Dungeons & Dragons 3.5 Edition Index – Spell Descriptions

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[Bard Spell List 3](#_Toc172621733)

[0th Level 3](#_Toc172621734)

[1st Level 4](#_Toc172621735)

[2nd Level 7](#_Toc172621736)

[3rd Level 11](#_Toc172621737)

[4th Level 14](#_Toc172621738)

[5th Level 17](#_Toc172621739)

[6th Level 19](#_Toc172621740)

[Sorcerer / Wizard Spell List 21](#_Toc172621741)

[0th Level 21](#_Toc172621742)

[1st Level 23](#_Toc172621743)

[2nd Level 28](#_Toc172621744)

[3rd Level 35](#_Toc172621745)

[4th Level 43](#_Toc172621746)

[5th Level 51](#_Toc172621747)

[6th Level 60](#_Toc172621748)

[7th Level 67](#_Toc172621749)

[8th Level 72](#_Toc172621750)

[9th Level 78](#_Toc172621751)

[Cleric Spell List 83](#_Toc172621752)

[0th Level 83](#_Toc172621753)

[1st Level 84](#_Toc172621754)

[2nd Level 87](#_Toc172621755)

[3rd Level 91](#_Toc172621756)

[4th Level 97](#_Toc172621757)

[5th Level 102](#_Toc172621758)

[6th Level 107](#_Toc172621759)

[7th Level 111](#_Toc172621760)

[8th Level 114](#_Toc172621761)

[9th Level 117](#_Toc172621762)

[Druid Spell List 119](#_Toc172621763)

[0th Level 119](#_Toc172621764)

[1st Level 120](#_Toc172621765)

[2nd Level 123](#_Toc172621766)

[3rd Level 127](#_Toc172621767)

[4th Level 132](#_Toc172621768)

[5th Level 135](#_Toc172621769)

[6th Level 139](#_Toc172621770)

[7th Level 142](#_Toc172621771)

[8th Level 144](#_Toc172621772)

[9th Level 146](#_Toc172621773)

[Paladin Spell List 148](#_Toc172621774)

[1st Level 148](#_Toc172621775)

[2nd Level 150](#_Toc172621776)

[3rd Level 152](#_Toc172621777)

[4th Level 154](#_Toc172621778)

[Ranger Spell List 156](#_Toc172621779)

[1st Level 156](#_Toc172621780)

[2nd Level 159](#_Toc172621781)

[3rd Level 161](#_Toc172621782)

[4th Level 163](#_Toc172621783)

[Artificer Infusion List 165](#_Toc172621784)

[1st Level 165](#_Toc172621785)

[2nd Level 166](#_Toc172621786)

[3rd Level 167](#_Toc172621787)

[4th Level 168](#_Toc172621788)

[5th Level 169](#_Toc172621789)

[6th Level 170](#_Toc172621790)

[Assassin Spell List 171](#_Toc172621791)

[1st Level 171](#_Toc172621792)

[2nd Level 172](#_Toc172621793)

[3rd Level 173](#_Toc172621794)

[4th Level 174](#_Toc172621795)

[Blackguard Spell list 175](#_Toc172621796)

[1st Level 175](#_Toc172621797)

[2nd Level 176](#_Toc172621798)

[3rd Level 177](#_Toc172621799)

[4th Level 178](#_Toc172621800)

[Hexblade Spell list 179](#_Toc172621801)

[1st Level 179](#_Toc172621802)

[2nd Level 181](#_Toc172621803)

[3rd Level 182](#_Toc172621804)

[4th Level 183](#_Toc172621805)

[Warlock Invocation list 185](#_Toc172621806)

[Least 185](#_Toc172621807)

[Lesser 186](#_Toc172621808)

[Greater 187](#_Toc172621809)

[Dark 188](#_Toc172621810)

[Warmage Spell List 189](#_Toc172621811)

[0th Level 189](#_Toc172621812)

[1st Level 189](#_Toc172621813)

[2nd Level 190](#_Toc172621814)

[3rd Level 190](#_Toc172621815)

[4th Level 192](#_Toc172621816)

[5th Level 192](#_Toc172621817)

[6th Level 193](#_Toc172621818)

[7th Level 194](#_Toc172621819)

[8th Level 195](#_Toc172621820)

[9th Level 195](#_Toc172621821)

[Beguiler Spell List 196](#_Toc172621822)

[0th Level 196](#_Toc172621823)

[1st Level 196](#_Toc172621824)

[2nd Level 197](#_Toc172621825)

[3rd Level 198](#_Toc172621826)

[4th Level 199](#_Toc172621827)

[5th Level 199](#_Toc172621828)

[6th Level 201](#_Toc172621829)

[7th Level 201](#_Toc172621830)

[8th Level 202](#_Toc172621831)

[9th Level 202](#_Toc172621832)

[Duskblade Spell List 203](#_Toc172621833)

[0th Level 203](#_Toc172621834)

[1st Level 203](#_Toc172621835)

[2nd Level 204](#_Toc172621836)

[3rd Level 205](#_Toc172621837)

[4th Level 206](#_Toc172621838)

[5th Level 207](#_Toc172621839)

[Clerical Domains 208](#_Toc172621840)

[Air 208](#_Toc172621841)

[Animal 209](#_Toc172621842)

[Army 210](#_Toc172621843)

[Artifice 211](#_Toc172621844)

[Balance 212](#_Toc172621845)

[Cavern 213](#_Toc172621846)

[Celerity 214](#_Toc172621847)

[Celestial 215](#_Toc172621848)

[Charity 216](#_Toc172621849)

[Chaos 217](#_Toc172621850)

[Charm 218](#_Toc172621851)

[Chastity 219](#_Toc172621852)

[City 220](#_Toc172621853)

[Cold 221](#_Toc172621854)

[Commerce 222](#_Toc172621855)

[Community 223](#_Toc172621856)

[Competition 224](#_Toc172621857)

[Courage 225](#_Toc172621858)

[Craft 226](#_Toc172621859)

[Creation 227](#_Toc172621860)

[Darkness 228](#_Toc172621861)

[Death 229](#_Toc172621862)

[Deathbound 230](#_Toc172621863)

[Deathless 231](#_Toc172621864)

[Decay 232](#_Toc172621865)

[Destiny 233](#_Toc172621866)

[Destruction 234](#_Toc172621867)

[Domination 235](#_Toc172621868)

[Dragon 236](#_Toc172621869)

[Dragon Below 237](#_Toc172621870)

[Dream 238](#_Toc172621871)

[Drow 239](#_Toc172621872)

[Dwarf 240](#_Toc172621873)

[Earth 241](#_Toc172621874)

[Elf 242](#_Toc172621875)

[Endurance 243](#_Toc172621876)

[Envy 244](#_Toc172621877)

[Evil 245](#_Toc172621878)

[Exorcism 246](#_Toc172621879)

[Family 247](#_Toc172621880)

[Fate 248](#_Toc172621881)

[Feast 249](#_Toc172621882)

[Fey 250](#_Toc172621883)

[Fire 251](#_Toc172621884)

[Force 252](#_Toc172621885)

[Generosity 253](#_Toc172621886)

[Glory 254](#_Toc172621887)

[Gluttony 255](#_Toc172621888)

[Gnome 256](#_Toc172621889)

[Good 257](#_Toc172621890)

[Greed 258](#_Toc172621891)

[Halfling 259](#_Toc172621892)

[Hatred 260](#_Toc172621893)

[Healing 261](#_Toc172621894)

[Herald 262](#_Toc172621895)

[Hope 263](#_Toc172621896)

[Humility 264](#_Toc172621897)

[Hunger 265](#_Toc172621898)

[Hunt 266](#_Toc172621899)

[Illusion 267](#_Toc172621900)

[Inquisition 268](#_Toc172621901)

[Joy 269](#_Toc172621902)

[Knowledge 270](#_Toc172621903)

[Law 271](#_Toc172621904)

[Liberation 272](#_Toc172621905)

[Life 273](#_Toc172621906)

[Luck 274](#_Toc172621907)

[Lust 275](#_Toc172621908)

[Madness 276](#_Toc172621909)

[Magic 277](#_Toc172621910)

[Meditation 278](#_Toc172621911)

[Mentalism 279](#_Toc172621912)

[Metal 280](#_Toc172621913)

[Mind 281](#_Toc172621914)

[Moon 282](#_Toc172621915)

[Mysticism (Evil) 283](#_Toc172621916)

[Mysticism (Good) 284](#_Toc172621917)

[Necromancy 285](#_Toc172621918)

[Night 286](#_Toc172621919)

[Nobility 287](#_Toc172621920)

[Ocean 288](#_Toc172621921)

[Oracle 289](#_Toc172621922)

[Orc 290](#_Toc172621923)

[Pact 291](#_Toc172621924)

[Passion 292](#_Toc172621925)

[Patience 293](#_Toc172621926)

[Pestilence 294](#_Toc172621927)

[Planning 295](#_Toc172621928)

[Plant 296](#_Toc172621929)

[Pleasure 297](#_Toc172621930)

[Portal 298](#_Toc172621931)

[Pride 299](#_Toc172621932)

[Protection 300](#_Toc172621933)

[Purification 301](#_Toc172621934)

[Radiance 302](#_Toc172621935)

[Renewal 303](#_Toc172621936)

[Repose 304](#_Toc172621937)

[Retribution 305](#_Toc172621938)

[Revered Ancestor 306](#_Toc172621939)

[Rune 307](#_Toc172621940)

[Scalykind 308](#_Toc172621941)

[Shadow 309](#_Toc172621942)

[Slime 310](#_Toc172621943)

[Sky 311](#_Toc172621944)

[Sloth 312](#_Toc172621945)

[Spell 313](#_Toc172621946)

[Spider 314](#_Toc172621947)

[Spirit 315](#_Toc172621948)

[Storm 316](#_Toc172621949)

[Strength 317](#_Toc172621950)

[Suffering 318](#_Toc172621951)

[Summoner 319](#_Toc172621952)

[Sun 320](#_Toc172621953)

[Temperance 321](#_Toc172621954)

[Time 322](#_Toc172621955)

[Trade 323](#_Toc172621956)

[Transformation 324](#_Toc172621957)

[Travel 325](#_Toc172621958)

[Trickery 326](#_Toc172621959)

[Truth 327](#_Toc172621960)

[Tyrant 328](#_Toc172621961)

[Undead 329](#_Toc172621962)

[Undeath 330](#_Toc172621963)

[War 331](#_Toc172621964)

[Warforged 332](#_Toc172621965)

[Water 333](#_Toc172621966)

[Watery Death 334](#_Toc172621967)

[Wealth 335](#_Toc172621968)

[Weather 336](#_Toc172621969)

[Weather’ 337](#_Toc172621970)

[Windstorm 338](#_Toc172621971)

[Wrath 339](#_Toc172621972)

[Wrath’ 340](#_Toc172621973)

[Zeal 341](#_Toc172621974)

[Planar Domains 342](#_Toc172621975)

[Abyss 342](#_Toc172621976)

[Arborea 343](#_Toc172621977)

[Baator 344](#_Toc172621978)

[Celestia 345](#_Toc172621979)

[Elysium 346](#_Toc172621980)

[Hades 348](#_Toc172621981)

[Limbo 350](#_Toc172621982)

[Mechanus 352](#_Toc172621983)

[Initiate Spell Lists 354](#_Toc172621984)

[Initiate of Boccob 354](#_Toc172621985)

[Initiate of Ehlonna 354](#_Toc172621986)

[Initiate of Erythnul 354](#_Toc172621987)

[Initiate of Fharlanghn 355](#_Toc172621988)

[Initiate of Heironeous 355](#_Toc172621989)

[Initiate of Hextor 355](#_Toc172621990)

[Initiate of Kord 356](#_Toc172621991)

[Initiate of Nerull 356](#_Toc172621992)

[Initiate of Obad-Hai 356](#_Toc172621993)

[Initiate of Olidammara 357](#_Toc172621994)

[Initiate of Pelor 357](#_Toc172621995)

[Initiate of St. Cuthbert 357](#_Toc172621996)

[Initiate of Vecna 358](#_Toc172621997)

[Initiate of Wee Jas 358](#_Toc172621998)

[Spell Tables 359](#_Toc172621999)

[Summon Monster 359](#_Toc172622000)

[Summon Nature’s Ally 364](#_Toc172622001)

[Summon Undead 367](#_Toc172622002)

[Animate Dead / Create Undead 367](#_Toc172622003)

[Permanency Table 368](#_Toc172622004)

[Hallow/Unhallow Table 376](#_Toc172622005)

[Alternate Form Table 378](#_Toc172622006)

[Weapons of the Deity 379](#_Toc172622007)

[Artificer Weapon Augmentation Options 381](#_Toc172622008)

[Artificer Armor Enhancement Options 386](#_Toc172622009)

[Glossary 389](#_Toc172622010)

[Auras 389](#_Toc172622011)

[Ranges 390](#_Toc172622012)

[Levels of Concealment 390](#_Toc172622013)

[Levels of Cover 390](#_Toc172622014)

[Level of Exhaustion 390](#_Toc172622015)

[Areas of Effect – Shape 390](#_Toc172622016)

[Levels of Fear 390](#_Toc172622017)

[Types of Magic Item 390](#_Toc172622018)

[Areas of Effect – Fill 391](#_Toc172622019)

[Casting Times 391](#_Toc172622020)

[Other Definitions 391](#_Toc172622021)

[Appendix 393](#_Toc172622022)

[Revision History 393](#_Toc172622023)

[Key to Sourcebooks 394](#_Toc172622024)

# 

# Bard Spell List

Charisma-based Impromptu Arcane Spells

## 0th Level

### Abjuration

Resistance(PH p272)

<Abj, VS/AM(cloth)/DF, 1StdAct, Touch, 1min>

– Subject gains +1 Resistance bonus on all saves.

### Conjuration

Summon Instrument(PH p285)

<Conj(sum), VS, 1StdAct, Personal, 1min/lvl(D)>

– Summons a handheld musical instrument of the desired type into the caster’s hands. The caster may not summon another instrument until the first casting is done & only the caster can play the summoned instrument.

### Divination

Detect Crossroad(MoF p88)

<Div, VS, 1StdAct, 1 mile range, Concentration up to 10min/lvl>

– Sense the direction of a Fey Crossroads within 1 mile. The caster may identify it when it is within 60’ and unobstructed.

Detect Magic(PH p219)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

– The caster can see the Magic Aura of a spell or item in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of magic.

2nd round – number of magic auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.

3rd round – strength & location of each aura. If an aura is within line-of-sight, the caster can identify its school with a Spellcraft check vs. DC 15 + spell level.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Ghostharp(MoF p97)

<Div, VS, 1Minute, Touch, 5min/lvl(D)>

– The last song played within 50’ during the previous day is replayed by the touched object. The caster may ‘pause’ and ‘replay’ the tune until the duration expires.

Know Direction(PH p246)

<Div, VS, 1StdAct, Personal, Instantaneous>

– The caster knows which direction is North.

Read Magic(PH p269)

<Div, VSF(prism), 1StdAct, Personal, 10min/lvl>

– Reads scrolls & spell books at 1 page per min.

Seeker’s Chant(DR326 p74)

<Div, VS, 1StdAct, Personal, 1min>

– Caster gains a +1 bonus to Search checks, but receives a –2 penalty on Move Silently checks.

### Enchantment

Daze(PH p217)

*<*Ench(comp)[mind], VSM(wool), 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– One Humanoid with no more than 4HD is Dazed.

Lullaby(PH p249)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, Concentration + 1rnd/lvl(D), WillNeg, SR applies>

– All living creatures in a 10’ radius Burst become drowsy & receive a –5 penalty on Listen & Spot checks, and a –2 penalty on Will saves to resist *Sleep* effects.

### Evocation

Dancing Lights(PH p216)

<Evoc[light], VS, 1StdAct, Medium-range, 1min>

– Up to 4 spheres in a 10’ area that each give off 30’ of light. They can move 100’ per round.

Flare(PH p232)

<Evoc[light], V, 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>

– Target with sight is Dazzled for 1 minute.

Light(PH p248)

<Evoc[light], VM(firefly)/DF, 1StdAct, 10min/lv(D)>

– Object touched gives off bright light in a 20’ radius & dim light for another 20’.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

### Illusion

Fleeting Fame(DR326 p73)

<Ill(glamer), VS, 1StdAct, Personal, until discharged up to 1rnd/lvl>

– Receive a +2 bonus on the next Bluff, Diplomacy, or Intimidate check.

Ghost Sound(PH p235)

<Ill(figment), VSM(wool/wax), 1StdAct, Close-range, 1rnd/lvl(D), WillDisbelief, no SR>

– Sounds of 4 people per level (max 20 people).

### Transmutation

Mage Hand(PH p249)

<Trans, VS, 1StdAct, Close-range, Concentration>

– A designated, unattended object that weights no more than 5 lbs can be moved at up to 15’ per Move Action.

Minor Disguise(MoF p108)

<Trans, VS, 1StdAct, Personal, 1hour>

– Makes cosmetic changes to your appearance. Gain a +2 Competence bonus on a single Disguise check.

Mending(PH p253)

<Trans, VS, 1StdAct, 10’ range, Instantaneous>

– Repairs one object of up to 1 pound.

Message(PH p253)

<Trans[language], VSF(copper wire), 1StdAct, Medium-range, 10min/lvl, no SR>

– The caster plus 1 creature per level can communicate within range by whispering as long as there is no physical/magical barrier.

Open/Close(PH p258)

<Trans, VSF(brass key), 1StdAct, Close-range>

– Opens or closes one unlocked door, window, pouch, etc., that weighs up to 30 pounds.

Songbird(MoF p120)(MoFe)+

<Trans, VS, 1Full-Round, Personal>

– Perform within 1 hour of casting this spell and gain +1 Competence bonus on your next Charisma check within 1 hour of finishing.

Stick(Und p61)

<Trans, VSM(dry glue), 1StdAct, Touch, Instantaneous>

– An unattended target object weighting no more than 5 pounds adheres to a larger object

The two objects can pulled apart automatically by a Corporal creature as a Move Action, by a *Mage Hand*, by an *Unseen Servant*, etc.

### Universal

Prestidigitation(PH p264)

<Univ, VS, 1StdAct, 10’range, 1hour, no SR>

– Performs minor tasks, such as drying, cleaning, & soaking objects.

## 1st Level

### Abjuration

Alarm(PH p197)

<Abj, VS/AF(tiny bell, silver wire)/DF, 1StdAct, Close-range, 2hrs/lvl(D), no save, no SR>

– If any creature of Tiny-size or larger passes through the warded 20’ radius Emanation without saying the password, an alarm (chosen at casting time) will sound.

Audible: Chimes for 1 round. Easily heard within 60’ in typical conditions.

Mental: The chime is only in the caster’s head, though he/she must be within 1 mile. This will wake the caster, but not disturb his/her concentration.

Disquietude(MoF p90)

<Abj[sonic], VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg>

– Target avoids physical contact with others, including allies. If attacked & unable to flee, the target will go into Full Defense.

Joyful Noise(CAdv p154)

<Abj, S, 1StdAct, Concentration>

– Suppress *Silence* in a 10’ radius Emanation around the caster for as long as concentration is maintained.

Obscure Object(PH p258)

<Abj, VSM(chameleon skin)/DF, 1StdAct, Touch, 8hrs(D)>

– A touched object of up to 100 pounds per level cannot be found with Divination (scry) spells. If a scrying is targeted nearby, the subject cannot be seen.

Remove Fear(PH p271)

<Abj, VS, 1StdAct, Close-range, 10min>

– One subject + 1 per 4 levels within a 30’ area gains a +4 Morale bonus on saves vs. fear.

This spell Counters & Dispels *Cause Fear*, and Suppresses all other fear effects.

Undetectable Alignment(PH p297)

<Abj, VS, 1StdAct, Close-range, 24hrs>

– The target creature or object cannot have its alignment detected.

### Conjuration

Cure Light Wounds(PH p215)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 1d8 +1/level damage (max +5) with Positive Energy.

Grease(PH p237)

<Conj(creat), VSM(butter/pork rind), 1StdAct, Close-range, 1rnd/lvl(D), no SR>

– This spell has several uses:

a) Make one 10’ square slippery. Going through the area requires a Reflex save to avoid falling down. A creature can go through the area at ½ movement by making a Balance check vs. DC 10 (failure of this check by less than 5 allows a Reflex save to avoid falling, while failing by 5 or more guarantees a fall);

b) Make one object slippery. If the object is held, the wielder gets a Reflex save to avoid the effect entirely. If the save fails (or was not in anyone’s possession when the spell was cast), the object becomes slippery for the duration & is immediately dropped. A Reflex save is then required each round to hold the object.

c) Make one person slippery. The subject gains a +10 Circumstance bonus on Escape Artist checks & on Grapple checks made to resist or escape a grapple, or escape a pin.

Healing Rest(CAdv p151)

<Conj(heal), VS, 10Minutes, Close-range, 24hrs>

– Up to 1 creature per level in a 30’ area has it natural healing rate doubled.

Summon Monster I(PH p285)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one creature from the ‘Summon Monster I’ Table to fight the caster’s enemy. The creature can attack on the caster’s initiative starting its first round.

Summon Undead I(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one creature from the ‘Summon Undead I’ Table to fight the caster’s enemy. The creature can attack on the caster’s initiative starting its first round.

No summoned Undead may have more Hit Dice than (Caster level + 1).

Unseen Servant(PH p297)

<Conj(creat), VSM(string, wood), 1StdAct, Close-range, 1hr/lvl>

– Creates invisible force that can do simple tasks, like cleaning & opening doors. It has a Strength of 2 (so it can lift 20 pounds or drag 100 pounds) & a movement of 15’, but it must stay in range.

The servant cannot attack, nor can it be the direct target of attacks, but if it takes 6hp of damage from area-of-effect attacks, it is dissipated.

### Divination

Appraising Touch(Spell p15)~~(DR325 p70)~~

<Div, VS, 1StdAct, Personal, 1hr/lvl>

– Gain a +10 Insight bonus on Appraise check made to determine a touched object’s value, though the check takes 2 minutes instead of the typical 1 minute.

Even if the check fails, the erroneous estimate will be no more than 50% off.

Comprehend Languages(PH p212)

<Div, VSM(soot, salt)/DF, 1StdAct, Personal, 10min/lvl>

– Understands all spoken and written languages of the person or object touched.

Critical Strike(Spell p56)(CAdv p145)

<Div, V, 1 Swift Action, Personal, 1rnd>

– If the caster succeeds on a melee attack against a foe that is flanked –or– denied his/her Dexterity bonus to AC, the caster gains the following:

a) +1d6 damage (only if the foe is vulnerable to Sneak Attacks);

b) threat range is doubled (does not stack with similar effects); and

c) +4 Insight bonus to confirm critical threat.

Detect Secret Doors(PH p220)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

– The caster can see secret doors, compartments, caches, etc, in a 60’ Cone-shaped Emanation. This spell does not locate items that are obscured (i.e., behind boxes or under a rug).

The information gained increases each round:

1st round – presence of a secret door.

2nd round – number of secret doors & the location of each one. If not in line-of-sight, the caster only knows the direction. If not in line-of-sight, the caster only knows the direction.

3rd+ rounds – method to open one specific secret door.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Discern Bloodline(RoD p165)

<Div, VSM(drop of blood), 1StdAct, Close-range, Concentration up to 1 rnd/lvl, WillNeg, SR applies>

– Each round, the caster can learn the race of one target creature, including any Inherited Templates.

Empathy(DR313 p93)

<Div[mind], VS, 1StdAct, Close-range, 1min/lvl(D), WillNeg, no SR>

– The caster sense the emotion of the living target creature. He/she knows the target’s emotion (fear, hate, joy, etc.) and its strength (mild, moderate, or strong).

The caster gains a +2 Competence bonus to all Charisma-based skill checks against the target for the spell’s duration.

Identify(PH p243)

<Div, VS/AM(100gp pearl, wine, owl feather)/DF, 1Hour, Touch>

– Determines all the properties of one magic item.

Know Protections(MoF p104)

<Div, VS, 1StdAct, Close-range, WillNeg>

– Determine one target’s damage reduction, spell resistance, and energy resistances/immunities.

Locate City(RoD p167)

<Div, V, 1 Round, 10miles/level, Instantaneous>

– Locates the closest community whose minimum size has been designated by the caster (as small as a Village or as large as a Metropolis). The spell does not penetrate solid objects, so it will not locate underground cities.

Master’s Touch(CAdv p154)

<Div, VF(weapon or shield), 1 Swift Action, Personal, 1min/lvl(D)>

– The caster becomes proficient with one touched weapon or shield for the spell’s duration.

Example: If cast on a Short Sword, the caster is proficient with that Short Sword. If he/she picked up any other Short Sword, the proficiency would not apply.

Scholar’s Touch(RoD p167)

<Div, VSM(parchment, tinder)F(thin crystal disk), 1StdAct, Personal, Concentration up to 1 rnd/lvl>

– The caster can “read” one touched book per round. His/her understanding is the same as if time had been spent doing a single reading. If the caster does not know the language/code the book is written in, this spell does not translate it. The spell does not help with magic books and scrolls.

Skillful Moment(DR350 p78)

<Div, VS, 1StdAct, Personal, 1 round>

– Choose a skill. If you use that skill within 1 round, you may ‘Take 20’ on it.

### Enchantment

Beastland Ferocity(Spell p25)

<Ench(comp)[mind], VS/DF, 1StdAct, Touch, 1min/lvl>

– When the touched creature is Dying (–1 to –9 hp), he/she receives the following:

a) can continue to fight / take other actions without penalty; and

b) receive a +4 Enhancement bonus to Strength.

Charm Person(PH p209)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, SR applies>

– One Humanoid considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets a +5 on the save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Confusion, Lesser(PH p212)

<Ench(comp)[mind], VS, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– One target is Confused for a single round.

Distract(DR314 p20)

<Ench(comp)[mind], S, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– Up to 1 creature per level in a 30’ area receives a –4 penalty to Concentration, Listen, Search, and Spot checks.

Focusing Chant(CAdv p149)

<Ench(comp))[mind], V, 1StdAct, Personal, 1min(D)>

– Gain a +1 Circumstance bonus all attacks, skill checks, and ability checks for the spell duration.

This spell does not require Concentration, but does require the caster to quietly chant, so while the spell continues, the caster cannot speak, use Bardic Music, cast spells with Verbal components, etc. This spell may be Dismissed as an Immediate Action.

Harmony(PGF p104)(MoF p99)

<Ench(comp)[mind][sonic], VS, 1StdAct, Personal>

– The next use of the Bardic Ability *Inspire Courage* that begins within 1 minute grants a +2 Morale bonus to attack & weapon damage and a +4 Morale bonus on saves vs. Charm & Fear effects.

Herald’s Call(CAdv p151)~~(MoF p100)~~

<Ench(comp)[mind][sonic], VS, 1StdAct, WillNeg, SR applies>

– Any 5HD or less creature in the 20’ radius Burst of the caster is Slowed for 1 round.

Hypnotism(PH p242)

<Ench(comp)[mind], VS, 1FullRound, Close-range, 2d4rnds(D), WillNeg, SR applies>

– 2d4 HD of creatures in a 30’ area who can see or hear the caster are fascinated by the effect (+2 save if in combat, –2 if alone and unthreatened).

Each fascinated target considers the caster two Attitude Categories better than normal. The caster can make a simple, reasonable request of the target which is likely to be followed.

A target who failed its saving throw does not remember the caster cast a spell on it after the spell wears off.

Inspirational Boost(CAdv p153)

<Ench(comp)[mind][sonic], VS, 1 Swift Action, Personal, 1rnd+duration of song>

– The Morale bonus granted by the caster’s Inspire Courage bardic music effect increases by one. If the bardic music is not started within one round, the spell is lost.

Ray of Hope(BoED p105)

<Ench(comp)[good][mind], VS, 1StdAct, Close-range, 1rnd/lvl>

– The living subject receives a +2 Morale bonus on All Actions.

This spell Counters and Dispels *Sorrow* (from the Book of Vile Darkness).

Shock and Awe(DR325 p72)

<Ench[mind], VS, 1StdAct, Close-range, 1rnd, WillNeg,   
SR applies>

– One target per level in a 30’ area that are   
Flat-Footed due to a surprise round of combat receive a –10 penalty on their Initiative roll.

Targets that cannot be Flat-Footed (such as creatures with Uncanny Dodge) are immune to this spell.

