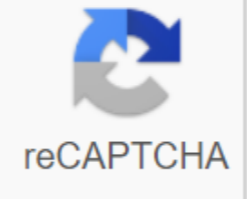




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Pathfinder analyze dweomer

Spells of spell resistance No acid haze (Water7, Sor/Wiz 6) Acid Splash (Sor/Wiz 0) Alarm (Brd 1, Rgr 1, Sor/Wiz 1) Alter Alone (Brd 2, Sor/Wiz 2) Dweomer Analysis (Brd 6, Sor/Wiz 6) Animate Dead (Clr 3, Death 3, Sor/Wiz 4) Animate Objects (Brd 6, Clr 6, Clr 6, Chaos 6) Animate Plants (Plant 7, Drd 7) Animate Rope (Brd 1, Sor/Wiz 1) Arcane Eye (Sor/Wiz 4) Arcade Lock (Sor/Wiz 2) Arkane (Sor/Wiz 0) Arcane View (Sor/Wiz 4) Arcade Wiz 3) Arcane View, Bigger (Sor/Wiz 2) Arch 7) Augury (Clr 2) Blessed Weapon (Pal 1) Blink (Brd 3, Sor/Wiz 3) Break Enchantment (Brd 4, Clr 5, Luck 5, Pal 4 , Sor / Wiz 5) Changetaf (Drd 7) Clairvoyance/Clairvoyance (Brd 3 , Knowledge 3, Sor/Wiz 3) Cloak of Chaos (Clr 8, Chaos 8) Branch (Sor/Wiz 8) cloudkill (Sor/Wiz 5) Commune (Clr 5) Pal 4) Comprehend Languages (Brd 1, Clr 1, Sor/Wiz 1) Saving (Clr 2) Contact with other aircraft (Sor/Wiz 5) Contingency (Sor/Wiz 6) Continuingal Flame (Clr 3, Sor /Wiz 2) Plant Control (Plant 8, Drd 8) Water Control (Clr 4, Water 4, Drd 4, Drd 4, Drd 4, Sorbent/Wiz 6) Time control (Clr 7, Air 7, Drd 7, Sor/Wiz 7) Control winds (Air 5, E/D/5) Creating food and water (Clr 3) Creating greater undeletes (Oath 8 , Death 8, Sor/Wiz 8) Creating the Undeath (Clr 6, Death 6, Evil 6, Sor/ Wiz 6) Creating Water (Clr 0 , Dr. 0, Pal 1) Creeping Doom (Drd 7) Dancing Lights (Brd 0, Sor/Wiz 0) Darkness (Brd 2, Clr 2, Sor/Wiz 2) Daylight (Brd 3, Clr 3, Drd 3, Pal 3, Sor/Wiz 3) Deathwatch (Clr 1) Sneaky Darkness (Clr 3) Detection of Animals or Plants (Drd 1, RGR 1) Detecting Chaos/Evil/Good/Law (Clr 1) Finding Magic (Brd 0, Clr 0, Drd 0, Sor/Wiz 0) Poison detection (squat 0, Drd 0, Pal 1, Rgr 1, Sor /Wiz 0) Detection of scrying (Brd 4, Sor /Wiz 4) Opening secret doors (Brd 1 , Knowledge 1, Sor/Wiz 1) Detection of undemanding and closhed (Drd 1, Rgr 1) Thought Detection (BRD 2, Knowledge 2, Sor/Wiz 2) Detection of undemanding (Cr 1, Pal 1 1) Dictim (Clr 7, Law 7) Dimension Door (Brd 4, Travel 4, Sor/Wiz 4) Plant Reduction (Drd 3, RGR 3) Pal 3) Distinguished Location (Clr 8, Knowledge 8, Sor/Wiz 8) masks itself (Brd 1, trick 1, Sor /Wiz 1) dispels chaos (fascination, chaotic spelling) (Clr 5, Law 5, Pal 4) dispels evil (magic, magic, magic) (Clr 5, good 5, Pal 4) Dispel good (enchantment, good spell) (Clr 5, Evil 5) Dispel Law (Enchantment, Legal Magic) (Cr 5, Chaos 5) Unravel Magic (BB 3, Clr 3, Magic 3 Dr. 4 , Pal 3, Sor/Wiz 3) Distracted magic, Greater (Brd 5, Clr 6, Sor/Wiz 6) Custodian (Clr 4, Knowledge 4) Divine Grace (Clr 1 , Pal 1) Divine Power (Clr 4, War 4) Drawmij of Instant Callings (Sor/Wiz 7) Earthquake (Clr 8, Destruction 8, Earth 7 , Dr. 8) Elemental Rojak (Air 9, Earth 9, Fire 9, Water 9, Drd 9)Iangle (plant 1, Dr. 1, Rgr 1) Entropic Shield (Clr 1, Luck 1) Delete (Brd 1, Sor/Wiz 1) Ethereal Jaunt (Clr 7 , Sor/Wiz 7) Black Tentacles of Heurard (Sor/Wiz 4) Quick Retreat 7 1, Sor/Wiz 1) Fabric (Sor/Wiz 5) Fake Life (Sor/Wiz 2) False Vision (Brd 5, Trick 5, Sor/Wiz 5) Finding Traps (Clr 2) Fire Seeds (Fire 6 , Sun 6, Drd 6) Fire Shield Shield 5, неделя 4, Cop/Wiz 4) Пламък стрела (Cop/Wiz 3) мъгла облак (вода 2, Drd 2, Sor/Wiz 2) Forsecage (Sor /wiz 7) Газова форма (Brd 3, Air 3, Sor/Wiz 3) Порпа (Clr 9, Cop/Wiz 9) Призрачен звук (Rd 0, Sor /Wiz 0) Блясък (Brd 3) Glltterdust (Brd 2, Sor/Wiz 2) Глобус на неуязвимост (Sor/Wiz 6) Глобус на неуязвимост, Lesser (Sor/Wiz 4) грес (Brd 1, Sor/Wiz 1) Халюцинаторски терен (Brd 4, Sor/Wiz 4) Подпомогване ръка (Clr 3) Feast Brd 6, Clr 6) Hold Portal (Sor/Wiz 1) Holy Sword (Pal 4) Идентифицирайте (Brd 1, Magic 2, Sor/Wiz 1) Илюзри стена (Sor/Wiz 4) Запалителен облак (пожар 8, Sor/Wiz 8) Насекоми чума (Clr 5) , Drd 5) Невидимост Прочистване (Clr 3) Сфера невидими (Brd 3, Sor /Wiz 3) Желязо тяло (Земя 8, Cop/Wiz 8) Ironwood (Drd 6) Нока (2) Знам посока (Brd 0, Drd 0) Легенда Лор (B 4, Тайната сандъче на Леомунд (Sor/Wiz 5) Leomund's Secure Shelter (Brd 4, Sor/Wiz 4) Леомунд's Малка хтайба (Brd 3, Sor/Wiz 3) Leomund's Trap (Sor/Wiz 2) Левитлат (Sor/Wiz 2) Light (Brd 0, Clr 0, Clr 0, Drd 0, Sor/Wiz 0) Liveoak (Drd 6) Намерете съществото (Brd 4, Sor /Wiz 4) Намерете обект (Brd 2, Clr 3, Пътуване 2, Sor /Wiz 2) Лонстрийдер (Пътуване 1, Drd 1, Rgr 1) Mage Armor (Sor/ Wiz 1) Mage Ръка (Brd 0, Sor / Wiz 0) Магически кръг срещу хаос (Clr 3 , Закон 3, Пал 3, Cop/Wiz 3) Магически кръг срещу злото (Clr 3, Добър 3, Pal 3, Sor / Wiz 3) Magic Circle срещу добро (Clr 3, зло 3, Sor / Wiz 3) Магически кръг срещу закона (Clr 3, Chaos 3, Sor /Wiz 3) Major Creation (Sor / Wiz 5) Major Image (Brd 3, Sor / Wiz 3) Meld in камък (Clr 3, Drd 3) Слабо изображение (Brd 2, 2) Sor/Wiz 2) Погрешното преуправдуциране (ББ 2, Cop/Wiz 2) Заблуждава (BRD 5, Luck 6, Трик 6, Cop/Биз 6) Момент на пренавястност (Късмет 8, Сор/Уиз 8) Подчинителното (Магия 9) , Sor/Wiz 9) Най-верният Хрътка (Sor / Wiz 5) Mordenkainen's Lucubration (Wiz 6) Mordenkainen's Magnificent Mansion (Sor /Wiz 7) Mordenkainen's Private Sanctum (Sor / Wiz 5) Mount (Sor/Wiz 1) Движение Земя (Drd 6 , Cop/Wiz 6) Магията на Найстул (Бреден 1, Магия 1, Сор/Wiz 