH-2a 197. Illusionist Enchantment/Charm, PH-1 97. Magic-User Enchantment/Charm, PH-1 75.
- Summary of Possible Modifiers for Saving Throws**
vs. Illusionstable Wiz Hbk-2 90.
- Summon Insects**
Druid Conjunction/Summoning, PH-1 58. 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. Illusionist Conjunction/Summoning, PH-1 99.
- Summon Swarm**
Wiz. 2 Conjunction/Summoning, PH-2 146, PH-2a 188.
- Summoned Familiars**
table Wiz Hbk-2 108.
- Sun Blade**
Weapon, DMG-2a 244.
- Sun Blade 150**
SPARC, DMG-2a 308.
- Sunray**
Pr. 7 Evocation, Alteration; Spheres: Sun, PH-2 235, PH-2a 299.
- Super-Heroism**
Potion, DMG-2a 195.
- Surprise Modifiers**
table DMG-2a 139.
- Sustenance**
See Ring of Sustenance, Ring, DMG-2a 203.
- Swarm Queen's Crown**
Misc, Druids-2 101.
- Swarming Insects**
Staff, DMG-2a 208.
- Sweet Water**
Potion, DMG-2a 195.
- Swimming**
See Ring of Swimming, Ring, DMG-2a 203.
- Swimming and Climing**
Gauntlets, DMG-2a 225.
- Sword +1, +2 vs. magic-using and enchanted creatures**
Weapon, DMG-2a 244.
- Sword +1, +3 vs. lycanthropes and shape changers**
Weapon, DMG-2a 244.
- Sword +1, +3 vs. regenerating creatures**
Weapon, DMG-2a 245.
- Sword +1, +4 vs. reptiles**
Weapon, DMG-2a 245.
- Sword +1, flame tongue, +2 vs. regenerating creatures, +3 vs. cold-using, flammable, or avian creatures, +4 vs. undead**
Weapon, DMG-2a 245.
- Sword +1, Luck Blade**
Weapon, DMG-2a 245.
- Sword +2, Dragon Slayer**
Weapon, DMG-2a 245.
- Sword +2, Giant Slayer**
Weapon, DMG-2a 245.
- Sword +2, Nine Lives Stealer**
Weapon, DMG-2a 245.

All edition spells, items, and tables in alphabetical order

- Sword +3, Frost Brand, +6 vs. fire-using/dwelling creatures weapon, DMG-2a 245.
- Sword -2, cursed
Weapon, DMG-2a 245.
- Sword of Dancing
Weapon, DMG-2a 246.
- Sword of Life Stealing
Weapon, DMG-2a 246.
- Sword of Sharpness
Weapon, DMG-2a 246.
- Sword of the Planes
Weapon, DMG-2a 246.
- Sword of Wounding
Weapon, DMG-2a 246.
- Sword, +4 Defender
Weapon, DMG-2a 245.
- Sword, +5 Holy Avenger
Weapon, DMG-2a 245.
- Sword, Cursed Berserking
Weapon, DMG-2a 246.
- Sword, Short, of Quickness
Weapon, DMG-2a 245.
- Symbol
Magic-User Conjunction/Summoning, PH-1 91.
Pr. 7 Conjunction/Summoning, Spheres: Guardian, PH-2 236, PH-2a 299. Wiz. 8 Conjunction/Summoning, PH-2 193, PH-2a 244.
Cleric Conjunction/Summoning, PH-1 53.
- 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
Magic-User Alteration, PH-1 82. Wiz. 5 Alteration, PH-2 171, PH-2a 218. See Ring of Telekinesis, Ring, DMG-2a 203.
- Telepathy
Pr. 3 Divination, Alteration; Spheres: Thought, Tome-2 71. Helm, DMG-2a 228.
- Teleport
Wiz. 5 Alteration, PH-2 172, PH-2a 218. See Blinking, Ring, DMG-2a 198. Magic-User Alteration, PH-1 82.
- Teleport Without Error
Wiz. 7 Alteration, PH-2 187, PH-2a 238.
- Teleportation
Helm, DMG-2a 228.
- Telethaumaturgy
Pr. 3 Enchantment/Charm, Spheres: Numbers, Tome-2 72.
- Temporal Reinstatement
Rev. Temporal Stasis, Wiz. 9 Alteration, PH-2 197, PH-2a 251. Rev. Temporal Stasis, Magic-User Alteration, PH-1 93.
- Temporal Stasis
Wiz. 9 Alteration, PH-2 197, PH-2a 251. Magic-User Alteration, PH-1 93.
- Tenser's Floating Disc
Wiz. 1 Evocation, PH-2 138, PH-2a 179.
- Tenser's Floating Disk
Magic-User Evocation, PH-1 68.
- Tenser's Transformation
Wiz. 6 Alteration, Evocation; PH-2 181, PH-2a 231. Magic-User Alteration, Evocation; PH-1 86.
- Tentacle Walls
Pr. 7 Enchantment, Spheres: Wards, Tome-2 110.
- Tentacles
Wiz. 6 Conjunction, Alteration; Wiz Hbk-2 105.
- Terrain Costs for Overland Movement
table DMG-2a 168.
- Terrain Effects on Movement
table DMG-2a 167.
- Terrain Modifiers
table DMG-2a 168.
- Terror
Rod, DMG-2a 206.
- THAC0
See Calculated THAC0s, table PH-2a 121. See Calculated THAC0s, table DMG-2a 76. See Creature THAC0, table DMG-2a 76.
- THAC0 Advancement
table PH-2a 121. table DMG-2a 75.
- the Ram
Ring, DMG-2a 201.
- There/Not There
Wiz. 4 Evocation, Tome-2 32.