Sleep(PH p280)

<Ench(com)[mind], VSM(sand), 1Round, Medium-range, 1min/lvl, WillNeg, SR applies>

– Put 4 HD of creatures in a 10’ radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

Tasha’s Hideous Laughter(PH p292)

<Ench(comp)[mind], VSM(feather, tiny tarts), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– One target with 3 or higher Intelligence falls down laughing & can make no action for the duration of the spell (but is not Helpless).

A creature of a different type from the caster receive a +4 bonus on its save.

### Illusion

Dead End(Spell p59)~~(DR325 p71)~~

<Ill(shadow), VSM(pinch of spice), 1StdAct, Touch, 10min/lvl(D)>

– One touched subject per level has its tracks, scent, etc., obscured.

Any creature that attempts to locate a subject’s trail with a Search check, a Survival check for tracking, or using the Scent Ability must make a ‘Will Disbelief’ save be allowed an attempt.

Disguise Self(PH p222)

<Ill(glamer), VS, 1StdAct, Personal, 10min/lv(D), WillDisbelief>

– The caster can make minor visual changes to his/her appearance. These include gaining or loosing 1’ of height, gaining or loosing weight, the addition or removal of a beard / scar, etc.

This spell provides a +10 on Disguise checks.

Anyone interacting with the caster (particularly if they touch him/her) are allowed a Will save to Disbelieve the illusion.

Friendly Face(RoD p166)

<Ill(glamer), VS, 1StdAct, Personal, 10min/lvl(D)>

– The caster gains a +5 Circumstance bonus on Diplomacy & Gather Information checks made to influence or gain information from creatures with an Intelligence of at least 3 and who are not currently Hostile towards the caster.

Glimpse of Fear(DR333 p71)

<Ill(phantasm)[mind][fear], VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– The target living creature that can see and is vulnerable to fear becomes Shaken and receive a –4 penalty vs. other [fear] effects for the spell’s duration.

Magic Mouth(PH p251)

<Ill(glamer), VSM(10gp jade power, honeycomb), 1StdAct, Close-range, Permanent until discharged>

– The caster creates an invisible ward which produces an illusionary mouth that speaks up to 25 words when it is triggered by a condition specified at cast time. The message can be in any language known by the caster and can be spread out over a 10 minute period if desired.

The trigger must be within the spell’s range in line-of-sight, up to 15’ per level. The conditions must be based on visual and/or audible triggers, so the spell can be fooled by disguises, silence, etc.

Nystul’s Magic Aura(PH p257)

<Ill(glamer), VSF(silk cloth), 1StdAct, Touch, 1day/lvl(D), no SR>

– Touched object of up to 5 pounds per level gains one of the following magical auras:

a) not magical;

b) under the effect of a spell specified by the caster;

c) having a magical property specified by the caster.

*Detect Magic, Detect Evil*, etc., are always fooled by this spell. If *Identify* is cast on the target object, its caster is allowed a Will save (no SR) to see through this spell.

Serene Visage(DR325 p72)

<Ill(glamer), VS, 1StdAct, Personal, 1min/lvl>

– Receive an Insight bonus on Bluff checks equal to your Caster level.

Silent Image(PH p279)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration, WillDisbelief, no SR>

– Creates a visual-only illusion of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10’ cubes that are contiguous.

Ventriloquism(PH p298)

<Ill(figment), VF(parchment), 1StdAct, Close-range, 1min/lvl(D), WillDisbelief, no SR>

– The caster’s voice seems to come from a designated location within range.

### Necromancy

Cause Fear(PH p208)

<Necro[fear][mind], VS, 1StdAct, Close-range, Will½, SR applies>

– One living target with up to 5HD is Frightened for 1d4 rounds unless it makes its saving throw. On a successful save, the target is Shaken for 1 round.

This spell Counters and Dispels *Remove Fear*.

### Transmutation

Accelerated Movement(Spell p7)~~(CAdv p142)~~

<Trans, SM(cockroach), 1 Swift Action, Personal, 1rnd/lvl(D)>

– The caster may move at his/her normal speed when using Balance, Climb, or Move Silently without taking a penalty. This spell does not affect the skill penalties if the caster Runs or Charges.

Amplify(Spell p10)~~(MoF p77)(MoFe)+~~

<Trans[sonic], VS, 1StdAct, Long-range, 1min/lvl>

– The sound coming from 20’ radius Emanation around the targeted creature, object, or location is amplified, causing the DC of Listen checks to decrease by 20. People in the area do not know they are being amplified.

This spell can be targeted on a creature, objects, or a point in space. If targeting an unwilling creature or an object in its possession, it gets a Will save to negate (SR applies). If cast on an unattended object or a point in spece, there is not save. Also, if cast on a point in space, the effect is immobile.

This spell Counters and Dispels *Silence*.

Animate Rope(PH p199)

<Trans, VS, 1StdAct, Medium-range, 1rnd/lvl>

– Animate a 1” diameter rope whose length is 50’ + 5’/level (double the length if ½” diameter cord is used & halve the length with 2” diameter heavy rope). It will obey one of the following each Move Action: “coil”, “coil & knot”, “loop”, “loop & knot”, “uncoil”, etc.

Anyone who steps within 1’ of the rope or who is hit by it with a ranged touch attack –and– who fails a Reflex save is Entangled. To escape, make an Escape Artist check vs. DC 20, or a Strength check vs. DC 23, or an attack vs. AC 10 & do 2 hp of damage.

An animated rope give a +2 bonus to Use Rope checks.

Balagarn’s Iron Horn(MoF p79)

<Trans[sonic], VS, 1StdAct, Close-range, no save>

– A Cone of intense vibrations trip those in the area. Make a trip check for each target as if the attacker had a Strength of 20.

Celerity, Lesser(PH2 p105)

<Trans, V, 1 Immediate Action, Personal, Instantaneous>

– The caster may take a Move Action and then is Dazed until the end of his/her next action.

Cheat(Spell p46)

<Trans, VSF(dice made from human bones), 1StdAct, Personal, until discharged up to 1min/lvl>

– When the caster is involved with a game of chance that does not involve magic, he/she may choose to “roll twice” and take the preferred result. The spell then ends.

Observers are allowed a Will save to notice that something unusual has occurred.

Crabwalk(Spell p53)

<Trans, VSM(crab’s leg), 1StdAct, Touch, 1min/lvl>

– When the touched subject makes a Charge action, he/she receives a +4 on attack & no penalty to AC (instead of +2 on attack & –2 to AC). The attack bonus only applies to the first attack at the end of the Charge (in the case of a creature with Pounce).

Distort Speech(CAdv p145)

<Trans, VS, 1StdAct, Close-range, 1rnd/lvl, FortNeg, SR applies>

– The target creature’s voice becomes warped, which results in a 50% chance that spells with Verbal components and magic items activated by command words will fail.

Erase(PH p227)

<Trans, VS, 1StdAct, Close-range>

– One scroll or two pages of unattended non-magical writing are 90% likely to be erased (100% if physically touched). One magical rune (*Explosive Runes, Glyph of Warding, Arcane Marks*, or *Sepia Snake Sigil*) has a 90% chance of being erased, but it must be touched and a Caster check vs. DC 15 (a natural 1 or 2 is always a failure). If the check fails, then the magic rune is set off.

Expeditious Retreat(PH p228)

<Trans, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s base land speed receives a +30’ Enhancement bonus.

This spell has no effect on the speed of Flying, Burrowing, Climbing, or Swimming.

Expeditious Retreat, Swift(CAdv p149)

<Trans, V, 1 Swift Action, Personal, 1 round>

– The caster’s base land speed receives a +30’ Enhancement bonus.

This spell has no effect on the speed of Flying, Burrowing, Climbing, or Swimming.

Feather Fall(PH p229) (CArc p86)+

<Trans, V, Immediate Action, Close-range, until landing up to 1rnd/lvl>

– Slows one Medium-sized creature or object per level (or the Creature Equivalent) within a 20’ area. The subject falls at 60’ per round, which causes no damage to the target on landing (though dropped objects still do ½ damage but with no bonus damage for the height). Only free falling targets may be effected.

Undersong(DR328 p72)

<Trans, V, 1StdAct, Personal, 1min/lvl>

– The caster may make a Perform check in place of any Concentration check.

## 2nd Level

### Abjuration

Alarm, Greater(Spell p8)

<Abj, VSF(100gp crystal bell), 1StdAct, Close-range, 4hrs/lvl(D), no save, no SR>

– If any creature of Tiny-size or larger passes through the warded 20’ radius Emanation without saying the password, an alarm (chosen at casting time) will sound.

Audible: Chimes for 1 round. Easily heard within 60’ in typical conditions.

Mental: The chime is only in the caster’s head, though he/she must be within 1 mile. This will wake the caster, but not disturb his/her concentration.

The alarm is set off even by creatures in coexistent planes (such as the Ethereal) that pass through the warded area.

Blade Brothers(PH2 p103)

<Abj, VS, 1StdAct, Touch, until discharged up to 1min/lvl>

– The two touched creatures share fate for the spell’s duration. When either subject makes a saving throw, he/she has the option of discharging this spell to have both subjects attempt the save with their own bonuses. If either is successful, the activator is considered to have made his/her save. If both fail, both suffer the results (even if the other subject is out of the area of effect / range).

If the two subject are ever more than 120’ apart, the spell ends.

Insignia of Alarm(RoD p166)

<Abj, VSF(insignia), 1StdAct, Long-range, Instantaneous>

– Each creature wearing an Insignia that matches the spell’s focus hears a chime in his/her head. It is loud enough to wake the subject from sleep, but not enough to break concentration.

### Conjuration

Cloud of Bewilderment(Spell p48)~~(PGF p101)~~

<Conj, VSM(rotten egg), 1StdAct, Close-range, 1rnd/lvl, FortNeg, no SR>

– Create a opaque 10’ cube of vapor which grants Concealment. Any living creature that enters the area-of-effect becomes Nauseated (FortNeg, no SR) until it has been out of the area-of-effect for 1d4+1 rounds. A creature that makes its save must make a new one if it is still in the area on the following round.

Cure Moderate Wounds(PH p216)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 2d8 +1/level damage (max +10) with Positive Energy.

Delay Poison(PH p217)

<Conj(healing), VS/DF, 1StdAct, Touch, 1hr/lvl>

– Touched creature suppresses the effects of current or new poisons in its body until the spell ends.

Glitterdust(PH p236)

<Conj(creat), VSM(ground mica), 1StdAct, Medium-range, 1rnd/lvl, no SR>

– Coats all creatures & objects in a 10’ radius Spread with sparkling dust which cannot be removed for the duration of the spell. This outlines Invisible creatures & objects.   
Hide checks receive a –40 penalty.

Creatures in the area of effect must make a Will save or be Blinded for the spell’s duration.

Summon Monster II(PH p286)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster II 1

Summon Monster I 1d3

Summon Undead II(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.

Table #

Summon Undead II 1

Summon Undead I 1d3

No summoned Undead may have more Hit Dice than (Caster level + 1).

Summon Swarm(PH p289)

<Conj(sum), VS/AM(red cloth)/DF, 1Round, Close-range, Concentration+2rnds, no save, no SR>

– Summons either a Swarm of Bats(MM p237), a Swarm of Rats(MM p239), or a Swarm of Spiders(MM p239). The swarm attacks any creatures that are within its area. If there is no creature to attack, the swarm moves to the nearest creature. The caster has no control over the swarm’s movement or target.

### Divination

Circle Dance(Spell p46)(MoF p84)

<Div, VS, 1Min, Personal, Instantaneous>

– Indicates direction to known target & if that person is unharmed, wounded, dying, etc.

Detect Thoughts(PH p220)

<Div[mind], VSF(copper piece)/DF, 1StdAct, Concentration up to 1min/lvl, WillNeg, no SR>

– The caster can thoughts from a conscious creature with an Intelligence of at least 1 in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of thoughts.

2nd round – number of thinking minds & the Intelligence score of each one. If not in line-of-sight, the caster only knows the direction. If any have an Intelligence of at least 26 (assuming it is at least 10 points higher than the caster’s), the caster is Stunned for 1 round & the spell ends.

3rd round – Surface thoughts of any mind in the area (WillNeg).

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Insidious Insight(RoE p187)

<Div[mind], V, 1FullRound, Close-range, 1day/lvl, WillNeg, SR applies>

– The caster gains +10 Insight bonus on Bluff, Diplomacy, Intimidate, & Sense Motive   
checks made against the target living creature.

Note: Gnomes cast this spell at +1 Caster level.

Insight of Good Fortune(PH2 p115)

<Div, VSM(20gp gold die), 1StdAct, Close-range, until discharged up to 1min/lvl>

– Once during the spell’s duration, the subject may roll two d20’s on an attack roll, saving throw, ability check, or skill check. The spell then ends. The decision to discharge this spell must be made before attempting the roll.

Locate Object(PH p249)

<Div, VSF(forked twig)/DF, 1StdAct, Long-range, 1min/lvl, no save, no SR>

– Senses direction toward object (specific or type) within range. A unique object can only be located if the caster has personally viewed it (using a scrying spell does not count). This spell is blocked by lead.

Master’s Touch’(PH2 p119)

<Div, V, 1 Immediate Action, Close-range, Instantaneous>

– Subject receives a +4 Insight bonus on a skill check he/she is about to attempt.

Note: only works on skill checks that take no more than 1 round to complete.

Tactical Precision(CAdv p157)

<Div[mind], VSM(toy soldier), 1StdAct, Close-range, 1rnd/lvl>

– Up to 1 creature per level in a 30’ area are better able to coordinate their attacks. If two of this spell’s subjects flank the same creature, they receive an extra +2 Insight bonus on their attacks on that creature –and– do +1d6 damage (only if the creature is vulnerable to Sneak Attacks).

Tongues(PH p294)

<Div, VM(small clay ziggurat)/DF, 1StdAct, Touch, 10min/lvl, no SR>

– The touched subject can understand & speak any intelligent creature’s language.

### Enchantment

Animal Messenger(PH p198)

<Ench(comp)[mind], VSM(food), 1StdAct, Close-range, 1day/lvl>

– Sends a Tiny animal to a specific place known to the caster. Once there, the animal waits until the end of the duration. This spell cannot target an animal trained or under the control of someone else (such as a Familiar).

Typically used to carry a written message.

Animal Trance(PH p198)

<Ench(comp)[mind][sonic], VS, 1StdAct, Close-range, Concentration, WillNeg (see below)>

– 2d6 HD of Animals or Magical Beasts with Intelligence of 1 or 2 stop what they are doing and watch the caster for the spell’s duration. Animals not trained to guard or attack do not get a save, though all other effected creatures do. An effected creature is treated as Fascinated.

Battle Hymn(Spell p24)

*<*Ench(charm)[mind], VS, 1StdAct, 1rnd/lvl>

– All allies within a 30’ radius Burst are allowed to reroll one Will save per round for the spell’s duration. The second roll must occur before the save is determined to be a failure or success, & the 2nd roll must be kept.

Calm Emotions(PH p207)

<Ench(comp)[mind], VS/DF, 1StdAct, Medium-range, Concentration up to 1rnd/lvl, WillNeg, SR applies>

– Calms all creatures in a 20’ radius Spread. Calmed creatures cannot attack, but are able to defend themselves. If a subject is attacked or threatened, the spell is broken.

This spell Suppresses (but doesn’t negate) Barbarian Rage, Bardic Music that Inspires Courage, Fear effects, Confusion effects, and any Morale bonuses.

Daze Monster(PH p217)

*<*Ench(comp)[mind], VSM(wool), 1StdAct, Medium-range, 1rnd, WillNeg, SR applies>

– One living creature with no more than 6HD is Dazed.

Elation(BoED p98)

<Ench[mind], VS, 1StdAct, 1rnd/lvl>

– All allies within an 80’ radius Spread of the caster become full of energy & joy:

a) +2 Morale bonus to Strength & Dexterity;

b) +5’ movement.

Enthrall(PH p227)

<Ench(charm)[language][mind][sonic], VS, 1Round, Medium-range, Concentration up to 1 hour plus 1d3 rounds, WillNeg, SR applies>

– The caster spends one round getting the audience’s attention & becomes so interesting that it gets the undivided attention of everyone in the area of effect who doesn’t save (including those who enter later). Races who hate the caster’s race gain a +4 bonus on the save. The audience’s attitude becomes ‘Friendly’.

Targets who failed their save but who have more than 5HD –or– a Wisdom score of at least 16 remain aware of their surroundings & have an attitude of ‘Indifferent’. They receive a new save if they observe something they oppose.

When the performance ends (even if due to a loss of Concentration), the audience will talk among themselves, applaud, etc., for 1d3 more rounds. If anyone in the audience is attacked, the spell cancels immediately and the audience will be upset.

One time during the spell, targets who have made their save may try to “heckle” the caster in order to end the spell early. Make an opposed Charisma check using the heckler with the highest Charisma modifier as a base, +2 per additional heckler who can make a Charisma check of 10.

Entice Gift(Spell p83)

<Ench[mind], VS, 1StdAct, Close-range, 1round, WillNeg, SR applies>

– On the target’s next action, he/she takes a   
Move Action to approach the caster, followed by a Standard Action to offer the caster what   
is in his/her hands. The caster may act out-of-turn to accept the offering (if within reach).

The target is not Flat-Footed at any time and may act normally on subsequent rounds (such as by trying to retrieve his/her possession).

Faerinaal’s Hymn(BoED p99)

<Ench(comp)[good][mind], V, 1StdAct, Close-range, Concentration, WillNeg, SR applies>

– Up to one Evil creature per level that can hear the caster does not take Attacks of Opportunity.

Heroism(PH p240)

<Ench(comp)[mind], VS, 1StdAct, Touch, 10min/lvl>

– The touched creature gains a +2 Morale bonus on attacks, saves, & skill checks.

Hold Person(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One Humanoid is Held. He/she gets a new Will save each round to end the spell.

Insidious Rhythm(CAdv p152)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 1min/lvl, WillNeg, SR applies>

– The target has a distracting melody placed in his/her mind. All Intelligence-based skill checks and Concentration checks receive a –4 penalty. Also, any attempt to cast, concentrate on, or direct a spell requires a Concentration check vs. this spell’s DC + the target spell’s level.

Nightmare Lullaby(MoF p110)

<Ench(comp)[mind][sonic], VS, 1FullRound, Long-range, Concentration + 2rnds, WillNeg, SR applies>

– Target is Confused.

Mindless Rage(CAdv p155)

<Ench(comp)[mind], VSF(red cloth), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– The target creature does its best to enter melee combat with the caster as quickly as it may do safely. It may not make ranged attacks, cast spells, or activate magic items. The target must make double moves until it reaches the target, and then make Full Round attacks as soon as possible.

The target is not suicidal (i.e., will not jump off a cliff to reach the caster) and may make full use of its offensive and defensive abilities.

Barbarians, etc., immediately rage if they fail their save vs. this spell.

Proud Arrogance(RoD p167)

<Ench(charm), VSM(brass), 1StdAct, Medium-range, 1min/lvl>

– One willing creature per level of the same race per level in a 30’ area gains a +2 Resistance bonus on saves vs. Charm, Compulsion, and Fear effects.

Rage(PH p268)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, Concentration + 1rnd/lvl(D)>

– One willing, living creature per three levels in a 30’ area gains a +2 Morale bonus to Strength & Constitution, +1 Morale bonus on Will saves, & a –2 penalty to AC for the spell’s duration. While under the effect of this spell, it is not possible to cast spells or make some skill checks.

Suggestion(PH p285)

<Ench(comp)[mind][language], VM(snake tongue, honeycomb/sweet oil), 1StdAct, Close-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster gives the target 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

At the end of the duration, the instructions loose their power, triggered or otherwise.

Wave of Grief(CDiv p188)

<Ench[mind][evil], SM(tears), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– All creatures within a Cone-shaped Burst receive a –3 Moral penalty on All Actions.

### Evocation

Darkness(PH p216)

<Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object radiates shadowy illumination in a 20’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

Force Whip(CArc p108)

<Evoc[force][sonic][mind], VSF(small silk whip), 1StdAct, Touch, 1rnd/lvl, no SR>

– Creates a whip made of force that the caster can wield with proficiency.

In addition to the normal uses of a whip, cracking the whip will keep Animals at least 30’ from the caster (WillNeg). On a successful Ranged Attack, an Animal will become Frightened (WillNeg).

Heartfire(DR314 p20)

<Evoc[light][fire], VS/DF, 1StdAct, Close-range, 1rnd/lvl, SR applies>

– Intelligent creatures in a 5’ radius Burst are outlined with red fire, with the following effects:

a) gives off light as a Torch;

b) does not benefit from Concealment unless it is generated by a [darkness] effect of 3rd level or higher;

c) does not benefit from *Blur, Displacement, Invisibility,* etc.

d) takes 1d4 Fire damage each round (Fort½);

e) casting a spell requires a Concentration check vs. continuous damage.

The fire can be extinguished by normal means, which ends the spell.

Ray of the Python(PH2 p122)

<Evoc, VS, 1StdAct, Close-range, 1min, RefNeg,   
SR applies>

– If the target creature is hit by the ranged touch attack, he/she receives the following penalties:

a) can only make 1 attack per round;

b) can not make Attacks of Opportunity; &

c) movement is reduced by 10’.

Each round, the target may make a save to ignore the effects for that round.

Shatter(PH p278)

<Evoc[sonic], VSM(chip of mica)/DF, 1StdAct, Close-range, SR applies>

– Sonic vibration destroy objects in 1 of 3 ways:

a) All non-magic glass, crystal, etc., in a 5’ radius Burst that weigh less than 1 lb/lvl are shattered. An attended object gets a Will save to negate. Otherwise, no save.

b) A single solid object weighing up to 10 lbs/lvl can be shattered. An attended object gets a Will save to negate.

c) A targeted crystalline creature takes 1d6 Sonic damage per level (max 10d6), Fortitude save for ½.

Sound Burst(PH p281)

<Evoc[sonic], VS/AF(musical instrument)/DF, 1StdAct, Close-range, Fort½, SR applies>

– All creatures in a 10’ radius Spread take 1d8 Sonic damage (no save) and those that can hear are Stunned for 1 round (FortNeg).

### Illusion

Bladeweave(Spell p31)~~(CAdv p144)~~

<Ill(pattern), V, 1 Swift Action, Personal, 1rnd/lvl(D)>

– Any one opponent that the caster hit with a melee weapon in the current round is Dazed for 1 round (WillNeg, SR applies). Usable once per round.

Blur(PH p206)

<Ill(glamer), V, 1StdAct, Touch, 1min/lv(D)>

– Attacks miss touched subject 20% of the time.

Cloak Pool(Spell p48)

<Ill(glamer), VS, 1StdAct, Close-range, 1hr/lvl(D)>

– The target ‘color pool’ (i.e., an Astral Plane portal to another plane of existence) becomes invisible, though it can still be detected by *See Invisibility, True Seeing*, or *Analyze Portal*.

Crown of Veils(PH2 p108)

<Ill(figment), VSF(6” brass hoop), 1StdAct, Touch, until discharged up to 1hr/lvl(D)>

– An unseen magical circlet appear on the subject, taking up his/her ‘head’ magic item location. If removed, spell ends immediately.

The subject receives a +2 Competence bonus on Disguise and Hide checks.

As an Immediate Action, subject can discharge the spell, receiving a +8 Competence bonus on a single Disguise or Hide check.

Delusions of Grandeur(DR324 p71)

<Ill(phantasm)[mind], V, 1StdAct, Medium-range, 10min/lvl, WillNeg, SR applies>

– The target becomes overconfident in his/her abilities:

a) receives a –2 penalty on All Actions;

b) receives a –2 penalty to Wisdom; &

c) cannot Fight Defensively or take the Total Defense action.

Hypnotic Pattern(PH p242)

<Ill(pattern)[mind], (V)SM(burning incense / crystal rod filled with phosphorescent material), 1StdAct, Medium-range, Concentration + 2rnds, WillNeg, SR applies>

– A 10’ radius Spread of colorful lights fascinates up to 2d4 + 1/lvl (max +10) HD of creatures with sight, starting with the lowest HD creature in the area of effect.

Only Bards use the Verbal component.

Invisibility(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1min/lvl(D)>

– Touched creature or object is Invisible until it attacks. Can effect an object of up to 100 pounds per level.

Invisibility, Swift(CAdv p153)

<Ill(glamer), V, 1 Swift Action, Personal, 1rnd>

– The caster becomes Invisible until he/she attacks.

Minor Image(PH p254)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration + 2rnds, WillDisbelief, no SR>

– Creates a visual illusion with some minor sounds (i.e., not speech) of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10’ cubes that are contiguous.

Mirror Image(PH p254)

<Ill(figment),VS, 1StdAct, Personal, 1min/lvl(D)>

– Creates 1d4 + 1 per 3 levels (max 8 total) decoy duplicates of the caster. Determine randomly if the caster or a decoy is targeted. A decoy’s AC is 10 + size mod + Dex mod. If it is damaged by a direct attack (i.e., not area-of-effect spells), it is destroyed.

Misdirection(PH p254)

<Ill(glamer), VS, 1StdAct, Close-range, 1hr/lvl, no SR>

– One creature or object up to a 10’ cube in size is given the Aura of another creature or object within range at cast time. This new aura fools some Divination spells, such as *Detect Evil*, *Detect Magic*, and *Discern Lies* if the caster of the divination spell fails a Will save. This spell does not fool *Detect Thoughts*.

Misrepresent Alignment(RoE p188)

<Ill(glamer), VSF(25gp tiny, wavy mirror)/DF, 1StdAct, Close-range, 1hr/lvl(D), WillNeg, SR applies>

– The target creature or object is assigned an alignment by the caster, which can be observed with *Detect Evil*, etc.

Phade’s Fearsome Aspect(DR333 p72)

<Ill(glamer), VS, 1StdAct, Touch, 1min/lvl, WillNeg,   
SR applies>

– The touched creature’s face is covered with an illusionary demonic face. Anyone who physically interacts with the illusion is allowed a save to know it is not real.

Neither the caster nor the target are allowed to choose the specifics of the face. For purposes of masking the target’s appearance, the spell grants a +10 bonus on Disguise checks.

The target gains a +5 bonus on Intimidate checks and may attempt a Demoralize a foe as a Swift Action.

Phantom Threat(CWar p118)

<Ill(phantasm)[mind], VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg>

– The target thinks it is ‘flanked’, thought it cannot see or perceive what the opponent is (& does not waste attacks on it). Attackers treat the target as Flanked.

Reflective Disguise(Und p60)

<Ill(glamer), VS, 1StdAct, Personal, 10min/lvl>

– An intelligent creature that see the caster think he/she is the same race and gender as itself. This only works if the viewer is within one size category of the caster.

This spell is only a visual illusion. It does not provide sounds, smells, mannerisms, etc.

A viewer who interacts with the caster or a creature with the scent ability is allowed a Will save to disbelieve (SR applies).

Silence(PH p279)(Spell p10)+

<Ill(glamer), VS, 1StdAct, Long-range, 1min/lvl(D)>

– The caster creates a 20’ radius Emanation that negates sound, including [sonic] & [language] spells & effects.

This spell can be targeted on a creature, objects, or a point in space. If targeting an unwilling creature or an object in its possession, it gets a Will save to negate (SR applies). If cast on a point in space, the effect is immobile.

This spell Counters and Dispels *Amplify*.

### Necromancy

Blindness/Deafness(PH p206)

<Necro, V, 1StdAct, Medium-range, Permanent(D), FortNeg, SR applies>

– Living subject become a) Blind; or b) Deaf.

Bonefiddle(Spell p37)~~(DR328 p72)~~

<Necro, VSM(30gp tiny silver fiddle), 1StdAct, Close-range, Concentration up to 1rnd/lvl, FortNeg,   
SR applies>

– The caster chooses a target creature with a skeleton or exoskeleton. A ghostly fiddle bow appears and begins to “play” the target like a fiddle, making painful music.

Each round, the target receives a Fortitude save. If successful, the spell ends. Otherwise, the spell’s target takes 3d6 Sonic damage and receives a –20 penalty on Move Silently checks. The spell continues even if the target leaves the caster’s line-of-sight and/or line-of-effect.

Note: previously named Tvash Prull’s Bonefiddle.