1) замъгли мъглата (1, 2, 1, вода 1, д-р 1, Сорбнии/Wiz 1) Полет с висока проходилка (Sor/Wiz 5) Permanency (Sor/Wiz 5) Постоянно изображение (Brd 6, Sor/Wiz 6) Постоянно изображение (Brd 5, Sor/Wiz 5) Фантом Свй (B 3rd 3, Sor/Wiz 3) Фазова врата (Пътуване 8, Сорба/Wiz 7) Планарна Съюз (Clr 6) Планарна Съюз (Clr 6), По-малка (Clr 4) Плапаг обвързване (Sor/Wiz 6) Плапаг обвързване, Голяма (Cop/Wiz 8) планар обвързване , Малък (Sor/Wiz 5) Растителен растеж (растение 3, Drd 3, Rgr 3) Полиморф (Sor/Wiz 4) Prestigitation (Brd 0, Sor/Wiz 0) Програмиран образ (Brd 6, Sor/Wiz 6) Изображение (Brd 6 , Sor/Wiz 7) от защита от Chaos (Clr 1, Закон 1, Pal 1, Sor /Wiz 1) Защита от злото (Clr 1, Добро 1, Pal 1, Sor/Wiz 1) Защита от добро (Божествен) (Clr 1, Зло 1, Cop/Wiz 1) защита от закона (Божествен) (Clr 1, Хаос 1, Sor /Wiz 1) Любопитни очи (Sor/Wiz 5) Привързани очи, По-големи (Cop/Wiz Pyrotechnics (Smoke Cloud) (Brd 2, Sor/Wiz 2) Quench (Area) (Drd 3) Mnemonic Ray Enhancer (Wiz 4) Telepathic Snacks (Sor/Wiz 5) Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0) Reduction of the animal (Drd 2, Pal 3) Refuge (Clr 7, Sor/Wiz 9) Sip metal or stone (Drd 8) Sip wood (Plant 6, Drd 6) reverse gravity (Drd 8, Sor/Wiz 7) Righteous Power (Clr 5, Force 5) Rope Trick (Sor/Wiz 2) Rusty Catch (Drd 4) Sanctuary (Clr 1, Protection 1) Screen (Trick 7, Sor/Wiz 8) Secret Page (B 2) Shipping (Clr) Shipping 4, Sor/Wiz 5) Serpia Snake Sigil (Brd 3, Sor/Wiz 3) , Drd 9) Shapechange (Animal 9, Drd 9, Sor/Wiz 9) Shield (Sor/Wiz 1) Silent Image (Brd 1 , Sor/Wiz 1) Simulacrum (Sor /Wiz 7) Sleet Storm (Drd 3, Sor /Wiz 3) Trap (Drd 3, Rgr 2) Earth Softening & amp; Fi Stone (Earth 2, Dr. 2) Dense Fog (Sor/ Wiz 4) Soul (Clr 9, Sor/Wiz 9) speaks to animals (Brd 3, Drd 1, Rgr 1) Speak to the Dead (CTE 3) Speak to Plants (BB 4, Kb 3, Rgr 2) Spectral Hand (Sor/Wiz 2) Spell (Luck 7, Magic 7, Sor/ Wiz 7) Stinking Cloud (Sor /Wiz 3) Stone Shape (Clr 3, Earth 3, Drd 3, Sor /Wiz 5) Stone Say (Drd 6) Summons Tool (Drd 6) Summons Tool (Brd 0) Summons Monster I (Brd 1, Clr 1, Sor/Wiz 1) Summon Monster II (Brd 2, Clr 2, Sor /Wiz 2) Summon Monster III (Brd 3 , Clr 3, Sor/Wizz 3) Call Monster IV (Brd 4, Clr 4, Sor/Wiz 4) Summon Monster IX (Clr 9, Chaos 9, Evil 9, Good 9, Law 9, Law 9, Sor/Wiz 9) Summon Monster V (Brd 5, Clr 5, Sor / Wiz 5) Summon Monster VI (Brd 6, Clr 6, Sor /Wiz 6) Summon Monster VII (Clr 7, Sor/Wiz 7) Summon Monster VIII (Clr 8, Sor/Wiz 8) Prize of Nature I (Drd 1, Rgr 1) Summon Nature II (Drd 2, Rgr 2) Summon nature III (Drd 1) Summon Nature II (Drd 2, Rgr 2) Summon nature III (Drd 