All edition spells, items, and tables in alphabetical order

- Thief Average Ability Table
table DMG-2a 34.
- Thief's Followers
table PH-2a 58.
- Thief's Lament
Pr. 3 Alteration, Spheres: Wards, Tome-2 72.
- Thieving Skill Base Scores
table PH-2a 54.
- Thieving Skill Dexterity Adjustments
table PH-2a 54.
- Thieving Skill Racial Adjustments
table PH-2a 54.
- 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.
- Thought Projection
Medallion, DMG-2a 232.
- Thoughtwave
Pr. 5 Divination, Spheres: Divination, Tome-2 96.
- Throbbing Bones
Wiz. 5 Necromancy, Wiz Hbk-2 104.
- Thunder and Lightning
Staff, DMG-2a 208.
- Thunder Staff
Wiz. 4 Invocation/Evocation, Tome-2 32.
- Time
See Research Times, table DMG-2a 146.
- Time Pool
Pr. 5 Divination, Spheres: Time, Tome-2 96.
- Time Stop
Wiz. 9 Alteration, PH-2 197, PH-2a 251.
Magic-User Alteration, PH-1 93.
- Timelessness
Oil, DMG-2a 194. Pr. 7 Alteration, Spheres:
Numbers, Tome-2 110.
- Titles
See European Titles, table DMG-2a 152. See
Oriental Titles, table DMG-2a 152. See Reli-
gious Titles, table DMG-2a 153.
- Tongues
Pr. 4 Alteration, Spheres: Divination, PH-2
220, PH-2a 280. Cleric Alteration, PH-1 49.
Wiz. 3 Alteration, PH-2 153, PH-2a 197.
Magic-User Alteration, PH-1 75.
- Tracelessness
Dust, DMG-2a 223.
- Tracking
See Movement While Tracking, table PH-2a
87.
- Tracking Modifiers
table PH-2a 86.
- Traits
See General Traits, table DMG-2a 156.
- Transformation
Pr. Quest Alteration, Enchantment, Illusion;
Spheres: Numbers, Tome-2 121.
- Transmute Dust to Water
Rev. Transmute Water to Dust, Wiz. 6 Alter-
ation, PH-2 182, PH-2a 231. Rev. Transmute
Water to Dust, Pr. 6 Alteration, Spheres: Ele-
mental (Water), Elemental (Earth); PH-2 229,
PH-2a 291.
- Transmute Metal To Wood
Druid Alteration, PH-1 64. Pr. 7 Alteration,
Spheres: Elemental (Earth), PH-2 236, PH-2a
299.
- Transmute Mud to
Rev. Transmute Rock to Mud (Alteration), Pr.
5Spheres: , .
- Transmute Mud to Rock
Rev. Transmute Rock to Mud, Druid Alter-
ation, PH-1 61. Rev. Transmute Rock To Mud,
Magic-UserPH-1 82. Rev. Transmute Rock to
Mud, Wiz. 5 Alteration, PH-2 172, PH-2a 219.
- Transmute Rock to Mud
Druid Alteration, PH-1 61. Magic-UserPH-1
82. Wiz. 5 Alteration, PH-2 172, PH-2a 219.
- Transmute Rock to Mud (Alteration)
Pr. 5Spheres: , .
- Transmute Water to Dust
Wiz. 6 Alteration, PH-2 182, PH-2a 231. Pr. 6
Alteration, Spheres: Elemental (Water), Ele-
mental (Earth); PH-2 229, PH-2a 291.
- Transmuting
Bag, DMG-2a 214.
- Transport Via Plants
Pr. 6 Alteration, Spheres: Plants, PH-2 229,
PH-2a 291. Druid Alteration, PH-1 62.
- Trap The Soul
Magic-User Conjunction/Summoning, PH-1 91.