Curse of Impending Blades(Spell p56)

<Necro, VSM(nail, leather)/DF, 1StdAct, Medium-range, 1mn/lvl, no save, SR applies>

– The target receive a –2 penalty to AC.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

Curse of the Gypsies(DR348 p75)

<Necro, V, 1StdAct, Close-range, Permanent, WillNeg, SR applies>

– The target is effected by the caster’s choice of the following curses:

Bad Luck ­– when the target rolls a ‘natural 20’, he/she must reroll the die (though a subsequent ‘natural 20’ may be kept).

Mark of the Gypsies – the target receives a mark on his/her forehead that can only be seen by the caster’s clan, *Detect Magic,* or *True Seeing* (though those using the later two methods may not know the symbol’s meaning). Members of the caster’s clan react badly to the target.

Unnatural Aura ­– any animal within 30’ of the target becomes Panicked.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

Note: this spell is usually only available to select clans.

Scare(PH p274)

<Necro[fear][mind], VSM(bone chip from an undead), 1StdAct, Medium-range, Will½, SR applies>

– One living target per three levels within a 30’ area & up to 5HD are Frightened for 1rnd/lvl unless a target makes its saving throw. On a successful save, the target is Shaken for 1rnd.

### Transmutation

Alter Self(PH p197)

<Trans(polymorph), VS, 1StdAct, Personal, 10min/lvl(D)>

– The caster’s body changes into an other creature of the same type (typically Humanoid) within 1 size category larger or smaller. The new creature can have a base HD no more than the Caster level (max 5HD). The caster can choose the details of the body within the typical range (eye color, hair length, skin tone, etc.). The caster retains all his/her own ability scores, attack bonuses, etc. See the Alternate Form Table.

Cat’s Grace(PH p208)

<Trans, VSM(cat hair), 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Dexterity.

Eagle’s Splendor(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Charisma.

Fly, Swift(CAdv p149)

<Trans, V, 1 Swift Action, Personal, 1 round>

– The caster flies at a speed of 60’ (40’ if in Medium or Heavy Armor –or– if carrying a Medium or Heavy load) with Good maneuverability. ½ speed going up, 2x speed going down.

If spells expires/is dispelled, subject descends   
at 60’ per round for 1d6 rounds before falling.

Fox’s Cunning(PH p233)

<Trans, VSM(fox hair)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Intelligence.

Harmonize(RoS p162)

<Trans, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster may start a Bardic Music effect as a Move Action, though any Bardic Music that requires concentration still requires a Standard Action to maintain.

Increase Virulence(PH2 p115)

<Trans, VSM(licorice root), 1Min, Touch, 1min/lvl,   
no save, no SR>

– The touched poisonous creature or vial or poison has its Poison DC increased by +2 for the spell’s duration.

Iron Silence(CAdv p153)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl(D)>

– One touched suite of armor per three levels does not apply its Armor Check penalty to the proficient wearer’s Hide and Move Silently checks.

Lively Step(PGF p106)

<Trans, VSF(small drum), 1StdAct>

– The caster and all allies within a 30’ radius Emanation receive the following benefits as long as the caser only takes move actions:

a) +10’ movement;

b) may ‘Hustle’ for 1 extra hour per day per Caster level (see PH p164) , though exceeding 8 hours of travel per day still counts as a ‘forced march’.

Pyrotechnics(PH p267)

<Trans, VSM(fire source), 1StdAct, Long-range>

– Transforms a burning fire into either Fireworks or a Smoke Cloud. In either case, the fire (up to a 20’ cube) is extinguished (unless it is cast on a Fire Elemental, which takes 1hp/level).

Fireworks – creatures within 120’ who are looking are the fire are Blinded for 1d4+1rnds (WillNeg, SR applies).

Smoke Cloud – 20’ radius Cloud of smoke lasts for 1rnd/lvl. Anyone within it receives a –4 penalty to Strength and Dexterity until 1d4+1rnds after getting out of the smoke (FortNeg, no SR).

Sonic Weapon(CAdv p157)

<Trans[sonic], V, 1StdAct, Touch, 1min/lvl(D)>

– The touched weapon does +1d6 Sonic damage on each hit. Projectile weapons bestow this bonus damage on its ammunition.

Stretch Weapon(PH2 p126)

<Trans, V, 1 Swift Action, Touch, 1 attack>

– The melee weapon wielded by the caster receives +5’ reach for one attack.

Unseen Crafter(RoE p191)

<Conj(creat), VS, 1StdAct, Close-range, 1day/lvl(D)>

– Creates invisible force that makes Craft checks using the caster’s ranks in the appropriate skill plus the caster’s Primary Stat modifier. The ‘crafter’ must be provided with tools and raw materials. The spell ends when a single assigned task is completed.

Once instructed to repair a Warforged, the ‘crafter’ receives a +10 bonus on its check.

If ordered, the crafter will “Take 10” or work quickly (by increasing its DC by 10 – see the Skills Index for details).

The crafter has a movement of 15’, but it must stay in range.

The crafter cannot attack, nor can it be the direct target of attacks, but if it takes 6hp of damage from area-of-effect attacks, it is dissipated.

Whirling Blade(CArc p129)

<Trans, VSF(melee slashing weapon), 1StdAct, Instantaneous, no save, no SR>

– The caster throws the focus melee slashing weapon and attacks creatures in a 60’ Line. The caster makes a single melee attack at each target, though the caster may use his/her Primary Casting Attribute in place of his/her Strength modifier as the bonus on the attack roll and the damage roll. Any feats, etc., apply normally.

Once all creatures in the line has been attacked, the focus weapon returns immediately to the caster’s hand.

Whispering Wind(PH p201)

<Trans[air], VS, 1StdAct, 1mile/lvl, no SR>

– A message is carried on the wind to a location known to the caster. The message can be 25 words, a sound that lasts one round, or simply a faint stirring of air. The location must be within range & there must be an open path for the wind to travel through.

Once it arrives, the message is hearable within a 10’ radius Spread.

## 3rd Level

### Abjuration

Dispel Magic(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +10). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Insignia of Blessing(RoD p166)

<Abj, VSF(insignia), 1StdAct, Long-range, 1min/lvl>

– Each creature wearing an Insignia that matches the spell’s focus receives the following:

a) hears a chime in his/her head. It is loud enough to wake the subject from sleep, but not enough to break concentration;

b) receives a +1 Divine bonus to AC and on Fortitude saves.

Remove Curse(PH p270)

<Abj, VS, 1StdAct, Touch>

– Touched person or object is freed from all curses upon it, assuming the curse doesn’t explicitly say that this spell is ineffective.

This spell Counters & Dispels *Bestow Curse*.

Wounding Whispers(MoF p134)

<Abj[sonic], VS, 1StdAct, Personal, 1rnd/lvl(D)>

– Caster is surrounded by a sonic aura that harms those who attack him. Anything striking the caster with a non-reach melee attack takes 1d6 + 1/lvl Sonic damage.

### Conjuration

Cure Serious Wounds(PH p216)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 3d8 +1/level damage (max +15) with Positive Energy.

Insignia of Healing(RoD p166)

<Conj(heal), VSF(insignia), 1StdAct, Long-range, Instantaneous>

– Each creature wearing an Insignia that matches the spell’s focus is cured 1d8 +1/lvl (max 1d8+10) with Positive Energy.

Phantom Steed(PH p260)

<Conj(creat), VS, 10Minutes, 1hr/lvl(D)>

– The caster creates a magic horse with insubstantial hooves that make no sound, plus saddle, bit, & bridle. Only the one person designated by the caster can ride the horse. The horse has AC 18, 7 + 1/lvl HP, can move at 20’/lvl (max 240’) & can carry its rider plus 10 lbs/lvl. At higher caster levels, the horse has extra abilities:

8th: ride over mud, sand, etc. at normal rate.

10th: ride over water at normal rate.

12th: ride horizontally across air for 1 round at normal rate.

14th: Fly at normal rate/average.

Refreshment(BoED p105)

<Conj(heal)[good], VS, 1StdAct>

– All creatures within a 20’ radius Burst of the caster are healed of all non-lethal damage, including damage cause by starvation, thirst, environmental conditions, etc.

Sepia Snake Sigil(PH p276)

<Conj(creat)[force], VSM(500gp amber powder, snake scale, mushroom spoors), 10Minutes, Touch, until discharged then 1d4+1/lvl days(D), RefNeg, no SR>

– Creates a ward on a book, map, etc. If anyone but the caster reads the text with the ward, the spell discharges & the target gets a Reflex save. If it fails, the target is encased in amber light & put into Suspended Animation for 1d4 + 1/lvl days, though the caster can cancel it. While in suspended animation, the target can still be injured or killed normally.

Summon Monster III(PH p286)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster III 1

Summon Monster II 1d3

Summon Monster I 1d4+1

Summon Undead III(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.

Table #

Summon Undead III 1

Summon Undead II 1d3

Summon Undead I 1d4+1

No summoned Undead may have more Hit Dice than (Caster level + 1).

### Divination

Alter Fortune(PH2 p101)

<Div, VX(200), 1 Immediate Action, Close-range, Instantaneous, no save, no SR>

– The target must reroll a roll he/she just made and keep the new result.

Analyze Portal(Spell p10) ~~(FR p66)~~

<Div, VSM(lens, mirror)/DF, 1Minute, Concentration up to 1rnd/lvl(D)>

– Detects and analyzes Portals in a 60’ Cone-shaped Emanation. Detection takes 1 round, after which the caster may spend an addional rounds to identify properties of each Portal by making a Caster check vs. DC 17 (retry once per round).

Anamensis(DR338 p77)

<Div, VS, 1StdAct, Personal, until discharged up to 1hr/lvl>

– While this spell is in effect, the caster receives the following:

a) can make any Knowledge skill check untrained; and

b) receives –4 penalty on Will saves (Spell Weavers are immune to this penalty).

As a Free Action, the caster may take a +10 bonus on one Knowledge skill check, Bardic Knowledge check, or similar class ability. Once this check is made, the spell is discharged.

A caster may only have one instance of this spell in effect at a time.

Clairaudience/Clairvoyance(PH p209)

<Div(scry), VSF(small horn for hearing –or– a glass eye for seeing)/DF, 10Minutes, Long-Range, 1min/lvl(D), no SR>

– Hear –or– see into a known or obvious (i.e., other side of a door) location within range. Once the location is targeted, the Magical Sensor cannot be moved.

Magically enhanced senses cannot be used through this spell, though a 10’ radius can be seen in non-magical darkness.

Scrying(PH p274)(PH3.5e)+

<Div(scry), VSF(see below)/AM(eye of an eagle, nitric acid, copper, zinc)/DF, 1Hour, 1min/lvl, WillNeg, SR applies>

– Sends a Magical Sensor to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day.

Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor.

The following spells have a 5%/lvl chance of working through the ‘sensor’: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic,* & *Message*.

Focus is determined by class – Clerics use a Holy Water font (min 100gp), Druids use a natural pool of water, all others uses a 2’x4’ silver mirror (min 1,000gp).

See Invisibility(PH p275)

<Div, VSM(pinch of talc, silver powder), 1StdAct, Personal, 10min/lvl(D), no SR>

– The caster can see Invisible creatures or objects within its range of vision.

Speaechlink(CAdv p157)

<Div, VS, 1StdAct, Touch, 10min/lvl(D)>

– The caster & a willing touched creature can verbally communicate over any distance.

The caster or the target may dismiss this spell.

Speak with Animals(PH p281)

<Div, VS, 1StdAct, Personal, 1min/lvl>

– The caster may communicate with Animals, though the spell does not change their intelligence or attitude.

Vision of Fear(DR333 p73)

<Div, VS, 1 Full Round, 60’ range, Instantaneous, WillNeg, SR applies>

– Learn either the ‘greatest’ or ‘most recent’ fear (chosen at casting time) of the target (who must be vulnerable to fear and have at least a 3 Intelligence). If the fear was the result of magic, the caster knows this.

For 24 hours, the caster has a very clear image of the ‘fear’, after which it becomes hazy. The caster may use the image as follows:

Spell within 24 hrs after 24 hrs

*Scry* First-Hand Second-Hand

*Teleport* Studied Carefully Viewed Once

any [fear] –2 penalty on Will n/a

“any [fear]” indicates the target’s penalty on Will saves vs. the caster’s fear spells.

### Enchantment

Charm Monster(PH p209)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

– One living creature considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Confusion(PH p212)

<Ench(comp)[mind], VSM(3 nut shells)/DF, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– All targets within a 15’ radius Burst are Confused.

Crushing Despair(PH p215)

<Ench(comp)[mind], VSM(vial of tears), 1StdAct, 1min/lvl, WillNeg, SR applies>

– All targets within a 30’ Cone-shaped Burst receive a –2 penalty on All Actions and damage rolls due to great sadness.

This spell Counters and Dispels *Good Hope.*

Deep Slumber(PH p217)

<Ench(com)[mind], VSM(sand), 1Round, Close-range, 1min/lvl, WillNeg, SR applies>

– Put 10 HD of creatures in a 10’ radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

Dirge of Discord(CAdv p145)

<Ench(comp)[evil][mind], VSM(destrachan ash), 1StdAct, Close-range, Concentration + 1rnd/lvl, WillNeg, SR applies>

– All creatures in a 20’ radius Spread take the following penalties:

a) –4 penalty to Dexterity;

b) –4 penalty on attacks;

c) –4 penalty on Concentration checks;

d) 50% reduction in speed (minimum 5’).

Good Hope(PH p237)

<Ench(com)[mind], VS, 1StdAct, Medium-range, 1min/lvl>

– One living creature per level in a 30’ area receives a +2 Morale bonus on All Actions and damage rolls.

Geas, Lesser(PH p235)

<Ench(comp)[mind][language], V, 1Round, Close-range, until discharged(D), WillNeg, SR applies>

– One subject with 7 HD or less obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level. Specific tasks must be completed for the spell to be discharged.

If the subject is prevented from carrying out the instructions, he/she suffers a –2 penalty on each ability score per full day (max of –8). The ability scores return to normal after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic*, though it can be ended by *Remove Curse, Break Enchantment, Limited Wish, Miracle,* or *Wish*.

Harmonic Chorus(CAdv p150)

<Ench(comp)[mind], VSF(tuning fork), 1StdAct, Close-range, Concentration up to 1rnd/lvl>

– The target living spellcaster gains a +2 Morale bonus on Caster level and a +2 Morale bonus on the DC of spells he/she casts.

Haunting Tune(MoF p99)(MoFe)+

<Ench(comp)[mind][sonic], VS, 1FullRound, Medium-range, 10min/lvl, WillNeg>

– One creature per level with an Intelligence of at least 10 becomes Shaken.

Hesitate(PH2 p114)

<Ench(comp)[mind], VS, 1 Immediate Action, Close-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– Target living creature may only make one Move Action each round.

At the start of the target’s turn, he/she may expend a Swift Action to make a new Will save to end the spell.

Love’s Lament(DR328 p70)

<Ench(comp)[mind], V, 1StdAct, Instantaneous, Will½, SR applies>

– All creatures in a 60’ Cone-shaped Burst receive the following:

a) –4 penalty on Listen checks for 1 round (no save);

b) 1d6 Wisdom damage (WillNeg); and

c) Nauseated for 1d4 rounds (WillNeg).

Puppeteer(MoF p112)(MoFe)+

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg>

– By concentrating at any time during the spell’s duration, the caster can force the target to mimic his/her movements, though he target receives a –4 penalty on Strength & Dexterity due to awkward movements. Dropping concentration does not end the spell, but does give the target back control. Forcing acts that are self-destructive allow another saving throw, though success on this one result in the target being Helpless for 1d4 rounds. Realizing the target is under control requires a Sense Motive check vs. DC 15 (+5 bonus if the caster is also visible).

Verraketh’s Shadow Crown(RoF p191)

<Ench(charm)[mind], V, 1StdAct, Personal, 1rnd/lvl>

– +4 Competence bonus on Perform checks. This bonus does not stack with bonuses granted by Feat: Shadow Weave Magic.

Warcry(BoED p111)

<Ench(comp)[mind], V, 1StdAct, WillNeg, SR applies>

– All creatures in a 30’ Cone-shaped Burst are Cowered for 1d4 rounds.

### Evocation

Daylight(PH p216)

<Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object gives off bright light in a 60’ radius & dim light for another 60’. The light may be blocked by putting the object in a container.

Treated as ‘sunlight’ for creatures who receive penalties in those conditions, but is not real sunlight so certain Undead are not destroyed.

This spell Suppresses *Deeper Darkness* and is suppressed by it, leaving only the natural illumination in the overlapping area.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Dissonant Chord(CAdv p145)

<Evoc[sonic], VS, 1StdAct, Close-range, Instantaneous, Will½, SR applies>

– All creatures in a 10’ radius Burst around the caster take 1d8 per 2 levels of Sonic damage (max 5d8). The caster is not affected.

Hymn of Praise(CAdv p152)

<Evoc[good][sonic], VS, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg, SR applies>

– The cater creates an circle of positive energy in a sphere out to Medium-range. This has the following effects:

a) boosting the effective level of Good-aligned Divine spellcasters by +2;

b) +4 Sacred bonus on Charisma checks to Turn Undead by Good-aligned Divine spellcasters; &

c) –4 Sacred penalty on Charisma checks to Rebuke Undead by Evil-aligned Divine spellcasters.

Infernal Threnody(CAdv p152)

<Evoc[evil][sonic], VS, 1Round, Medium-range, 1rnd/lvl(D), WillNeg, SR applies>

– The cater creates an circle of positive energy in a sphere out to Medium-range. This has the following effects:

a) boosting the effective level of Evil-aligned Divine spellcasters by +2;

b) +4 Profane bonus on Charisma checks to Rebuke Undead by Evil-aligned Divine spellcasters; &

c) –4 Profane penalty on Charisma checks to Turn Undead by Good-aligned Divine spellcasters.

Leomund’s Tiny Hut(PH p247)

<Evoc[force], VSM(crystal bead), 1StdAct, 2hrs/lvl(D)>

– Creates a 20’ radius, immobile sphere around the caster that acts as shelter for the caster & up to 9 Medium-sized creatures. The sphere provides protection from temperatures, wind, rain, etc. The spell ends if the caster leaves. Opaque from outside, but transparent from within. No cover, but Total Concealment.

### Illusion

Creaking Cacophony(Spell p55)

<Ill(figment)[sonic], VS, 1StdAct, Medium-range, 1rnd/lv, no save, SR applies>

– Creates a 40’ radius Spread of extremely loud noise, causing all creatures in the area of effect to receive the following:

a) –4 penalty on Listen checks;

b) casting spells requires a Concentration check vs. DC (this spell’s DC + the level of the spell being cast); &

c) Sonic Vulnerability (i.e., +50% Sonic damage).

Outside the area of effect is noisy, but has no magical effects.

Displacement(PH p223)

<Ill(glamer), VM(displacer beast hide), 1StdAct, Touch, 1rnd/lv(D)>

– Attacks miss touched subject 50% of the time.

Illusory Script(PH p243)

<Ill(phantasm)[mind], VSM(50gp ink), 1Minute+, Touch, 1day/lvl(D), WillNeg, SR applies>

– The caster writes a message that looks like a foreign language to everyone but the intended targets. Those seeing a ‘foreign language’ must make a Will save or obey a suggestion for up to 30 minutes (usually “put the book back & forget about it”).

This spell, including the hidden message, are removed with a successful *Dispel Magic.*

Invisibility Sphere(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic), 1StdAct, Touch, 1min/lvl(D)>

– Makes everyone within 10’ of the touched creature / object become Invisible. If someone made invisible by this spell leaves the 10’ radius or attacks, he/she becomes visible.

Major Image(PH p252)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration + 3rnds, WillDisbelief, no SR>

– Creates an illusion that has visuals, sound, smell, & heat of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10’ cubes that are contiguous.

If the image is struck, it disappears unless the caster makes it react appropriately.

Phantom Battle(PH2 p120)

<Ill(figment), VS, 1StdAct, Medium-range, 1rnd/lvl, WillDisbelief, SR applies>

– Fills a 20’ radius Spread with an illusion of a battle. Creatures who fail their Will save are affected as follows while in the area of effect:

a) cannot make Attacks of Opportunity; &

b) treated as Flanked.

The caster may designate up to (Caster level) creatures from being affected by this spell, chosen at cast time.

Winding Alleys(RoD p169)

<Ill(phantasm)[mind], VS/DF, 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– When cast on a creature who is within a Small Town (or larger), the target thinks he/she is trapped in the current location. The effect ends when one of the following occur:

a) the target makes an Intelligence check vs. DC 15 (may be attempted each round);

b) the target takes damage; or

c) the duration ends.

### Necromancy

Curse of Impending Blades, Mass(Spell p57)

<Necro, VSM(nail, leather)/DF, 1StdAct, Medium-range, 1mn/lvl, no save, SR applies>

– The enemies in a 20’ radius Burst receive a –2 penalty to AC.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

Depression(DR339 p77)

<Necro, VS, 1StdAct, 1rnd/lvl, WillNeg, SR applies>

– All creatures within 20’ radius Burst of the caster receive the following penalties:

a) become Fatigued (a creature already Fatigued does not become Exhausted); &

b) receive a –1 penalty per 3 Caster levels (max –5).

Both penalties go away when the spell ends.

Fear(PH p229)

<Necro[fear][mind], VSM(feather), 1StdAct, Will½, SR applies>

– All living creatures within a 30’ Cone-shaped Burst are Panicked for 1rnd/lvl. On a successful save, a creature is Shaken for 1rnd.

Reveille(MoF p113)(MoFe)+

<Necro[language], VS, 1FullRound, Touch, 1rnd/lvl>

– The touched corpse who died within the last 3 days explains the circumstances of its death (to the best of its knowledge) in the following order (up to about 12 words per answer):

Rnd Answer

1 Describes the last thing it saw

2 States its dying wish

3 Describes the wound that killed it

4 Describes who killed it

5 Explains why it thinks it was killed

6+ Answers one question

If the corpse’s original alignment is different from the caster’s, it gets a Will save (equal to its Will save when it was alive) to avoid answering. The corpse only knows what it did while it was alive & only speaks languages it knew. Any given corpse can only be targeted with this spell or *Speak with Dead* once per week. Corpses that have been turned into Undead are immune.

### Transmutation

Allegro(Spell p9)~~(CAdv p142)~~

<Trans, VSM(feather from a bird of prey), 1 Swift Action, 1min/lvl(D)>

– All creatures within a 20’ radius Burst of the caster receive a +30’ Enhancement bonus to their land speed, up to double their base speed for the spell’s duration.

Blink(PH p206)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster flashes in & out of the Ethereal plane at random. The caster

a) has a 20% chance of losing each attack or spell;

b) has a 50% chance of any attack or spell targeting him being lost (20% if the attacker can see Invisible –or– can target Ethereal creatures, no chance of missing if the opponent can do both). Note that Feat: Blind-Fight does not apply when fighting a blinking opponent;

c) takes ½ damage from area-of-effect attacks & falling;

d) can only move ¾ of normal;

e) can step through solid matter with a 50% chance of becoming solid per 5’ (taking 1d6 damage per 5’ if becomes solid & is shunted to the closest available space); and

f) attacks as if Invisible, gaining a +2 attack bonus, and sneak attack damage typically applies.

g) able to attack creatures in the Ethereal plane with a 20% chance of loosing the attack or spell.

G’elsewhere Chant(MoF p96)

<Trans[sonic][teleport], VS, 1StdAct, Touch>

– One touched creature or object teleports to a random safe place within 100’. An unwilling target / holder of the target object can make a Will save to resist.

Gaseous Form(PH p234)

<Trans, SM(gauze, smoke)/DF, 1StdAct, Touch, 2min/lvl(D)>

– A willing subject & all his/her gear transform into mist which has Fly 10’/Perfect & can slip through any opening. While gaseous, the subject has Damage Reduction 10/magic, becomes immune to poison & criticals, has an AC based only on Dexterity, size, Deflection bonuses, & armor bonuses due to Force effects. The subject cannot attack & can only cast spells with no Verbal, Somatic, Material, or Focus components (due to Metamagics).

Glibness(PH p235)(PH3.5e)+

<Trans, S, 1StdAct, Personal, 10min/lvl(D)>

– +30 bonus on Bluff checks to convince people of what the caster claims is the truth (i.e., cannot be used to feint in combat, cause a distraction, pass secret messages, etc.).

Spells involved with determining truth (i.e., *Discern Lies, Zone of Truth*, etc.) must make a Caster Check vs. a DC of 15 + this spell’s Caster level to effect the caster.

Halt(PH2 p114)

<Trans, V, 1 Immediate Action, Close-range, 1rnd, WillNeg, SR applies>

– Target creature becomes stuck to the floor / ground for the spell’s duration. Depending on the target’s action, he/she may still have a Standard Action available.

Does not affect a creature not in contact with the ground. Does not keep the target from teleporting away.

Haste(PH p239)

<Trans, VSM(licorice root), 1StdAct, Close-range, 1rnd/lvl>

– One subject/lvl within a 30’ area moves faster:

a) +1 bonus on attacks;

b) +1 Dodge bonus to AC;

c) +30’ Enhancement bonus to all forms of movement (land, climb, swim, burrow, fly), up to double the base movement;

d) when making a Full-Round Attack, the subject gets an additional attack at his/her best attack bonus.

This spell Counters & Dispels *Slow*.

Sculpt Sound(PH p275)

<Trans, VS, 1StdAct, Close-range, 1hr/lvl(D), WillNeg, SR applies>

– One creature or object per level have their sounds modified, such as removal (making a party silent), additions (making trees sing), or changes (make people sound like squeaking pigs when they talk). If distorted or silenced, a spell caster cannot use Verbal components.

Secret Page(PH p275)

<Trans, VSM(fish scales, will-o’-wisp essence), 10Minutes, Touch, Permanent, no SR>

– The touched page looks like something totally different (such as a map or poetry) unless a key-word is used. Using the key-word again returns the page to its disguised state.

If this spell is Dispelled, the hidden material is destroyed too.

*True Seeing* reveals the nature of this spell, but must be used in conjunction with *Comprehend Languages* to see the hidden message.

Slow(PH p280)

<Trans, VSM(molasses), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– One subject per level within a 30’ area:

a) may only take one Standard Action or Move Action each round;

b) suffers a –1 penalty to AC, attacks, & Reflex saves;

c) has its movement halved.

This spell Counters & Dispels *Haste*.

Weapon of Impact(MoF p134)

<Trans, VS, 1StdAct, Close-range, 10min/lvl>

– One bludgeoning weapon or 50 grouped pieces of bludgeoning ammunition have their threat range doubled.

## 4th Level

### Abjuration

Break Enchantment(PH p207)(DR306 p110)+

<Abj, VS, 1Minute, Close-range, no SR>

– Attempts to free 1 subject per level within a 30’ area from all Curses, Enchantments, Transmutations, and Petrification. Each effect is subject to a Dispel Check (max +15). Cursed items typically have a DC of 25.

If petrifaction is removed from a creature, it does not need to make a saving throw to survive.

Effects that cannot be removed by *Dispel Magic* can be removed by this spell if their level is no more than 5th.

This spell breaks effects on creatures. A cursed item still have its curse, it just may no longer apply to the subject.

Freedom of Movement(PH p233)

<Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>

– Subject moves normally despite magical impediments (*Web*, *Hold Person*, etc.).

The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin.

While under the effect of this spell, the subject can fight underwater.

Repel Vermin(PH p271)

<Abj, VS/DF, 1StdAct, 10min/lvl(D), SR applies>

– Creates a 10’ radius area around the caster that causes insects & other vermin to stay away. Vermin whose HD are 1/3rd of the caster level or greater are allowed a Will save to enter the area, but even then they take 2d6 damage.

Wall of Dispel Magic(Und p63)

<Abj, VS/DF, 1StdAct, Medium-range, 1min/lvl>

– Creates an transparent wall whose area is one 10’ square per level.

When a creature passes through the wall, each ongoing spell effect on the target gets a separate Dispel Check (max +10). If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

The wall cannot be seen with *See Invisibility*, but it can be detected with *Detect Magic* and *True Seeing*.

### Conjuration

Cure Critical Wounds(PH p215)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 4d8 +1/level damage (max +20) with Positive Energy.

Dimension Door(PH p221)

<Conj[teleport], V, 1StdAct, Long-range>

– Teleports the caster anywhere within range that can visualized or described by direction.

The caster may bring up to his/her maximum carry load with this spell and one willing, Medium-sized subject per three levels (or the Creature Equivalent). All subjects must be touching, with the caster touching at least one subject.

If the target location is occupied, the caster (and anyone with him/her) take 1d6 damage & are shunted in a random direction 100’.

