

<input type="checkbox"/>	Aberrate	+1 natural AC/4lvls becomes aberration	Trans	V,S,Fiend	1 a	Touch	One living creature	10 min/lvl	Fort neg	Yes	84
<input type="checkbox"/>	Absorb Mind	25% chance to recall target's memories	Div	V,S,F,Cor	1 a	Self	Caster	1 min/lvl	-	-	84
<input type="checkbox"/>	Absorb Strength	Gain 25% of Str, Con score as bonus	Necro	V,S,F,Cor	1 a	Self	Caster	10 min/lvl	-	-	84
<input type="checkbox"/>	Abyssal Might	+2 Str, Con, Dex and SR	Conj	V,S,M,Dev	1 a	Self	Caster	10 min/lvl	-	-	84
<input type="checkbox"/>	Addiction	Target becomes addicted to a drug	Ench	V,S,Drug	1 a	Touch	One living creature	Instantaneous	Fort neg	Yes	84
<input type="checkbox"/>	Alert Bebilith	Summons bebilith	Conj	V,S,M	1 a	Close	One bebilith	Instantaneous	-	No	84
<input type="checkbox"/>	Angry Ache	-2 Att/4lvls	Necro	V,S	1 a	Close	One living creature	1 min/lvl	Fort neg	Yes	85
<input type="checkbox"/>	Apocalypse from the Sky	10d6 dmg (either fire/acid/sonic) to all	Conj	V,S,M,Cor	1 day	Self	10-mile/lvl radius	Instantaneous	-	Yes	85
<input type="checkbox"/>	Befoul	Poisonous water, <1HD die or 1d4 Con	Trans	V,S,M	1 min	Touch	100x100x10-ft water	Permanent	Fort part	No	85
<input type="checkbox"/>	Bestow Greater Curse	Various effects, one ability reduced to 1	Trans	V,S	1 a	Touch	One creature	Permanent	Will neg	Yes	85
<input type="checkbox"/>	Bestow Wound	Take caster's wounds, 1 dmg/lvl	Trans	V,S,M	1 a	Touch	One living creature	Instantaneous	Fort neg	Yes	85
<input type="checkbox"/>	Black Bag	Bag of holding for evil items	Conj	V,S,M	1 a	Touch	Black leather bag	24 hours	-	No	86
<input type="checkbox"/>	Bodak Birth	Target becomes a bodak	Trans	V,S,F,Drug	1 min	Touch	One willing creature	Instantaneous	-	No	86
<input type="checkbox"/>	Boneblade	+1 Att, Dmg/5lvls, +1d6 Living, Good	Necro	V,S,F,Und	1 a	Touch	One bone	10 min/lvl	-	-	86
<input type="checkbox"/>	Boneblast	Breaks targets bone, 1d3 Con dmg	Necro	V,S,M,Und	1 a	Touch	One boned creature	Instantaneous	Fort neg	Yes	86
<input type="checkbox"/>	Call Dretch Horde	Dretches to a max of 2HD/lvl	Conj	V,S,Soul	1 min	Close	2d4 dretches	1 year	-	No	86
<input type="checkbox"/>	Call Lemure Horde	Lemures to a max of 2HD/lvl	Conj	V,S,Soul	1 min	Close	3d4 lemures	1 year	-	No	86
<input type="checkbox"/>	Call Nightmare	Nightmare serves caster	Conj	V,S,Soul	1 min	Medium	One nightmare	1 week	-	No	87
<input type="checkbox"/>	Charnel Fire	Corpse is completely consumed	Necro	V,S	1 min	Touch	One corpse	Instantaneous	-	No	87
<input type="checkbox"/>	Cheat	Reroll in game of chance, dice, cards	Trans	V,S,F	1 a	Self	Caster	1 min/lvl or till used	-	No	87
<input type="checkbox"/>	Circle of Nausea	-2 Att, saves, skills (except caster)	Evoc	V,S,F	1 a	Self	22-ft radius	1 min/lvl	Fort neg	Yes	88
