

## Second Edition spells in alphabetical order

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

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

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

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- Clone Wiz. 8 Necromancy, PH-2 189, PH-2a 240.
- Cloud of Purification  
Pr. 5 Evocation, Spheres: Elemental (Air), Elemental (Water); Tome-2 89.
- Cloudscape  
Pr. 5 Alteration, Spheres: Weather, Druids-2 93.
- Color Spray  
Wiz. 1 Alteration, PH-2 132, PH-2a 172.
- Combine  
Pr. 1 Evocation, Spheres: All, PH-2 198, PH-2a 252.
- Command  
Pr. 1 Enchantment/Charm, Spheres: Charm, PH-2 199, PH-2a 252.
- Commune  
Pr. 5 Divination, Spheres: Divination, PH-2 222, PH-2a 281.
- Commune with Nature  
Pr. 5 Divination, Spheres: Divination, Elemental; PH-2 222, PH-2a 281.
- Comprehend Languages  
Wiz. 1 Alteration, PH-2 133, PH-2a 172.
- Compulsive Order  
Pr. 4 Enchantment/Charm, Spheres: Law, Tome-2 76.
- Cone of Cold  
Wiz. 5 Evocation, PH-2 166, PH-2a 212.
- Conformance  
Pr. Quest Conjunction/Summoning, Invocation; Spheres: Law, Tome-2 113.
- Confusion  
Pr. 7 Enchantment/Charm, Spheres: Charm, PH-2 231, PH-2a 294. Wiz. 4 Enchantment/Charm, PH-2 154, PH-2a 198.
- Conjure Animals  
Wiz. 6 Conjunction/Summoning, PH-2 174, PH-2a 221. Pr. 6 Conjunction/Summoning, Spheres: Summoning, PH-2 227, PH-2a 288.
- Conjure Earth Elemental  
Pr. 7 Conjunction/Summoning, Spheres: Elemental (Earth), Summoning; PH-2 232, PH-2a 294.
- Conjure Elemental  
Wiz. 5 Conjunction/Summoning, PH-2 166, PH-2a 212.
- Conjure Fire Elemental  
Pr. 6 Conjunction/Summoning, Spheres: Elemental (Fire), PH-2 227, PH-2a 288.
- Conjure Spell Components  
Wiz. 1 Conjunction/Summoning, Tome-2 17.
- Consequence  
Pr. 5 Divination, Spheres: Numbers, Divination; Tome-2 89.
- Contact Other Plane  
Wiz. 5 Divination, PH-2 167, PH-2a 212.
- Contagion  
Wiz. 4 Necromancy, PH-2 155, PH-2a 199.
- Contingency  
Wiz. 6 Evocation, PH-2 174, PH-2a 221.
- Continual Light  
Pr. 3 Alteration, Spheres: Sun, PH-2 209, PH-2a 266. Wiz. 2 Alteration, PH-2 140, PH-2a 181.
- Control Temperature, 10 Foot Radius  
Pr. 4 Alteration, Spheres: Weather, PH-2 216, PH-2a 275.
- Control Undead  
Wiz. 7 Necromancy, PH-2 183, PH-2a 232.
- Control Weather  
Wiz. 6 Alteration, PH-2 174, PH-2a 222. Pr. 7 Alteration, Spheres: Weather, PH-2 232, PH-2a 294.
- Control Winds  
Pr. 5 Alteration, Spheres: Weather, PH-2 222, PH-2a 282.
- Copy Wiz. 1 Evocation, Wiz Hbk-2 95.
- Corpse Visage  
Wiz. 1 Illusion, Necromancy; Wiz Hbk-2 96.
- Couldkill  
Wiz. 5 Evocation, PH-2 166, PH-2a 212.
- Courage  
Pr. 1 Enchantment/Charm, Spheres: War, Tome-2 52.
- Create Campsite  
Pr. 3 Conjunction/Summoning, Spheres: Travelers, Tome-2 64.
- Create Food & Water  
Pr. 3 Alteration, Spheres: Creation, PH-2 209, PH-2a 266.
- Create Holy Symbol  
Pr. 2 Conjunction, Spheres: Creation, Tome-2 57.