The caster cannot act again until the next round.

Healing Spirit(PH2 p114)

<Conj(heal), VS, 1StdAct, Close-range, 1rnd/2lvls>

– A 1’ diameter ball of light appears within range, with the following abilities:

a) gives off bright light in a 10’ radius & shadowy illumination out to a 20’ radius;

b) can be directed by the caster to fly 30’ per round with Perfect maneuverability as a Free Action;

c) if the ‘healing spirit’ ends its movement in the square of another creature, it is healed 1d8 with Positive Energy. To touch an unwilling target (such as an Undead which will be damaged by touch (Will½ ,SR applies)), make an Incorporeal Touch Attack with an attack bonus of +0.

d) cannot be affected by attacks or spells;

e) if the ‘healing spirit’ moves out of the spell’s range, it ends immediately.

Leomund’s Secure Shelter(PH p247)

<Conj(creat), VSM(bits of stone, lime, sand, water, & wood, string)F(tiny bell, silver wire), 10Minutes, Close-range, 2hrs/lvl(D)>

– A 20’x20’ cottage appears, which is made from materials appropriate for the location (stone, timber, or sod). It has a door, 2 shuttered windows, & a fireplace whose chimney is sealed with an iron grate. The door & shutters are under the effect of *Arcane Lock* and *Alarm*. The chimney grate simply has an *Alarm*. An *Unseen Servant* is also available for the duration. There are simple furnishings for 8 occupants.

Neutralize Poison(PH p257)

<Conj(heal), VSM(charcoal)/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject or object has all poison removed from it immediately. If a creature was poisoned, it does not need to make any further saving throws. This spell does not heal ability damage or drain taken from earlier failed saves.

In addition, the subject cannot be poisoned for 10 minutes per level. If the subject is a poisonous creature, it cannot poison anyone for the spell’s duration (WillNeg, SR applies)

Summon Monster IV(PH p286)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster IV 1

Summon Monster III 1d3

Summon Monster II (or lower) 1d4+1

Summon Undead IV(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.

Table #

Summon Undead IV 1

Summon Undead III 1d3

Summon Undead II (or lower) 1d4+1

No summoned Undead may have more Hit Dice than (Caster level + 1).

### Divination

Detect Scrying(PH p219)

<Div, VSM(piece of mirror, tiny brass trumpet), 1StdAct, 24hrs, no save, no SR>

– The caster is immediately aware of the existence & location of any Magical Sensors within a 40’ radius Emanation.

On a successful Caster check, the caster can get a visual image of the scryer, and his/her distance & direction.

Legend Lore(PH p246)

<Div, VSM(250gp incense)F(200gp ivory strips), Personal>

– By only meditating, sleeping, & eating for the listed casting time, the caster “remember” legends about a target creatures, place, or object:

Connection to Target Casting Time

Touching 1d4x10 minutes

Detailed Information 1d10 days

Rumors Only 2d6 weeks

Listening Coin(CAdv p154)

<Div(scry), VSF(2 coins), 1StdAct, Touch, 1hr/lvl(D)>

– A pair of touched coins become a transmitter coin and a receiver coin. The receiver coin can be use to make Listen checks through the transmitter coin, though at DC +5 if it is a pocket, etc.

Locate Creature(PH p249)

<Div, VSM(dog fur)/DF, 1StdAct, Long-range, 10min/lvl, no save, no SR>

– Senses direction toward named type of creature (human, unicorn, etc.) or a specific creature within range (must have been seen at least once within 30’). Running water blocks the spell, as do *Mislead, Nondetection,* etc.

Know Vulnerabilities(MoF p104)

<Div, VS, 1StdAct, Close-range, WillNeg>

– Determine target’s vulnerabilities and resistances.

Portal View(Und p60)

<Div(scry), VSF(glass eye)/DF, 10Minutes, Close-range, 1min/lvl>

– The target closed *Portal* shows those on the caster’s side what is on the other side (i.e., its destination). The *Portal* is not open and spells cannot be cast through it.

Speechlink(MoF p121)(MoFe)+

<Div, VS, 1StdAct, Touch, 10min/lvl(D)>

– The caster & the touched targets can verbally communicate over any distance.

Speak with Plants(PH p282)

<Div, VS, 1StdAct, Personal, 1min/lvl>

– The caster may communicate with plants & Plant Creatures, though the spell does not change their attitude towards the caster.

Time Shield(DR350 p79)

<Abj, VS, 1StdAct, 1min/lvl>

– Any spell or spell effect within a 30’ radius Emanation of the caster has its duration ended more quickly. For every round spent in the area-of-effect, the spell consumes two rounds of duration.

Unluck(CArc p128)

<Div, VSM(piece of broken mirror), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– When the target creature makes an action   
based on chance (such as an attack roll, a damage roll, a saving throw, etc.), he/she   
must roll twice & take the worst of the 2 rolls.

### Enchantment

Celebration(Spell p44)~~(MoF p84)~~

<Ench(comp)[mind][sonic], VS, 1StdAct+, Close-range, WillNeg, SR applies>

– All targets in a 15’ radius Burst begin feeling drunk and receive a –2 penalty on Dexterity, Intelligence, & Wisdom (WillNeg, SR applies).

If the caster uses a Standard Action on the following round to increase the spell, all those in the area-of-effect during the first round that are still in range become Nauseated (WillNeg, SR applies).

The caster may use a Standard Action on the following round to cause all those who became Nauseated the previous round and who are still in range to become Unconscious and Helpless (WillNeg, SR applies).

Charm Person, Mass(RoD p164)(DR312 p51)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, SR applies>

– One or more Humanoids in a 30’ area considers the caster his/her ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

The caster can either target one Humanoid of any number of HD –or– two or more Humanoids in the 30’ area whose total HD do not exceed (2 \* Caster level).

If a target is in a threatening situation when the spell is cast, it gets a +5 on the save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Dolorous Motes(BoED p97)

<Ench(charm)[mind], VS, 1StdAct, Long-range, 1rnd/lvl(D)>

– The caster creates one 10’ cube of immobile, flickering lights per level. The “clouds” can be placed anywhere within range and do not need to be contiguous.

Any creature within a cloud or who enters a cloud is Dazed for 1 round (WillNeg, SR applies).

Note: The caster takes 1d3 Wisdom damage

Dominate Person(PH p224)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>

– Telepathically control one Humanoid. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input.

The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

Hold Monster(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One living creature is Held. It gets a new Will save each round to end the spell.

Insidious Suggestion(RoE p187)

<Ench(comp)[mind][language][mind-set], VS, 1StdAct, Close-range, up to 1hr/lvl, WillNeg (see below), SR applies>

– The caster gives the target 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

At the end of the duration, the instructions loose their power, triggered or otherwise.

The target must make a Will save each round (for up to 1 round per level) to resist the suggestion. If the target ever fails his/her save, then the suggestion take effect.

Mindset – While this spell is prepared, but not yet cast, the caster gains a +2 Competence bonus on Bluff, Diplomacy, and Intimidate checks.

Note: Gnomes cast this spell at +1 Caster level.

Inspired Aim(BoED p101)

<Ench(comp)[mind][language], V, 1StdAct, Concentration>

– All allies within a 40’ radius Emanation gains a +2 Insight bonus on all ranged attacks.

Modify Memory(PH p255)

<Ench(comp)[mind], VS, 1Round plus up to 5 Minutes, Close-range, Permanent, WillNeg, SR applies>

– Changes up to 5 minutes of a living subject’s memories. If the subject fails its Will save, the caster must spend up to 5 uninterrupted minutes picturing the memory. The caster:

a) eliminates the memory of a real event (though this does not negates magical effects, such as *Suggestion*),

b) changes the memory of a real event;

c) adds the memory of an event; or

d) “cleans up” the memory of a real event, allowing the subject to remember it clearly and perfectly.

War Cry(CAdv p158)~~(MoF p132)~~

<Ench(comp)[mind][sonic], VS, 1 Swift Action, Personal, 1rnd/lvl(D)>

– Caster gains +2 Morale bonus on attacks and damage (+4 if charging).

In addition, anyone damaged by a melee attack made by the caster becomes Panicked for 1 round (WillNeg, SR applies). A foe who makes his/her Will save is immune to the Panic effect of a given casting of this spell.

### Evocation

Cacophonic Shield(Spell p41)(CAdv p144)~~(MoF p83)~~

<Evoc[sonic], VS, 1StdAct, 1min/lvl(D)>

– The caster creates a 10’ radius Emanation barrier of sound around himself/herself that moves with the caster. Crossing the barrier has the following effects:

Non-Magical Sound – cannot cross.

Magical Sound – requires a successful Caster check to cross.

Creature – takes 1d6 +1/lvl (max 1d6+20) Sonic damage (no save) & is Deafened for 1 minute (FortNeg).

Missile Weapons ­–20% miss chance.

Fugue of Tvash-Prull(DR328 p70)

<Evoc[sonic], VSF(250gp tiny platinum violin bow), 1StdAct, Medium-range, Concentration up to 1rnd/lvl, WillNeg, SR applies>

– All creatures within a 30’ radius Spread are affected by discordant sound. Those that make their save receive a –2 penalty on their attack rolls and skill checks while in the area of effect.

Creatures that fail their saving throw & who remain in the area of effect are affected each round. The caster’s Perform check each round and can choose one effect up to the check’s result. If the caster is doing a Perform check with Keyboard Instruments, Percussion Instruments, String Instruments, or Wind Instruments, there is a +2 Circumstance bonus on the check.

Perform

Check Effect

15 3d6 nonlethal damage

20 3d6 Sonic damage

25 Shaken for 1 round, Deafened for 1 round, or Knocked Down.

30 Nauseated for 1 round, Blinded for 1 round, or Frightened for 1 round.

35 Stunned for 1 round.

40 1d6 ability damage from a random ability score.

45 Attacks the nearest target.

50 Gains 1d4 Negative Levels.

55 *Feebleminded*.

60 Slain

Resonating Bolt(CArc p121)

<Evoc[sonic], VS, 1StdAct, Instantaneous, Ref½, SR applies>

– All creatures and object in a 60’ long Line from the caster take 1d4 Sonic damage per level (max 10d4). If the line strikes a barrier that is broken by the damage, the line continues out to the full 60’.

Shout(PH p279)

<Evoc[sonic], V, 1StdAct, SR applies>

– All creatures & objects within the 30’ Cone-shaped Burst take 5d6 Sonic damage (Fort½) and are Deafened for 2d6 rounds (FortNeg).

Anyone with an attended object is allowed a Reflex save to negate damage to the object.

Crystalline creatures take 1d6 damage per level (max 15d6) (Fort½).

This spell is Suppressed by *Silence*.

Stone Shatter(MoF p124)

<Evoc[sonic], VS, 1StdAct, Close-range>

– If a stone creature is targeted, it takes 1d6/lvl (max 15d6) sonic damage (Fort½). If a stone object of up to 2 pounds per level is targeted, it is destroyed (WillNeg) & everyone within 5’ takes 1hp/lvl (max 15hp).

### Illusion

Hallucinatory Terrain(PH p238)

<Ill(glamer), VSM(stone, twig, piece of a green plant), 10Minutes, Long-range, 2hrs/lvl(D), WillDisbelief, no SR>

– Makes one contiguous 30’ cube per level of one type of terrain look, sound, & smell like another (field into forest, etc.). Structures, equipment, & creatures are not disguised.

Harmonize, Greater(RoS p162)

<Trans, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster may start a Bardic Music effect as a Move Action, and any Bardic Music that requires concentration only needs a Standard Action to maintain. This means that two Bardic Music effects can be maintained simultaneously.

Invisibility, Greater(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1rnd/lvl(D)>

– Subject is Invisible, even if he/she attacks.

Mirror Image, Greater(PH2 p120)

<Ill(figment),VS, 1 Immediate Action, Personal, up to 1min/lvl(D)>

– Creates 1d4 + 1 per 3 levels (max 8 total) decoy duplicates of the caster. Determine randomly if the caster or a decoy is targeted. A decoy’s AC is 10 + size mod + Dex mod. If it is damaged by a direct attack (i.e., not area-of-effect spells), it is destroyed.

On each round after the first, the number of decoys is increased by 1 (max 8 total).

If al the decoys are destroyed, the spell ends.

Rainbow Pattern(PH p268)

<Ill(pattern)[mind], (V)SM(phosphor)F(prism), 1StdAct, Medium-range, Concentration + 1rnd/lv(D), WillNeg, SR applies>

– Up to 24HD of creatures in a 20’ radius Spread who fail their save will be captivated by the lights & try to stay in them. They will only defend themselves if attacked.

The lights can be moved 30’ per round as a Free Action & those captivated will follow. If this leads them into danger, each target gets a new save.

If the lights are obscured (such as by *Obscuring Mist*), the effect ends on the targets.

Only Bards need to use the Verbal component.

Shadow Conjuration(PH p276)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

– Mimics a Wizard/Sorcerer Conj(summoning) or Conj(creation) spell of up to 3rd level. The spell is 1/5th real & the remainder is ‘shadow’.

The target of the spell always get a Will save to realize the spell is not entirely real. The target’s Spell Resistance always applies too. Range & duration match the copied spell.

The possible effects fall into 3 categories:

Damage Spells (e.g., *Melf’s Acid Arrow*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 1/5th damage & any non-damage effect has only a 20% chance of effecting the target.

Creating Objects or Substances (e.g., *Web*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – 20% chance of effecting the target.

Summon a Creature. (e.g., *Summon Swarm*):

Believer – creature has all its normal abilities & weaknesses, but only has 1/5th of its normal hp.

Nonbeliever – creature has 1/5th of its normal hp, does 1/5th of its normal damage, only has 1/5th of its normal AC bonus, & its non-damage abilities have only 20% chance of working each time.

Spectral Weapon(CAdv p157)

<Ill(shadow), VS, 1 Swift Action, Personal, 1rnd/lvl(D)>

– The caster creates a single weapon with which he/she is proficient. This weapon is normal except for the following:

a) only the caster may wield the weapon (it dissipates if released / dropped);

b) the caster makes touch attacks (instead of normal attacks) to do damage; and

c) when hit, the foe is allowed a Will save (SR applies). If successful, that attack and any that follow only do 1/5th damage and any special effect, such as Death Attack, only has a 20% chance of working.

A caster may only maintain 1 Spectral Weapon at a time.

Voice of the Dragon(Spell p232)

<Trans, VS, 1StdAct, Personal, 10min/lvl(D)>

– The caster gains the following:

a) +10 Enhancement bonus on Bluff, Diplomacy, & Intimidate checks;

b) able to speak & understand Draconic (but not read it);

c) as a Standard Action, the caster may cast *Suggestion*, though doing so end *Voice of the Dragon*.

Note: Sorcerers cast this spell at +1 Caster lvl.

Zone of Silence(PH p303)

<Ill(glamer), VS, 1Round, Personal, 1hr/lvl(D)>

– The caster creates a mobile, 5’ radius Emanation that keeps voices from traveling out, allowing the caster & others within the area to speak freely (though there lips may be read). This spell also block [sonic] & [language] effects that come directly from a caster (such as *Shout* and *Command*).

### Transmutation

Baleful Blink(PH2 p102)

<Trans, V, 1StdAct, Close-range, 1rnd/lvl, FortNeg,   
no SR>

– The target flashes in & out of the Ethereal plane at random. The target

a) has a 50% chance of losing each attack or spell (except for spells cast on himself / herself, which function normally);

b) has a no chance of any attack or spell targeting him/her being lost;

c) takes full damage from area-of-effect attacks & falling;

d) can move normally;

e) can not step through solid matter; and

f) able to attack creatures in the Ethereal plane with a 50% chance of loosing the attack or spell.

Celerity(PH2 p105)

<Trans, V, 1 Immediate Action, Personal, Instantaneous>

– The caster may take a Standard Action (as if he/she had a ‘readied action’ –and– even if it interrupts another creature’ turn) and then is Dazed until the end of his/her next action.

Blinding Beauty(BoED p92)

<Trans[good], VS, 1StdAct, Personal, 1rnd/lvl>

– The caster gains the beauty of a Nymph. Any Humanoid within 60’ that looks at the caster becomes permanently Blind (FortNeg). The caster can suppress & unsuppress this ability as a Free Action.

Note: The caster must abstain from sexual intercourse of one week in order to be able to cast this spell.

## 5th Level

### Abjuration

Dispel Magic, Greater(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +20). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Telepathy Block(BoED p109)

<Abj, VS, 1StdAct, Close-range, 1rnd/lvl(D), no save, no SR>

– All telepathic communicated, including telepathic speech, is blocked in a 80’ radius Emanation from the target. If the spell is cast on a creature or object, the effect moves with the target. If cast on a point in space, the effect is immobile.

Wall of Greater Dispel Magic(Und p63)

<Abj, VS/DF, 1StdAct, Medium-range, 1min/lvl>

– Creates an transparent wall whose area is one 10’ square per level.

When a creature passes through the wall, each ongoing spell effect on the target gets a separate Dispel Check (max +20). If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

The wall cannot be seen with *See Invisibility*, but it can be detected with *Detect Magic* and *True Seeing*.

### Conjuration

Cure Light Wounds, Mass(PH p216)

<Conj(heal), VS, 1StdAct, Close-range>

– Cures 1d8 +1/level damage (max +25) to   
one creature per level in a 30’ area with Positive Energy.

Magic Convalescence(PH2 p118)

<Conj(heal), VSM(ointment), 1StdAct, 1rnd/lvl>

– When any creature (including the cater) casts a spell within a 20’ radius Emanation around the caster, the caster heals 1 hit-point per spell level. The hit-points are healed after the spell takes affect.

Revenance(CDiv p178)(MoF p113)

<Conj(heal), VSM(500gp diamond dust)/DF, 1FullRound, Touch, 1min/lvl>

– The touched ally that was killed within 1rnd/lvl is restored to life for the spell’s duration, and then dies again. The target does not loose a level & is at ½ hp. Against the creature that killed it, the target receives a +1 Morale bonus on All Actions. The spirit must be willing, cannot have died of old age, have been killed by a ‘death effect’, or have been an Undead, Construct, Elemental, or an outsider. The body must be intact.

Summon Monster V(PH p287)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster V 1

Summon Monster IV 1d3

Summon Monster III (or lower) 1d4+1

Summon Undead V(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.

Table #

Summon Undead V 1

Summon Undead IV 1d3

Summon Undead III (or lower) 1d4+1

No summoned Undead may have more Hit Dice than (Caster level + 1).

### Enchantment

Bolts of Bedevil­ment(Spell p37)(CDiv p155)

<Ench[mind][ray], VS, 1StdAct, Medium-range,1rnd/lvl>

– The caster can make 1 ray attack per round that causes the living target to be Dazed for 1d3 rounds (WillNeg, SR applies).

Glimpse of Eternity(FoE p151)

<Ench(comp), VSM(sand from an hourglass), 1StdAct, Close-range, 1rnd/3lvls, Will½, SR applies>

– The target takes 1d6 per level nonlethal damage (max 15d6) (Will½) –and– is Confused for 1 round per 3 levels (WillNeg).

Heroism, Greater(PH p240)

<Ench(comp)[mind], VS, 1StdAct, Touch, 1min/lvl>

– The touched creature gains a +4 Morale bonus on attacks, saves, & skill checks, immunity to fear effects, and 1 Temporary HP per level (max +20).

Insight Riot(PH2 p115)

<Ench[mind], V, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– One creature per level in a 30’ area attacks the nearest creature (friend or foe) on his/her next turn. A target will attack with any available weapon, or with natural attacks if no weapon is available. Targets that do not threaten a foe move towards the nearest foe, even if he/she cannot reach the foe within the round.

Mind Fog(PH p253)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 30min, WillNeg, SR applies>

– All targets who enter the 20’ radius by 20’ high Spread of light vapor receive a –10 Competence penalty to Will saving throws & Wisdom checks for as long as they remain in the fog & 2d6 rounds after leaving. If a target makes its saving throw, it is immune to this casting of the spell.

The vapors do not provide Concealment.

The vapors can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

Scyllan Scream(DR334 p75)

<Ench(comp)[mind][sonic], VS, 1StdAct, Instantaneous, WillNeg, SR applies>

– All creatures within a 100’ radius Emanation around the caster are Panicked (if up to 4HD) or Shaken (if 5HD or higher) for 2d6 rounds.

Song of Discord(PH p281)

<Ench(comp)[mind][sonic], VS, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– All creatures within a 20’ radius Spread have a 50% chance each round of attacking the nearest target, whether friend or foe.

Suggestion, Mass(PH p285)

<Ench(comp)[mind][language], VM(snake tongue, honeycomb/sweet oil), 1StdAct, Medium-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster gives 1 target per level in a 30’ area 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

At the end of the duration, the instructions loose their power, triggered or otherwise.

### Evocation

Cacophonic Burst(Spell p41)

<Evoc[sonic], VS, 1StdAct, Long-range, Instantaneous, Ref½, SR applies>

– 20’ radius Burst deals 1d6/lvl Sonic damage (max 15d6). Cannot penetrate *Silence*.

Sunlight(DR340 p49)

<Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object gives off bright light in a 60’ radius & dim light for another 60’. The light may be blocked by putting the object in a container.

Treated as ‘sunlight’ for creatures who receive penalties in those conditions. Some creatures, such as Vampires, can even be destroyed by this spell..

This spell Dispels [darkness] spells of equal or lower level. If this spell overlaps with a [darkness] spell of a higher level, the effects of both are suppress, leaving only the natural illumination in the overlapping area.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

### Illusion

Dream(PH p225)

<Ill(phantasm)[mind], VS, 1Minute, Touch>

– The touched living subject gains the ability to enter a target’s dream & deliver a one-way, predetermined message of any length (i.e., Q&A). The target must be unambiguously identified by name or title & must be able to dream. If the target is not asleep when the spell is cast, the subject can either cancel the spell –or– stay in a deep trance until the target does go to sleep.

False Vision(PH p229)

<Ill(glamer), VSM(250gp jade dust), 1StdAct, Touch, 1hr/lvl(D), no save, no SR>

– If a Divination (scrying) spell is used within a 40’ radius Emanation of the touched object, the Magical Sensor automatically sees & hears an illusion designated by the caster at casting time. By concentrating, the caster can make the image move within the area of effect, otherwise it is static.

Friend to Foe(PH2 p114)

<Ill(phantasm)[mind], VSM(silk), 1StdAct, Medium-range, up to 1rnd/lvl(D), WillNeg, SR applies>

– Up to one living creature per level in a 30’ area see each other as enemies. Each target who fails his/her save attacks the closest ally until he/she does damage, at which point the spell ends for that target.

Inescapable Swarm(DR333 p71)

<Ill(figment), VSM(cobwebs), 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillDisbelief,   
SR applies>

– Up to 1 creature per level in a 30’ area feel like it is being overrun with bugs and becomes Shaken (WillNeg). If Shaken, the creature must also make a Fortitude save or become Nauseated.

Mirage Arcana(PH p254)

<Ill(glamer), VS, 1StdAct, Long-range, Concentration + 1hr/lvl(D), WillDisbelief, no SR>

– Makes one contiguous 20’ cube per level look, sound, & smell different, including changing or adding structures & equipment. Creatures are not disguised, but are able to hide within mirage as if it were real (i.e., inside buildings or behind bushes).

Mislead(PH p255)

<Ill(figment)(glamer), S, 1StdAct, Close-range, Concentration + 3rnds, no SR>

– Simultaneously, the caster becomes Invisible and an illusionary copy (sight, sound, smell, & touch) of the caster appears within range (with the option of it appearing supper-imposed on the caster). The illusionary copy will then do whatever it was programmed to do at cast time, with no requirement that it stays in range. A Will save is required to realize the copy isn’t the original.

The caster stays Invisible even if he/she attacks, up to 1rnd/lvl(D).

Nightmare(PH p257)

<Ill(phantasm)[mind][evil], VS, 10Minutes, Unlimited-Range, Instantaneous, WillNeg, SR applies>

– Causes a sleeping target to have hideous nightmares which deals 1d10 damage and prevents restful sleep, leaving the target Fatigued. Any subsequent attempts to sleep in the 24 hour period after the spell is cast will also result in nightmares. Arcane spell casters cannot regain spells during this time.

This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the target is not asleep when the spell is cast, the caster has the option of going into a trance (which leave the caster Defenseless & unaware of his/her surroundings) until the target does fall asleep, at which time the spell acts normally. If the caster chooses not to go into a trance, the spell is still used up.

If *Dispel Evil* is cast on the target while this spell is being cast, *Nightmare* is Cancelled and the *Nightmare*’s caster is Stunned for 10 minutes per Caster level of *Dispel Evil*.

Since Elves do not sleep, they are immune to this spell.

Persistent Image(PH p260)

<Ill(figment), VSF(fleece, sand), 1StdAct, Long-range, 1min/lvl(D), WillDisbelief, no SR>

– Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of (4 + 1 per level) 10’ cubes that are contiguous.

The illusion follows a script set up the caster.

Reflective Disguise, Mass(Und p61)

<Ill(glamer), VS, 1StdAct, Close-range, 12hours(D)>

– One person per two levels is affected by a glamer which makes creatures looking at them think they are the same race. An unwilling subject is allowed a Will save and SR applies.

An intelligent creature that see the subject think he/she is the same race and gender as itself. This only works if the viewer is within one size category of the subject.

This spell is only a visual illusion. It does not provide sounds, smells, mannerisms, etc.

A viewer who interacts with the subject or a creature with the scent ability is allowed a Will save to disbelieve (SR applies).

Seeming(PH p275)

<Ill(glamer), VS, 1StdAct, Close-range, 12hours(D), WillDisbelief, no SR>

– One target per 2 levels in a 30’ area receive minor visual changes to their appearance. These include gaining or loosing 1’ of height, gaining or loosing weight, the addition or removal of a beard / scar, etc.

This spell provides a +10 on Disguise checks.

Anyone interacting with a subject (particularly if they touch him/her) are allowed a Will save to Disbelieve the illusion.

Unwilling subjects are allowed a Will save to negate & Spell Resistance applies.

Shadow Evocation(PH p277)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

– Mimics a Wizard/Sorcerer Evocation spell of up to 4th level. The spell is 1/5th real & the remainder is ‘shadow’.

The target of the spell always get a Will save to realize the spell is not entirely real (objects always make this save). The target’s Spell Resistance always applies too. Range & duration match the copied spell.

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 1/5th damage & any non-damage effect has only a 20% chance of effecting the target.

Shadow Walk(PH p277)

<Ill(shadow), VS, 1StdAct, Touch, 1hr/lvl(D)>

– The caster and up to 1 touched subject per level travel into the Plane of Shadows (unwilling subjects receive a Will save to negate). Travel can be in two different ways:

a) Movement in the Plane of Shadows is faster than in the Material Plane, so the party can effectively travel 50 miles/hour. When the desired destination is reached, the party returns to the Material Plane.

b) The party can travel to a plane of existence that borders the Plane of Shadows. This takes 1d4 hours.

### Necromancy

Wail of Doom(CAdv p158)

<Necro[fear][mind][sonic], V, 1StdAct, Instantaneous, Will½, SR applies>

– Each creature within 30’ long Cone-shaped Burst takes 1d4/lvl (max 15d4) (Will½), and becomes Panicked for 1rnd/lvl (Will save to reduce this to Shaken for 1rnd).

### Transmutation

Blink, Greater(Spell p32)(CArc p99)(UE p50)(CDiv p154)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster flashes in & out of the Ethereal plane. The caster

a) has no chance of losing each attack or spell;

b) has a 50% chance of any attack or spell targeting him being lost (20% if the attacker can see Invisible –or– can target Ethereal creatures, no chance of missing if the opponent can do both). Note that Feat: Blind-Fight does not apply when fighting a blinking opponent;

c) takes ½ damage from area-of-effect attacks & falling;

d) can only move ¾ of normal;

e) can step through solid matter up to his/her modified movement rate. If movement ends before the solid material is exited, the caster takes 1d6 damage per 5’ traveled;

f) attacks as if Invisible, gaining a +2 attack bonus, and sneak attack damage typically applies.

g) able to attack creatures in the Ethereal plane with a 20% chance of loosing the attack or spell.

h) the caster can Ready an action to avoid a specific attack (including magic). Unless the attack can effect an incorporeal target, it misses.

Body Harmonic(Spell p35)~~(DR314 p45)~~

<Trans, VSF(500gp crystal goblet filled with water), 1StdAct, Medium-range, 1rnd/lvl(C), WillNeg,   
SR applies>

– One living creature takes 1d10 damage to an Ability Score chosen by the caster. Each round the caster maintains Concentration, the caster must choose a different score, & any given ability cannot be targeted more than once per 5 rounds.