All edition spells, items, and tables in alphabetical order

- Wiz. 8 Conjunction/Summoning, PH-2 193, PH-2a 245.
- Treasure Findings
Potion, DMG-2a 195.
- Treasure Types
table DMG-2a 180.
- Tree
Druid Alteration, PH-1 58. 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.
- Treeship
Misc, Druids-2 103.
- Tricks
Bag, DMG-2a 214.
- Trident of Fish Command
Weapon, DMG-2a 246.
- Trident of Submission
Weapon, DMG-2a 246.
- Trident of Warning
Weapon, DMG-2a 247.
- Trident of Yearning
Weapon, DMG-2a 247.
- Trip
Druid Enchantment/Charm, PH-1 57. Pr. 2 Enchantment/Charm, Spheres: Plant, PH-2 207, PH-2a 264.
- Tritons
Horn, DMG-2a 229.
- True Seeing
Pr. 5 Divination, Spheres: Divination, PH-2 225, PH-2a 285. Wiz. 6 Divination, PH-2 182, PH-2a 231. Cleric Divination, PH-1 50.
- True Sight
Illusionist Divination, PH-1 99.
- Truth
See Ring of Truth, Ring, DMG-2a 203.
- Turn Boulder to Pebble
Rev. Turn Pebble to Boulder, Wiz. 4 Alteration, Tome-2 33.
- Turn Pebble to Boulder
Wiz. 4 Alteration, Tome-2 33.
- Turn Wood
Druid Alteration, PH-1 62. Pr. 6 Alteration, Spheres: Plant, PH-2 229, PH-2a 291.
- Turning Undead
table DMG-2a 96. table PH-2a 137.
- Ultimate Evil
Talisman, DMG-2a 239.
- 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
See Versus Undead, Amulet, DMG-2a 213. See Turning Undead, table PH-2a 137. See Turning Undead, table DMG-2a 96. See Protection from Undead, Scroll, DMG-2a 198.
- Undead Control
Potion, DMG-2a 195.
- Undead Plague
Pr. Quest Necromancy, Spheres: Necromantic, Tome-2 121.
- Undead Ward
Pr. 5 Abjuration, Necromancy; Spheres: Wards, Tome-2 97.
- Understanding
Tome, DMG-2a 240.
- Underwater Action
Helm, DMG-2a 228.
- Undetectable Alignment
Rev. Know Alignment, Wiz. 2 Divination, PH-2 143, PH-2a 185. Rev. Know Alignment, Pr. 2 Divination, Spheres: Divination, PH-2 206, PH-2a 261.
- Undetectable Charm
Rev. Detect Charm, Pr. 2 Divination, Spheres: Divination, PH-2 , PH-2a 259.
- Undetectable Lie
Rev. Detect Lie, Cleric Divination, PH-1 48. Rev. Detect Lie, Pr. 4 Divination, Spheres: Divination, PH-2 217, PH-2a 275.
- Unearthly Choir
Pr. 3 Invocation, Spheres: Combat, Tome-2 73.
- Unholy Word
Rev. Holy Word, Cleric Conjunction/Summoning, PH-1 53. Rev. Holy Word, Pr. 7 Conjunction/Summoning, Spheres: Combat, PH-2 234,