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

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- Detect Undead**  
Wiz. 1 Divination, Necromancy; PH-2 133, PH-2a 173.
- Dig** Wiz. 4 Evocation, PH-2 155, PH-2a 199.
- Dilation I**  
Wiz. 4 Alteration, Tome-2 28.
- Dilation II**  
Wiz. 6 Alteration, Tome-2 38.
- Dimension Door**  
Wiz. 4 Alteration, PH-2 155, PH-2a 199.
- Dimensional Folding**  
Pr. 4 Alteration, Spheres: Numbers, Tome-2 77.
- Disbelief**  
Pr. 6 Enchantment/Charm, Spheres: Thought, Tome-2 99.
- Disguise**  
Pr. 5 Illusion/Phantasm, Spheres: War, Tome-2 90.
- Disintegrate**  
Wiz. 6 Alteration, PH-2 175, PH-2a 223.
- Dismissal**  
Wiz. 5 Abjuration, PH-2 167, PH-2a 213.
- Dispel Evil**  
Pr. 5 Abjuration, Spheres: Protection, Summoning; PH-2 222, PH-2a 282.
- Dispel Magic**  
Wiz. 3 Abjuration, PH-2 148, PH-2a 191.  
Pr. 3 Abjuration, Spheres: Protection, PH-2 210, PH-2a 267.
- Dissension's Feast**  
Pr. 2 Enchantment/Charm, Spheres: , Tome-2 57.
- Distance Distortion**  
Wiz. 5 Alteration, PH-2 167, PH-2a 213.
- Divination**  
Pr. 4 Divination, Spheres: Divination, PH-2 217, PH-2a 275.
- Divination Enhancement**  
Wiz. 4 Evocation, Tome-2 28.
- Divine Inspiration**  
Pr. 7 Divination, Spheres: Thought, Divination; Tome-2 106.
- Divining Rod**  
Wiz. 1 Divination, Enchantment; Wiz Hbk-2 97.
- Domination**  
Wiz. 5 Enchantment/Charm, PH-2 168, PH-2a 214.
- Dragon Scales**  
Wiz. 6 Abjuration, Wiz Hbk-2 105.
- Dragonbane**  
Pr. 6 Abjuration, Spheres: Wards, Tome-2 99.
- Draw Upon Holy Might**  
Pr. 2 Invocation, Spheres: Summoning, Tome-2 58.
- Drawmij's Instant Summons**  
Wiz. 7 Conjunction/Summoning, PH-2 183, PH-2a 233.
- Dream**  
Wiz. 5 Invocation, Illusion/Phantasm; PH-2 168, PH-2a 214.
- Duo-Dimension**  
Wiz. 7 Alteration, PH-2 184, PH-2a 233.
- Duplicate**  
Wiz. 4 Conjunction, Wiz Hbk-2 101.
- Dust Devil**  
Pr. 2 Conjunction/Summoning, Spheres: Elemental (Air), PH-2 204, PH-2a 259.
- Earthmaw**  
Pr. 4 Alteration, Spheres: Elemental (earth), Druids-2 91.
- Earthquake**  
Pr. 7 Alteration, Spheres: Elemental, 295, PH-2 233, PH-2a 295.
- Earthwrack**  
Pr. 6 Alteration, Spheres: Necromantic, Plant; Druids-2 95.
- Easy March**  
Pr. 5 Invocation, Spheres: Travelers, Tome-2 90.
- Efficacious Monster Ward**  
Pr. 3 Abjuration, Spheres: Wards, Tome-2 65.
- Elemental Aura**  
Wiz. 9 Abjuration, Evocation; Tome-2 46.
- Elemental Forbiddance**  
Pr. 5 Abjuration, Spheres: Wards, Elemental (Air), Elemental (Water), Elemental (Fire), Elemental (Earth); Tome-2 91.
- Elemental Swarm**  
Pr. Quest Conjunction/Summoning, Spheres:

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

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- Feign Death  
Wiz. 3 Necromancy, PH-2 149, PH-2a 191.  
Pr. 3 Necromancy, Spheres: Necromantic,  
PH-2 210, PH-2a 267.
- Filter Wiz. 2 Abjuration, Wiz Hbk-2 98.
- Find Familiar  
Wiz. 1 Conjunction/Summoning, PH-2 134,  
PH-2a 174.
- Find the Path  
Pr. 6 Divination, Spheres: Divination, PH-2  
227, PH-2a 288.
- Find Traps  
Pr. 2 Divination, Spheres: Divination, PH-2  
204, PH-2a 260.
- Finger of Death  
Wiz. 7 Necromancy, PH-2 184, PH-2a 233.
- Fire Aura  
Wiz. 4 Abjuration, Wiz Hbk-2 101.
- Fire Burst  
Wiz. 1 Alteration, Evocation; Tome-2 17.
- Fire Charm  
Wiz. 4 Enchantment/Charm, PH-2 158,  
PH-2a 201.
- Fire Purge  
Pr. 4 Abjuration, Spheres: Wards, Tome-2  
78.
- Fire Seeds  
Pr. 6 Conjunction, Spheres: Elemental (Fire),  
PH-2 227, PH-2a 289.
- Fire Shield  
Wiz. 4 Evocation, Alteration; PH-2 158,  
PH-2a 201.
- Fire Storm  
Pr. 7 Evocation, Spheres: Elemental, Fire;  
PH-2 234, PH-2a 296.
- Fire Trap  
Pr. 2 Abjuration, Evocation; Spheres: Ele-  
mental (Fire), PH-2 204, PH-2a 260. Wiz. 4  
Abjuration, Evocation; PH-2 158, PH-2a  
201.
- Fireball  
Wiz. 3 Evocation, PH-2 149, PH-2a 191.
- Fireflow  
Wiz. 3 Alteration, Tome-2 25.
- Fist of Stone  
Wiz. 1 Alteration, Tome-2 17.
- Flame Arrow  
Wiz. 3 Conjunction/Summoning, PH-2 149,  
PH-2a 192.
- Flame Blade  
Pr. 2 Evocation, Spheres: Elemental (Fire),  
PH-2 205, PH-2a 260.
- Flame Strike  
Pr. 5 Evocation, Spheres: Combat, PH-2 223,  
PH-2a 282.
- Flame Walk  
Pr. 3 Alteration, Spheres: Elemental (Fire),  
PH-2 210, PH-2a 268.
- Flaming Sphere  
Wiz. 2 Evocation, PH-2 141, PH-2a 182.
- Fly Wiz. 3 Alteration, PH-2 149, PH-2a 192.
- Focus Pr. 4 Invocation, Spheres: All, Tome-2 79.
- Fog Cloud  
Wiz. 2 Alteration, PH-2 141, PH-2a 183.
- Fool's Speech  
Wiz. 3 Alteration, Tome-2 25.
- Fools' Gold  
Wiz. 2 Alteration, Illusion; PH-2 141, PH-2a  
183.
- Forbiddance  
Pr. 6 Abjuration, Spheres: Protection, PH-2  
228, PH-2a 289.
- Force Shapechange  
Wiz. 5 Necromancy, Wiz Hbk-2 102.
- Forcecage  
Wiz. 7 Evocation, PH-2 184, PH-2a 234.
- Foresight  
Wiz. 9 Divination, PH-2 195, PH-2a 247.
- Forest's Fiery Constrictor  
Wiz. 6 Conjunction/Summoning, Tome-2 38.
- Forget  
Wiz. 2 Enchantment/Charm, PH-2 142,  
PH-2a 183.
- Fortify  
Pr. 4 Necromancy, Spheres: Healing, Tome-2  
80.
- Fortifying Stew  
Pr. 2 Necromancy, Spheres: Healing,  
Druids-2 88.
- Free Action  
Pr. 4 Abjuration, Enchantment; Spheres:  
Charm, PH-2 217, PH-2a 275.