Due to the harmonics their body is generating, the target receives a –20 penalty on Move Silently checks.

Dancing Blade(PH2 p109)

<Trans, VSF(melee weapon), 1StdAct, Touch, 1rnd/lvl>

– Once per round as a Free Action, the caster   
can direct the touched weapon to attack a creature within 10’. The weapon’s attack bonus is (Caster level + Primary Ability Modifier + the weapon’s Enhancement bonus) & damage bonus is (Primary Ability Modifier + the weapon’s Enhancement bonus).

The weapon follows the caster automatically and does not make Attacks of Opportunity.

Improvisation(CAdv p152)

<Trans, VSM(dice), 1StdAct, Personal, 1rnd/lvl(D)>

– The caster receives a pool Luck bonuses equal to 2 times Caster level for use on attack rolls, skill, & ability checks. Up to ½ Caster level of Luck bonus can be used on a given check, but the amount must be designated before the roll. Each Luck bonus used is removed from the pool. Any left-overs disappear at the end of the spell’s duration.

Unfettered Heroism(RoE p190)

<Trans, V, 1 Immediate Action, Personal, 1rnd/lvl>

– The caster gains 1 Action Point each round. These Action Points do not accumulate; if not used each round, they are lost.

In addition, the caster may use more than one Action Point per round, but each Action Point must affect a different die roll.

When the spell ends, the caster is Fatigued (even if dispelled).

Note: The caster must have at least 1 Action Point to cast this spell.

Note: Humans cast this spell at +1 Caster level.

## 6th Level

### Abjuration

Empyreal Ecstasy(BoED p98)

<Abj, VS/DF, 1Round, 30’ range, 1min/lvl(D), WillNeg, SR applies>

– One subject per level feels extremely good:

a) Any lingering pain effects are ended, including those from *Symbol of Pain*, etc. It does not dispel ongoing magical pain effects.

b) Becomes immune to new [mind] spells & effects (though any already in effect remain);

c) Only takes ½ damage from melee & ranged attacks;

d) All skill checks receive a –4 penalty;

e) Casting spells requires a Concentration check vs. DC 15.

Gate Seal(FR p70)

<Abj, VSM(50gp silver), Close-range, Permanent>

– The targeted *Gate* or *Portal* cannot no longer be used unless this spell is dispelled.

### Conjuration

City Stride(RoD p234)

<Conj[teleport], VSM(chip of stone/brick from destination city), 1 Round, Touch, Instantaneous>

– The caster (carrying Maximum load) & one willing Medium-size creature per three levels (or the Creature Equivalent) are instantly transported from one Small City (or larger) to another Small City (or larger) within 100 miles per level.

The destination city must have been visited before by the caster, who must also have a piece of stone or brick from that location.

The caster and those he/she brings along arrive at a random, safe place within the border of the city (but not within a building).

Cure Moderate Wounds, Mass(PH p216)

<Conj(heal), VS, 1StdAct, Close-range>

– Cures 2d8 +1/level damage (max +30) to   
one creature per level in a 30’ area with Positive Energy.

Heroes’ Feast(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

Summon Monster VI(PH p287)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster VI 1

Summon Monster V 1d3

Summon Monster IV (or lower) 1d4+1

### Divination

Analyze Dweomer(PH p197)

<Div, VSF(tiny lens made from ruby/sapphire and gold worth 1,500gp), 1StdAct, Close-range, 1rnd/lvl(D), no SR>

– Each round as a Free Action, the caster may learn the magical properties of one object or the spells on one person. An attended object is allowed a Will save to resist, in which case it is immune to this spell for 24 hours.

Target Person: All active spells on the target, including the effect & its Caster level.

Target Object: How the magic item functions, how to activate it, & the number of remaining charges. If it has active spells on it, the caster knows their effects & Caster levels.

Find the Path(PH p230)

<Div, VSF(rune stones), 3Rounds, 10min/lvl>

– The touched subject knows the shortest, most direct route to the specified location (not objects or people).

The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a *Glyph of Warding*. It does not predict the actions of guardians.

This spell will get a subject out of a *Maze* spell in 1 round.

Hindsight(CAdv p151)

<Div, VSM(1,000gp diamond), 1Hour, Personal, Instantaneous>

– The caster can see what occurred in the past within a 60’ radius Burst. The level of detail is based on the amount of time covered (chosen as casting time):

Days – able to see 1 day back in time per Caster level. Gain a detailed knowledge of people, conversations, and events in the area of effect.

Weeks – able to see 1 week back in time per Caster level. Know conversations and events that occurred, but not the exact words or details;

Years – able to see 1 year back in time per Caster level. Remember noteworthy events, such as deaths, battles, scenes of great emotion, etc.;

Centuries – able to see 1 century + 1 per four Caster levels after 1st (i.e., 4 centuries at 16th level & 5 centuries at 17th level) back in time. Only the most remarkable events are noted, such as coronations, great battles, etc.

Scrying, Greater(PH p275)(PH3.5e)+

<Div(scry), VS, 1Hour, 1hr/lvl, WillNeg, SR applies>

– Sends a Magical Sensor to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day.

Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor. In addition, the caster can use the following: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic, Message, Read Magic*, and *Tongues*.

### Enchantment

Charm Monster, Mass(PH p209)

<Ench(charm)[mind], V, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

– The caster causes one or more creatures to considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

The caster can target one creature of with any number of HD –or– (2 \* Caster level) HD of creatures in a 30’ area.

If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Dominate Person, Mass(DR312 p51)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>

– Telepathically control one or more Humanoids. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input from any one target.

The caster can either target one Humanoid of any number of HD –or– two or more Humanoids in the 30’ area whose total HD do not exceed (2 \* Caster level).

The caster can change his/her orders with a Move Action, though each target must be commanded separately. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

Geas, Mass Lesser(DR312 p51)

<Ench(comp)[mind][language], V, 1Round, Medium-range, until discharged(D), WillNeg, SR applies>

– One subject per level with 7 HD or less in a 30’ area obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level. Specific tasks must be completed for the spell to be discharged.

If a subject is prevented from carrying out the instructions, he/she suffers a –2 penalty on each ability score per full day (max of –8). The ability scores return to normal after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic*, though it can be ended by *Remove Curse, Break Enchantment, Limited Wish, Miracle,* or *Wish*.

Geas/Quest(PH p234)

<Ench(comp)[mind][language], V, 10Minutes, Close-range, until discharged(D), no save, SR applies>

– One subject obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level. Specific tasks must be completed for the spell to be discharged.

If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage each day (no save) & is Sickened (FortNeg). The effects end after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic* or *Break Enchantment*, though it can be ended by *Limited Wish, Miracle,* or *Wish*. *Remove Curse* only works if its Caster level is two higher than this spell’s Caster level.

Otto’s Irresistible Dance(PH p259)

<Ench(comp)[mind], V, 1StdAct, Touch, 1d4+1rnds, no save, SR applies>

– Touched target starts to dance uncontrollably & cannot take any actions, receives a –4 AC penalty, a –10 penalty to Reflex saves, & cannot effectively use a shield. The target provokes an attack of opportunity each round.

Symphonic Nightmare(DR328 p72)

<Ench(comp)[mind], VSF(1,000gp sculpture of a tiny orchestra inside of a skull), 1StdAct, Touch, 1day/lvl(D), WillNeg, SR applies>

– When the touched living creature tries to sleep, it instead has its mind filled with the sounds of an orchestra.

a) the first time the target tries to sleep, he/she receives a ­–2 penalty on all Wisdom-based skill checks. This penalty lasts until the spell ends;

b) the target cannot sleep or rest will the spell remains in effect. This means the target cannot heal naturally or regain spells; and

c) becomes immune to effects keyed to sleeping, such as *Dream, Nightmare*, a Night Hag’s Dream Haunting ability, etc.

The spell can only be dispelled with *Remove Curse* by someone with a higher caster level than this spell, a successful *Break Enchantment*, a *Wish*, or a *Miracle*.

### Evocation

Dirge(MoF p89)

<Evoc[sonic], VS, 1FullRound, 1rnd/lvl>

– All enemies within 50’ of the caster must make a Fortitude save each round or take 2 points of temporary Strength & Dexterity damage.

Shout, Greater(PH p279)

<Evoc[sonic], VSF(metal horn), 1StdAct, SR applies>

– All creatures & objects within the 60’ Cone-shaped Burst take 10d6 Sonic dmg (Fort½), are Deafened for 4d6rnds (FortNeg), and are Stunned for 1 round (FortNeg).

Anyone with an attended object is allowed a Reflex save to negate damage to the object.

Crystalline creatures take 1d6 damage per level (max 20d6) (Fort½).

This spell is Suppressed by *Silence*.

Sympathetic Vibration(PH p291)

<Evoc[sonic], VSM(tuning fork), 10Minutes, Touch, up to 1rnd/lvl, SR applies>

– The touched unliving, free-standing structure (building, bridge, dam, etc.) begins to vibrate, taking 2d10 damage per round.

Constructs cannot be targeted.

### Illusion

Permanent Image(PH p260)

<Ill(figment), VSF(fleece, sand), 1StdAct, Long-range, Permanent(D), WillDisbelief, no SR>

– Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of a 20’ cube + 1 10’ cube per level that are contiguous.

The caster can move the image with concentration, but otherwise it is static.

Programmed Image(PH p265)

<Ill(figment), VSM(fleece, 50gp jade dust), 1StdAct, Long-range, Permanent until triggered then 1rnd/lvl, WillDisbelief, no SR>

– Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of a 20’ cube + 1 10’ cube per level that are contiguous.

The illusion is triggered by a caster-defined audible, tactile, olfactory, or visual event. Once triggered, the illusion follows the caster’s script.

Project Image(PH p265)

<Ill(shadow), VSM(5gp doll of the caster), 1StdAct, Medium-range, 1rnd/lvl(D), WillDisbelief, no SR>

– An insubstantial, but otherwise real double of the caster is created. The caster must maintain line-of-sight with the double or the spell ends.

As a Free Action, the caster can choose to see through the double’s eyes & hear through its ears.

As a Move Action, the caster can take direct control of the double, otherwise it mimics the caster.

Spells can be cast through the double, but otherwise act normally.

Veil(PH p298)

<Ill(glamer), VS, 1StdAct, Long-range, Concentration + 1hr/lvl(D), WillDisbelief>

– The caster may change the appearance of every creature in a 30’ area. The new appearances can be any combination of creatures, though a Disguise check (at +10) is needed to make the subjects look believable.

Unwilling subjects are allowed a Will save to resist being changed & SR applies.

### Necromancy

Eyebite(PH p228)

<Necro[evil], VS, 1StdAct, Close-range, Personal, 1rnd/3lvls, FortNeg, SR applies>

– The caster gains the ability to target a single living creature once per round as a Move Action. The effect is determined by the target’s HD:

10+ HD: Sickened for 10min/lvl

5 – 9 HD: Panicked for 1d4 rounds & then Shaken for 10min/lvl & above.

up to 4HD:Comatose for 10min/lvl & above.

### Transmutation

Animate Objects(PH p199)

<Trans, VS, 1StdAct, Medium-range, 1rnd/lvl>

– Animates the equivalent of one Small-sized, non-magical, unattended (i.e., not carried or worn) object per level, which can be used to immediately attack an opponent. Use the Animated Object creature(MM p13) for the items effected by this spell.

The caster may change which objects are animated as a Move Action each round.

The caster may animate larger objects in place of a number of Small objects.

1 Medium = 2 Small 1 Gargantuan = 16 Small

1 Large = 4 Small 1 Colossal = 32 Small

1 Huge = 8 Small

Bestow Curse, Greater(Spell p27) ~~(RoD p164) (CDiv p153)~~

<Trans, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– Touched subject is inflicted with one of the following (caster’s choice):

a) One ability score reduced to 1;

b) Two ability scores receive a –6 penalty (min 1);

c) –8 penalty on All Actions; or

d) 75% chance of losing each action.

This spell is not effected by *Dispel Magic, Break Enchantment*, or *Limited Wish*. It can only be removed with a *Wish, Miracle,* or *Remove Curse* cast at 17th + caster level*.*

Cat’s Grace, Mass(PH p208)

<Trans, VSM(cat hair), 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a   
+4 Enhancement bonus to Dexterity.

Eagle’s Splendor, Mass(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a +4 Enhancement bonus to Charisma.

Fox’s Cunning, Mass(PH p233)

<Trans, VSM(fox hair)/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a +4 Enhancement bonus to Intelligence.

Nixie’s Grace(DR314 p46)

<Trans[water], VSF(nixie hair that was freely given to the caster), 1StdAct, Personal, 10min/lvl>

– The caster gains some of the attributes of a Nixie:

a) +4 Enhancement bonus to Charisma;

b) +2 Enhancement bonus to Dexterity;

c) +2 Enhancement bonus to Wisdom;

d) gain Damage Reduction 5 / cold iron;

e) Low-Light Vision;

f) can breath underwater; &

g) gain a Swim speed of 30’.

Protégé(CAdv p155)

<Trans, VS, 1FullRound, Touch, 1min/lvl(D)>

– The touched subject temporarily gains the Bardic Music & Bardic Knowledge abilities equivalent to a Bard of ½ the caster’s Bard level. Also, the subject temporarily has ½ the caster’s ranks in Perform if that is higher than the subject’s current number of ranks.

# Sorcerer / Wizard Spell List

For Sorcerers – Charisma-based Impromptu Arcane Spells

For Wizards – Intelligence-based Prepared Arcane Spells

## 0th Level

### Abjuration

Resistance(PH p272)

<Abj, VS/AM(cloth)/DF, 1StdAct, Touch, 1min>

– Subject gains +1 Resistance bonus on all saves.

### Conjuration

Acid Splash(PH p196)

<Conj(creat)[acid], VS, 1StdAct, Close-range, no save, no SR>

– Deals 1d3 Acid damage.

Caltrops(Spell p42)

<Conj(creat), VS, 1StdAct, Close-range, 1rnd/lvl>

– The caster fills 1 plus 1 per 2 levels above 1st (i.e., 1 at 1st, 2 at 3rd, 3 at 5th, etc.) 5’ x 5’ squares with Caltrops (max 5 squares at 9th).

Each round a creature moves into or fights within an affected square, the Caltrops make an attack with a +0 bonus vs. the target’s foot AC (ignores Armor, Shields, & Deflection bonuses, but +2 if the target is wearing shoes). If successful, the target takes the following:

a) 1 hp of damage;

b) if the target is Small, Medium, or Large, it has its Land movement reduced to ½. This condition lasts until it receives at least 1 hp of magical healing, it has receives a Heal check vs. DC 15, or 24 hours have gone by

c) if the target was Charging or Running, the movement ends.

At the DM’s discursion, some creatures are immune to the reduction of movement.

The effects of multiple *Caltrops* spells in the same square do not stack.

### Divination

Detect Magic(PH p219)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

– The caster can see the Magic Aura of a spell or item in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of magic.

2nd round – number of magic auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.

3rd round – strength & location of each aura. If an aura is within line-of-sight, the caster can identify its school with a Spellcraft check vs. DC 15 + spell level.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Detect Poison(PH p219)

<Div, VS/DF, 1StdAct, Close-range, Instantaneous, no save, no SR>

– Determines if one creature, one object, or one 5’ cube is poisonous, has been poisoned, or contains poison.

Identifying the type of poison requires a Wisdom check vs. DC 20. If the caster has ranks in Craft(alchemy), he/she may also make a check with that skill vs. DC 20.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Read Magic(PH p269)

<Div, VSF(prism), 1StdAct, Personal, 10min/lvl>

– Reads scrolls & spell books at 1 page per min.

Seeker’s Chant(DR326 p74)

<Div, VS, 1StdAct, Personal, 1min>

– Caster gains a +1 bonus to Search checks, but receives a –2 penalty on Move Silently checks.

### Enchantment

Daze(PH p217)

*<*Ench(comp)[mind], VSM(wool), 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– One Humanoid with no more than 4HD is Dazed.

Vengeful Mount(DR326 p74)

<Ench(comp)[mind], VSM(riding crop or willow switch), 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– The target Animal will shy away from anyone attempting to make a Ride check or a Handle Animal check with it. If mounted, the rider must immediately make a Ride check vs. DC 10 to stay on.

### Evocation

Dancing Lights(PH p216)

<Evoc[light], VS, 1StdAct, Medium-range, 1min>

– Up to 4 spheres in a 10’ area that each give off 30’ of light. They can move 100’ per round.

Electric Jolt(MoF p91)

<Evoc[electricity], VS, 1StdAct, Close-range, no save>

– Deals 1d3 Electrical damage.

Flare(PH p232)

<Evoc[light], V, 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>

– Target with sight is Dazzled for 1 minute.

Horizikaul’s Cough(MoF p101)

<Evoc[sonic], VS, 1StdAct, Close-Range>

– Target takes 1 point of Sonic damage (no save) & is Deafened for 1 round (WillNeg).

Light(PH p248)

<Evoc[light], VM(firefly)/DF, 1StdAct, 10min/lv(D)>

– Object touched gives off bright light in a 20’ radius & dim light for another 20’.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Ray of Frost(PH p269)

<Evoc[cold][ray], VS, 1StdAct, Close-range,   
no save, SR applies>

– Deals 1d3 Cold damage.

### Illusion

Chalkboard(DR324 p70)

<Ill(figment), SM(piece of chalk), 1StdAct, Close-range, Concentration + 1rnd/lvl, WillDisbelief>

– Creates a vertical writing surface whose size is between 1” square to 10’ square. The caster can “write” on it with his/her finger and erase with the flat of his/her hand. The chalkboard is arm’s length away when created, but may be moved anywhere within range as a Free Action.

Fleeting Fame(DR326 p73)

<Ill(glamer), VS, 1StdAct, Personal, until discharged up to 1rnd/lvl>

– Receive a +2 bonus on the next Bluff, Diplomacy, or Intimidate check.

Ghost Sound(PH p235)

<Ill(figment), VSM(wool/wax), 1StdAct, Close-range, 1rnd/lvl(D), WillDisbelief, no SR>

– Sounds of 4 people per level (max 20 people).

Shadowplay(DR326 p74)

<Ill(glamer), VS, 1StdAct, Touch, Concentration>

– Caster takes control of one shadow of up to Huge-size. The caster can change its shape, but not move it way from the place where it is lying.

If a sentient creature’s shadow is targeted, it is allowed a Will save to Negate (SR applies).

Silent Portal(MoF p117)

<Ill(glamer), S, Close-range, 1hr/lvl(D)>

– Negates sound from opening one door/window.

### Necromancy

Disrupt Undead(PH p223)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Deals 1d6 Positive Energy damage to one Undead.

Necrosurgery(DR326 p73)

<Necro[death], VSM(blade), 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– The touched subject receives a +2 bonus on his/her next saving throw to resist a disease he/she has already contracted.

Touch of Fatigue(PH p294)

<Necro, VSM(sweat), 1StdAct, Touch, 1rnd/lvl, FortNeg, SR applies>

– Touched opponent becomes Fatigued for the spell’s duration.

### Transmutation

Amanuensis(Spell p9)(MoF p77)

<Trans, VSM(paper, ink), 1StdAct, Close-range, 10min/lvl>

– Transcribes non-magical text to bank pages at a rate of 250 words per minute. Illustrations & magical writing are not copied, leaving blank areas into destination pages. This spell triggers writing-based magical traps.

Ground Smoke(DR326 p73)

<Trans, VS, 1StdAct, Close-range, 8 hours>

– One 5’ square target fire has its smoke dissipate close to the ground.

Launch Bolt(MoF p105)

<Trans, VS, 1StdAct, Medium-range>

– Launches a single crossbow bolt as if from a light crossbow.

Mage Hand(PH p249)

<Trans, VS, 1StdAct, Close-range, Concentration>

– A designated, unattended object that weights no more than 5 lbs can be moved at up to 15’ per Move Action.

Mending(PH p253)

<Trans, VS, 1StdAct, 10’ range, Instantaneous>

– Repairs one object of up to 1 pound.

Message(PH p253)

<Trans[language], VSF(copper wire), 1StdAct, Medium-range, 10min/lvl, no SR>

– The caster plus 1 creature per level can communicate within range by whispering as long as there is no physical/magical barrier.

Nosy Neighbor(DR326 p74)

<Trans, VSM(cup), 1StdAct, Personal, 1min>

– Caster gains a +1 bonus to Listen checks.

Open/Close(PH p258)

<Trans, VSF(brass key), 1StdAct, Close-range>

– Opens or closes one unlocked door, window, pouch, etc., that weighs up to 30 pounds.

Repair Minor Damage(CArc p120)(DR317 p35)

<Trans, VS, 1StdAct, Touch, Instantaneous>

– The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 1 hp.

Stick(Und p61)

<Trans, VSM(dry glue), 1StdAct, Touch, Instantaneous>

– An unattended target object weighting no more than 5 pounds adheres to a larger object

The two objects can pulled apart automatically by a Corporal creature as a Move Action, by a *Mage Hand*, by an *Unseen Servant*, etc.

### Universal

Arcane Mark(PH p201)

<Univ, VS, 1StdAct, Touch, Permanent(D), no save, no SR>

– Inscribes a visible or invisible personal rune, up to 1’x1’ and/or 6 characters. The mark can be placed on any material or even on skin, though in the later case it fades in 1 month.

Immune to *Dispel Magic*. Dispelled by *Erase.*

Prestidigitation(PH p264)

<Univ, VS, 1StdAct, 10’range, 1hour, no SR>

– Performs minor tasks, such as drying, cleaning, & soaking objects.

## 1st Level

### Abjuration

Alarm(PH p197)

<Abj, VS/AF(tiny bell, silver wire)/DF, 1StdAct, Close-range, 2hrs/lvl(D), no save, no SR>

– If any creature of Tiny-size or larger passes through the warded 20’ radius Emanation without saying the password, an alarm (chosen at casting time) will sound.

Audible: Chimes for 1 round. Easily heard within 60’ in typical conditions.

Mental: The chime is only in the caster’s head, though he/she must be within 1 mile. This will wake the caster, but not disturb his/her concentration.

Deflect, Lesser(PH2 p109)

<Abj[force], V, 1 Immediate Action, Personal, until discharged up to 1rnd>

– The caster receives a Deflection bonus to AC of +1 per three caster levels (max +5) against the next attack.

Endure Elements(PH p226)

<Abj, VS, 1StdAct, Touch, 24hrs>

– Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50.

Hold Portal(PH p241)

<Abj, V, 1StdAct, Medium-range, 1min/lvl(D), no SR>

– “Locks” one door (or window, etc.) made from wood, metal, or stone of up to 20 square feet per level. +5 DC to force the portal open

This spell is Dispelled by *Knock*.

IronGuts(MoF p102)

<Abj, VSM(diluted poison), 1StdAct, Touch, 10min/lvl>

– +4 Circumstance bonus on saves vs. poison.

Protection from Chaos(PH p266)

<Abj[law], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Chaotic creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Lawful Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

Protection from Evil(PH p266)

<Abj[good], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Good Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

Protection from Good(PH p266)

<Abj[evil], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Good creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Evil Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

Protection from Law(PH p266)

<Abj[chaos], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Lawful creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Chaotic Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

Resist Planar Alignment(Spell p174)

<Abj VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched creature takes only half the penalty to his/her Charisma, Wisdom, & Intelligence checks when on a Strongly Aligned planes whose alignment is different, and has no alignment-based penalties on a Mildly Aligned Plane.

Shield(PH p278)

<Abj[force], VS, 1StdAct, Personal, 1min/lvl(D)>

– An Invisible disc of force grants the caster a +4 Shield bonus to AC (no matter from which direction the attack originates) & negates any *Magic Missile* that targets the caster.

### Conjuration

Airbubble(DR314 p45)

<Conj(creat)[air], S, 1StdAct, Personal, 1min/lvl>

– Creates a globe of air around the caster’s head while underwater (i.e., it is no protection from *Stinking Cloud*, etc.).

Another creature can breath the air from this globe, but the spell then ends on the caster’s next round.

Benign Transposition(Spell p27)

<Conj(teleport), V, 1StdAct, Medium-range, Instantaneous>

– Two willing creatures of up to Large size and their baggage (up to their maximum load) within Medium-range have their locations swapped. Any creature carried by either subject is left behind.

Neither subject provokes an Attack of Opportunity and the caster may be one of the subjects.

Buzzing Bee(Spell p41)

<Conj(creat), VSM(honey), 1StdAct, Medium-range, 1min/lvl(D), no save, no SR>

– The target creature is surrounded by buzzing:

a) receives a –10 on Move Silently checks;

b) targets that can hear must make a Concentration check vs. DC (spell being cast + this spell’s DC) to cast a spell and/or maintain concentration on it.

The spell ends if the target moves out of range. Also, the spell is limited to a fly speed of 180’, so it is possible to “out run” it.

Corrosive Grasp(Spell p53)~~(MoF p85)~~

<Conj(creat)[acid], VS, 1StdAct, Instantaneous, no save, SR applies>

– The caster’s hand gains an Acid attack, usable once per level in the following ways:

a) Touch attack does 1d8 Acid damage;

b) Unarmed Strike or Natural Attack does an extra 1d8 Acid damage;

c) when Grappling, you may deal +1d8 Acid damage on a successful Grapple check.

Deep Breath(DR314 p46)

<Conj(creat)[water], V, 1Free-Action, Personal, 1rnd/lvl>

– The caster’s lungs are constantly refilled with air, so he/she has no danger of drowning.

Grease(PH p237)

<Conj(creat), VSM(butter/pork rind), 1StdAct, Close-range, 1rnd/lvl(D), no SR>

– This spell has several uses:

a) Make one 10’ square slippery. Going through the area requires a Reflex save to avoid falling down. A creature can go through the area at ½ movement by making a Balance check vs. DC 10 (failure of this check by less than 5 allows a Reflex save to avoid falling, while failing by 5 or more guarantees a fall);

b) Make one object slippery. If the object is held, the wielder gets a Reflex save to avoid the effect entirely. If the save fails (or was not in anyone’s possession when the spell was cast), the object becomes slippery for the duration & is immediately dropped. A Reflex save is then required each round to hold the object.

c) Make one person slippery. The subject gains a +10 Circumstance bonus on Escape Artist checks & on Grapple checks made to resist or escape a grapple, or escape a pin.

Hail of Stone(Und p58)

<Conj(creat)[earth], VSM(5gp jade), 1Round, Medium-range, Instantaneous, no save, SR applies>

– Stones fall in a 5’ radius by 40’ tall Column. The caster makes a standard Ranged Attack against each creature in the area of effect using the (caster level + Primary Spellcasting Attribute) at the attack bonus. If the stones hit, the target takes 1d4 per level damage (max 5d4).

Mage Armor(PH p249)

<Conj(creat)[force], VSF(leather), 1StdAct, Touch, 1hr/lv(D)>

– Touched subject gains +4 Armor bonus to AC.

Mount(PH p256)

<Conj(sum), VSM(horse hair), 1Round, Close-range, 2hrs/lvl(D)>

– Summons a light horse or a pony (with bit, bridle, & a riding saddle) to serve as a mount.

Obscuring Mist(PH p258)

<Conj(creat), VS, 1StdAct, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of fog centered around the caster.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round. Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

Orb of Acid, Lesser(CArc p115)

<Conj(sum)[acid], VS, 1StdAct, Close-range, Instantaneous, no save, no SR>

– Does 1d8 Acid damage per two levels after 1st (1d8 at 1st, 2d8 at 3rd, etc.) (max 5d8) on a successful Ranged Touch Attack.

Orb of Cold, Lesser(CArc p116)

<Conj(sum)[cold], VS, 1StdAct, Close-range, Instantaneous, no save, no SR>

– Does 1d8 Cold damage per two levels after 1st (1d8 at 1st, 2d8 at 3rd, etc.) (max 5d8) on a successful Ranged Touch Attack.

Orb of Electricity, Lesser(CArc p116)

<Conj(sum)[electricity], VS, 1StdAct, Close-range, Instantaneous, no save, no SR>

– Does 1d8 Electricity damage per two levels after 1st (1d8 at 1st, 2d8 at 3rd, etc.) (max 5d8) on a successful Ranged Touch Attack.