2, Rgr 2) Summon nature III (Drd 2, Rgr 2) Summon nature III (Drd 2, Rgr 2) Summon nature III (Drd 2, Rgr 2) Summons for a Natural Union (Animal 4, Drd 4, Rgr 4) Call of Nature IX (Drd 9) Summons Aii V (Drd 5) Call On ally nature VI (Drd 6) Summons to Ally vii of Nature (Drd 7) Summoning a Natural Union VIII (Animal 8 , Dd 8) Summon Sor/Wiz 2) Tenser Floating Disc (Sor/Wiz 1) Tenser Transformation (Sor/Wiz 6) time stop (tricks 9, Sur/Wiz 9) Languages (B. 2, Clr 4, Sor/Wiz 3) Transmute mud to rock (Drd 5, Sor /Wiz 5) Transmut rock to mud (Drd 5, Sor/Wiz 5) Transport by plants (Drd 6) Trap soul (trigger object) (Sor /Wiz 8) Tree shape (Drd 2, Rgr 3) wood stride (Drd 5, Rgr 4) True Strike (Sor /Wiz 1) Unslightly servant (B 1, Sor/Wiz 1) Entrilicium (Brd 1, Sor/Wiz 1) Vision (B 1, Sor/Wiz 1) Sor/Wiz 1) Wall of Strength (Sor/Wiz 5) Wall of Iron (Sor/Wiz 6) Wall of Stone (Clr 5, Earth 5 , Dr. 6, Sor/Wiz 6) Wall of Thorns (Plant 5 , Drd 5) Web (Sor/Wiz 2) Whispering Wind (Brd 2, Sor/Wiz 2) Zone of Silence (Brd 4) Yes Help (Clr 4, Air 4, Drd 4) Align Arms (Clr 2) Animal Growth (Drd 5, Rgr 4, Sor/Wiz 5) Animal Messenger (Brd 2, Drd 2, Rgr 1) Animal forms (Animal 7, Drd 8) Animal Trance (Brd 2, Drd 2) Antilifera Shell (Clr 6, Animal 6, Drd 6) Antipathy (Drd 9, Sor/Wiz 8) (Drd 4) Astral Astral (CR 9, Journey 9, Sor/Wiz 9) Atonement (Claire 5, Drd 5) Wakes Up (Drd 5) Baleful Polymorph (Drd 5, Sor/Wiz 5) Bain (CR 1) Banschment (Clr 6, Sor/Wiz 7) Korakin (Plant 2, Drd 2, Rgr 2)

Endurance (Clr 2, Drd 2, Rgr 2, Sor /Wiz 2) Endurance, Table (Clr 6, Drd 6, Sor/Wiz 6) The Curse of the Prophet (Clr 3, Sor/Wiz 4) Bigby Clenched Fist (Force 8, Sor/ Wiz 8) Bigby's Crushing Hand (Force 9, Sor/Wiz 9) Power of Bigby Power Hand (Sor/Wiz 6) Bigby's Grasping Hand (Force 7, Sor/Wiz 7) Bigby Interfering Hand (Sor/Wiz 5) Binding (Sor/Wiz 8) Blade Barrier (Clr 6, Good 6, War 6) Bogosfarmia (Clr 7, Evil 7) Blaze (Clr 1, Pal 1) relentless water (Clr 1) , Friend 1) Blight (Drd 4, Sor/Wiz 5) Blindness/deafness (Brd 2, Clr 3, Sor/Wiz 2) (Brd 2, Sor/Wiz 2) Bull Power (Clr 2, Strength 2, Drd 2, Pal 2, Sor/Wiz 2) Bull's Strength, Massa (Clr 6, Drd 6, Sor /Wiz 6) Burning Hands (Fire 1, Sor/ Wiz 1) Lightning (Drd 3) Lightning Call (Drd 5) Calm Animals (Animal 1, Drd 1, Drd 1, Rgr 1) Calm Emotions (Brd 2, Clr 2, Law 2) Ms. Katya (Bird 2, Dg 2, Rgr 2, Sor/Wiz 2) Cat grace, table (Brd 6, Drd 1, Drd 1 6, Sor/Wiz 6) Cause fear (Brd 1, Clr 1, Death 1, Sor/Wiz 1) Chain Flash (Air 6 , Sor/Wiz 6) Chaos Hammer (Claire 4) Charm Animal (Drd 1 , Rgr 1) Charm Monster (Brd 3, Sor/ Wiz 4) Charm Monster, Table (Brd 6, Sor/ Wiz 8) Charm Man (Brd 1, Sor /Wiz 1) Chill Metal (Drd 2) Chill Touch (Sor/Wiz 1) Round of Death (Sor /Wiz 6) Color Spray (Sor/Wiz 1) Command Plants (Clr 1) Drd 4, Rgr 3) Command Undead (Sor/Wiz 2) Command, Larger (Clr 5) Cold Cone (Water 6, Sor/Wiz 5) Confusion (Brd 3, Thriller 4, Sort/Wiz 4) Confusion, Less (Brd 1) Contagion (Clr 3, Demolition 3, Drd 3, Sor/Wiz 4) Control Undeath (Sor/Wiz 7) Crushes Despair (Brd 3, Sor/Wiz 4) Cure Critical Wounds (BRD 4, Clr 4 , Healing 4, dd 5) Critical wound heals, mass (Clr 8 , Healing 8, Dv 9) Cure mild wounds (BRD 5, 5, oaths 1, Healing 1, dvd 1, Pal 1, Rgr 2) Cure mild wounds, mass (BRD 5, Clr 5, Healing 5, Drd 6) Cure small wounds (Clr 0, Drd 0) Cure Wounds moderate (Brd 2, Clr 2, healing 2, db. 3, 3, 3, Rgr 3) Cure moderate wounds, mass (Brd 6, Clr 6, Drd 7) Cure serious wounds (Brd 3, Clr 3, healing 3, Drd 4, Pal 4, RGR 4) Cure serious wounds, mass (CL R 7, Drd 8) Curse Water (Clr 1) Darkvision (Rgr 3, Sor/Wiz 2) Dause (Brd 0, Sor/Wizz 0) Daze Monster (Brd 2, Sor/Wiz 2) Death Knell (Clr 2 , death 2) Death 2(Clr 4, Death 4 , Dr. 5, Pal 4) Deep Garment (Brd 3, Sor/ Wiz 3) Delay Poison (Brd 2, Clr 2, Drd 2, Pal 2, Rgr 1) Slow Blast Fireman (Sorbnik/ Wiz 7) Search (Ciz/Wiz 8) Desecrated (Clr 2, Evil 2) Destruction (Clr 7, Death 7) Homer Anchor (Clr 4, Sor/Wiz 4) Dimension Lockal (Clr 8, Sor/Wiz 8) Decay (Divine) (Demolition 7, Sor/Wiz 6) Dismissal (Arcane) (Clr 4, Sor/Wiz 5) Distracted (Extraglider) (Quat 5, Law 5, Pal 4) Dispel evil (Clr 5, Good 5, Pal 4) Distract good (Extramountain creature) (Clr 5, Evil 5) Dispel Law (Clr 5, Chaos 5) 5) (BRD 3, Sor/Wiz 3) Destroy undemanding (Sor/Wiz 0) Destructive weapon (Clr 5) dominate animal (animal 3, Drd 3) dominates monster (Sor/Wiz 9) Doom (CLR 1) Dream (BRD 5, Sorben/Wiz 5) Velichur (Brd 2, Clr 2, Pal 2, Sor /Wiz 2) Velichura of Ospreys, Massa (Brd 6, Clr 6, Sor/Wiz 6) Enderure elements (kr 1, Sun 1, d. 1, Pal 1, Rgr 1, Sor/wiz 1) Energy drainage (Clr 9, Sor/wiz 9) Energy (Sor/Wiz 4) human enlargement (force 1, Sor/Wiz 1) human enlargement, Mass (Sor/Wiz 4) Enthral (Brd 2, Clr 2) Etretics (Clr 9, Sor/Wiz 9) Explosive Runes (Sor/Wiz 3) Eyebite (Brd 6, Sor/Wiz 6) Faerie Fireerie (Drd 1) Fear (Brd 3 , Sor/Wiz 4) Feather Fall (Brd 1 2) 2015 (2000) Clr 6, Knowledge 6, Journey 6, Drd 6) Finger of Death (Drd 8, Sor/Wiz 7) FireStorm (CLR 8, Fire 7, Drd 7) Fire Trap (Drd 2, Sor/Wiz 4) Fireball (Sor/Wiz 3) Flame Blade (Drd 2) Flame Strike (Clr 5, Sun 5, War 5, War 5, War 5, War 5, War 5, War 5, War 5, War 5, War 5, War 5, Drd 4) Flamingo Sphere (Dr. 2, Sor/Wiz 