

Barkskin

Transmutation

Level:	Druid 2, Ranger 2, Cleric 2
Components:	V, S, DF
Casting Time:	1 standard action
Range:	Touch
Target:	Living creature touched
Duration:	10 min./level
Saving Throw:	None
Spell Resistance:	Yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at caster level 12th.

The enhancement bonus provided by *barkskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Source: System Reference Document (SRD) Spells

Bite of the Weretiger

Transmutation

Level:	Druid 5, Sorcerer 6, Wizard 6
Components:	V, S, M
Casting Time:	1 standard action
Range:	Personal
Target:	You
Duration:	1 round/level

You snarl, and your features shift into those of a tiger. Your hands grow sharp claws, and the thick skin and striped fur of a tiger covers your body.

You gain a +12 enhancement bonus to Strength, a +4 enhancement bonus to Dexterity, a +6 enhancement bonus to Constitution, and a +5 enhancement bonus to natural armor. Your hands become claws, granting you two claw attacks, and your mouth becomes that of a tiger, giving you a bite attack. You can attack with both claws at your full base attack bonus, but your bite attack takes a –2 penalty (as if you had the Multiattack feat). Each claw deals 1d8 points of damage (1d6 if you are Small) + your Str modifier, and your bite deals 2d6 points of damage (2d6 if you are Small) + 1/2 your Str modifier. You gain the benefits of the Blind-Fight and Power Attack feats, as well. If your base attack bonus is +6 or higher, you do not gain any additional attacks.

Material Component: A tiger's claw.

Source: Spell Compendium (SC) Spells

Bull's Strength

Transmutation

Level:	Cleric 2, Druid 2, Paladin 2, Sorcerer 2, Wizard 2
Components:	V, S, M/DF
Casting Time:	1 standard action
Range:	Touch
Target:	Creature touched
Duration:	1 min./level
Saving Throw:	Will negates (harmless)
Spell Resistance:	Yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Arcane Material Component: A few hairs, or a pinch of dung, from a bull.

Source: System Reference Document (SRD) Spells

Call Lightning

Evocation [Electricity]

Level:	Druid 3
Components:	V, S
Casting Time:	1 round
Range:	Medium (100 ft. + 10 ft./level)
Effect:	One or more 30-ft.-long vertical lines of lightning
Duration:	1 min./level
Saving Throw:	Reflex half
Spell Resistance:	Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each bolt deals 3d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

Source: System Reference Document (SRD) Spells

Cat's Grace

Transmutation

Level:	Bard 2, Druid 2, Ranger 2, Sorcerer 2, Wizard 2
Components:	V, S, M
Casting Time:	1 standard action
Range:	Touch
Target:	Creature touched
Duration:	1 min./level
Saving Throw:	Will negates (harmless)
Spell Resistance:	Yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Material Component: A pinch of cat fur.

Source: System Reference Document (SRD) Spells

Conjure Ice Beast I

Conjuration (Creation) [Cold]

Level:	Cleric 1, Druid 1, Ranger 1
Components:	V, S, DF
Casting Time:	1 round
Range:	Close (25 ft. + 5 ft./2 levels)
Effect:	One conjured ice creature
Duration:	1 round/level (D)
Saving Throw:	None
Spell Resistance:	No

This spell creates a creature constructed from magical ice. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can

direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the 1st-level list of either the *summon monster* table or the *summon nature's ally* table (pages 287–288 of the *Player's Handbook*). The conjured creature cannot have the fire subtype. You choose which kind of creature to conjure, and you can change that choice each time you cast the spell. The conjured creature is a construct made of magical ice, gaining the ice beast template (see page 138).

In all other ways, *conjure ice beast I* functions like *summon monster I*.

Source: Frostburn (FB) Spells

Conjure Ice Beast II

Conjuration (Creation) [Cold]

Level: Cleric 2, Druid 2, Ranger 2

Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart

This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 2nd-level list or two creatures of the same kind from the 1st-level list.

Source: Frostburn (FB) Spells

Conjure Ice Beast III

Conjuration (Creation) [Cold]

Level: Cleric 3, Druid 3, Ranger 3

Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart

This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 3rd-level list, two creatures of the same kind from the 2nd-level list, or four creatures of the same kind from the 1st-level list.

Source: Frostburn (FB) Spells

Conjure Ice Beast IV

Conjuration (Creation) [Cold]

Level: Cleric 4, Druid 4, Ranger 4

Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart

This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 4th-level list, two creatures of the same kind from the 3rd-level list, or four creatures of the same kind from the 2nd-level list.