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- Friends  
Wiz. 1 Enchantment/Charm, PH-2 134, PH-2a 174.
- Frisky Chest  
Pr. 2 Enchantment/Charm, Spheres: Wards, Tome-2 58.
- Fumble  
Wiz. 4 Enchantment/Charm, PH-2 158, PH-2a 202.
- Gate  
Wiz. 9 Conjunction/Summoning, PH-2 195, PH-2a 248. Pr. 7 Conjunction/Summoning, Spheres: Summoning, PH-2 234, PH-2a 296.
- Gaze Reflection  
Wiz. 1 Alteration, PH-2 135, PH-2a 174.
- Geas  
Wiz. 6 Enchantment/Charm, PH-2 177, PH-2a 225.
- Genius  
Pr. 4 Divination, Spheres: Thought, Tome-2 80.
- Ghoul Touch  
Wiz. 2 Necromancy, Wiz Hbk-2 98.
- Giant Insect  
Pr. 4 Alteration, Spheres: Animal, PH-2 217, PH-2a 276.
- Glasse  
Wiz. 6 Alteration, PH-2 177, PH-2a 225.
- Glassteel  
Wiz. 8 Alteration, PH-2 189, PH-2a 240.
- Glitterdust  
Wiz. 2 Conjunction/Summoning, PH-2 142, PH-2a 183.
- Globe of Invulnerability  
Wiz. 6 Abjuration, PH-2 177, PH-2a 225.
- Glorious Transformation  
Wiz. 9 Alteration, Tome-2 47.
- Glyph of Warding  
Pr. 3 Abjuration, Evocation; Spheres: Guardian, PH-2 210, PH-2a 268.
- Goodberry  
Pr. 2 Alteration, Evocation; Spheres: Plant, PH-2 205, PH-2a 260.
- Gravity Variation  
Pr. 6 Alteration, Spheres: War, Tome-2 100.
- Grease  
Wiz. 1 Conjunction, PH-2 135, PH-2a 175.
- Great Circle, The  
Pr. 6 Abjuration, Spheres: Sun, Tome-2 101.
- Greater Malison  
Wiz. 4 Enchantment/Charm, Tome-2 29.
- Grounding  
Pr. 5 Abjuration, Spheres: Wards, Tome-2 92.
- Group Mind  
Pr. 6 Divination, Enchantment/Charm; Spheres: Thought, Tome-2 101.
- Guards and Wards  
Wiz. 6 Evocation, PH-2 178, PH-2a 226.
- Gunther's Kaleidoscopic Strike  
Wiz. 8 Invocation/Evocation, Tome-2 43.
- Gust of Wind  
Wiz. 3 Alteration, PH-2 149, PH-2a 192.
- Hallucinatory Forest  
Pr. 4 Illusion/Phantasm, Spheres: Plant, PH-2 218, PH-2a 276.
- Hallucinatory Terrain  
Wiz. 4 Illusion/Phantasm, PH-2 158, PH-2a 202.
- Halo of Eyes  
Wiz. 4 Abjuration, Conjunction; Wiz Hbk-2 101.
- Haste  
Wiz. 3 Alteration, PH-2 149, PH-2a 192.
- Hatch the Stone from the Egg  
Wiz. 7 Alteration, Enchantment, Evocation; Tome-2 40.
- Heal  
Pr. 6 Necromancy, Spheres: Healing, PH-2 228, PH-2a 289.
- Health Blessing  
Pr. Quest Necromancy, Spheres: Healing, Necromantic; Tome-2 114.
- Heat Metal  
Pr. 2 Alteration, Spheres: Elemental (Fire), PH-2 205, PH-2a 261.
- Helping Hand  
Pr. 3 Evocation, Spheres: Travelers, Tome-2 66.
- Heroes' Feast  
Pr. 6 Evocation, Spheres: Creation, PH-2 228, PH-2a 289.
- Hesitation  
Pr. 2 Enchantment/Charm, Spheres: Time, Tome-2 59.
- Highway  
Pr. Quest Alteration, Evocation; Spheres: Travelers, Tome-2 114.

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

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

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

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

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

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- Pass Without Trace, 10 Foot Radius  
Pr. 3 Enchantment/Charm, Spheres: Plant, Druids-2 90.
- Passwall  
Wiz. 5 Alteration, PH-2 171, PH-2a 217.
- Past Life  
Wiz. 2 Divination, Tome-2 22.
- Patternweave  
Wiz. 1 Divination, Tome-2 20.
- Permanency  
Wiz. 8 Alteration, PH-2 190, PH-2a 242.
- Permanent Illusion  
Wiz. 6 Illusion/Phantasm, PH-2 180, PH-2a 229.
- Personal Reading  
Pr. 1 Divination, Spheres: Numbers, Tome-2 54.
- Phantasmal Force  
Wiz. 1 Illusion/Phantasm, PH-2 137, PH-2a 177.
- Phantasmal Killer  
Wiz. 4 Illusion/Phantasm, PH-2 160, PH-2a 205.
- Phantom Steed  
Wiz. 3 Conjunction, Phantasm; PH-2 152, PH-2a 195.
- Phase Door  
Wiz. 7 Alteration, PH-2 185, PH-2a 234.
- Physical Mirror  
Pr. 6 Alteration, Spheres: Numbers, Tome-2 102.
- Planar Quest  
Pr. Quest Alteration, Spheres: Astral, Tome-2 117.
- Plane Shift  
Pr. 5 Alteration, Spheres: Astral, PH-2 224, PH-2a 283.
- Plant Door  
Pr. 4 Alteration, Spheres: Plant, PH-2 219, PH-2a 277.
- Plant Growth  
Pr. 3 Alteration, Spheres: Plant, PH-2 212, PH-2a 269. Wiz. 4 Alteration, PH-2 161, PH-2a 205.
- Polymorph Any Object  
Wiz. 8 Alteration, PH-2 191, PH-2a 242.
- Polymorph Other  
Wiz. 4 Alteration, PH-2 161, PH-2a 205.
- Polymorph Self  
Wiz. 4 Alteration, PH-2 161, PH-2a 206.
- Power Word, Blind  
Wiz. 8 Conjunction/Summoning, PH-2 191, PH-2a 243.
- Power Word, Kill  
Wiz. 9 Conjunction/Summoning, PH-2 196, PH-2a 249.
- Power Word, Stun  
Wiz. 7 Conjunction/Summoning, PH-2 185, PH-2a 235.
- Prayer  
Pr. 3 Conjunction/Summoning, Spheres: Combat, PH-2 212, PH-2a 270.
- Preservation  
Pr. Quest Abjuration, Spheres: Wards, Tome-2 118.
- Prismatic Sphere  
Wiz. 9 Abjuration, Conjunction/Summoning; PH-2 196, PH-2a 249. Wiz. 7 Conjunction/Summoning, PH-2 186, PH-2a 235.
- Prismatic Wall  
Wiz. 8 Conjunction/Summoning, PH-2 191, PH-2a 243.
- Probability Control  
Pr. 4 Alteration, Spheres: Numbers, Tome-2 83.
- Produce Fire  
Pr. 4 Alteration, Spheres: Elemental (Fire), PH-2 219, PH-2a 278.
- Produce Flame  
Pr. 2 Alteration, Spheres: Elemental (Fire), PH-2 206, PH-2a 262.
- Programmed Illusion  
Wiz. 6 Illusion/Phantasm, PH-2 180, PH-2a 229.
- Project Image  
Wiz. 6 Alteration, Illusion/Phantasm; PH-2 180, PH-2a 229.
- Protection From Cantrips  
Wiz. 2 Abjuration, PH-2 144, PH-2a 186.
- Protection From Evil  
Pr. 1 Abjuration, Spheres: Protection, PH-2 201, PH-2a 256. Wiz. 1 Abjuration, PH-2 137, PH-2a 177.