<input type="checkbox"/>	Claws of the Bebilith	Claw dmg and rips away tgt's armour	Trans	V,S,Cor	1 a	Self	Caster	10 min/lvl	-	-	88
<input type="checkbox"/>	Claws of the Savage	Claw dmg, +2 Att, dmg	Trans	V,S	1 a	Touch	One creature	10 min/lvl	-	-	88
<input type="checkbox"/>	Cloud of the Achaierai	Toxic cloud, 2d6 damage, confusion	Conj	V,S,Dis	1 a	Self	10-ft radius	10 min/lvl	Fort part	Yes	88
<input type="checkbox"/>	Clutch of Orcus	Paralyzes target, 1d3 dmg/rnd	Necro	V,S	1 a	Medium	One humanoid	Concentration	Will neg	No	88
<input type="checkbox"/>	Consume Likeness	Appearance & form of dead humanoid	Necro	V,S,F,Cor	1 a	Self	Caster	Permanent	-	-	89
<input type="checkbox"/>	Cruel Disappointment	Next die roll action fails, poss -4 morale	Ill	V,S	1 a	Medium	One living creature	Instantaneous	Will neg	Yes	89
<input type="checkbox"/>	Crushing Fist of Spite	1d6/lvl dmg from darkness fist	Evoc	V,S,M,Dis	1 a	Medium	5-ft radius, 30-ft high	1 rnd/lvl	Ref neg	Yes	89
<input type="checkbox"/>	Curse of the Putrid Husk	Dazed 1 round then unconscious	Ill	V,S,M	1 a	Close	One creature	1 rnd + 1d10 min	Will neg	Yes	89
<input type="checkbox"/>	Damning Darkness	Darkness, Good 2d6 dmg/rnd, Ntrl half	Evoc	V,M/DF	1 a	Touch	One item	10 min/lvl (D)	-	No	89
<input type="checkbox"/>	Dance of Ruin	All non-demons take 2d20 dmg	Necro	V,S	Round	Close	All non-demons	Instantaneous	Ref half	Yes	90
<input type="checkbox"/>	Dancing Chains	Chains attack as spiked chains	Trans	V,S	1 a	Close	One chain/lvl	1 min/lvl	-	No	90
<input type="checkbox"/>	Darkbolt	Ranged touch attack 1d8/2lvls (5), stun	Evoc	V,S	1 a	Close	One creature	Instantaneous	Fort part	Yes	90
<input type="checkbox"/>	Darklight	5-ft radius darkness sphere, see within	Evoc	V,S	1 a	Touch	One creature	1 min/lvl	-	No	91
<input type="checkbox"/>	Death by Thorns	Incapacitated 1d4 rnds, 1d6/rnd, & die	Conj	V,S,Cor	1 a	Touch	Up to three creatures	Instantaneous	Fort part	Yes	91
<input type="checkbox"/>	Death Grimace	Magical signature on corpse	Necro	S	1 a	Touch	Corpse	Permanent	-	No	91
<input type="checkbox"/>	Demon Wings	Caster sprouts wings, fly normal speed	Trans	V,S	1 a	Self	Caster	10 min/lvl	-	-	91
<input type="checkbox"/>	Demoncall	+10 Knowledge arcana, planes, religion	Div	V,S,M	1 a	Self	Caster	Instantaneous	-	-	91
<input type="checkbox"/>	Demonflesh	+1 natural AC/5lvls	Trans	V,S	1 a	Self	Caster	1 min/lvl	-	-	92
<input type="checkbox"/>	Despoil	Plants die, living creatures lose 1d4 Str	Trans	V,S,M	1 min	Touch	100-ft/lvl radius	Instantaneous	Fort neg	Yes	92
<input type="checkbox"/>	Devil's Ego	1d4+1 Cha, treated as an 'outsider'	Trans	V,S	1 a	Self	Caster	1 min/lvl	-	-	92
<input type="checkbox"/>	Devil's Eye	See in magical darkness 30-ft	Div	V,S	1 a	Self	Caster	1 min/lvl	-	-	92