All edition spells, items, and tables in alphabetical order

- PH-2a 296.
- Universal Solvent
Misc, DMG-2a 240.
- Unluck
Wiz. 4 Evocation, Tome-2 33.
- Unreadable Magic
Rev. Read Magic, Magic-User Divination, PH-1 68.
- Unseen Servant
Wiz. 1 Conjuraton/Summoning, PH-2 138, PH-2a 180. Magic-User Conjuraton/Summoning, PH-1 69.
- Unused Metal Armors
table DMG-2a 56.
- Unwilling Wood
Pr. 7 Enchantment/Charm, Spheres: Plant, Druids-2 97.
- Uplift
Pr. 4 Alteration, Spheres: All, Tome-2 86.
- Useful Items
Robe, DMG-2a 236.
- Vacancy
Wiz. 4 Alteration, Illusion/Phantasm; PH-2 163, PH-2a 208.
- Vacuous Grimoire
Misc, DMG-2a 240.
- Valhalla
Horn, DMG-2a 229.
- Vampiric Touch
Wiz. 3 Necromancy, PH-2 153, PH-2a 197.
- Vanish
Wiz. 7 Alteration, PH-2 187, PH-2a 238. Magic-User Alteration, PH-1 89.
- Varied Tracks
Boots, DMG-2a 217.
- Veil
Wiz. 6 Illusion/Phantasm, PH-2 182, PH-2a 231. Illusionist Illusion/Phantasm, PH-1 99.
- Ventriloquism
Wiz. 1 Illusion/Phantasm, PH-2 139, PH-2a 180. Potion, DMG-2a 195. Magic-User Illusion/Phantasm, PH-1 69. Illusionist Illusion/Phantasm, PH-1 96.
- Vermin
Robe, DMG-2a 236.
- Versus Golems
Scarab, DMG-2a 238.
- Versus Undead
Amulet, DMG-2a 213.
- Vile Darkness
Book, DMG-2a 216.
- Visibility Ranges
table PH-2a 155.
- Vision
Wiz. 7 Divination, PH-2 187, PH-2a 238.
- Vitality
Potion, DMG-2a 195.
- 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.
- Wages
See Common Wages, table DMG-2a 150.
- Wail of the Banshee
Wiz. 9 Necromancy, Tome-2 47.
- Wall of Bones
Wiz. 5 Conjuraton, Necromancy; Wiz Hbk-2 104.
- Wall of Fire
Pr. 5 Conjuraton/Summoning, Spheres: Elemental (Fire), PH-2 225, PH-2a 286. Magic-User Evocation, PH-1 78. Wiz. 4 Evocation, PH-2 163, PH-2a 208. Druid Evocation, PH-1 61.
- Wall of Fog
Wiz. 1 Evocation, PH-2 139, PH-2a 180. Illusionist Alteration, PH-1 95.
- Wall of Force
Wiz. 5 Evocation, PH-2 172, PH-2a 219. Magic-User Evocation, PH-1 82.
- Wall of Ice
Magic-User Evocation, PH-1 78. Wiz. 4 Evocation, PH-2 164, PH-2a 208.
- Wall Of Iron
Magic-User Evocation, PH-1 82. Wiz. 5 Evocation, PH-2 172, PH-2a 220.
- Wall of Stone
Wiz. 5 Evocation, PH-2 173, PH-2a 220. Magic-User Evocation, PH-1 82.
- Wall of Thorns
Pr. 6 Conjuraton/Summoning, Spheres: Plant, Creation; PH-2 230, PH-2a 291. Druid