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

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- Time, Tome-2 118.
- Ride the Wind  
Wiz. 2 Alteration, Tome-2 23.
- Rigid Thinking  
Pr. 3 Enchantment/Charm, Spheres: Law, Tome-2 70.
- Ring of Hands  
Pr. 1 Abjuration, Spheres: Protection, Tome-2 55.
- Robe of Healing  
Pr. Quest Enchantment, Necromancy; Spheres: Healing, Tome-2 119.
- Rock Pr. 5Spheres: Elemental (Earth), Elemental (Water); PH-2 225, PH-2a 285.
- Rope Trick  
Wiz. 2 Alteration, PH-2 145, PH-2a 187.
- Sacred Guardian  
Pr. 1 Enchantment/Charm, Spheres: Guardian, Tome-2 55.
- Safeguarding  
Wiz. 5 Abjuration, Tome-2 35.
- Sanctify  
Pr. 2 Conjunction/Summoning, Spheres: , Tome-2 62.
- Sanctuary  
Pr. 1 Abjuration, Spheres: Protection, PH-2 202, PH-2a 257.
- Scare Wiz. 2 Enchantment/Charm, PH-2 145, PH-2a 187.
- Screen  
Wiz. 8 Divination/Illusion, PH-2 192, PH-2a 243.
- Seclusion  
Pr. 6 Alteration, Spheres: Numbers, Tome-2 103.
- Secret Page  
Wiz. 3 Alteration, PH-2 152, PH-2a 196.
- Seeming  
Wiz. 5 Illusion/Phantasm, PH-2 171, PH-2a 217.
- Sending  
Wiz. 5 Evocation, PH-2 171, PH-2a 218.
- Sense Shifting  
Wiz. 2 Alteration, Tome-2 23.
- Sepia Snake Sigil  
Wiz. 3 Conjunction/Summoning, PH-2 152, PH-2a 196.
- Sequester  
Wiz. 7 Illusion/Phantasm, Abjuration; PH-2 186, PH-2a 236.
- Serten's Spell Immunity  
Wiz. 8 Abjuration, PH-2 192, PH-2a 244.
- Shades  
Wiz. 6 Illusion/Phantasm, PH-2 181, PH-2a 230.
- Shadow Door  
Wiz. 5 Illusion/Phantasm, PH-2 171, PH-2a 218.
- Shadow Engines  
Pr. 7 Illusion/Phantasm, Spheres: War, Tome-2 108.
- Shadow Form  
Wiz. 8 Necromancy, Wiz Hbk-2 106.
- Shadow Magic  
Wiz. 5 Illusion/Phantasm, PH-2 171, PH-2a 218.
- Shadow Monsters  
Wiz. 4 Illusion/Phantasm, PH-2 162, PH-2a 207.
- Shadow Walk  
Wiz. 7 Illusion, Enchantment; PH-2 186, PH-2a 236.
- Shadowcat  
Wiz. 7 Illusion, Tome-2 41.
- Shape Change  
Wiz. 9 Alteration, PH-2 196, PH-2a 250.
- Shape Wood  
Pr. 3 Alteration, Spheres: Plant, Druids-2 90.
- Shatter  
Wiz. 2 Alteration, PH-2 145, PH-2a 188.
- Shield  
Wiz. 1 Evocation, PH-2 137, PH-2a 178.
- Shillelagh  
Pr. 1 Alteration, Spheres: Combat, Plant; PH-2 202, PH-2a 257.
- Shocking Grasp  
Wiz. 1 Alteration, PH-2 137, PH-2a 178.
- Shooting Stars  
Pr. Quest Conjunction, Invocation; Spheres: Combat, Sun, Weather; Tome-2 119.
- Shout Wiz. 4 Evocation, PH-2 163, PH-2a 207.
- Shrieking Walls  
Pr. 5 Enchantment, Spheres: Wards, Tome-2 95.