<input type="checkbox"/>	Devil's Tail	Tail doing 1d4 dmg + half Str bonus	Trans	V,S	1 a	Self	Caster	1 min/lvl	-	-	92
<input type="checkbox"/>	Devil's Tongue	Tongue makes grapple attacks to 15-ft	Trans	S,Cor	1 a	Self	Caster	1 min/lvl	-	-	92
<input type="checkbox"/>	Distort Summons	Summoned creatures are evil only	Trans	V,S	1 a	Medium	50-ft radius	1 hr/lvl	-	-	92
<input type="checkbox"/>	Distort Weapon	Automatically confirm critical vs good	Trans	V,S	1 a	Touch	Weapon	1 min/lvl	-	No	92
<input type="checkbox"/>	Dread Word	1d3 Cha dmg	Evoc	V	1 a	Close	One good creature	Instantaneous	Fort neg	Yes	93
<input type="checkbox"/>	Drown	Begin drowning, -2 circumstance bonus	Conj	V	1 a	Medium	One humanoid	Instantaneous	Fort neg	Yes	93
<input type="checkbox"/>	Drug Resistance	Immune to addiction to drugs	Ench	V,M	1 a	Touch	One living creature	1 hr/lvl	Fort neg	Yes	93
<input type="checkbox"/>	Ectoplasmic Enhancement	Undead gain +1 AC, +1d8 hps, +1 Att, +2 TR, +1 to each of these every 4lvls	Necro	V,S	Round	Close	Incorporeal undead/lvl	24 hours	-	No	93
<input type="checkbox"/>	Entice Gift	Target gives caster what it is holding	Ench	V,S	1 a	Close	One creature	1 rnd	Will neg	Yes	93
<input type="checkbox"/>	Eternity of Torture	Target helpless, -1 all stats each day, save 5d6 dmg, -4 circumstance bonus	Necro	V,S,DF	1 a	Close	One creature	Permanent	Fort part	Yes	93
<input type="checkbox"/>	Evil Eye	-4 luck on attacks, saves and checks	Ench	S	1 a	Close	One creature	Instantaneous	Will neg	Yes	94
<input type="checkbox"/>	Evil Weather	Caster conjures a type of evil weather	Conj	V,S,M,XP,Cor	1 hr	Self	1-mile/lvl radius	3d6 min	-	No	94
<input type="checkbox"/>	Extract Drug	Drug is created	Conj	V,S,F	1 min	Touch	One drug dose	Permanent	-	-	94
<input type="checkbox"/>	Eye of the Beholder	Eye gains one beholder power	Trans	V,S	1 a	Self	Caster	1 rnd/lvl	-	-	94
<input type="checkbox"/>	Eyes of the Zombie	See via zombie's eyes, control actions	Div	V,S,F	30 min	Self	Caster and zombie	1 hr/lvl (D)	-	Yes	94
<input type="checkbox"/>	False Sending	False message from a false sender	Ill	V,S,M/DF	10 min	Special	One creature	1 rnd	Will neg	Yes	95
<input type="checkbox"/>	Fangs of the Vampire King	+10 Bite Att, 1d6+Str dmg, 1 Con dmg	Trans	S,Cor	1 a	Self	Caster	1 min/lvl	-	-	95
<input type="checkbox"/>	Fiendish Clarity	Darkvision 60-ft, see invisible, det good	Div	V,S	1 a	Self	Caster	10 min/lvl	-	-	95
<input type="checkbox"/>	Fiendish Quickening	Caster's teleport spells are quickened	Trans	V,S,Fiend	Round	Self	Caster	1 rnd/lvl	-	-	95
<input type="checkbox"/>	Flesh Armour	DR 10/+1, absorbs max 5/lvl hps	Abj	V,S,M,F	1 a	Self	Caster	10 min/lvl till used	-	-	96
<input type="checkbox"/>	Flesh Ripper	Flying claw 1d8/lvl (10), criticals bleed	Evoc	V,S,Und,Fiend	1 a	Close	One living creature	Instantaneous	-	Yes	96