All edition spells, items, and tables in alphabetical order

- Conjuration/Summoning, PH-1 62.
- Wanderer's Staff
Wand/Stave, Druids-2 99.
- Wands
table DMG-2a 185.
- Warband Quest
Pr. Quest Enchantment/Charm, Spheres:
Charm, War; Tome-2 122.
- Ward Matrix
Pr. Quest Invocation/Evocation, Spheres:
Wards, Tome-2 122.
- Warmth
See Ring of Warmth, Ring, DMG-2a 203.
- Warp Wood
Druid Alteration, PH-1 57. Pr. 2 Alteration,
Spheres: Plant, PH-2 208, PH-2a 264.
- Warrior Experience Levels
table PH-2a 36.
- Warrior Melee Attacks per Round
table PH-2a 36.
- Water
See Protection from Water, Scroll, DMG-2a
198. See Decanter of Endless Water, DMG-2a
221.
- Water Breathing
Druid Alteration, PH-1 58. Wiz. 3 Alteration,
PH-2 153, PH-2a 197. Pr. 3 Alteration,
Spheres: Elemental (Water), Elemental (Air);
PH-2 215, PH-2a 273.
- Water Breating
Magic-User Alteration, PH-1 75. Potion,
DMG-2a 195.
- Water to Dust
See Transmute Water to Dust, Pr. 6 Alteration,
Spheres: Elemental (Water), Elemental (Earth);
PH-2 229, PH-2a 291. See Transmute Water to
Dust, Wiz. 6 Alteration, PH-2 182, PH-2a 231.
- Water Walk
Pr. 3 Alteration, Spheres: Elemental (Water),
PH-2 215, PH-2a 273. See Ring of Water
Walking, Ring, DMG-2a 203.
- Watery Double
Wiz. 3 Conjuration/Summoning, Enchantment;
Tome-2 27.
- Waveform
Wiz. 5 Alteration, Tome-2 36.
- Weakness
See Ring of Weakness, Ring, DMG-2a 203.
- Weapon
See Languages Spoken by Weapon, table
DMG-2a 249. See Special Purpose Weapons,
table DMG-2a 249.
- Weapon Alignment
table DMG-2a 247.
- Weapon Construction
table PH-2a 87.
- Weapon Ego
table DMG-2a 249.
- Weapon Extraordinary Powers
table DMG-2a 248.
- Weapon Intelligence and Capabilities
table DMG-2a 247.
- Weapon Primary Abilities
table DMG-2a 248.
- Weapon Type
table DMG-2a 189.
- Weapon Type v. Armor Modifiers
table PH-2a 121.
- Weapon Type Vs. Armor Modifiers
table DMG-2a 75.
- Weapons
table PH-2a 94-95. See Missile Weapon
Ranges, table PH-2a 95. See Selected Oriental
Weapons for the Wu Jen, table Wiz Hbk-2 48.
- Weapons Allowed
table DMG-2a 33.
- Weather Conditions
table DMG-2a 170.
- Weather Stasis
Pr. 4 Abjuration, Spheres: Wards, Weather;
Tome-2 87.
- Weather Summoning
Druid Conjuration/Summoning, PH-1 63. Pr. 6
Conjuration/Summoning, Spheres: Weather,
PH-2 230, PH-2a 292.
- Web
Wiz. 2 Evocation, PH-2 146, PH-2a 189.
Magic-User Evocation, PH-1 72.
- Weight
See Average Height and Weight, table PH-2a
33. Stone, DMG-2a 239.
- Weighty Chest
Pr. 1 Alteration, Spheres: Wards, Tome-2 56.