Orb of Fire, Lesser(CArc p116)

<Conj(sum)[fire], VS, 1StdAct, Close-range, Instantaneous, no save, no SR>

– Does 1d8 Fire damage per two levels after 1st (1d8 at 1st, 2d8 at 3rd, etc.) (max 5d8) on a successful Ranged Touch Attack.

Orb of Sound, Lesser(CArc p116)

<Conj(sum)[sonic], VS, 1StdAct, Close-range, Instantaneous, no save, no SR>

– Does 1d6 Sonic damage per two levels after 1st (1d6 at 1st, 2d6 at 3rd, etc.) (max 5d6) on a successful Ranged Touch Attack.

Stand(PH2 p125)

<Conj[teleport], VS, 1 Immediate Action, Close-range, Instantaneous>

– One willing subject stands without generating an Attack of Opportunity.

Summon Monster I(PH p285)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one creature from the ‘Summon Monster I’ Table to fight the caster’s enemy. The creature can attack on the caster’s initiative starting its first round.

Summon Undead I(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one creature from the ‘Summon Undead I’ Table to fight the caster’s enemy. The creature can attack on the caster’s initiative starting its first round.

No summoned Undead may have more Hit Dice than (Caster level + 1).

Unseen Servant(PH p297)

<Conj(creat), VSM(string, wood), 1StdAct, Close-range, 1hr/lvl>

– Creates invisible force that can do simple tasks, like cleaning & opening doors. It has a Strength of 2 (so it can lift 20 pounds or drag 100 pounds) & a movement of 15’, but it must stay in range.

The servant cannot attack, nor can it be the direct target of attacks, but if it takes 6hp of damage from area-of-effect attacks, it is dissipated.

### Divination

Appraising Touch(Spell p15)~~(DR325 p70)~~

<Div, VS, 1StdAct, Personal, 1hr/lvl>

– Gain a +10 Insight bonus on Appraise check made to determine a touched object’s value, though the check takes 2 minutes instead of the typical 1 minute.

Even if the check fails, the erroneous estimate will be no more than 50% off.

Arrow Mind(Spell p15)(CAdv p143)

<Div, VSM(flint arrowhead), 1 Immediate Action, Personal, 1min/lvl(D)>

– When using a straight bow of any size, the caster threatens all hexes within his/her normal melee reach, allowing Attacks of Opportunity with the bow.

In addition, the caster does not generate Attacks of Opportunity when firing a bow in a threatened hex.

Comprehend Languages(PH p212)

<Div, VSM(soot, salt)/DF, 1StdAct, Personal, 10min/lvl>

– Understands all spoken and written languages of the person or object touched.

Critical Strike(Spell p56)(CAdv p145)

<Div, V, 1 Swift Action, Personal, 1rnd>

– If the caster succeeds on a melee attack against a foe that is flanked –or– denied his/her Dexterity bonus to AC, the caster gains the following:

a) +1d6 damage (only if the foe is vulnerable to Sneak Attacks);

b) threat range is doubled (does not stack with similar effects); and

c) +4 Insight bonus to confirm critical threat.

Detect Manifest Zone(FoE p150)

<Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>

– The caster can sense the presence of Manifest Zones (i.e., planar overlaps / gates) in a 120’ radius Emanation around himself/herself

The information gained increases each round:

1st round – presence of one (or more) Manifest Zones. If not in line-of-sight, the caster only knows the direction.

2nd round – general age of each Manifest Zone –and– if it will fade within 24 hours.

3rd round – learn the Plane of Existence to which the Manifest Zone connects –and– any boundaries of the zone that lie within the area-of-effect.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Detect Secret Doors(PH p220)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

– The caster can see secret doors, compartments, caches, etc, in a 60’ Cone-shaped Emanation. This spell does not locate items that are obscured (i.e., behind boxes or under a rug).

The information gained increases each round:

1st round – presence of a secret door.

2nd round – number of secret doors & the location of each one. If not in line-of-sight, the caster only knows the direction. If not in line-of-sight, the caster only knows the direction.

3rd+ rounds – method to open one specific secret door.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Detect Undead(PH p220)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

– The caster can see the Undead Aura of any Undead in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of Undead.

2nd round – number of Undead auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.

3rd round – strength & location of each aura.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Discern Bloodline(RoD p165)

<Div, VSM(drop of blood), 1StdAct, Close-range, Concentration up to 1 rnd/lvl, WillNeg, SR applies>

– Each round, the caster can learn the race of one target creature, including any Inherited Templates.

Empathy(DR313 p93)

<Div[mind], VS, 1StdAct, Close-range, 1min/lvl(D), WillNeg, no SR>

– The caster sense the emotion of the living target creature. He/she knows the target’s emotion (fear, hate, joy, etc.) and its strength (mild, moderate, or strong).

The caster gains a +2 Competence bonus to all Charisma-based skill checks against the target for the spell’s duration.

Golem Strike(CAdv p149)

<Div, V, 1 Swift Action, Personal, 1rnd>

– The caster treats Constructs as if they were not immune to Sneak Attacks, though all requirements for Sneak Attacks still apply.

Note: This spell does not give the caster the ability to overcome Damage Reduction.

Guided Shot(CAdv p150)

<Div, V, 1 Swift Action, Personal, 1rnd>

– The caster receives the following bonuses with ranged attacks:

a) attack does not receive a penalty due to distance (though the maximum distance is still the same); and

b) ignores AC bonus due to Cover for less than Total Cover.

Guiding Star(DR340 p73)

<Div, VS, 1StdAct, Personal, 1min/lvl>

– A mote of light orbits the caster’s head, giving off light as a candle.

The caster can command the mote to lead him/her to a location the caster has been to previously. The mote stops orbiting and hovers a few inches from the caster’s head in the direction of the desired location. It always leads in a straight line, even if there are obstacles in the way.

Identify(PH p243)

<Div, VS/AM(100gp pearl, wine, owl feather)/DF, 1Hour, Touch>

– Determines all the properties of one magic item.

Insightful Feint(CAdv p153)

<Div, V, 1 Swift Action, Personal, 1rnd>

– The caster gains a +10 Insight bonus on the next single Bluff check made to Feint in Combat within the spell’s duration.

Instant Locksmith(CAdv p153)

<Div, VS, 1 Swift Action, Personal, 1rnd>

– The caster may make one Disable Device or Open Lock check this round as a Free Action. The check receives a +2 Insight bonus.

Instant Search(CAdv p153)

<Div, VS, 1 Swift Action, Personal, 1rnd>

– The caster may make one Search check this round as a Free Action. The check receives a +2 Insight bonus.

Know Protections(MoF p104)

<Div, VS, 1StdAct, Close-range, WillNeg>

– Determine one target’s damage reduction, spell resistance, and energy resistances and/or immunities.

Locate City(RoD p167)

<Div, V, 1 Round, 10miles/level, Instantaneous>

– Locates the closest community whose minimum size has been designated by the caster (as small as a Village or as large as a Metropolis). The spell does not penetrate solid objects, so it will not locate underground cities.

Magecraft(Eb p113)

<Div, VF(tools), 1Round, Personal, 1day>

– The caster gains a +5 Competence bonus on a Craft check for the day’s work.

Master’s Touch(CAdv p154)

<Div, VF(weapon or shield), 1 Swift Action, Personal, 1min/lvl(D)>

– The caster becomes proficient with one touched weapon or shield for the spell’s duration.

Example: If cast on a Short Sword, the caster is proficient with that Short Sword. If he/she picked up any other Short Sword, the proficiency would not apply.

Scholar’s Touch(RoD p167)

<Div, VSM(parchment, tinder)F(thin crystal disk), 1StdAct, Personal, Concentration up to 1 rnd/lvl>

– The caster can “read” one touched book per round. His/her understanding is the same as if time had been spent doing a single reading. If the caster does not know the language/code the book is written in, this spell does not translate it. The spell does not help with magic books and scrolls.

Skillful Moment(DR350 p78)

<Div, VS, 1StdAct, Personal, 1 round>

– Choose a skill. If you use that skill within 1 round, you may ‘Take 20’ on it.

Sniper’s Shot(CAdv p157)

<Div, VS, 1 Swift Action, Personal, 1rnd>

– The next single ranged attack made by the caster within the spell’s duration may use his/her Sneak Attack no matter the range (assuming all other Sneak Attack requirements are met).

Spontaneous Search(DR325 p72)

<Div, VSM(silk glove), 1Round, Close-range, Instantaneous>

– Treat one 30’ cube as if the caster had just made a Search check upon it and “Took 10”. If the value of the Search check was equal or higher than the Open Lock DC of any locked containers in the area of effect, the contents of those containers is known to the caster.

Note that the caster knows the items of value in the area, but nothing else. This spell does not help locate traps, etc.

If a creature is one of the things being searched by the spell, the creature receives a Will save to avoid the effects (SR applies).

True Strike(PH p296)

<Div, VF(tiny archery target), 1StdAct, Personal>

– Add +20 Insight bonus to your next attack roll within 1 round. Also negates miss chance due to Concealment.

### Enchantment

Charm Person(PH p209)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, SR applies>

– One Humanoid considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets a +5 on the save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Distract(DR314 p20)

<Ench(comp)[mind], S, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– Up to 1 creature per level in a 30’ area receives a –4 penalty to Concentration, Listen, Search, and Spot checks.

Distract Assailant(CAdv p146)

<Ench(comp)[mind], VSM(fly wing), 1 Swift Action, Close-range, 1rnd, WillNeg, SR applies>

– The target creature is treated as Flat-Footed until the beginning of its next round.

Hypnotism(PH p242)

<Ench(comp)[mind], VS, 1Round, Close-range, 2d4rnds(D), WillNeg, SR applies>

– 2d4 HD of creatures in a 30’ area who can see or hear the caster are fascinated by the effect (+2 save if in combat, –2 if alone and unthreatened).

Each fascinated target considers the caster two Attitude Categories better than normal. The caster can make a simple, reasonable request of the target which is likely to be followed.

A target who failed its saving throw does not remember the caster cast a spell on it after the spell wears off.

Rouse(PH2 p123)

<Ench(comp)[mind], VS, 1StdAct, Close-range, Instantaneous>

– All sleeping creatures in a 10’ radius Burst wake up. Does not affect creatures that are Unconscious due to negative hp or excess nonlethal damage.

Shock and Awe(DR325 p72)

<Ench[mind], VS, 1StdAct, Close-range, 1rnd, WillNeg,   
SR applies>

– One target per level in a 30’ area that are   
Flat-Footed due to a surprise round of combat receive a –10 penalty on their Initiative roll.

Targets that cannot be Flat-Footed (such as creatures with Uncanny Dodge) are immune to this spell.

Sleep(PH p280)

<Ench(com)[mind], VSM(sand), 1Round, Medium-range, 1min/lvl, WillNeg, SR applies>

– Put 4 HD of creatures in a 10’ radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

Whelm(PH2 p128)

<Ench(comp)[mind], VS, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– Target living creature takes 1d6 nonlethal damage per 2 caster levels (max 5d6 at 9th).

### Evocation

Bigby’s Helpful Hand(PH2 p102)

<Evoc[force], VSF(soft glove), 1StdAct, 1hr/lvl(D)>

– Creates a magical 1’ hand which helps stays next to the caster & provides help:

a) grants a +2 Competence bonus on Craft, Disable Device, & Open Lock checks;

b) can carry up to 20 lbs;

c) the caster can give or take an object held by the hand as a Swift Action;

d) the hand always remains in the caster’s square, even if he/she uses *Dimension Door*, etc.

The hand has ½ its caster’s normal hit points, an AC of 20 (+4 size, +6 natural), and uses the caster’s saving throws.

Bigby’s Tripping Hand(PH2 p103)

<Evoc[force], VSM(3 glass beads), 1StdAct, Medium-range, Instantaneous, RefNeg, SR applies>

– Make a Trip attack on one target creature.

a) attempt a Touch attack with a bonus of +(Caster level + Primary Stat modifier+2);

b) if successful, make an opposed Trip check with a bonus of +(2 + 1 per 3 caster levels) (max +7 at 15th level);

c) if successful, the target is knocked Prone.

The ‘hand’ does not provoke an Attack of Opportunity when attempting the Trip.

Blood Wind(Spell p33)

<Evoc, VS, 1 Swift Action, Close-range, 1 round>

– Target creature with an Intelligence of at least 4 can take a Full Attack Action with his/her Natural Weapons and/or Unarmed Strikes as if they were thrown weapons with a 20’ range increment. The subject uses his/her normal melee attack bonuses & does normal damage if he/she hits.

Burning Hands(PH p207)

<Evoc[fire], VS, 1StdAct, Ref½, SR applies>

– Creates a 15’ Cone-shaped Burst that does 1d4 Fire damage per level (max 5d4). This can set flammable materials on fire, which requires a Full-Round Action to put out.

Forcewave(MoF p95)

<Evoc[force], VSF(string, water), 1StdAct, Medium-range, Fort½, SR applies>

– One target takes 1d4+1 damage plus Bull Rush (Str 18, Medium-size, & Charging). If the target’s save is successful, it takes 1 hp.

Horizikaul’s Boom(MoF p101)

<Evoc[sonic], VS, 1StdAct, Close-range, Will½>

– Target takes 1d4 Sonic damage per 2 levels (max 5d4) (no save), plus Deafened (WillNeg).

Ice Dagger(MoF p101)

<Evoc[cold], VSM(melted ice), 1StdAct, Close-range, Ref½, SR applies>

– Grenade-like weapon deals target 1d4 Cold damage per caster level (max 5d4). Anyone within 5’ of the target takes 1 hp Cold dmg.

Lantern Light(BoED p101)

<Evoc[good][light][ray], S, 1StdAct, Close-range, up to 1rnd/lvl, no save, SR applies>

– One 1d6 damage ray may be fired each round, up to one ray per two Caster levels.

Note: The caster may not have engaged in sexual congress for 24 hours before casting this spell.

Light of Lunia(Spell p132)

<Evoc[good][light][ray], VS, 1StdAct, until discharged up to 10min/lvl(D), no save, SR applies>

– The caster gives off bright light in a 30’ radius and shadowy illumination 30’ past that.

On the round after this spell is cast, the caster may use some or all of the light as a ray attack. It has a 30’ range, no save, SR applies, and does 2d6 damage to Undead & Evil Outsiders & 1d6 to all other creatures.

The caster may generate up to two rays. The first ray reduces the light the caster gives off to 15’ bright light and 15’ shadowy illumination. The second ends the spell. One or two rays may be fired at one time.

Magic Missile(PH p251)

<Evoc[force], VS, 1StdAct, Medium-range, Instantaneous, no save, SR applies>

– Generate one 1d4+1 Force damage missile per 2 levels (max 5 missiles) that automatically hit (unless the target has Total Cover or Total Concealment). All targets must be within a 15’ area. Inanimate objects cannot be targeted.

Shelgarn’s Persistent Blade(MoF p117)

<Evoc[force], VSF(silvered dagger), 1StdAct, Close-range, 1round per 2 levels>

– A dagger of force attacks a target of the caster’s choice. Its attack bonus is half of its caster’s Primary Stat Modifier. The dagger will flank opponents if possible. As a Standard Action, the caster can change the dagger’s target, though the dagger can only move 40’. The dagger has an AC 14 & 1hp

Shocking Grasp(PH p279)

<Evoc[electricity], VS, 1StdAct, no save, SR applies>

– Touch delivers 1d6 per level (max 5d6) of electrical damage. Remains until discharged.

+3 attack bonus if target is in metal armor.

Snilloc’s Snowball(UE p52)

<Evoc[cold], VSM(ivory chip), 1StdAct, 1rnd/lvl,   
no save>

– An orb of cold appears in the caster’s hand. The orb does 1d6 + 1/lvl (max 1d6+5) Cold damage. The caser can either

a) make a touch attack; or

b) throw the snowball. To do damage, the caster has to make a ranged touch attack on a target within 120’. Once thrown, a new snowball appears in the caster’s hand, up to one snowball per level (max 5 orbs).

Tenser’s Floating Disk(PH p294)

<Evoc[force], VSM(drop of mercury), 1StdAct, Close-range, 1hr/lvl>

– 3’ diameter horizontal disk that holds 100 pounds per level. Hovers 3’ above the ground. The disk typically stays about 5’ from the caster, though it can be directed to move anywhere within Close-range.

The disk can fly at the caster’s normal movement rate. If the caster moves faster than that, the disk will be left behind and wink out when it gets beyond Close-range.

### Illusion

Color Spray(PH p210)

<Ill(pattern)[mind], VSM(colored powder), 1StdAct, WillNeg, SR applies>

– Caster creates a 15’ Cone-shaped Burst of color that effects all creatures in the area of effect with sight:

5+ HD: Stunned for 1 round.

3-4 HD: Blinded & Stunned for 1d4 rounds, then Stunned for 1 round.

0-2 HD: Unconscious, Blinded, & Stunned for 2d4 rounds,   
then Blinded & Stunned for 1d4rnds, then Stunned for 1 round.

Dead End(Spell p59)~~(DR325 p71)~~

<Ill(shadow), VSM(pinch of spice), 1StdAct, Touch, 10min/lvl(D)>

– One touched subject per level has its tracks, scent, etc., obscured.

Any creature that attempts to locate a subject’s trail with a Search check, a Survival check for tracking, or using the Scent Ability must make a ‘Will Disbelief’ save be allowed an attempt.

Disguise Self(PH p222)

<Ill(glamer), VS, 1StdAct, Personal, 10min/lv(D), WillDisbelief>

– The caster can make minor visual changes to his/her appearance. These include gaining or loosing 1’ of height, gaining or loosing weight, the addition or removal of a beard / scar, etc.

This spell provides a +10 on Disguise checks.

Anyone interacting with the caster (particularly if they touch him/her) are allowed a Will save to Disbelieve the illusion.

Friendly Face(RoD p166)

<Ill(glamer), VS, 1StdAct, Personal, 10min/lvl(D)>

– The caster gains a +5 Circumstance bonus on Diplomacy & Gather Information checks made to influence or gain information from creatures with an Intelligence of at least 3 and who are not currently Hostile towards the caster.

Glamour Costume(DR350 p29)

<Ill(glamer), VS, 1StdAct, Personal, 1hr/lv(D)>

– The caster can make minor visual changes to his/her apparel (including weapons, armor, & equipment) and trivial changes to his/her appearance (such as adding lipstick, changing hair style, etc.). This spell does not aid in the caster in disguising himself/herself (short of adding a mask/hood).

Once per hour as a Standard Action, the caster may change the “costume”, though doing so consumes an hour of the spell’s duration.

Glimpse of Fear(DR333 p71)

<Ill(phantasm)[mind][fear], VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– The target living creature that can see and is vulnerable to fear becomes Shaken and receive a –4 penalty vs. other [fear] effects for the spell’s duration.

Net of Shadows(MoF p110)

<Ill(shadow)[darkness], VS, 1StdAct, Close-range, 3 rounds, WillNeg, SR applies>

– One target per level within a 25’ area are engulfed in a single-person Cloud of shadows that don’t hamper movement.

Nystul’s Magic Aura(PH p257)

<Ill(glamer), VSF(silk cloth), 1StdAct, Touch, 1day/lvl(D), no SR>

– Touched object of up to 5 pounds per level gains one of the following magical auras:

a) not magical;

b) under the effect of a spell specified by the caster;

c) having a magical property specified by the caster.

*Detect Magic, Detect Evil*, etc., are always fooled by this spell. If *Identify* is cast on the target object, its caster is allowed a Will save (no SR) to see through this spell.

Serene Visage(DR325 p72)

<Ill(glamer), VS, 1StdAct, Personal, 1min/lvl>

– Receive an Insight bonus on Bluff checks equal to your Caster level.

Silent Image(PH p279)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration, WillDisbelief, no SR>

– Creates a visual-only illusion of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10’ cubes that are contiguous.

Ventriloquism(PH p298)

<Ill(figment), VF(parchment), 1StdAct, Close-range, 1min/lvl(D), WillDisbelief, no SR>

– The caster’s voice seems to come from a designated location within range.

### Necromancy

Backbiter(Spell p23)~~(CArc p98)~~

<Necro, VSF(dagger), 1StdAct, Close-range, until discharged up to 1rnd/lvl>

– The target melee weapon attacks its wielder the next time it is used in combat (within the spell’s duration). The wielder uses his/her own AC and, if successful, does normal damage.

Whether the surprise attack hits or not, the spell is discharged after one attack.

Magic weapons are allowed a Will save to negate.

Blade of Blood(PH2 p103)

<Necro, VS, 1 Swift Action, Touch, until discharged up 1rnd/lvl>

– The touched weapon does +3d6 (at a cost of 5 hp) –or– +1d6 (at a cost of 0 hp) the next time it strikes a living creature. If the weapon’s wielder looses contact with the weapon (such as from dropping it), the spell ends immediately.

Cause Fear(PH p208)

<Necro[fear][mind], VS, 1StdAct, Close-range, Will½, SR applies>

– One living target with up to 5HD is Frightened for 1d4 rounds unless it makes its saving throw. On a successful save, the target is Shaken for 1 round.

This spell Counters and Dispels *Remove Fear*.

Chill Touch(PH p209)

<Necro, VS, 1StdAct, SR applies>

– Touch attack deals 1d6 Negative Energy damage (no save) and 1 Strength Damage (FortNeg), except to Undead, who become Panicked for 1d4 + 1/lvl rounds (WillNeg).

Touch attack may be used 1 time per level.

Ray of Enfeeblement(PH p269)

<Necro[ray], VS, 1StdAct, Close-range, 1min/lvl, no save, SR applies>

– Target takes a penalty to Strength of 1d6 + 1 per 2 levels (max 1d6+5) (min 1 Strength).

Rime(DU109 p50)

<Necro[cold], VSM(grave dirt dug in winter), 1StdAct, Close-range, 1rnd/lvl, FortNeg, SR applies>

– Target receives a –4 penalty on Dexterity and a –4 penalty on Fortitude saves.

Spirit Worm(MoF p123)

<Necro, VSM(carved bone), 1StdAct, Touch, 1rnd/lvl, Fort½, SR applies>

– On a failed Fortitude save, the target takes 1 point of Constitution damage every round (max 5). On a successful Fortitude save, it takes 1d2 lethal damage per round (max 5d2).

### Transmutation

Accelerated Movement(Spell p7)~~(CAdv p142)~~

<Trans, SM(cockroach), 1 Swift Action, Personal, 1rnd/lvl(D)>

– The caster may move at his/her normal speed when using Balance, Climb, or Move Silently without taking a penalty. This spell does not affect the skill penalties if the caster Runs or Charges.

Animate Rope(PH p199)

<Trans, VS, 1StdAct, Medium-range, 1rnd/lvl>

– Animate a 1” diameter rope whose length is 50’ + 5’/level (double the length if ½” diameter cord is used & halve the length with 2” diameter heavy rope). It will obey one of the following each Move Action: “coil”, “coil & knot”, “loop”, “loop & knot”, “uncoil”, etc.

Anyone who steps within 1’ of the rope or who is hit by it with a ranged touch attack –and– who fails a Reflex save is Entangled. To escape, make an Escape Artist check vs. DC 20, or a Strength check vs. DC 23, or an attack vs. AC 10 & do 2 hp of damage.

An animated rope give a +2 bonus to Use Rope checks.

Babau Slime(Spell p22)

<Trans, VSM(drop of babau slime)/DF, 1StdAct, Touch, 1min/lvl>

– The touched creature is covered with red slime, which does 1d8 Acid damage to any creature that strikes the target with an Unarmed Strike, Natural Weapon, Touch Attack, or is in a Grapple with the target.

Breath Flare(Spell p38)

<Trans[light], S, 1 Swift Action, Personal, 1rnd>

– The caster’s Electricity or Fire-based breath weapon also causes all sighted creatures in its area-of-effect to be Dazzled for 1 minute per caster level.

This spell can be applied to a natural breath weapon or to one cause by *Dragon Breath* or similar spell.

Burning Rage(PH2 p105)

<Trans, VS, 1StdAct, Close-range, 1rnd/lvl(D), WillNeg, SR applies>

– The target receives the following:

a) +1 bonus on attacks;

b) +2 bonus on damage;

c) Damage Reduction 2 / magic; &

d) 4 hp Fire damage per round.

Cheat(Spell p46)

<Trans, VSF(dice made from human bones), 1StdAct, Personal, until discharged up to 1min/lvl>

– When the caster is involved with a game of chance that does not involve magic, he/she may choose to “roll twice” and take the preferred result. The spell then ends.

Observers are allowed a Will save to notice that something unusual has occurred.

Cutting Hand(Spell p57)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster’s hand becomes a +2 Slashing weapon that does 1d6 damage (if Medium). The caster is considered proficient with the “weapon”.

Note: previously called *Laeral’s Cutting Hand*.

Enlarge Person(PH p226)

<Trans, VSM(powdered iron), 1Round, Close-range, 1min/lvl(D)>

– One Humanoid (& all his/her equipment) becomes 1 Size category larger. Subject gains +2 Size bonus to Strength, –2 Size penalty to Dexterity, and –1 penalty on attacks & AC. A subject who becomes Large-size gains ‘Reach’.

If the subject is within an area too small for his/her new size, the subject may attempt to ‘burst’ his/her surroundings with a Strength check (including the bonus). If the check fails, the subject is trapped, but takes no damage.

An unwilling subject gets a Fortitude save & SR applies.

This spell Counters & Dispels *Reduce Person*.

Erase(PH p227)

<Trans, VS, 1StdAct, Close-range>

– One scroll or two pages of unattended non-magical writing are 90% likely to be erased (100% if physically touched). One magical rune (*Explosive Runes, Glyph of Warding, Arcane Marks*, or *Sepia Snake Sigil*) has a 90% chance of being erased, but it must be touched and a Caster check vs. DC 15 (a natural 1 or 2 is always a failure). If the check fails, then the magic rune is set off.

Expeditious Retreat(PH p228)

<Trans, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s base land speed receives a +30’ Enhancement bonus.

This spell has no effect on the speed of Flying, Burrowing, Climbing, or Swimming.

Expeditious Retreat, Swift(CAdv p149)

<Trans, V, 1 Swift Action, Personal, 1 round>

– The caster’s base land speed receives a +30’ Enhancement bonus.

This spell has no effect on the speed of Flying, Burrowing, Climbing, or Swimming.

Extend Shifting(RoE p185)

<Trans, V, 1 Swift Action, Personal, Instantaneous>

– If cast while the caster is using the Shifter Racial ability ‘Shifting’, the duration is increased by 4 rounds.

After the Shifting ends, the caster is Fatigued for 10 minutes. If he/she was already Fatigued, he/she becomes Exhausted.

Eyes of the Avoral(BoED p99)

<Trans, S, 1StdAct, Touch, 10min/lvl>

– Subject gains +8 Racial bonus on Spot checks.

Feather Fall(PH p229) (CArc p86)+

<Trans, V, Immediate Action, Close-range, until landing up to 1rnd/lvl>

– Slows one Medium-sized creature or object per level (or the Creature Equivalent) within a 20’ area. The subject falls at 60’ per round, which causes no damage to the target on landing (though dropped objects still do ½ damage but with no bonus damage for the height). Only free falling targets may be effected.

Fist of Stone(CArc p107)

<Trans[earth], VSM(engraved pebble), 1StdAct, Personal, 1min>

– One of the caster’s hands becomes powerful:

a) +6 Enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking / crushing items; &

b) gain a 1d6 Slam attack.

Float(DR334 p74)

<Trans, VS, 1StdAct, Touch, 10min/lvl(D)>

– The caster may make one willing creature or a touched object of up to 50 pounds + 100 pounds per level float:

a) gains a +5 bonus on Swim checks;

b) even if a Swim check is missed by more than 5, the subject does not go underwater;

c) the target cannot swim underwater.

Jump(PH p246)

<Trans, VSM(grasshopper leg), 1StdAct, Touch, 1min/lvl(D)>

– Touched subject gains an Enhancement bonus on Jump checks:

Level Bonus Level Bonus Level Bonus

1st – 4th +10 5th – 8th +20 9th + +30

Kaupaer’s Skittish Nerves(MoF p103)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– Target gains +5 bonus on Initiative checks.

Launch Item(MoF p105)

<Trans, S, 1StdAct, Long-range>

– Hurls one Fine-sized item.

Low-Light Vision(CArc p113)

<Trans, VM(small candle), 1StdAct, Touch, 1hr/lvl>

– Subject sees twice as far as a Human under poor light.

Magic Weapon(PH p251)

<Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>

– Touched manufactured weapon gains a +1 Enhancement bonus to attack & damage.