<input type="checkbox"/>	Forbidden Speech	Target cannot talk about specific topic	Ench	V,S,Cor	1 min	Touch	One living creature	Permanent	Will neg	Yes	96
<input type="checkbox"/>	Glimpse of Truth	Correct answer 75% of time	Div	V,S,Drug	1 a	Self	Caster	1 hour	-	-	96
<input type="checkbox"/>	Graz'tz's Long Grasp	Hand detaches and flies at 20-ft/rnd	Trans	V,S	1 a	Self	Caster	10 min/lvl	-	-	96
<input type="checkbox"/>	Grim Revenge	Tgt hand detaches 6d6 dmg, wight att	Necro	V,S,Und	1 a	Medium	One living humanoid	Instantaneous	Fort neg	Yes	97
<input type="checkbox"/>	Gutwrench	Save or die else 10d6 dmg	Necro	V,S,Und	1 a	Close	One living creature	Instantaneous	Fort part	Yes	97
<input type="checkbox"/>	Heartache	Target is incapacitated	Ench	V,S,DF	1 a	Close	One creature	1 rnd	Will neg	Yes	97
<input type="checkbox"/>	Heartclutch	Save or die else 3d6+1/lvl dmg	Trans	V,S,Dis	1 a	Close	Creature's heart	Instantaneous	Fort part	Yes	97
<input type="checkbox"/>	Hellfire	3d6 diabolic fire dmg	Evoc	V,S	1 a	Close	5-ft radius	Instantaneous	-	Yes	97
<input type="checkbox"/>	Hellfire Storm	5d6 diabolic fire dmg	Evoc	V,S	1 a	Medium	20-ft radius	Instantaneous	-	Yes	97
<input type="checkbox"/>	Hell's Power	+2 deflection AC, DR -/+1	Conj	V,S,M,Dev	1 a	Self	Caster	10 min/lvl	-	-	97
<input type="checkbox"/>	Identify Transgressor	70+1%/lvl correct answer, who did...?	Div	V,S,Drug,Loc	10 min	Self	Caster	Instantaneous	-	-	97
<input type="checkbox"/>	Impotent Possessor	Renders possessing creature powerless	Abj	V,S	1 a	Close	Possessing creature	Permanent (D)	Will neg	Yes	98
<input type="checkbox"/>	Imprison Possessor	Possessing creature trapped in body	Abj	V,S	1 a	Close	Possessing creature	Permanent (D)	Will neg	Yes	98
<input type="checkbox"/>	Imprison Soul	Gem traps soul, target lose 4 Con/day	Necro	V,S,M,F	1 a	Medium	One creature	Instantaneous	Will neg	No	98
<input type="checkbox"/>	Liquid Pain	Physical manifestation of pain	Necro	V,S,F	1 day	Touch	One living creature	Permanent	Fort neg	Yes	98
<input type="checkbox"/>	Lahm's Finger Darts	1d4 Dex dmg, 1@1st, 2@4th, 3@7th	Trans	V,S,Cor	1 a	Medium	Up to five creatures	Instantaneous	-	Yes	98
<input type="checkbox"/>	Love's Pain	Touch attack, lover takes 1d6/2lvls (10)	Evoc	V,S,Cor	1 a	Medium	One living creature	Instantaneous	-	Yes	98

<input type="checkbox"/>	Masochism	+1/10 dmg taken to Att, saves, skills	Ench	V,S,M	1 a	Self	Caster	1 rnd/lvl	-	-	99
<input type="checkbox"/>	Mindrape	Alters target's memories, knows all	Ench	V,S	1 a	Medium	One creature	Instantaneous	Will neg	Yes	99
<input type="checkbox"/>	Mirror Sending	Convey message through mirrors	Evoc	V,S,F	Special	Special	One living creature	Instantaneous	-	Yes	99