All edition spells, items, and tables in alphabetical order

- Weird**
Wiz. 9 Illusion/Phantasm, PH-2 197, PH-2a 251.
- Weird Stuff**
Magic, table Tome-2 124.
- Welcome**
Rug, DMG-2a 237.
- Well of Many Worlds**
Misc, DMG-2a 240.
- Whispering Wind**
Wiz. 2 Alteration/Phantasm, PH-2 147, PH-2a 189.
- 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 Fan**
Misc, DMG-2a 240.
- Wind Walk**
Pr. 7 Alteration, Spheres: Elemental (Air), PH-2 236, PH-2a 299. Cleric Alteration, PH-1 54.
- Wind Wall**
Wiz. 3 Alteration, PH-2 154, PH-2a 198.
- Winged**
Boots, DMG-2a 217.
- Wings of Flying**
Misc, DMG-2a 240.
- Wintersalve**
Herbal Ointment, Druids-2 106.
- Wisdom**
table PH-2a 23. Pearl, DMG-2a 233.
- Wish**
See Ring of Wishes, Multiple, Ring, DMG-2a 203. Wiz. 9 Conjunction/Summoning, PH-2 197, PH-2a 251. Magic-User Conjunction/Summoning, PH-1 94. See Ring of Wishes, Three, Ring, DMG-2a 204.
- Withdraw**
Pr. 2 Alteration, Spheres: Protection, PH-2 208, PH-2a 264.
- Wither**
Rev. Regenerate, Cleric Necromantic, PH-1 53.
- Withering**
Staff, DMG-2a 209.
- Wizard Experience Levels**
table PH-2a 42.
- Wizard Experience Levels Beyond 20th**
table Wiz Hbk-2 82.
- Wizard Eye**
Magic-User Alteration, PH-1 79. Wiz. 4 Alteration, PH-2 164, PH-2a 209.
- Wizard Lock**
Magic-User Alteration, PH-1 72. 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.
- Wizard Specialist Requirements**
table .
- Wizard Spell Progression**
table PH-2a 43.
- Wizard Spell Progression Beyond 20th Level**
table Wiz Hbk-2 82.
- Wolf Spirits**
Pr. Quest Conjunction/Summoning, Invocation; Spheres: Animal, Guardian, Summoning; Tome-2 122.
- Wonder**
Wand, DMG-2a 212.
- Woodlands**
Staff, DMG-2a 209.
- Word of Recall**
Pr. 6 Alteration, Spheres: Summoning, PH-2 230, PH-2a 292. Cleric Alteration, PH-1 52.
- Wound Closure**
Periapt, DMG-2a 234.
- Wraithform**
Wiz. 3 Alteration, Illusion; PH-2 154, PH-2a 198.

All edition spells, items, and tables in alphabetical order

Wrestling

See Armor Modifiers for Wrestling, table DMG-2a 84. See Punching and Wrestling Results, table DMG-2a 85. See Armor Modifiers for Wrestling, table PH-2a 128. See Punching and Wrestling Results, table PH-2a 129.

Write

Magic-User Evocation, PH-1 69.

Wyvern Watch

Pr. 2 Evocation, Spheres: Guardian, PH-2 208, PH-2a 264.

X-Ray Vision

See Ring of X-Ray Vision, Ring, DMG-2a 204.

Youth

Elixir, DMG-2a 192.

Youthful Object

Rev. Age Object, Pr. 5 Alteration, Spheres: Time, Tome-2 87.

Zagy

Talisman, DMG-2a 239.

Zephyr

Horseshoes, DMG-2a 229.

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.

DMG-2a

Advanced Dungeons & Dragons *Dungeon Master Guide*, ISBN #0-7869-0328-7.

PH-2a

Advanced Dungeons & Dragons *Player's Handbook*, ISBN #0-7869-0329-5.

PH-3

Advanced Dungeons & Dragons *Player's Handbook Core Rulebook I*, ISBN #0-7869-1550-1.

PH-2

Advanced Dungeons & Dragons *Player's Handbook*, ISBN #0-88038-716-5.

Wiz Hbk-2

Advanced Dungeons & Dragons *The Complete Wizard's Handbook*, ISBN #0-88038-838-2.

PH-1

Advanced Dungeons & Dragons *Player's Handbook*, ISBN #0-935696-01-6.

Tome-2

Advanced Dungeons & Dragons *Tome of Magic*, ISBN #1-56076-107-5.

Elves-2-2

Advanced Dungeons & Dragons *The Complete Book of Elves*, ISBN #1-56076-376-0.

Druids-2

Advanced Dungeons & Dragons *The Complete Druid's Handbook*, ISBN #1-56076-886-X.

Advanced Dungeons & Dragons is a registered trademark of TSR, Inc., a subsidiary of Wizards of the Coast, Inc.

Glossary:

DMG Dungeon Master's Guide

PH Player's Handbook

Pr Priest

Rev Reversible

Wiz Wizard

References:

, ISBN #.