2) flare (Brd 0, Drd 0, Sor/Wiz 0) Flesh of Stone (Sor/Wiz 6) Flight (Travel 3, Sor/Wiz 3) Forbidence (Sor/Wiz 3) Clr 6) Fox Cunning (Knowledge 9, Dv. 9, Sor/Wiz 9) Fox Cunning (Brd 2, Sor/Wiz 2) Cunning, Mass (Brd 6, Sor/Wiz 6) Freedom (Sor/Wiz 9) Freedom of Movement (BRD 4 4 , Oath 4, Luck 4, Drd 4, RGR 4) Geas/Quest (Brd 6, Clr 6, Sort/Wiz 6) Geas, Small (Brd 3, Sor/Wiz 4) Gentle Sor/Wiz 3) Ghoul Touch (Sor/Wiz 2) giant Vermin (Clr 4, Drd 4) glyph of Ward (1) (Clr 3) Ward's Glyph, Greater (Blast) (Clr 6) Good Hope (Brd 3) Goodberry (Drd 1) Guidance (Clr 0, Drd 0) Wind Gust (Drd 2, Sor/Wiz 2) Stopping the Undead (Sor /Wiz 3) Harm (Clr 6, Destruction 6) Haste (Brd 3, Sor /Wiz 3) 6, Healing 6, Drd 7) Heal the Mountain (Pal 3) Heal, Mass (Clr 9, Healing 9) Thermal Metal (Sun 2) Heroism (Brd 2, Sor /Wiz 3) Heroism , Greater (BRD 5, Sort/Wiz 6) Hide From Animals (Drd 1, Rgr 1) Hide from the Undemanding (Clr 1) hold animal (animal 2, Drd 1) Hide from the undemanding (Clr 1) hold animal (animal 2, Drd 1) 2, Rgr 2) hold monster (Brd 4, Law 6, Sor / Wiz 5) monster, table (sort / Wiz 9) hold man (Brd 2, Clr 2, RR/Wiz 3) hold man , Table (Sor/Wiz 7) Holy Aura (Claire 8, Good 8) Holy Smite (Good 4) Holy Word (KKR 7, Good 7) Ornithized Wilting (Water 8, Sor/Wiz 8) Hypnotic Pattern (Brd 2, Sor/Wiz 2) Hypnotic (Brd 1, Sor/Wiz 1) Ice Storm (Water 5, Dr 4, Sor/Wiz 4) Illusory Script (Brd 3, Sor /Wiz 3) Imbue with spell skill (Clr 4, magic 4) Implosion (Clr 9, Demolition 9) Prison (Sor/Wiz 9) Inflicted critical wounds (Clr 4 , Destruction 4) Inflicted on critical wound, mass (CLR 8) inflicted minor wounds (Clr 1, destruction 1) inflicted minor wounds, Massa (Clr 5, Destruction 5) Inflicted minor wounds (Clr 0) Inflicted moderate wounds (Clr 2) Inflicted moderate wounds, mass (CLR 6) Inflicted serious wounds (CLR 3) Inflicted serious wounds , Mass (Clr 7) Madness (Sor/Wiz 7) Invisibility (Brd 2, trickery 2, Sorbet/Wiz 2) Invisibility, Greater (Brd 4, Sort/Wiz 4) Invisibility, Mass (Soromick/Wiz 7) Jump (Drd 1, Rgr 1, Sor/Wiz 1) Keen Edge (Sor /Wiz 3) Bolt (Sor /Wiz) Bolt (Sor /Wiz приспиви (Brd 0) Magic Fang (Drd 1, Rgr 1) 1) - No, no, no, no, Bigger (Drd 3, RGR 3) Magic Jar (Sor/Wiz 5) Magic Rocket (Sor/Wiz 1) Magic Mouth (BRD 1, Sor/Wiz 2) Magic Stone (Cle 1, Earth 1, Dr. 1) Magic Vestment (Force 3, War 3) Magic Weapon (Clr 1, War 1, Pal 1, Sor/Wiz 1) Magic Weapon, Greater (Clr 4, Pal 3, Sor /Wiz 4) Master (Clr 2) Mark of Justice (Clr 5, Pal 4) Maze (Civraj/wiz 8) Manning (BRD 0, Clr 0, Drd 0, Sor/Wiz 0) Meteor Swarm (3000) Sor/Wiz 0 9) Mind Blank (Protection 