<input type="checkbox"/>	Morality Undone	Target becomes evil	Ench	V,S,M/DF	1 a	Close	One non-evil creature	10 min/lvl	Will neg	Yes	99
<input type="checkbox"/>	Nether Trail	Compelled to follow trail to trail's end	Conj	S,M	1 a	Touch	Trail 20-ft/lvl	10 min/lvl	Will neg	No	99
<input type="checkbox"/>	No Light	Creates an area of darkness	Trans	V,S	1 a	Close	20-ft radius	1 min/lvl	-	No	100
<input type="checkbox"/>	Pestilence	Target takes 1d4 Con/day	Necro	V,S,Dis	1 a	Touch	One living creature	Instantaneous	Fort neg	Yes	100
<input type="checkbox"/>	Phantasmal Thief	Phantasm steals item from creature	Conj	V,S,M	1 a	Close	One item	1 rnd/lvl	-	No	100
<input type="checkbox"/>	Plague of Nightmares	No natural healing, 1d4 Cha dmg/night	Ench	V,S,F,Cor	1 a	Touch	One living creature	Instantaneous	Fort neg	Yes	100
<input type="checkbox"/>	Power Leech	Target loses 1 stat/rnd, caster gains	Necro	V,S,Cor	1 a	Medium	One living creature	1 rnd/lvl	Will neg	Yes	101
<input type="checkbox"/>	Pox	1d4 Con dmg	Necro	V,S,DF	1 a	Close	One living creature/lvl	Instantaneous	Fort neg	Yes	101
<input type="checkbox"/>	Preserve Organ	Preserves an organ in its current state	Necro	V,S,DF	10 min	Touch	One organ	24 hours	Fort neg	Yes	101
<input type="checkbox"/>	Psychic Poison	Div, mind affecting spellcaster poisoned	Abj	V,S,M/DF	10 min	Close	50-ft radius	1 hr/lvl	-	-	101
<input type="checkbox"/>	Rapture of Rapture	6d6 dmg, 1 rnd stun, 1d6/rnd till heal	Trans	V,S,Cor	1 a	Touch	One living creature/lvl	Instantaneous	Fort half	Yes	101
<input type="checkbox"/>	Reality Blind	Blinded and stunned, nightmares	Ill	V,S,M	1 a	Close	One creature	Concentration	Will neg	Yes	101
<input type="checkbox"/>	Red Fester	Target takes 1d6 Str, 1d4 Cha dmg	Necro	V,S,Cor	1 a	Touch	One creature	Instantaneous	Fort neg	Yes	102
<input type="checkbox"/>	Resonating Resistance	Reroll spell resistance	Trans	V,Fiend	1 a	Self	Caster	1 min/lvl	-	-	102
<input type="checkbox"/>	Rotting Curse of Urfeustra	1d6 Con dmg/hour	Trans	V,S,Cor	1 a	Touch	One living creature	Instantaneous	Fort neg	Yes	102
<input type="checkbox"/>	Sacrificial Skill	+5 Knowledge religion	Ench	V,S,M	1 a	Self	Caster	1 min/lvl	-	-	103
<input type="checkbox"/>	Sadism	+1/10 dmg inflicted to Att, saves, skills	Ench	V,S,M	1 a	Self	Caster	1 rnd/lvl	-	-	103
<input type="checkbox"/>	Sap Strength	Target becomes exhausted	Ench	V,S,M	1 a	Touch	One living creature	Instantaneous	Fort neg	Yes	103
<input type="checkbox"/>	Seething Eyebane	Target blinded, 1d6 acid dmg 5-ft spray	Trans	V,S,Cor	1 a	Touch	One creature	Instantaneous	Fort neg	Yes	103
<input type="checkbox"/>	Serpents of Theggeron	Serpent arms, 10-ft reach, +10 Att, 1d8 bite dmg, poison dmg 1d6 Str	Trans	S,Cor	1 a	Self	Caster	1 min/lvl	-	-	103
<input type="checkbox"/>	Shriveling	Target takes 1d4/lvl (10)	Necro	V,S,Dis	1 a	Close	One living creature	Instantaneous	Ref half	Yes	103