A Monk’s Unarmed Strike can be the target of this spell.

Raging Flame(DR314 p21)

<Trans[fire], VS/AM(alchemist’s fire)/DF, 1StdAct, Medium-range, Instantaneous, no save, no SR>

– All non-magical fires in a 30’ Burst flare up:

a) burn twice as bright & give off light in 2x the normal radius;

b) burn twice as hot & deal 2x damage (i.e.,. a creature who has Caught Fire takes 2d6 damage per round if caught in the area of effect);

c) consumes its fuel twice as quickly (an effected torch would only last 30 minutes).

This spell Counters and Dispels *Slow Burn.*

Reduce Person(PH p269)

<Trans, VSM(powdered iron), 1Round, Close-range, 1min/lvl(D)>

– One Humanoid (& all his/her equipment) becomes 1 Size category smaller. Subject gains +2 Size bonus to Dexterity, –2 Size penalty to Strength, and +1 bonus on attacks & AC. A subject who becomes Tiny-size have a reach of 0’ & must enter an opponent’s hex to attack.

An unwilling subject gets a Fortitude save & SR applies.

This spell Counters & Dispels *Enlarge Person*.

Repair Light Damage(CArc p120)(Eb p114)(DR317 p35)

<Trans, VS, 1StdAct, Touch, Instantaneous>

– The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 1d8 +1 per level (max 1d8+5) hp.

Scatterspray(FR p73)

<Trans, VS, 1StdAct, Close-range>

– Up to 25 lbs of Diminutive-size (or smaller) objects in a 1’ area scatter in a 10’ radius Burst dealing 1d8 normal damage (if hard like coins (Reflex save for ½ damage)) or subdual damage (if something soft, like fruit).

Shifter Prowess(RoE p190)

<Trans, V, 1 Swift Action, Personal>

– If cast while the caster is using the Shifter Racial ability ‘Shifting’, this spell lasts until the Shifting is complete. The caster receives the following benefit:

a) the caster’s racial bonus on Balance, Climb, & Jump checks increase to +8.

Silvered Weapon(DR340 p57)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– The touched weapon receives the following:

a) treated as Silver for overcoming Damage Reduction; and

b) does +1d4 damage to creatures with the ‘shapechanger’ subtype.

Cannot target Natural Weapons or Unarmed Strikes.

Slow Burn(DR314 p21)

<Trans[fire], VS/AM(oil-filled hourglass)/DF, 1StdAct, Medium-range, Instantaneous, no save, no SR>

– All non-magical fires in a 30’ Burst are magically fueled:

a) burn twice as long while consuming the same amount of fuel (a torch would burn for 2 hours while giving normal light);

b) twice as hard to put out (if a roll is needed to put a fire out, roll twice & take the worst roll).

This spell Counters and Dispels *Raging Flame.*

Speed Swim(MoF p121)

<Trans, VSF(tiny wooden paddle), 1StdAct, Close-range, 1min/lvl(D)>

– Subject gains a swim speed of 30’ without needing to make a Swim check.

### Combination

Kelgore’s Fire Bolt(PH2 p116)

<Conj/Evoc[fire], VSM(ashes), 1StdAct, Medium-range, Instantaneous, Ref½, SR partial>

– If the target creature fails its Spell Resistance check (if any), it takes 1d6 per level Fire damage (max 5d6) (Ref ½). Otherwise, it takes 1d6 Fire damage (Ref½).

## 2nd Level

### Abjuration

Aiming at the Target(Spell p8)~~(CArc p96)~~

<Abj, S, 1 Immediate Action, Personal, Concentration up to 20min/lvl>

– Receive a +10 Circumstance bonus on Concentration checks.

Note: Unlike most spells, this spell can be cast while Concentrating on a spell. Its benefits last until that spell ends (up to 20min/lvl).

Alarm, Greater(Spell p8)

<Abj, VSF(100gp crystal bell), 1StdAct, Close-range, 4hrs/lvl(D), no save, no SR>

– If any creature of Tiny-size or larger passes through the warded 20’ radius Emanation without saying the password, an alarm (chosen at casting time) will sound.

Audible: Chimes for 1 round. Easily heard within 60’ in typical conditions.

Mental: The chime is only in the caster’s head, though he/she must be within 1 mile. This will wake the caster, but not disturb his/her concentration.

The alarm is set off even by creatures in coexistent planes (such as the Ethereal) that pass through the warded area.

Arcane Lock(PH p200)

<Abj, VSM(25gp gold dust), 1StdAct, Touch, Permanent, no SR>

– “Locks” one door of up to 30 square feet per level. The caster may open the door at will.

This spell is suppressed by *Knock* for 10 min.

+10 DC to force the portal open.

Daggerspell Stance(Spell p57)(CAdv p145)

<Abj, VF(2 daggers), 1 Swift Action, Personal, 1rnd/lvl(D)>

– When wielding a dagger in each hand, the caster gains the following:

a) if making a Full Round Attack, the caster gains a +2 Insight bonus on attacks & damage;

b) if Fighting Defensively, the caster gains Spell Resistance (5 + Caster level);

c) if making a Total Defense Action, the caster gains Spell Resistance (5 + Caster level) –and– Damage Reduction 5/magic.

Dispel Ward(DR313 p90)

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels Abjuration spells & effects placed on objects and/or areas on a successful Dispel Check (max +5). This spell can be used in one of two ways:

a) Targeted Dispel – Each ongoing Abjuration spell effect on one target object or area gets a separate Dispel Check. If successful, the spell effect is ended.

b) Area Dispel – Each Abjuration spell on an object or area in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Dispelling Touch(PH2 p110)

<Abj, VS, 1StdAct, Touch, Instantaneous, no save,   
no SR>

– Cancels one touched magical spell or effect on a successful Dispel Check (max +10). If the target creature / location has more than one spell / effect, make a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

Obscure Object(PH p258)

<Abj, VSM(chameleon skin)/DF, 1StdAct, Touch, 8hrs(D)>

– A touched object of up to 100 pounds per level cannot be found with Divination (scry) spells. If a scrying is targeted nearby, the subject cannot be seen.

Protection from Arrows(PH p266)

<Abj, VSF(turtle shell), 1StdAct, Touch, until discharged up to 1hr/lvl>

– Touched subject gains Damage Reduction 10/magic against Ranged Weapons.

This spell ends once it has prevented 10 hp per level (max 100 hp).

Resist Energy(PH p272)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject & his/her equipment are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

Lvl # Lvl # Lvl #

up to 6th 10 7th – 10th 20 11th + 30

Suppress Dragonmark(MoE p103)

<Abj, SF(25gp Inversely Charged Siberys Dragonshard), 1Min, Close-range, 24hrs, WillNeg, SR applies>

– At the end of casting this Infusion, make a ranged or melee touch attack with the Dragonshard Focus against a creature with a Dragonmark. If target fails save, loses ability to use his/her Dragonmark for duration.

Note: Inversely-Charging a Siberys Dragon-shard takes 1 hour of concentration. Use of the Dragonshard in *Suppress Dragonmark* discharges the effect.

### Conjuration

Blades of Fire(Spell p31)(CArc p99)

<Conj(create)[fire], V, 1 Swift Action, Touch, 1rnd>

– Up to two melee weapons that the caster is wielding are sheathed in flames, doing +1d6 Fire damage for one round.

This effect stacks with any other energy damage the weapons deal.

Cloud of Bewilderment(Spell p48)~~(PGF p101)~~

<Conj, VSM(rotten egg), 1StdAct, Close-range, 1rnd/lvl, FortNeg, no SR>

– Create a opaque 10’ cube of vapor which grants Concealment. Any living creature that enters the area-of-effect becomes Nauseated (FortNeg, no SR) until it has been out of the area-of-effect for 1d4+1 rounds. A creature that makes its save must make a new one if it is still in the area on the following round.

Cloud of Knives(PH2 p107)

<Conj, VSM(knife or silvered knife), 1StdAct, 1rnd/lvl>

– Each round as a Free Action at the start of the caster’s turn, he/she may make a ranged attack with a conjured knife on a target within 30’. The knife has an attack bonus of (Caster level + Primary Ability Modifier), does   
1d6 +1 per 3 levels (max 1d6+5), and has a critical threat range of 19-20 / x2. After the attack, the knife disappears.

For purposes of Damage Reduction, each knife is considered ‘magic’. If a silvered knife (22gp) was used as the spell’s material component, each knife is also considered ‘silver’, though it does –1 hp damage.

Create Magic Tattoo(Spell p55)(PGF p101)

<Conj(creat), VSM(100gp tattoo ink)F(tattoo needles), 10Minutes, Touch, 24hrs>

– Subject receives a magic tattoo that lasts for 24 hours with 1 effect (3 tattoos max per person). Creating the tattoo requires a Craft (drawing), Craft (painting), etc., check against the list DC.

Min 3rd level (DC 10):  
+2 Resistance bonus on 1 type of save; or  
+1 Luck bonus on attacks; or  
+1 Deflection bonus on AC.

Min 7th level (DC 15):  
+2 Resistance bonus on all saves; or  
+2 Competence bonus on attacks.

Min 13th level (DC 20):  
SR 10 + 1 per 3 caster levels; or  
+2 Enhancement bonus to 1 ability; or  
+1 effective caster level.

*Erase* can remove one tattoo.

Decastave(UE p49)

<Conj(create)[force], VSM(duskwood stick), 1StdAct, 1rnd/lvl(D)>

– Creates a Quarterstaff of force in the caster’s hand. If the quarterstaff leaves the caster’s grip for any reason, the spell ends. Since it is a force weapon, the quarterstaff can hit incorporeal & ethereal creatures. The weapon does 1d6 damage on a successful touch attack. On a critical hit, it does +1d8 sonic damage & the opponent is permanently Deaf (FortNeg DC14).

Dimension Hop(PH2 p110)

<Conj(teleport), V, 1StdAct, Touch, Instantaneous, WillNeg, SR applies>

– Touched creature is teleported to an unoccupied space in line-of-sight no more than 5’ per two caster levels away.

Fog Cloud(PH p232)

<Conj(creat), VS, 1StdAct, Medium-range, 10min/lvl>

– Creates a 20’ radius Spread by 20’ high Cloud of fog.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

Glitterdust(PH p236)

<Conj(creat), VSM(ground mica), 1StdAct, Medium-range, 1rnd/lvl, no SR>

– Coats all creatures & objects in a 10’ radius Spread with sparkling dust which cannot be removed for the duration of the spell. This outlines Invisible creatures & objects.   
Hide checks receive a –40 penalty.

Creatures in the area of effect must make a Will save or be Blinded for the spell’s duration.

Igedrazzar’s Miasma(MoF p101)

<Conj(creat), VSF(3 stones), 1StdAct, Close-range, 1rnd, FortNeg>

– 15’ radius of vapors deals 1d4 subdual damage per level (max 5d4).

Melf’s Acid Arrow(PH p253)

<Conj(creat)[acid], VSM(rhubarb, adder’s stomach) F(dart), 1StdAct, Long-range, no save, no SR>

– 2d4 Acid damage for 1 round + 1 round per 3 levels (7 rounds max).

Summon Monster II(PH p286)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster II 1

Summon Monster I 1d3

Summon Swarm(PH p289)

<Conj(sum), VS/AM(red cloth)/DF, 1Round, Close-range, Concentration+2rnds, no save, no SR>

– Summons either a Swarm of Bats(MM p237), a Swarm of Rats(MM p239), or a Swarm of Spiders(MM p239). The swarm attacks any creatures that are within its area. If there is no creature to attack, the swarm moves to the nearest creature. The caster has no control over the swarm’s movement or target.

Summon Undead II(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.

Table #

Summon Undead II 1

Summon Undead I 1d3

No summoned Undead may have more Hit Dice than (Caster level + 1).

Web(PH p301)

<Conj, VSM(spider web), 1StdAct, Medium-range, 10min/lvl(D), no SR>

– Fills 20’ radius Spread with sticky webs, which must be anchored on two diametrically opposing surfaces. Without support, the webs collapse & the spell ends.

All creatures within the area of effect are Entangled. Those that fail a Reflex save are also anchored & cannot move. To become unanchored requires a Strength check vs. DC 20 or an Escape Artist check vs. DC 25 (each of which consumes a Full-Round Action).

An unanchored creature can move slowly through the webs by making a Strength or Escape Artist check as a Full-Round Action. The target can move 5’ per 5 full points the check exceeds 10.

5’ – 19’ of webs provide Cover. 20’ or more provide Total Cover. A creature in the webs can be attacked with a melee weapon without the attacker becoming entangled.

An open flame can burn away a 5’ cube per round, though any creature in that area takes 2d4 Fire damage.

### Divination

Balancing Lorecall(Spell p23)(CAdv p143)

<Div, VSM(3” wood dowel)/DF, 1StdAct, Personal, 1min/lvl(D)>

– The caster gains a +4 Insight bonus on Balance checks.

If the caster has 5+ ranks in Balance, the slope of the surface being balance upon no longer matters, even if the surface is vertical.

If the caster has 10+ ranks in Balance, he/she can “balance” on liquids, including mud & snow. Each round the caster balances on a substance that cannot normally hold his/her weight, the DC to continue “balancing” increases by +5.

When under the effect of this spell, the DC for balancing on “impossible” surfaces is 20.

Chain of Eyes(Spell p45)(CDiv p158)

<Div, VS, 1StdAct, Touch, 1hr/lvl, WillNeg,   
SR applies>

– As a Free Action, the caster may choose to look though the touched target’s eyes instead of his/her own. Note that the caster has no control over the target.

Each time the target touches another creature, the caster has the option of moving the ‘sensor’ to the new creature (thereby seeing through its eyes instead). The new creature is allowed a Will save & an SR check. If either succeeds, the spell ends.

Deflect(PH2 p109)

<Abj[force], V, 1 Immediate Action, Personal,   
until discharged up to 1rnd>

– The caster receives a Shield bonus to AC of +1 per 2 caster levels against the next attack.

Detect Thoughts(PH p220)

<Div[mind], VSF(copper piece)/DF, 1StdAct, Concentration up to 1min/lvl, WillNeg, no SR>

– The caster can thoughts from a conscious creature with an Intelligence of at least 1 in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of thoughts.

2nd round – number of thinking minds & the Intelligence score of each one. If not in line-of-sight, the caster only knows the direction. If any have an Intelligence of at least 26 (assuming it is at least 10 points higher than the caster’s), the caster is Stunned for 1 round & the spell ends.

3rd round – Surface thoughts of any mind in the area (WillNeg).

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Listening Lorecall(CAdv p154)

<Div, VS/DF, 1StdAct, Personal, 10min/lvl>

– The caster’s listening improves:

a) +4 Insight bonus on Listen checks;

b) if the caster has 5+ ranks in Listen, he/she gains Blindsense 30’;

c) if the caster has 10+ ranks in Listen, he/she gains Blindsight 30’.

If the caster is in an area of magical *Silence*, effects b) & c) are suppressed.

Locate Node(Und p58)

<Div[earth], VSF(pebble from an earth node)/DF, 1StdAct, 1min/lvl>

– The caster may detect the distance and direction all Earth Nodes(Und p49) within   
1 mile per level –or– the distance and direction to a specific, previously visited Earth Node within 2 miles per level.

This spell cannot detect Earth Nodes warded by lead or the spell *Node Lock*.

Insidious Insight(RoE p187)

<Div[mind], V, 1FullRound, Close-range, 1day/lvl, WillNeg, SR applies>

– The caster gains +10 Insight bonus on Bluff, Diplomacy, Intimidate, & Sense Motive   
checks made against the target living creature.

Note: Gnomes cast this spell at +1 Caster level.

Insight of Good Fortune(PH2 p115)

<Div, VSM(20gp gold die), 1StdAct, Close-range, until discharged up to 1min/lvl>

– Once during the spell’s duration, the subject may roll two d20’s on an attack roll, saving throw, ability check, or skill check. The spell then ends. The decision to discharge this spell must be made before attempting the roll.

Locate Object(PH p249)

<Div, VSF(forked twig)/DF, 1StdAct, Long-range, 1min/lvl, no save, no SR>

– Senses direction toward object (specific or type) within range. A unique object can only be located if the caster has personally viewed it (using a scrying spell does not count). This spell is blocked by lead.

Marked Man(DR325 p71)

<Div, VSF(a piece hair or clothing from the target), 1Minute, Personal, 1day/lvl>

– The caster gains a +10 bonus on Search and Survival checks to track the source of the Focus object (typically a lock of hair or a piece of clothing). The caster does not need to know the creature who left behind the focus.

Master’s Touch’(PH2 p119)

<Div, V, 1 Immediate Action, Close-range, Instantaneous>

– Subject receives a +4 Insight bonus on a skill check he/she is about to attempt.

Note: only works on skill checks that take no more than 1 round to complete.

See Invisibility(PH p275)

<Div, VSM(pinch of talc, silver powder), 1StdAct, Personal, 10min/lvl(D), no SR>

– The caster can see Invisible creatures or objects within its range of vision.

Sure Strike(PH2 p126)

<Div, V, 1 Swift Action, Personal, until discharged up to 1rnd>

– The caster receives an Insight bonus on his/her next attack roll equal to +1 per 3 caster levels.

Vision of Fear(DR333 p73)

<Div, VS, 1 Full Round, 60’ range, Instantaneous, WillNeg, SR applies>

– Learn either the ‘greatest’ or ‘most recent’ fear (chosen at casting time) of the target (who must be vulnerable to fear and have at least a 3 Intelligence). If the fear was the result of magic, the caster knows this.

For 24 hours, the caster has a very clear image of the ‘fear’, after which it becomes hazy. The caster may use the image as follows:

Spell within 24 hrs after 24 hrs

*Scry* First-Hand Second-Hand

*Teleport* Studied Carefully Viewed Once

any [fear] –2 penalty on Will n/a

“any [fear]” indicates the target’s penalty on Will saves vs. the caster’s fear spells.

### Enchantment

Black Karma Curse(PH2 p103)

*<*Ench(comp)[mind], VS, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– The target creature takes damage from its weapon or natural attack that does the most damage.

Daze Monster(PH p217)

*<*Ench(comp)[mind], VSM(wool), 1StdAct, Medium-range, 1rnd, WillNeg, SR applies>

– One living creature with no more than 6HD is Dazed.

Entice Gift(Spell p83)

<Ench[mind], VS, 1StdAct, Close-range, 1round, WillNeg, SR applies>

– On the target’s next action, he/she takes a   
Move Action to approach the caster, followed by a Standard Action to offer the caster what   
is in his/her hands. The caster may act out-of-turn to accept the offering (if within reach).

The target is not Flat-Footed at any time and may act normally on subsequent rounds (such as by trying to retrieve his/her possession).

Mechanus Mind(Spell p140)

<Ench(comp)[law][mind], VS, 1StdAct, Touch, 1min/lvl>

– Touched subject becomes more analytical and less emotional:

a) +4 Resistance bonus on Will saves vs. Mind-affecting spells & effects;

b) +2 Competence bonus on Intelligence-based checks; and

c) –2 penalty on Charisma-based check.

Mindless Rage(CAdv p155)

<Ench(comp)[mind], VSF(red cloth), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– The target creature does its best to enter melee combat with the caster as quickly as it may do safely. It may not make ranged attacks, cast spells, or activate magic items. The target must make double moves until it reaches the target, and then make Full Round attacks as soon as possible.

The target is not suicidal (i.e., will not jump off a cliff to reach the caster) and may make full use of its offensive and defensive abilities.

Barbarians, etc., immediately rage if they fail their save vs. this spell.

Proud Arrogance(RoD p167)

<Ench(charm), VSM(brass), 1StdAct, Medium-range, 1min/lvl>

– One willing creature per level of the same race per level in a 30’ area gains a +2 Resistance bonus on saves vs. Charm, Compulsion, and Fear effects.

Rebuke(Spell p170)

<Ench(comp)[mind][fear], VSM(stick), Close-range, 1rnd/lvl, WillNeg, SR applies>

– The living target receives the following penalties due to pain:

a) Dazed for 1 round;

b) Shaken for the remaining duration; &

c) casting spells while under the effect of this spell requires a Concentration check vs. (DC of this spell + level of spell being attempted).

Previously called *Nybor’s Gentle Reminder*.

Tasha’s Hideous Laughter(PH p292)

<Ench(comp)[mind], VSM(feather, tiny tarts), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– One target with 3 or higher Intelligence falls down laughing & can make no action for the duration of the spell (but is not Helpless).

A creature of a different type from the caster receive a +4 bonus on its save.

Touch of Idiocy(PH p294)

<Ench(comp)[mind], VS, 1StdAct, Touch, 10min/lvl, no save, SR applies>

– Touched opponent receives a 1d6 penalty to Intelligence, Wisdom, & Charisma (min 1).

Yoke of Mercy(BoED p112)

<Ench(comp)[good][mind], V, 1StdAct, Close-range, 1rnd/lvl, WillNeg, no SR>

– The target creature, who may at most be a (Caster level + 4) HD creature, will fight mercifully. It will only deal non-lethal damage, avoid damaging spells & spell-like abilities, not deliver a Coup de Grace, etc.

Note: The caster may not have cause any damage (including by spells) to another living creature within the prior 8 hours.

### Evocation

Aganazzar’s Scorcher(FR p66)

<Evoc[fire], VSF(red dragon scale), 1StdAct, Close-range, Ref½>

– 5’ wide path to the end of range deals 1d8 per two levels (max 5d8) Fire damage.

Battering Ram(Spell p24)~~(MoF p80)~~

<Evoc[force], VSF(ram’s horn), 1StdAct, Close-range, Instantaneous, no save, SR applies>

– Target takes 1d6 damage. If the target was a creature, it is inflicted with a Bull Rush at +10. If the target was a door (or other movable object), it is force open with a Strength check at +10.

Bigby’s Striking Fist(PH2 p103)

<Evoc[force], VSM(3 glass beads), 1StdAct, Medium-range, Instantaneous, Ref½, SR applies>

– The ‘fist’ makes an attack followed by a Bull Rush on the target.

a) attempt an attack with a bonus of +(Caster level + Primary Stat modifier + 2);

b) if successful, the target takes 1d6 per 2 levels nonlethal damage (max 5d6) (Ref½);

c) if the target fails his/her Reflex save in the above step, make Bull Rush check with a bonus of +(4 + 1 per 2 caster levels);

d) if successful, the target is moved in a direction of the caster’s choice, though this movement does not provoke Attacks of Opportunity.

The ‘fist’ does not provoke an Attack of Opportunity when attempting the Bull Rush.

Bigby’s Warding Hand(PH2 p103)

<Evoc[force], VSM(soft glove), 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>

– The ‘hand’ reduces its target’s movement by half (resisted by an Strength check vs. DC 12 + Primary Stat). Make a new check each round.

A new target may be chosen as a Move Action.

The ‘hand’ has half its caster’s normal hit-points, AC 20 (+4 Size, +6 Natural), & uses its caster’s save modifiers.

Blast of Force(Spell p31)(CDiv p153)

<Evoc[force][ray], VS, 1StdAct, Medium-range, Instantaneous, Fort½, SR applies>

– Does 1d6 Force damage per 2 lvls (max 5d6) (no save), plus knocked Prone (FortNeg – target applies his/her size & stability modifiers against a Bull Rush to the save roll).

Burning Sword(Spell p40)

<Evoc[fire], VS, 1StdAct, Touch, 1min/lvl(D)>

– The touched weapon’s striking surface is covered with blue fire, granting the following:

a) gives off light in a 30’ radius;

b) does +1d6 Fire damage on each hit;

c) on a confirmed critical hit, does additional Fire damage based on the weapon’s critical multiplier:

Multiplier Damage

x2 +1d10

x3 +2d10

x4 +3d10

Note: When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Fire damage, but not the weapon’s critical multiplier.(DMG p222)

City Lights(RoD p164)

<Evoc[light], VSM(tinder), 1StdAct, Instantaneous, Fort½, SR applies>

– All creatures within a 60’ radius Burst of the caster are Dazzled for 1 minute (no save) and Blind for 1 round (FortNeg).

Any [darkness] spell within the area of effect whose spell level is equal or lower than this spell is Countered or Dispelled.

This spell may only be cast if there are at least four sources of artificial light (*Light* spells, torches, lanterns, etc.) within the area of effect. The spell does not need to be cast within the limits of a city, despite its name.

Combust(Spell p50)~~(MoF p85)(LoD p185)~~

<Evoc[fire], VSM(oil, flint), 1StdAct, Touch, Instantaneous, SR applies>

– A touched creature or object (up to 25 lbs./lvl) bursts into flames, taking 1d8 per level (max 10d8) Fire damage (no save, SR applies) and Catches Fire (RefNeg, DC15).

Continual Flame(PH p213)

<Evoc[light], VSM(50gp ruby dust), 1StdAct, Touch, Permanent>

– Makes a permanent, heatless torch (30’ light).

Darkness(PH p216)

<Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object radiates shadowy illumination in a 20’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

Electric Vengeance(PH2 p111)

<Evoc[electricity], VS, 1 Immediate Action, Instantaneous, no save, SR applies>

– An adjacent creature that has just damage the caster with a melee attack takes 2d8 + 1 per level Electric damage (max 2d8+10).

Energy Surge, Lesser(PH2 p112)

<Evoc[variable element], V, 1 Swift Action, Close-range, 1 round>

– Target weapon does +1d6 damage of one Energy Type chosen at casting time.

Fireburst(CArc p107)

<Evoc[fire], VSM(sulfur), 1StdAct, Instantaneous, Ref½, SR applies>

– Everything within a 5’ radius, but not in the caster’s hex (i.e., a ring of hexes around the caster) take 1d8/lvl Fire damage (max 5d8).

Flame Dagger(MoF p94)

<Evoc[fire], VSM(candle), 1StdAct, Personal, 1min/lvl(D)>

– A dagger made of flames appears in the caster’s hand. Can be used for touch attacks that deals 1d4 + 1/level Fire damage (max 1d4+10), but no Strength modifier.

Ball Lightning(Spell p23)~~(PGF p99)~~

<Evoc[electricity], VSM(copper & iron pellets), 1StdAct, Medium-Range, 1rnd/lvl, RefNeg,   
SR applies>

– Creates a 5’ diameter ball of electricity, which can roll/jump 30’ per round. If the sphere enters a hex per a creature, it stops for that round & does 1d6 per level Electrical damage (max 15d6), unless the target makes a Reflex save for no damage.

The caster can move the sphere as a Move Action.

Force Ladder(MoF p95)

<Evoc[force], VSF(tiny silver ladder), 1StdAct, Close-range, 1min/lvl>

– Creates an Invisible movable ladder of force that is 2’ wide and up to 60’ long. It can support 100 lbs. per level.

Furnace Within(RoE p185)

<Evoc[fire][mindset], VS/DF, 1StdAct, Instantaneous, Ref½, SR applies>

– Everything within a 10’ radius Burst of the casting Dwarf takes 1d8 per two levels (max 5d8) of Fire damage. Everything within the area of effect may also Catch Fire.

If any barrier within the area of effect is destroyed by this spell, anything beyond that barrier within the area of effect also takes fire damage.

Mindset – While this spell is prepared, but not yet cast, the caster’s natural attacks, unarmed attacks, and melee attacks with metallic weapons do +1hp of Fire damage.

Note: This spell may only be cast by a Dwarf.

Gedlee’s Electric Loop(PGF p103)

<Evoc[electricity], VSM(copper wire, magnet), 1StdAct, Close-range, Ref½>

– One creature per three Caster levels (max 4)   
take 1d6 Electricity damage per 2 levels (max 5d6). Subject who fail their Reflex save must make a Will save or be Stunned for 1 round.

Geyser(DR334 p75)

<Evoc[water][ray], VS, 1StdAct, Close-range, Instantaneous, Ref½, SR applies>

– The ray of water does the following if it hits:

a) 2d6 non-lethal damage + 1d6 per 2 levels (i.e., 5d6 at 6th) (max 8d6) (no save); &

b) target is knocked Prone (RefNeg).

Gust of Wind(PH p238)

<Evoc[air], VSF(tiny bellows), 1StdAct, 1rnd, FortNeg, no SR>

– Creates a powerful Line of air 10’ wide by 10’ high by 60’ long starting at the caster. All Listen checks & ranged attacks within the area of the spell receive a –4 penalty, and open flames are extinguished.

The effect of the wind on creatures & objects is based on their size.