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- Siege Wall  
Pr. Quest Alteration, Invocation; Spheres: Creation, Guardian; Tome-2 119.
- Silence, 15' Radius  
Pr. 2 Alteration, Spheres: Guardian, PH-2 206, PH-2a 263.
- Simulacrum  
Wiz. 7 Illusion/Phantasm, PH-2 186, PH-2a 236.
- Sink Wiz. 8 Enchantment, Alteration; PH-2 192, PH-2a 244.
- Skip Day  
Pr. 6 Invocation/Evocation, Spheres: Time, Tome-2 104.
- Sleep Wiz. 1 Enchantment/Charm, PH-2 138, PH-2a 178.
- Slow Wiz. 3 Abjuration, PH-2 153, PH-2a 196.
- Slow Poison  
Pr. 2 Necromancy, Spheres: Healing, PH-2 207, PH-2a 263.
- Slow Rot  
Pr. 3 Abjuration, Spheres: Plant, Tome-2 70.
- Snake Charm  
Pr. 2 Enchantment/Charm, Spheres: Animal, PH-2 207, PH-2a 263.
- Snapping Teeth  
Wiz. 3 Conjuraction, Alteration; Wiz Hbk-2 100.
- Sol's Searing Club  
Pr. 6 Invokation, Spheres: Sun, Tome-2 104.
- Solid Fog  
Wiz. 4 Alteration, PH-2 163, PH-2a 207.
- Solipsism  
Pr. 4 Alteration, Spheres: Thought, Tome-2 84.
- Spacewarp  
Pr. 7 Alteration, Spheres: Numbers, Tome-2 109.
- Speak With Animals  
Pr. 2 Alteration, Spheres: Animal, Divination; PH-2 207, PH-2a 263.
- Speak With Astral Traveler  
Pr. 1 Alteration, Spheres: Astral, Tome-2 55.
- Speak With Dead  
Pr. 3 Necromancy, Spheres: Divination, PH-2 214, PH-2a 271.
- Speak With Monsters  
Pr. 6 Alteration, Spheres: Divination, PH-2 229, PH-2a 290.
- Speak With Plants  
Pr. 4 Alteration, Spheres: Plant, PH-2 220, PH-2a 279.
- Spectral Force  
Wiz. 3 Illusion/Phantasm, PH-2 153, PH-2a 197.
- Spectral Hand  
Wiz. 2 Necromancy, PH-2 145, PH-2a 188.
- Spell Immunity  
Pr. 4 Abjuration, Spheres: Protection, PH-2 220, PH-2a 279.
- Spell Shape  
Wiz. 7 Alteration, Tome-2 42.
- Spell Turning  
Wiz. 7 Abjuration, PH-2 187, PH-2a 237.
- Sphere of Security  
Pr. Quest Abjuration, Spheres: Protection, Tome-2 119.
- Spider Climb  
Wiz. 1 Alteration, PH-2 138, PH-2a 179.
- Spike Growth  
Pr. 3 Alteration, Enchantment; Spheres: Plant, PH-2 214, PH-2a 271.
- Spike Stones  
Pr. 5 Alteration, Enchantment; Spheres: Elemental (Earth), PH-2 225, PH-2a 285.
- Spiral of Degeneration  
Pr. Quest Enchantment/Charm, Invocation; Spheres: Chaos, Thought; Tome-2 120.
- Spirit Armor  
Wiz. 3 Necromancy, Tome-2 26.
- Spirit of Power  
Pr. 7 Summoning, Invocation; Spheres: Summoning, Tome-2 109.
- Spiritual Hammer  
Pr. 2 Invocation, Spheres: Combat, PH-2 207, PH-2a 263.
- Spiritual Wrath  
Pr. 6 Invocation, Spheres: Combat, Tome-2 105.
- Spook  
Wiz. 1 Illusion/Phantasm, PH-2 138, PH-2a 179.