8, Sorbnik/Wiz 8) Smart Fog (Brd 5, Sor/Wiz 5) Memory Change (Brd 4) Mordenkainen Sword (Sor/Wiz 7) Neutralizes Poison (BB 4 , Clr 4, Drd 3 , Pal 4, Rgr 3) Nightmare (Brd 5, Sor/Wiz 5) Non-falling (trick 3, Rgr 4, Sor/Wiz 3) Sor/Wiz 2) Open/Close (Brd 0, Sor/Wiz 0) Order (Law 4) Otiluke of the Frising Sphere (Sor/Wiz 6) Otiluke is a sustainable sphere (Sor /Wiz 4) Otiluke's Tele Otto 6, Sorluke and Wiz 8- Wisdom (KR 2, D.D.2, Pal 2, Rgr 2, Sor/Wiz 2) Wisdom of an Owl, Massa (CO 6, Dv. 6, Sor/Wiz 6) Pass Without Trace (Drd 1, Rgr 1) Phantas Killer (Sor/Wiz 4) Plane Shift (Clr 5, Sor/Wiz 7) Poison (Clr 4, Drd 3) Polar Ray (Sor/Wiz 8) Polymorphic each object (tricks 8 force of word blind (war 7, Sor/ Wiz 7) power kill (war 9 , Sor / Wiz 9) Power Word Stunning (War 8, Sorbent 8) Prayer (Clr 3, Drd 3) Prismatic Sphere (Protection 9, item 9, Sor/Wiz 9) Prismatic spray (Sor/Wiz 7) Prismatic Wall (Sor /Wiz 8) Produces flame (fire 2, Drd 1) Arrow protection (Sor/Wiz 2) Energy protection (Clr 3, Luck 3, Luck 3, Protection 3, Drd 3, Rgr 2, Sor/Wiz 3) Spell protection (Magic 8, Sor/Wiz 8) I purify food and drink (Clr 0, Drd 0) Pyrotechnics (Fireworks) (BRD 2, Sor/Wiz 2) Quench (item) (Drd 3) R (Brd 2) 2, Sor/Wiz 3) Rainbow pattern (Brd 4, Sor /Wiz 4) Raising the dead (Clr 5) beam of Enfeeblement (Sor /Wiz 1) Ray of exhaustion (Sor /Wiz 3) Frost ray (Sor/Wiz 0) Reduction of man (Sor/Wiz 1) Reduction per person , Mass (Sor/Wiz 4) Regeneration (Clr 7, Healing 7, Drd 9) Incarnation (Drd 4) Removal of Blindness/Deafness (Clr 3, Pal 3) Removal Curse (Brd 3, Clr 3, Pal 3, Sor/Wiz 4) Disease Removal (Clr 3, Drd 3, RGR 3) Fear Removal (Brd 1, Clr 1) Paralysis Removal (Clr 2, Pal 2) repel Vermin (Brd 4, Clr 4, Drd 4, Pal 3) Repulsion (Clr 7, Protection 7, Sor/Wiz 6) Resist energy (Clr 2, Fire 3, Drd 2, Pal 2, Rgr 1, Sor/Wiz 2) Resistance (Brd 0, Clr 0, Drd 0, Pal 1, Sor/Wiz 0) Recovery (Clr 4, Pal 4) Recovery, Greater (Clr 7) Recovery, Petite (KKR 2, Drd 2, Pal 1) Resurrection (Cr 7) Scare (Brd 2 , Sor/Wiz 2) Scintiling model (Sor/Wiz 8) Burning Ray (Sor/Wiz 2) Scrying (Brd 3 , Clr 5, Drd 4, Sor/Wiz 4) Scrying, Greater (Brd 6, Clr 7, Sor/Wiz 7) Sculpt Sound (Brd 3) Ned 3) Apparent (Brd 5, Sor/Wiz 5) Sequester (Object) (Sor/Wiz 7) Shades (Sor/Wiz 9) Shadow (Brd 4, Sor/Wiz 4) Shadow Conjuraton, Greater (Sor/Wiz 7) Shadow 5, Sor/Wiz 5) Shadow, Larger (Sor/Wiz 8) Shadow Walk (B. 5, Sor/Wiz 6) Shake (Brd Clr 2, Chaos 2, Demolition 2, Sort/Wiz 2) Faith Shield (Clr 1) Shield of the Law (CR 8, Law 8) Shield Others (Oath 2, Defense 2, Pal 2) Shillelagh (Drd 1) Shocking Catch (Sor/Wiz 1) Shouting (Brd 4, Sor/Wiz 4) Shouting, Bigger (Brd 6, Sor/Wiz 8) Shrinking Element (Sor/Wiz 3) Sober Yellow (Clr 5, Death 5) Sleep (Brd 1, Sor/Wiz 1) Slow (Brd 3, Sor /Wiz 3) Song of Contention (Brd 5) Sound Burst (Brd 2, Clr 2) Immunity from spells (Clr 4, Protection 4, Strength 4) Immunity from spells greater (2) Clr 8) Magic Resistance (Clr 5, Magic 5, Protection 5) Spellstaff (Drd 6) Spider Climb (Drd 2, Sor/Wiz 2) Spike (Drd 3 , Pal 2) Spike Stones (Earth 4 , Drd 4) Spiritual Weapon (Clr 2, War 2) Statue (Sor/Wiz 7) Status (Clr 2) Stone to Flesh (Sor/Wiz 6) Stonekin (Earth 6, Force 6, Dr. 5, Sort/Wiz 4) Vengeance Storm (Clr 9, Drd 9) Proposition (Brd 2, Sor /Wiz 3) Proposition, Massa (Brd 5, Sort/Wiz 6) Sunbeam (Sun 7, Drd 7) Sunburst (Side 8, Dr 8, Sor/Wiz 8) Symbol of Death (Clr 8, Sor/Wiz 8) Fear Symbol (Clr 6, Sor/Wiz 6) Symbol of Madness (Clr 8, Sor/Wiz 8) Symbol of Pain (Clr 5) Stunning symbol (7, Sor, Wiz 6) Sleep symbol (Clr 5, Sor/Wiz 5) Stun symbol) (Clr 7, Sor/Wiz 7) Symbol of weakness (Clr 7 , Sor/Wiz 7) Sympathetic Vibration (Brd 6) Sympathy (Drd 9, Sor/Wiz 8) Tasha Giaon Smet (Brd 1, Sor /Wiz 2) Teleport (Sor/Wiz 5) Teleport (Travel 5, Sor/Wiz 5) Transport Object (Sor/Wiz 7) Teleport(Sor/Wiz 7) Teleport, Bigger (Journey 7, Sor/Wiz 7) Teleportation Circle (Sor/Wiz 9) Temporal stasis (Sor/Wiz 8) Touch fatigue (Sor/Wiz 0) Touch of Idiosyncs (Sor/Wiz 2) Transmutate Metal to Wood (Drd 7) Trap Soul (Spell) (Sor /Wiz 8) The True Resurrection (Clr 9) (Seeing Clr 5, Knowledge 5, Dr. 7, Sor/Wiz 6) False to Death (CR 6, Sor/Wiz 6) Undetectable Alignment (BRD 1, Clr 2, Pal 2) Bride (Clr 8, Evil 8) Wicked Blythe (Evil 4) Vampire Touch (Sor/Wiz 3) Vail (Brd 6) Sorbet/Wiz 6) Virtue (0) Virtue , Dr. 0, Pal 1) Weil of Banshee (Death 9, Sor/Wiz 9) Wall of Fire (Fire 4, Dr. 5, Sor/Wiz 4) Wall of Ice (Sor/Wiz 4) Warp wood (Drd 2) Water Breathing (CLR 3, water 3, Dr. 3, Sort / Wiz 3) Walk water (CLR 3, RGR 3) Waves of exhaustion (Sor /Wiz 7) Waves of fatigue (Sor/Wiz 5) Strange (Sor / Wiz 9) Whiwindri (Air 8, Drd 8) Wind Walk (Clr 6, Drd 7) Wind Wall (Clr 3, Air 3, Drd 3, Rgr 2, Sor /Wiz 3) Tree Shape (Drd 2) Word of Chaos (Clr 7, Chaos 7) Call Recall (Clr 6, Drd 8) Truth Zone (Clr 2, 2) Varies Antique Magic Field (Clr 8 , Magic 6, Protection 6 , Sor/Wiz 6) Warding's Glyph (spell) (3) glyph of the ward, Greater (spell) (Cr 6) Guard and Ward (Sor/Wiz 6) Hallow (Clr 5, Drd 5) Limited Desire (Sor/Wiz 7) Miracle (Clr 9, Luck 9) Silence (Brd 2, Clr 2) Unhallow (Clr 5, Drd 5) Wish (Sor/Wiz 9) 9))

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