<input type="checkbox"/>	Slash Tongue	-1 Att, saves, skills, abilities, 1 dmg	Trans	V,S	1 a	Close	One living creature	1 rnd	Fort neg	Yes	103
<input type="checkbox"/>	Slow Consumption	Caster heals twice rate, tgt 1 Con dmg	Necro	V,S,Loc	10 min	Touch	One living creature	Permanent	Fort neg	Yes	103
<input type="checkbox"/>	Snare Astral Traveler	Captures creature holding it motionless	Abj	V,S	1 a	Medium	One astral creature	1 rnd/lvl	Will neg	Yes	104
<input type="checkbox"/>	Song of Festering Death	Perform 20, fail save, 2d6/rnd dmg	Evoc	V	1 a	Close	One living creature	Concentration	Fort neg	Yes	104
<input type="checkbox"/>	Sorrow	-3 morale on Att, saves, ability, skills	Ench	V,S,M	1 a	Close	One living creature	1 rnd/lvl	Will neg	Yes	104
<input type="checkbox"/>	Soul Shackles	Imprisons soul and can question it	Necro	V,S,F,Loc	1 a	Close	One dead creature	Instantaneous	-	Yes	104
<input type="checkbox"/>	Soul's Treasure Lost	Disintegrates most valuable item	Trans	V,S,M	1 a	Close	One creature	Instantaneous	Fort neg	Yes	104
<input type="checkbox"/>	Spider Hand	Hand can travel 20-ft/lvl away	Trans	V,S	1 a	Self	Caster's hand	Conc to 1 min/lvl	-	-	104
<input type="checkbox"/>	Spider Legs	Tgt grow 4 spider legs, move 30-ft/rnd	Trans	V,S,F	1 a	Self	Caster	1 min/lvl	-	-	105
<input type="checkbox"/>	Spores of the Vrock	1d8 dmg, 1d2/rnd for 10 rnds after 1st	Conj	V,S,M/DF	Round	Self	5-ft radius	Instantaneous	Fort neg	Yes	105
<input type="checkbox"/>	Spread of Savagery	Living creatures hostile to unaffected	Ench	V,S,M/DF	1 hr	Long	10-ft radius	1 hr/lvl	Will neg	Yes	105
<input type="checkbox"/>	Steal Life	Lose 1 stat/rnd becoming 1 wk younger	Necro	V,S,Loc	1 a	Close	One living humanoid	Concentration	Fort neg	Yes	106
<input type="checkbox"/>	Stop Heart	Heart Attack, Target drops to -8 hps and loses 1 hp/rnd	Necro	S,Drug	1 a	Touch	One living humanoid/animal	Instantaneous	Fort neg	Yes	106
<input type="checkbox"/>	Stunning Screech	Stunned for 1 round	Evoc	V,S,M,Drug	1 a	30-ft	All creatures	1 rnd	Fort neg	Yes	106
<input type="checkbox"/>	Stupor	Target enters a stupor	Ench	S,M	1 min	Touch	One helpless creature	1 hr/lvl	Fort neg	Yes	106
<input type="checkbox"/>	Suspend Disease	Halts effect of disease in target	Abj	V,S,M	1 a	Touch	One creature	24 hours	Fort neg	Yes	106
<input type="checkbox"/>	Thousand Needles	2d6 dmg, -4 Att, saves, skills, abilities	Conj	V,S,M	1 a	Medium	One living creature	1 min/lvl	Fort part	Yes	106
<input type="checkbox"/>	Tongue of Baalzebul	+2 Bluff, diplomacy, gather information	Trans	V,S,M,Drug	Round	Self	Caster	1 hr/lvl	-	-	107
<input type="checkbox"/>	Tongue Serpents	Tongue becomes one small viper/4lvls	Trans	V,S,M	1 a	Self	Caster	1 hr/lvl or till used	-	-	107