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- Squaring the Circle  
Wiz. 3 Alteration, Tome-2 27.
- Squeaking Floors  
Pr. 3 Evocation, Spheres: Wards, Tome-2 70.
- Stabilize  
Wiz. 9 Abjuration, Tome-2 47.
- Stalker  
Pr. Quest Conjunction/Summoning, Spheres: Creation, Guardian, Plant; Tome-2 120.
- Starshine  
Pr. 3 Evocation, Illusion/Phantasm; Spheres: Sun, PH-2 214, PH-2a 272.
- Statue  
Wiz. 7 Alteration, PH-2 187, PH-2a 237.
- Steal Enchantment  
Wiz. 7 Enchantment, Tome-2 42.
- Sticks to Snakes  
Pr. 4 Alteration, Spheres: Plant, PH-2 220, PH-2a 280.
- Stinking Cloud  
Wiz. 2 Evocation, PH-2 145, PH-2a 188.
- Stone Shape  
Pr. 3 Alteration, Spheres: Elemental (Earth), PH-2 214, PH-2a 272. Wiz. 5 Alteration, PH-2 171, PH-2a 218.
- Stone Tell  
Pr. 6 Divination, Spheres: Elemental (Earth), Divination; PH-2 229, PH-2a 290.
- Stone to Flesh  
Wiz. 6 Alteration, PH-2 181, PH-2a 230.
- Stoneskin  
Wiz. 4 Alteration, PH-2 163, PH-2a 208.
- Storm of Vengeance  
Pr. Quest Evocation, Spheres: Elemental, War, Weather; Tome-2 121.
- Strength  
Wiz. 2 Alteration, PH-2 146, PH-2a 188.
- Strength of One  
Pr. 3 Alteration, Spheres: Law, Tome-2 71.
- Strengthen Stone  
Pr. 5 Alteration, Spheres: , Druids-2 94.
- Succor  
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.
- Suggestion  
Wiz. 3 Enchantment/Charm, PH-2 153, PH-2a 197.
- Summon Insects  
Pr. 3 Conjunction/Summoning, Spheres: Animal, PH-2 214, PH-2a 272.
- Summon Lycanthrope  
Wiz. 4 Conjunction/Summoning, Tome-2 30.
- Summon Shadow  
Wiz. 5 Conjunction/Summoning, Necromancy; PH-2 171, PH-2a 218.
- Summon Swarm  
Wiz. 2 Conjunction/Summoning, PH-2 146, PH-2a 188.
- Sunray  
Pr. 7 Evocation, Alteration; Spheres: Sun, PH-2 235, PH-2a 299.
- Symbol  
Pr. 7 Conjunction/Summoning, Spheres: Guardian, PH-2 236, PH-2a 299. Wiz. 8 Conjunction/Summoning, PH-2 193, PH-2a 244.
- Tanglefoot  
Pr. 4 Alteration, Abjuration; Spheres: War, Tome-2 85.
- Tasha's Uncontrollable Hideous Laughter  
Wiz. 2 Enchantment/Charm, PH-2 146, PH-2a 189.
- Taunt  
Wiz. 1 Enchantment, PH-2 138, PH-2a 179.
- Telekinesis  
Wiz. 5 Alteration, PH-2 171, PH-2a 218.
- Telepathy  
Pr. 3 Divination, Alteration; Spheres: Thought, Tome-2 71.
- Teleport  
Wiz. 5 Alteration, PH-2 172, PH-2a 218.
- Teleport Without Error  
Wiz. 7 Alteration, PH-2 187, PH-2a 238.
- Telethaumaturgy  
Pr. 3 Enchantment/Charm, Spheres: Numbers, Tome-2 72.
- Temporal Stasis  
Wiz. 9 Alteration, PH-2 197, PH-2a 251.
- Tenser's Floating Disc  
Wiz. 1 Evocation, PH-2 138, PH-2a 179.