Source: Frostburn (FB) Spells

Conjure Ice Beast V

Conjuration (Creation) [Cold]

Level: Cleric 5, Druid 5

Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart

This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 5th-level list, two creatures of the same kind from the 4th-level list, or four creatures of the same kind from a lower-level list.

Source: Frostburn (FB) Spells

Conjure Ice Beast VI

Conjuration (Creation) [Cold]

Level: Cleric 6, Druid 6

Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart

This spell functions like *conjure ice beast I*, except that you can conjure one creature from the 6th-level list, two creatures of the same kind from the 5th-level list, or four creatures of the same kind from a lower-level list.

Source: Frostburn (FB) Spells

Create Water

Conjuration (Creation) [Water]

Level:	Cleric 0, Druid 0, Paladin 1
Components:	V, S
Casting Time:	1 standard action
Range:	Close (25 ft. + 5 ft./2 levels)
Effect:	Up to 2 gallons of water/level
Duration:	Instantaneous
Saving Throw:	None
Spell Resistance:	No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles.

Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Source: System Reference Document (SRD) Spells

Cure Critical Wounds

Conjuration (Healing)

Level:	Bard 4, Cleric 4, Druid 5
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This spell functions like *cure light wounds*, except that it cures 4d8 points of damage +1 point per caster level (maximum +20).

Source: System Reference Document (SRD) Spells

Cure Light Wounds

Conjuration (Healing)

Level:	Bard 1, Cleric 1, Druid 1, Paladin 1, Ranger 2
Components:	V, S
Casting Time:	1 standard action
Range:	Touch
Target:	Creature touched
Duration:	Instantaneous
Saving Throw:	Will half (harmless); see text
Spell Resistance:	Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Source: System Reference Document (SRD) Spells

Cure Minor Wounds

Conjuration (Healing)

Level:	Cleric 0, Druid 0
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This spell functions like *cure light wounds*, except that it cures only 1 point of damage.

Source: System Reference Document (SRD) Spells

Cure Moderate Wounds

Conjuration (Healing)

Level:	Bard 2, Cleric 2, Druid 3, Paladin 3, Ranger 3
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This spell functions like *cure light wounds*, except that it cures 2d8 points of

damage +1 point per caster level (maximum +10).

Source: System Reference Document (SRD) Spells

Cure Serious Wounds

Conjuration (Healing)

Level: Bard 3, Cleric 3, Druid 4, Paladin 4, Ranger 4

This spell functions like *cure light wounds*, except that it cures 3d8 points of damage +1 point per caster level (maximum +15).

Source: System Reference Document (SRD) Spells

Daylight

Evocation [Light]

Level: Bard 3, Cleric 3, Druid 3, Paladin 3, Sorcerer 3, Wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light.

If *daylight* is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as *darkness*.

Source: System Reference Document (SRD) Spells

Detect Magic

Divination

Level: Bard 0, Cleric 0, Druid 0, Sorcerer 0, Wizard 0

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Aura Power

Spell or Object	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)

Spell or Object	Faint	Moderate	Strong	Overwhelming
Magic item (caster level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers.

Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Source: System Reference Document (SRD) Spells

Detect Snares and Pits

Divination

Level:	Druid 1, Ranger 1
Components:	V, S
Casting Time:	1 standard action
Range:	60 ft.
Area:	Cone-shaped emanation
Duration:	Concentration, up to 10 min./level (D)
Saving Throw:	None
Spell Resistance:	No

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

Detect snares and pits does detect certain natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell *snare*), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by you.

Each round, you can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Source: System Reference Document (SRD) Spells

Dispel Magic

Abjuration

Level:	Bard 3, Cleric 3, Druid 4, Paladin 3, Sorcerer 3, Wizard 3
Components:	V, S
Casting Time:	1 standard action
Range:	Medium (100 ft. + 10 ft./level)
Duration:	Instantaneous
Saving Throw:	None
Spell Resistance:	No

You can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*. *Dispel magic* can dispel (but not counter) spell-like effects just as it does spells.

Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

You choose to use *dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counterspell:

Targeted Dispel: One object, creature, or spell is the target of the *dispel magic* spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A

suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Area Dispel: When *dispel magic* is used in this way, the spell affects everything within a 20-foot radius.

For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the *dispel magic* spell so far as that target is concerned) or until you fail all your checks. The creature's magic items are not affected.

For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *dispel magic* spell, you can make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the *dispel magic* spell, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*) is in the area, you can make a dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: When *dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel magic* may not work; you must make a dispel check to counter the other spellcaster's spell.