<input type="checkbox"/>	Tongue Tendrils	Tongue becomes one tendril/4lvls	Trans	V,S,M	1 a	Self	Caster	1 hr/lvl or till used	-	-	107
<input type="checkbox"/>	Touch of Juiblex	Target turns into green slime in 4 rnds	Trans	V,S,Cor	1 a	Touch	One creature	Instantaneous	Fort neg	Yes	107
<input type="checkbox"/>	Unheavened	+4 spell saves vs good outsiders	Abj	V,S,Drug	1 a	Touch	One creature	10 min/lvl	Will neg	Yes	107
<input type="checkbox"/>	Unliving Weapon	Undead explodes for 1d6/lvl (10)	Necro	V,S,M	Round	Touch	One undead creature	1 hr/lvl	Will neg	Yes	108
<input type="checkbox"/>	Unnerving Gaze	-1 morale on Att	Ill	V,S	1 a	Close	One humanoid	1 rnd/lvl	Will neg	Yes	108
<input type="checkbox"/>	Utterdark	As deeper darkness, evil can see within	Conj	V,S,M/DF	1 hr	Close	100-ft/lvl radius	1 hr/lvl	-	No	108
<input type="checkbox"/>	Vile Lance	+2 Shortspear doing vile dmg	Evoc	V,S,M/DF	1 a	Touch	One shortspear	10 min/lvl	-	-	108
<input type="checkbox"/>	Wall of Chains	20 hps/inch, hardness 10	Conj	V,S,M	1 a	Medium	Wall 5x5-ft/lvl	1 min/lvl	-	No	108
<input type="checkbox"/>	Wall of Deadly Chains	Wall of Chains, strikes 5-ft, 3d6 dmg	Conj	V,S,M	1 a	Medium	Wall 5x5-ft/lvl	1 min/lvl	Ref half	No	108
<input type="checkbox"/>	Wall of Eyes	10 hps/inch, hardness 5, hold monster	Conj	V,S,M	1 a	Medium	Wall 5x5-ft/lvl	Instantaneous	Will neg	No	108
<input type="checkbox"/>	Wall of Ooze	50 hps/inch, hardness 0, 2d6 acid	Conj	V,S,M/DF	1 a	Medium	Wall 5x5-ft/lvl	Conc +1 rnd/lvl	Fort part	No	109
<input type="checkbox"/>	Wave of Grief	-3 morale to Att, saves, ability, skills	Ench	S,M	1 a	Close	Cone	1 rnd/lvl	Will neg	Yes	109
<input type="checkbox"/>	Wave of Pain	All living creatures are stunned	Necro	S,M	1 a	Close	Cone	1 rnd/2lvls	Fort neg	Yes	109
<input type="checkbox"/>	Were-Doom	1d4 humanoids become lycanthropes	Evoc	V,S,M	1 min	Long	50-ft/lvl radius	24 hours	Fort neg	Yes	109
<input type="checkbox"/>	Whirlwind of Teeth	1d8/2lvls damage to all in area	Evoc	V,S,M/DF	1 a	Medium	5-ft/lvl radius, 10-ft/lvl high	1 rnd/lvl	Ref half	Yes	110
<input type="checkbox"/>	Wither Limb	Arms or legs wither for spell's duration	Necro	V,S	1 a	Close	One humanoid	1 rnd/lvl	Fort neg	Yes	110
<input type="checkbox"/>	Wrack	Target is blind and helpless	Necro	V,S	1 a	Close	One humanoid	1 rnd/lvl	Fort neg	Yes	110
<input type="checkbox"/>	Wretched Blight	1d8/lvl (15) to non-evil, stun 1d4 rnds	Evoc	V,S	1 a	Medium	20-ft radius	Instantaneous	Fort part	Yes	110

Abj	Abjuration	DF	Divine Focus
Conj	Conjuration	F	Force
Div	Divination	M	Material
Ench	Enchantment	S	Semantic
Evoc	Evocation	Sac	Sacrifice
Necro	Necromancy	V	Verbal
Trans	Transmutation	XP	Experience Points
		Cor	Corrupt
		Dem	Demon
		Dev	Devil
		Dis	Disease
		Drug	Drug
		Fiend	Fiend
		Loc	Location
		Soul	Soul
		Und	Undead