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- Tenser's Transformation  
Wiz. 6 Alteration, Evocation; PH-2 181, PH-2a 231.
- Tentacle Walls  
Pr. 7 Enchantment, Spheres: Wards, Tome-2 110.
- Tentacles  
Wiz. 6 Conjunction, Alteration; Wiz Hbk-2 105.
- There/Not There  
Wiz. 4 Evocation, Tome-2 32.
- Thief's Lament  
Pr. 3 Alteration, Spheres: Wards, Tome-2 72.
- Thornwrack  
Pr. 5 Alteration, Spheres: Plant, Druids-2 94.
- Thought Broadcast  
Pr. 4 Alteration, Spheres: Thought, Tome-2 85.
- Thought Capture  
Pr. 1 Divination, Spheres: Thought, Tome-2 55.
- Thoughtwave  
Pr. 5 Divination, Spheres: Divination, Tome-2 96.
- Throbbing Bones  
Wiz. 5 Necromancy, Wiz Hbk-2 104.
- Thunder Staff  
Wiz. 4 Invocation/Evocation, Tome-2 32.
- Time Pool  
Pr. 5 Divination, Spheres: Time, Tome-2 96.
- Time Stop  
Wiz. 9 Alteration, PH-2 197, PH-2a 251.
- Timelessness  
Pr. 7 Alteration, Spheres: Numbers, Tome-2 110.
- Tongues  
Wiz. 3 Alteration, PH-2 153, PH-2a 197. Pr. 4 Alteration, Spheres: Divination, PH-2 220, PH-2a 280.
- Transformation  
Pr. Quest Alteration, Enchantment, Illusion; Spheres: Numbers, Tome-2 121.
- Transmute Metal to Wood  
Pr. 7 Alteration, Spheres: Elemental (Earth), PH-2 236, PH-2a 299.
- Transmute Rock to Mud  
Wiz. 5 Alteration, PH-2 172, PH-2a 219.
- Transmute Rock to Mud (Alteration)  
Pr. 5 Spheres: , .
- Transmute Water to Dust  
Pr. 6 Alteration, Spheres: Elemental (Water), Elemental (Earth); PH-2 229, PH-2a 291. Wiz. 6 Alteration, PH-2 182, PH-2a 231.
- Transport Via Plants  
Pr. 6 Alteration, Spheres: Plants, PH-2 229, PH-2a 291.
- Trap the Soul  
Wiz. 8 Conjunction/Summoning, PH-2 193, PH-2a 245.
- Tree Pr. 3 Alteration, Spheres: Plant, PH-2 215, PH-2a 273.
- Tree Spirit  
Pr. 7 Necromancy, Spheres: Plant, Druids-2 96.
- Tree Steed  
Pr. 4 Alteration, Enchantment/Charm; Spheres: Travelers, Tome-2 86.
- Trip Pr. 2 Enchantment/Charm, Spheres: Plant, PH-2 207, PH-2a 264.
- True Seeing  
Pr. 5 Divination, Spheres: Divination, PH-2 225, PH-2a 285. Wiz. 6 Divination, PH-2 182, PH-2a 231.
- Turn Pebble to Boulder  
Wiz. 4 Alteration, Tome-2 33.
- Turn Wood  
Pr. 6 Alteration, Spheres: Plant, PH-2 229, PH-2a 291.
- Unceasing Vigilance of the Holy Sentinel  
Pr. 5 Alteration, Spheres: Guardian, Tome-2 97.
- Uncontrolled Weather  
Pr. 7 Conjunction/Summoning, Spheres: Chaos, Tome-2 111.
- Undead Plague  
Pr. Quest Necromancy, Spheres: Necromantic, Tome-2 121.
- Undead Ward  
Pr. 5 Abjuration, Necromancy; Spheres: Wards, Tome-2 97.
- Unearthly Choir  
Pr. 3 Invocation, Spheres: Combat, Tome-2 73.

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

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Wildstrike  
Wiz. 6 Conjunction/Summoning, Tome-2 39.

Wildwind  
Wiz. 9 Conjunction/Summoning, Tome-2 48.

Wildzone  
Wiz. 8 Conjunction/Summoning, Tome-2 45.

Wind Breath  
Wiz. 4 Evocation, Wiz Hbk-2 101.

Wind Walk  
Pr. 7 Alteration, Spheres: Elemental (Air),  
PH-2 236, PH-2a 299.

Wind Wall  
Wiz. 3 Alteration, PH-2 154, PH-2a 198.

Wish Wiz. 9 Conjunction/Summoning, PH-2 197,  
PH-2a 251.

Withdraw  
Pr. 2 Alteration, Spheres: Protection, PH-2  
208, PH-2a 264.

Wizard Eye  
Wiz. 4 Alteration, PH-2 164, PH-2a 209.

Wizard Lock  
Wiz. 2 Alteration, PH-2 147, PH-2a 189.

Wizard Mark  
Wiz. 1 Alteration, PH-2 139, PH-2a 180.

Wizard Sight  
Wiz. 3 Divination, Tome-2 28.

Wolf Spirits  
Pr. Quest Conjunction/Summoning, Invoca-  
tion; Spheres: Animal, Guardian, Summon-  
ing; Tome-2 122.

Word of Recall  
Pr. 6 Alteration, Spheres: Summoning, PH-2  
230, PH-2a 292.

Wraithform  
Wiz. 3 Alteration, Illusion; PH-2 154, PH-2a  
198.

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

Zombie Double  
Wiz. 7 Necromancy, Wiz Hbk-2 106.

Zone of Sweet Air  
Pr. 3 Abjuration, Spheres: Wards, Tome-2  
73.

Zone of Truth  
Pr. 2 Enchantment/Charm, Spheres: Wards,  
Tome-2 62.

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