Source: System Reference Document (SRD) Spells

Faerie Fire

Evocation [Light]

Level:	Druid 1
Components:	V, S, DF
Casting Time:	1 standard action
Range:	Long (400 ft. + 40 ft./level)
Area:	Creatures and objects within a 5-ft.-radius burst
Duration:	1 min./level (D)
Saving Throw:	None
Spell Resistance:	Yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical *darkness* effect functions normally), *blur*, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The *faerie fire* can be blue, green, or violet, according to your choice at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined.

Source: System Reference Document (SRD) Spells

This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by *flare*.

Source: System Reference Document (SRD) Spells

Guidance

Divination

Level:	Cleric 0, Druid 0
Components:	V, S
Casting Time:	1 standard action
Range:	Touch
Target:	Creature touched
Duration:	1 minute or until discharged
Saving Throw:	Will negates (harmless)
Spell Resistance:	Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Source: System Reference Document (SRD) Spells

Flare

Evocation [Light]

Level:	Bard 0, Druid 0, Sorcerer 0, Wizard 0
Components:	V
Casting Time:	1 standard action
Range:	Close (25 ft. + 5 ft./2 levels)
Effect:	Burst of light
Duration:	Instantaneous
Saving Throw:	Fortitude negates
Spell Resistance:	Yes

Hibernate

Necromancy

Level:	Cleric 5, Druid 5
Components:	V, S, DF
Casting Time:	1 standard action
Range:	Touch
Target:	One living creature
Duration:	1 week/level (D)
Saving Throw:	Will negates
Spell Resistance:	Yes

You put a creature into a state of suspended animation, slowing its life functions to almost imperceptible levels and allowing a creature to survive for weeks without food or water. This suspension of life functions automatically stabilizes a dying creature, and it can save starving or dehydrated creatures from death. Creatures affected by a hibernate spell have a slower metabolism, healing wounds at a rate of just 1 hit point per level per week.

If the target is unwilling, it is entitled a Will saving throw. A successful saving throw negates the effect of the spell; a failure allows the target an additional saving throw whenever it takes damage, when it is splashed with water or other liquids, or when 24 hours pass, whichever comes first.

Source: Frostburn (FB) Spells

Ice Storm

Evocation [Cold]

Level:	Druid 4, Sorcerer 4, Wizard 4, Cleric 5
Components:	V, S, M/DF
Casting Time:	1 standard action
Range:	Long (400 ft. + 40 ft./level)
Area:	Cylinder (20-ft. radius, 40 ft. high)
Duration:	1 full round
Saving Throw:	None
Spell Resistance:	Yes

Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A –4 penalty applies to each Listen check made within the *ice storm's* effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

Arcane Material Component: A pinch of dust and a few drops of water.

Source: System Reference Document (SRD) Spells

Jump

Transmutation

Level:	Druid 1, Ranger 1, Sorcerer 1, Wizard 1
Components:	V, S, M
Casting Time:	1 standard action
Range:	Touch
Target:	Creature touched
Duration:	1 min./level (D)
Saving Throw:	Will negates (harmless)
Spell Resistance:	Yes

The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Material Component: A grasshopper's hind leg, which you break when the spell is cast.

Source: System Reference Document (SRD) Spells

Light

Evocation [Light]

Level:	Bard 0, Cleric 0, Druid 0, Sorcerer 0, Wizard 0
Components:	V, M/DF
Casting Time:	1 standard action
Range:	Touch
Target:	Object touched
Duration:	10 min./level (D)
Saving Throw:	None
Spell Resistance:	No

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical *darkness* does not function.

A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

Arcane Material Component: A firefly or a piece of phosphorescent moss.

Source: System Reference Document (SRD) Spells

Longstrider

Transmutation

Level:	Druid 1, Ranger 1, Cleric 1
Components:	V, S, M
Casting Time:	1 standard action
Range:	Personal
Target:	You
Duration:	1 hour/level (D)

This spell increases your base land speed by 10 feet. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Material Component: A pinch of dirt.

Source: System Reference Document (SRD) Spells

Magic Fang

Transmutation

Level:	Druid 1, Ranger 1
Components:	V, S, DF
Casting Time:	1 standard action
Range:	Touch
Target:	Living creature touched
Duration:	1 min./level
Saving Throw:	Will negates (harmless)
Spell Resistance:	Yes (harmless)

Magic fang gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.)

Magic fang can be made permanent with a *permanency* spell.

Source: System Reference Document (SRD) Spells

Purify Food and Drink

Transmutation

Level:	Cleric 0, Druid 0
Components:	V, S
Casting Time:	1 standard action
Range:	10 ft.
Target:	1 cu. ft./level of contaminated food and water
Duration:	Instantaneous
Saving Throw:	Will negates (object)
Spell Resistance:	Yes (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Source: System Reference Document (SRD) Spells

Resist Energy, Mass

Abjuration

Level:	Cleric 3, Druid 3, Sorcerer 4, Wizard 4
Range:	Close (25 ft. + 5 ft./2 levels)
Target:	One creature/level, no two of which are more than 30 ft. apart

You call upon the protective energies of magical power, surrounding your subjects in temporarily visible fields of energy. Although the fields fade from view, you can still just barely sense their existence.

This spell functions like resist energy (PH 272), except that it affects all targeted creatures.

Source: Spell Compendium (SC) Spells

Resistance

Abjuration

Level:	Bard 0, Cleric 0, Druid 0, Paladin 1, Sorcerer 0, Wizard 0
Components:	V, S, M/DF
Casting Time:	1 standard action
Range:	Touch
Target:	Creature touched
Duration:	1 minute
Saving Throw:	Will negates (harmless)
Spell Resistance:	Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a *permanency* spell.

Arcane Material Component: A miniature cloak.

Source: System Reference Document (SRD) Spells

Restoration, Lesser

Conjuration (Healing)

Level:	Cleric 2, Druid 2, Paladin 1
Components:	V, S
Casting Time:	3 rounds
Range:	Touch
Target:	Creature touched
Duration:	Instantaneous
Saving Throw:	Will negates (harmless)
Spell Resistance:	Yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character,

and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Source: System Reference Document (SRD) Spells

Snake's Swiftmess, Mass

Transmutation

Level: Druid 2, Sorcerer 3, Wizard 3
Range: Medium (100 ft. + 10 ft./level)
Target: Allied creatures in a 20-ft.-radius burst

You hold the snake scales high overhead, and they evaporate in a flash of light. That radiance carries to every ally in your command—and as one, they unleash a volley of attacks.

This spell functions like snake's swiftmess, except that it affects multiple allies out to medium range.

Source: Spell Compendium (SC) Spells

Spellstaff

Transmutation

Level: Druid 6
Components: V, S, F
Casting Time: 10 minutes
Range: Touch
Target: Wooden quarterstaff touched
Duration: Permanent until discharged (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one *spellstaff* at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any

applicable material components required to cast the spell when you store it in the *spellstaff*.

Focus: The staff that stores the spell.

Source: System Reference Document (SRD) Spells

Stone Shape

Transmutation [Earth]

Level: Cleric 3, Druid 3, Sorcerer 4, Wizard 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Arcane Material Component: Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

Source: System Reference Document (SRD) Spells

Vigorous Circle

Conjuration (Healing)

Level: Cleric 6, Druid 6
Duration: 10 rounds + 1 round/level (max 40 rounds)

This spell functions like mass lesser vigor, except as noted here and that it grants fast healing 3.

Source: Spell Compendium (SC) Spells

Wall of Coldfire

Evocation [Cold]

Level:	Druid 5, Sorcerer 4, Wizard 4
Components:	V, S, Coldfire
Casting Time:	1 standard action
Range:	Medium (100 ft. + 10 ft./level)
Effect:	Opaque sheet of coldfire up to 20 ft. long/level or a ring of coldfire with a radius of up to 5 ft. per two levels; either form 20 ft. high
Duration:	Concentration + 1 round/level
Saving Throw:	None
Spell Resistance:	Yes

An immobile, opaque curtain of frosty coldfire springs into existence. One side of the wall, selected by you, sends forth waves of cold, dealing 2d4 points of cold damage to creatures within 10 feet and 1d4 points of cold damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of frostburn damage + 1 point of frostburn damage per caster level (maximum +20) to any creature passing through it.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

The opaqueness of the coldfire grants concealment (20% miss chance) against attacks made from the opposite side of the wall. If any 5-foot length of wall takes 20 points of fire damage or more in 1 round, that length goes out. (Do not divide fire damage by 4, as for normal objects.)

Wall of coldfire can be made permanent with a *permanency* spell. A permanent *wall of coldfire* that is extinguished by fire damage becomes inactive for 10 minutes, then reforms at normal strength.

Coldfire Component: Three ounces of coldfire.

Source: Frostburn (FB) Spells