Size Flying? Blown Back Subdual

up to Tiny Yes 2d6 x 10’ 2d6

up to Tiny No 1d4 x 10’ 1d4 per 10’

Small Yes 1d6 x 10’ —

Small No Prone —

Medium Yes 1d6 x 5’ —

Medium No 0’, but can’t advance

Large + — No effect

Scorching Ray(PH p274)

<Evoc[fire][ray], VS, 1StdAct, Close-range,   
Instantaneous, no save, SR applies>

– Generates 1 ray + 1 per four levels after 3rd (max 3 rays). Each ray does 4d6 Fire damage & can be aimed at the same or separate targets within a 30’ area.

Seeking Ray(PH2 p124)

<Evoc[ray], VS, 1StdAct, Medium-range, 1rnd/lvl, no save, SR applies>

– The ranged touched attack of this ray ignores Cover and Concealment and has no penalty when fired into combat. If it hits, the following occurs:

a) the target instantaneously takes 4d6 Electrical damage (no save, SR applies); &

b) if the target took damage, the caster receives a +4 bonus on subsequent ‘ray’ attacks for the spell’s duration.

If this spell is cast again within the prior spell’s duration, the duration overlaps instead of stacking.

Shatter(PH p278)

<Evoc[sonic], VSM(chip of mica)/DF, 1StdAct, Close-range, SR applies>

– Sonic vibration destroy objects in 1 of 3 ways:

a) All non-magic glass, crystal, etc., in a 5’ radius Burst that weigh less than 1 lb/lvl are shattered. An attended object gets a Will save to negate. Otherwise, no save.

b) A single solid object weighing up to 10 lbs/lvl can be shattered. An attended object gets a Will save to negate.

c) A targeted crystalline creature takes 1d6 Sonic damage per level (max 10d6), Fortitude save for ½.

Shock Treatment(DR339 p78)

<Evoc[electricity][ray], VS, 1StdAct, Close-range,   
Instantaneous, Fort½, SR applies>

– The target receives the following:

a) 1d6 Electrical damage (no save); and

b) Stunned for 1 round per 3 levels (max 5 rounds) (FortNeg). Creatures Immune or Resistant to Electricity are immune to this effect.

Shooting Stars(DR340 p75)

<Evoc[fire], VSM(white rock, glass lens), 1StdAct, Medium-range, Instantaneous, Ref½, SR applies>

– The caster drops balls of fire on one target per three levels (max 6 targets at 18th level). All targets must be in a 30’ area & no creature may be targeted more than once.

Each target takes 2d6 Fire damage (Ref½) and is knocked Prone (RefNeg) (creatures of Huge size or greater are not effected by this).

This spell may only be cast when under the open sky.

Snilloc’s Snowball Swarm(FR p74)

<Evoc[cold], VSM(ice/white rock chip), 1StdAct, Medium-range, Ref½>

– Deals 1d6 Cold damage per 2 levels (max 5d6) in a 10’ radius Burst.

Venomous Volley(DR330 p73)

<Evoc, VSF(living snake), 1StdAct, Instantaneous,   
SR applies>

– Every creature within a 15’ Cone-shaped Burst receives the following:

a) 1d6 damage per two Caster levels (max 5d6) (Ref½, SR applies); &

b) –4 penalties on Fortitude saving throws vs. Poison for 1 minute per Caster level (no save, SR applies).

### Illusion

Bladeweave(Spell p31)~~(CAdv p144)~~

<Ill(pattern), V, 1 Swift Action, Personal, 1rnd/lvl(D)>

– Any one opponent that the caster hit with a melee weapon in the current round is Dazed for 1 round (WillNeg, SR applies). Usable once per round.

Blinding Color Surge(PH2 p104)

<Ill(glamer), VSF(prism), 1StdAct, Medium-range>

– The spell has two effects:

a) target is Blind for 1 round (WillNeg, SR applies);

b) caster becomes Invisible for 1rnd/lvl.

Blur(PH p206)

<Ill(glamer), V, 1StdAct, Touch, 1min/lv(D)>

– Attacks miss touched subject 20% of the time.

Claws of Darkness(Spell p47)~~(FR p67)~~

<Ill(shadow), VS, 1StdAct, Personal, 1rnd/lvl(D)>

– Starting with his/her next action, both the caster’s hands become shadowy claws.

a) the caster may make an ‘armed’ Melee Touch attacks with his/her hands. Each hit does 1d8 Cold damage. Since both hands can be affected, the caster has the option of making off-hand attacks at the normal penalty.

b) if the caster successfully grapple someone, the caster does 1d8 Cold damage on each successful Grapple check and the opponent is Slowed (FortNeg, SR applies) as long as the opponent is grappled. A successful save cases the opponent to be immune to the Slow effect for this spell’s duration.

c) The caster may extend the claws to gain 10’ reach or retract them (each is a Free Action).

d) While this spell is in effect, the caster may not cast spells with anything but Verbal components & any magic items on the caster’s hands are suppressed.

Cloak Pool(Spell p48)

<Ill(glamer), VS, 1StdAct, Close-range, 1hr/lvl(D)>

– The target ‘color pool’ (i.e., an Astral Plane portal to another plane of existence) becomes invisible, though it can still be detected by *See Invisibility, True Seeing*, or *Analyze Portal*.

Delusions of Grandeur(DR324 p71)

<Ill(phantasm)[mind], V, 1StdAct, Medium-range, 10min/lvl, WillNeg, SR applies>

– The target becomes overconfident in his/her abilities:

a) receives a –2 penalty on All Actions;

b) receives a –2 penalty to Wisdom; &

c) cannot Fight Defensively or take the Total Defense action.

Disguise Undead(MoF p89)(T&B p87)

<Ill(glamer), VSF(moth cocoon), 1StdAct, Touch, 10min/lvl(D)>

– Makes minor visual changes to one touched Corporal Undead. +10 on Disguise checks.

Hypnotic Pattern(PH p242)

<Ill(pattern)[mind], (V)SM(burning incense / crystal rod filled with phosphorescent material), 1StdAct, Medium-range, Concentration + 2rnds, WillNeg, SR applies>

– A 10’ radius Spread of colorful lights fascinates up to 2d4 + 1/lvl (max +10) HD of creatures with sight, starting with the lowest HD creature in the area of effect.

Only Bards use the Verbal component.

Invisibility(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1min/lvl(D)>

– Touched creature or object is Invisible until it attacks. Can effect an object of up to 100 pounds per level.

Leomund’s Trap(PH p247)

<Ill(glamer), VSM(50gp powder, iron pyrite), 1StdAct, Touch, Permanent(D)>

– The touched lock (or other small mechanism) will register as being trapped if check by spells or manually, though it is actually an illusion.

If another *Leomund’s Trap* is in effect within 50’ when this spell is cast, the new spell fails.

Magic Mouth(PH p251)

<Ill(glamer), VSM(10gp jade power, honeycomb), 1StdAct, Close-range, Permanent until discharged>

– The caster creates an invisible ward which produces an illusionary mouth that speaks up to 25 words when it is triggered by a condition specified at cast time. The message can be in any language known by the caster and can be spread out over a 10 minute period if desired.

The trigger must be within the spell’s range in line-of-sight, up to 15’ per level. The conditions must be based on visual and/or audible triggers, so the spell can be fooled by disguises, silence, etc.

Minor Image(PH p254)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration + 2rnds, WillDisbelief, no SR>

– Creates a visual illusion with some minor sounds (i.e., not speech) of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10’ cubes that are contiguous.

Mirror Image(PH p254)

<Ill(figment),VS, 1StdAct, Personal, 1min/lvl(D)>

– Creates 1d4 + 1 per 3 levels (max 8 total) decoy duplicates of the caster. Determine randomly if the caster or a decoy is targeted. A decoy’s AC is 10 + size mod + Dex mod. If it is damaged by a direct attack (i.e., not area-of-effect spells), it is destroyed.

Misdirection(PH p254)

<Ill(glamer), VS, 1StdAct, Close-range, 1hr/lvl, no SR>

– One creature or object up to a 10’ cube in size is given the Aura of another creature or object within range at cast time. This new aura fools some Divination spells, such as *Detect Evil*, *Detect Magic*, and *Discern Lies* if the caster of the divination spell fails a Will save. This spell does not fool *Detect Thoughts*.

Misrepresent Alignment(RoE p188)

<Ill(glamer), VSF(25gp tiny, wavy mirror)/DF, 1StdAct, Close-range, 1hr/lvl(D), WillNeg, SR applies>

– The target creature or object is assigned an alignment by the caster, which can be observed with *Detect Evil*, etc.

Phantasmal Assailants(CArc p117)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Close-range, Instantaneous, SR applies>

– One living creature is “attacked” by nightmare monsters only the target can see. The target is allowed a Will save to disbelieve the effect. If the save fails, the target takes 4 points of Wisdom damage (Fort½) –and– 4 points of Dexterity damage (Fort½).

Phade’s Fearsome Aspect(DR333 p72)

<Ill(glamer), VS, 1StdAct, Touch, 1min/lvl, WillNeg,   
SR applies>

– The touched creature’s face is covered with an illusionary demonic face. Anyone who physically interacts with the illusion is allowed a save to know it is not real.

Neither the caster nor the target are allowed to choose the specifics of the face. For purposes of masking the target’s appearance, the spell grants a +10 bonus on Disguise checks.

The target gains a +5 bonus on Intimidate checks and may attempt a Demoralize a foe as a Swift Action.

Phantom Foe(DR324 p72)

<Ill(phantasm)[mind], VSF(10gp pewter figure), 1StdAct, Touch, 1rnd/lvl, WillNeg, no SR>

– The target sees an illusory double of the creature that threatens it the most in that round. No other creatures can see the double.

a) the double appears on the opposite side from the caster, granting the caster a ‘flank’ (if the target can be flanked);

b) if the target attacks the creature that threatens it the most, there is a 50% chance it will attack the double instead. The double cannot be damage.

If the target is not threatened for one round or the double cannot threaten the target for one round, then the spell ends.

Reflective Disguise(Und p60)

<Ill(glamer), VS, 1StdAct, Personal, 10min/lvl>

– An intelligent creature that see the caster think he/she is the same race and gender as itself. This only works if the viewer is within one size category of the caster.

This spell is only a visual illusion. It does not provide sounds, smells, mannerisms, etc.

A viewer who interacts with the caster or a creature with the scent ability is allowed a Will save to disbelieve (SR applies).

Shadow Mask(FR p73)

<Ill(shadow), VSM(black cloth mask), 1StdAct, Personal, 10min/lvl(D)>

– The caster’s face is obscured by darkness that he/she can see through normally, granting the following benefits:

a) +4 Resistance bonus on saving throws against ‘light’ spells, ‘darkness’ spells, & any spell that works due to bright light, such as *Flare* or *Pyrotechnics*.

b) 50% chance to avoid needing to make a saving throw vs. a Gaze attack. If the caster’s eyes are averted (also a 50% chance to avoid), he/she has only a 25% chance of needing to make a save.

When the spell ends (even if it is dispelled), the shadows fade slowly over 1d4 rounds.

Shadow Spray(FR p74)

<Ill(shadow), VSM(black ribbons), 1StdAct, Medium-range, FortNeg>

– All creatures in a 5’ radius Burst who fail their save take the following effects:

a) 2 points of Strength damage;

b) Dazed for 1 round;

c) receive a –2 Morale penalty on fear spells & effects for 1rnd/lvl.

Wall of Gloom(CArc p129)

<Ill(shadow)[darkness][fear][mind], VSM(black wool), 1StdAct, Medium-range, Concentration + 1rnd/lvl, Will½, SR applies>

– Creates a 20’ tall wall of ominous shadows that is either up 40’ long -or- up to 15’ radius.

Creatures next to the wall have Concealment from the other side, while creatures more than 1 hex way have Total Concealment from the other side.

A creature with 6HD or less cannot go through the wall without making a Will save. This save can be reattempted for each Move Action the creature wishes to use to get through the wall, but there is a cumulative   
–1 penalty for each failed save.

### Necromancy

Blindness/Deafness(PH p206)

<Necro, V, 1StdAct, Medium-range, Permanent(D), FortNeg, SR applies>

– Living subject become a) Blind; or b) Deaf.

Bonefiddle(Spell p37)~~(DR328 p72)~~

<Necro, VSM(30gp tiny silver fiddle), 1StdAct, Close-range, Concentration up to 1rnd/lvl, FortNeg,   
SR applies>

– The caster chooses a target creature with a skeleton or exoskeleton. A ghostly fiddle bow appears and begins to “play” the target like a fiddle, making painful music.

Each round, the target receives a Fortitude save. If successful, the spell ends. Otherwise, the spell’s target takes 3d6 Sonic damage and receives a –20 penalty on Move Silently checks. The spell continues even if the target leaves the caster’s line-of-sight and/or line-of-effect.

Note: previously named Tvash Prull’s Bonefiddle.

Command Undead(PH p211)

<Necro, VSM(bone, raw meat), 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

– One Undead creature becomes friendly towards the caster and will not attack him/her. Only intelligent Undead area allowed a saving throw. The caster can give the target orders. Intelligent Undead must be convinced with a Charisma check, but unintelligent ones will obey even destructive commands (as long as they are simple).

Curse of Impending Blades(Spell p56)

<Necro, VSM(nail, leather)/DF, 1StdAct, Medium-range, 1mn/lvl, no save, SR applies>

– The target receive a –2 penalty to AC.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

Death Armor(Spell p60)~~(MoF p87)~~

<Necro, VSM(bone paste)F(50gp onyx), Personal, 1rnd/lvl>

– The caster is surrounded by a black aura that does 1d4 + 1 per 2 levels (max 1d4+10) damage (no save, SR applies) to any creature that attacks with a non-reach weapon

False Life(PH p229)

<Necro, VSM(alcohol), 1StdAct, Personal, until discharged up to 1hr/lvl>

– The caster gains 1d10 + 1/lvl (max +10) Temporary HP.

Ghoul Glyph(Spell p105)

<Necro, VSM(earth from a ghoul’s lair), 1Minute, Touch, until disharged, Fort½, SR applies>

– Caster inscribes a one-use rune upon a touched object which is set off when anyone (visible or otherwise) moves within 5’ of it (other than the caster). The rune itself is 1’ across and can be invisible or faintly glowing, at the caster’s option.

When triggered, all living creatures up to Large size within 5’ of the rune are Held and give off a stench that Sicken all within 10’. Both effects last for 1d6+2 rounds.

If noticed, a *Read Magic* along with Spellcraft check vs. DC 13 will identify the effect contained by the rune. The rune can be found with a Search check vs. DC 27 and removed with a Disable Device check vs. DC 27.

Ghoul Touch(PH p235)

<Necro, VSM(dirt from a ghoul’s grave), Touch, 1d6+2rnds, FortNeg, SR applies>

– Touched Humanoid is Held & gives off a stench. Anyone (other than the caster) who within 10’ of the target is Sickened (FortNeg)

Life Bolt(MoF p105)

<Necro[ray], VS, 1StdAct, Medium-range, no save>

– One ray per 2 levels (max 5) deal 2d4 damage to Undead. Each ray costs the caster 1 hp.

Scare(PH p274)

<Necro[fear][mind], VSM(bone chip from an undead), 1StdAct, Medium-range, Will½, SR applies>

– One living target per three levels within a 30’ area & up to 5HD are Frightened for 1rnd/lvl unless a target makes its saving throw. On a successful save, the target is Shaken for 1rnd.

Shroud of Undeath(MoF p117)(MoFe)+

<Necro, VSM(dust from a destroyed undead), 1StdAct, Personal, 10min/lvl(D)>

– The caster is shrouded with an invisible aura of negative energy with the following effects:

a) Undead think the caster is one of their own

b) +5 bonus on Disguise checks to make the caster appear to be Undead.

c) *Cure* spells harm the caster & *Inflict* spell heal the caster.

d) Spells that target Undead can target the caster.

e) The caster can be Turned / Rebuked as if he/she were an Undead with the same number of HD. The effect lasts for 10rnds & can be resisted on a Will save.

Action Effect DC to Resist

Turned Panicked 10+Cha mod

Destroyed Stunned 15+Cha mod

Rebuked Cowering 10+Cha mod

Commanded Charmed 15+Cha mod

Attacking an Undead immediately ends this spell.

Spectral Hand(PH p282)

<Necro, VS, 1StdAct, Medium-range, 1min/lvl(D)>

– Creates a disembodied glowing hand to deliver Touch spells of up to 4th level (as a normal attack). The caster transfers 1d4hp into the hand (which are restored when the spell ends if the hand is not “killed”).

The hand has the following:

a) gets a +2 bonus on melee touch attacks;

b) is Incorporeal;

c) has Improved Evasion;

d) uses its caster’s Base Save Bonuses;

e) has AC 22 + caster’s Intelligence modifier.

Stolen Breath(DR314 p40)

<Necro[air], VSF(glass vial), 1StdAct, Medium-range, Instantaneous, FortNeg, SR applies>

– The air-breathing target has its lungs emptied of air unless it makes a Fortitude save. If target fails the save, he/she can either take one Full Round action to recover –or– become Sickened for 1d4 rounds.

Wracking Touch(CAdv p158)

<Necro, VS, 1StdAct, Touch, Instantaneous, Fort½,   
SR applies>

– Touch attack does 1d6 + 1 per level (max 1d6 + 10) damage –and– the target takes damage as if the caster made a Sneak Attack on it (if vulnerable).

### Transmutation

Alter Self(PH p197)

<Trans(polymorph), VS, 1StdAct, Personal, 10min/lvl(D)>

– The caster’s body changes into an other creature of the same type (typically Humanoid) within 1 size category larger or smaller. The new creature can have a base HD no more than the Caster level (max 5HD). The caster can choose the details of the body within the typical range (eye color, hair length, skin tone, etc.). The caster retains all his/her own ability scores, attack bonuses, etc. See the Alternate Form Table.

Animalistic Power(PH2 p101)

<Trans, VSM(animal fur), 1StdAct, Touch, 1min/lvl>

– Touched creature receives a +2 Enhancement bonus to Strength, Dexterity, & Constitution.

Augment Familiar(Spell p17)(CWar p116)

<Trans, VS, 1StdAct, Close-range, Concentration + 1rnd/lvl>

– The caster’s familiar gains the following:

a) +4 Enhancement bonus to Strength, Dexterity, & Constitution;

b) Damage Reduction 5/magic; and

c) +2 Resistance bonus to saving throws.

Balagarn’s Iron Horn(MoF p79)

<Trans[sonic], VS, 1StdAct, Close-range, no save>

– A Cone of intense vibrations trip those in the area. Make a trip check for each target as if the attacker had a Strength of 20.

Balor Nimbus(Spell p24)

<Trans, VSM(soot)/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster is surounded by flames, which do 6d6 Fire damage to any creature in a Grapple with the caster.

Bear’s Endurance(PH p203)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Constitution.

Belker Claws(Spell p26)

<Trans[air][touch], VSM(vial of smoke), 1StdAct, Touch, 1rnd + 1rnd/3lvls, no save, SR applies>

– The touch attacked creature takes 2d12 dmg this round and continues to take 2d12 damage for 1 round per 3 levels (up to 4 extra rounds max at 12th level).

Body of the Sun(Spell p35)~~(CDiv p155)~~

<Trans[fire], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– All creatures within a 5’ radius Emanation of the caster take 1d4 per 2 levels Fire damage (max 5d4) (Ref½, SR applies) each round.

Bristle(Spell p40)

<Trans, VS, 1StdAct, Touch, 1min/lvl(D)>

– When the wearer of the touched suite of armor makes his/her 1st melee attack of the round, magical spikes extend from the armor and attempt to damage the same opponent. The spikes have an attack bonus equal to the Caster level and do 2d6 damage.

The wearer is not hindered by the spell.

Bull’s Strength(PH p207)

<Trans, VSM(bull hair)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Strength.

Cat’s Grace(PH p208)

<Trans, VSM(cat hair), 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Dexterity.

Celerity, Lesser(PH2 p105)

<Trans, V, 1 Immediate Action, Personal, Instantaneous>

– The caster may take a Move Action and then is Dazed until the end of his/her next action.

Construct Essence, Lesser(RoE p184)(FoE p150)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– The touched Living Construct gains the following benefits:

a) Moderate Fortification (negates critical hits and sneak attacks 75% of the time);

b) gains Low-Light Vision;

c) becomes immune to nonlethal damage and Stunning.

This spell Counters and Dispels *Lesser* *Humanoid Essence*.

This spell is negated if cast upon a target under the effect of *Humanoid Essence* or *Greater Humanoid Essence*.

Darkvision(PH p216)

<Trans, VSM(carrot/agate), 1StdAct, Touch, 1hr/lvl>

– The touched subject can see up to 60’ in non-magical darkness, but in black & white only.

Eagle’s Splendor(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Charisma.

Earthen Grasp(CArc p104)

<Trans[earth], VSM(tiny clay hand), 1StdAct, Close-range, 2rnds/lvl, no save, SR applies>

– A Medium-sized arm of soil rises from the targeted hex of earth or sand. It attempts to Grapple any creature in its hex or one that is adjacent. If not directed by the caster, it attacks randomly.

The arm has a Strength of 14 + 1 per three caster levels. The arm can make one Grapple attempt per round and does generate an Attack of Opportunity. If successful, it attempts to Pin the target, which does (1d6+Strength modifier) hp of lethal damage each round.

The arm has AC 15, Hardness 4, and 3 hp per Caster level.

Energize Potion(BoED p98)

<Trans, VSM(a magic potion), 1StdAct, Ref½, SR applies>

– A touched magical potion can be launched to a spot within Close-range, where it explodes in a 10’ radius Burst, doing 1d6 damage per Spell level of the potion. The damage is of an Energy Type designated at casting time.

Fly, Swift(CAdv p149)

<Trans, V, 1 Swift Action, Personal, 1 round>

– The caster flies at a speed of 60’ (40’ if in Medium or Heavy Armor –or– if carrying a Medium or Heavy load) with Good maneuverability. ½ speed going up, 2x speed going down.

If spells expires/is dispelled, subject descends   
at 60’ per round for 1d6 rounds before falling.

Fox’s Cunning(PH p233)

<Trans, VSM(fox hair)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Intelligence.

Increase Virulence(PH2 p115)

<Trans, VSM(licorice root), 1Min, Touch, 1min/lvl,   
no save, no SR>

– The touched poisonous creature or vial or poison has its Poison DC increased by +2 for the spell’s duration.

Knock(PH p246)

<Trans, V, 1StdAct, Medium-range, Instantaneous>

– Opens one locked, stuck, or magically sealed door of up to 10 square feet per level. Two separate locks are effected by each casting.

*Arcane Lock* is Suspended for 10 minutes.

Levitate(PH p248)

<Trans, VSF(leather cord), 1StdAct, Close-range, 1min/lvl(D)>

– Willing subject or object (up to 100 lbs./level) moves up or down 20’/round under the caster’s control as a Move Action.

Attempts to attack with melee or ranged weapons while levitating result in the attacker becoming increasingly unstable. Each attack gains a cumulative –1 penalty (max –5). The penalty can be reduced back to –1 by taking a Full-Round Action to regain stability.

Lively Step(PGF p106)

<Trans, VSF(small drum), 1StdAct>

– The caster and all allies within a 30’ radius Emanation receive the following benefits as long as the caser only takes move actions:

a) +10’ movement;

b) may ‘Hustle’ for 1 extra hour per day per Caster level (see PH p164), though exceeding 8 hours of travel per day still counts as a ‘forced march’.

Mountain Stance(DR314 p28)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– The touched creature can ‘root’ itself to the ground as Free-Action. When rooted, any attempt to move the subject must overcome a DC of (12 + Caster level). This include checks to Grapple, Lift, Push, Bull Rush, Overrun, Throw, Trip, etc.

If the subject is moved against his/her will, the spell ends.

The subject can voluntarily move, though he/she is then no longer rooted. The subject can still ‘re-root’ as a Free-Action.

Owl’s Wisdom(PH p259)

<Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Wisdom.

Pillar of Sand(DR351 p30)

<Trans[earth], VSF(lots of sand), 1StdAct, Touch, 1rnd/lvl(D)>

– The sand in a 10’ radius under the touched target raised up to 10’ per Caster level. Creatures witin the radius can get off the pilar before it rises by making a Reflex save (no SR).

The caster can control the pilar as a Free Action. If the caster does not excert control, then the target can control the pilar as a Free Action.

Whomever is in control of the pilar may make it increase / descrease its height by 10’ per round (up to the maximum of 10’ per Caster level) and/or make it move horizontally at the rate of 10’ per 5 Caster levels (max 40’). The pilar may not cross water or enter an occupied square.

If a creature enters the pilar’s square (it is only solid at the top), he/she takes 1d4 damage per round (Ref½, no SR) and is Blinded for 1d6 minutes (RefNeg, no SR).

The pilar collapses if targeted by *Move Earth*, taking (10 hp per Caster level) damage (Hardness 5, AC 9 + Intelligence modifier), or if the target steps off. Anyone still on the pilar when it collapses takes the appropriate falling damage.

Note: 500 cubic feet of sand must be available for each 10’ of height.

Pyrotechnics(PH p267)

<Trans, VSM(fire source), 1StdAct, Long-range>

– Transforms a burning fire into either Fireworks or a Smoke Cloud. In either case, the fire (up to a 20’ cube) is extinguished (unless it is cast on a Fire Elemental, which takes 1hp/level).

Fireworks – creatures within 120’ who are looking are the fire are Blinded for 1d4+1rnds (WillNeg, SR applies).

Smoke Cloud – 20’ radius Cloud of smoke lasts for 1rnd/lvl. Anyone within it receives a –4 penalty to Strength and Dexterity until 1d4+1rnds after getting out of the smoke (FortNeg, no SR).

Repair Moderate Damage(CArc p120)(Eb p114)(DR317 p36)

<Trans, VS, 1StdAct, Touch, Instantaneous>

– The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 2d8 +1 per level (max 2d8+10) hp.

Returning Weapon(RotW p175)

<Trans, V, 1 Swift Action, 1rnd/lvl(D)>

– The touched thrown weapon returns to the hand of its thrower at the start of the round after it was thrown. Catching the weapon is a Free Action.

Rope Trick(PH p273)

<Trans, VSM(corn powder, parchment), 1StdAct, Touch, 1hr/lvl(D)>

– A touched piece of rope 5’ to 30’ long rises into the air and connects to an extra-dimensional space. One person at a time can climb the rope (DC 5) into the space, which can hold up to 8 creatures of any size (including the caster).

The space is only accessible via the 3’x5’ opening the people climb through. The opening is Invisible and creatures who can see through invisibility can only see the portal, not what is inside of it.

Unless spells (including Divinations) can cross dimensional boundaries, they cannot effect creatures within the extradimensional space.

At the end of the spell, everything inside the space falls to the ground.

If any other extra-dimensional magics (such as a Bag of Holding) are brought into the *Rope Trick*, there may be some destructive interference.

Scent(CDiv p178) (CDivErrata)+

<Trans, VSM(mustard, pepper, sweat), 1StdAct, Touch, 10min/lvl>

– The subject gains the Scent Ability.

Sonic Weapon(CAdv p157)

<Trans[sonic], V, 1StdAct, Touch, 1min/lvl(D)>

– The touched weapon does +1d6 Sonic damage on each hit. Projectile weapons bestow this bonus damage on its ammunition.

Spider Climb(PH p283)

<Trans, VSM(live spider, drop of bitumen), 1StdAct, Touch, 10min/lvl>

– Touched creature can travel along walls & ceilings like a spider (20’ movement). The subject does not loose his/her Dex bonus to AC while climbing, nor do opponents gain a bonus to attack the subject.

The subject must have bare hands & feet.

Stone Bones(MoF p123)

<Trans, VSF(tiny skull carved from stone), 1StdAct, Touch, 10min/lvl>

– Touched Corporeal Undead gains +3 Natural Armor bonus due to a hardened skeleton.

Stonemantle(DR314 p29)

<Trans[earth], VSM(powdered marble), 1StdAct, Close-range, 10min/lvl>

– One or more target objects within range gain the resilience of stone (i.e., Hardness 8, 15 hp per inch). The caster can effect 1 Tiny-sized object per level or the Object Equivalence. All effected object have a dull-gray tint for the spell’s duration.

Stretch Weapon(PH2 p126)

<Trans, V, 1 Swift Action, Touch, 1 attack>

– The melee weapon wielded by the caster receives +5’ reach for one attack.

Swim(CArc p125)

<Trans[water], VSM(goldfish scale), 1Round, Close-range, 10min/lvl(D)>

– The subject gains swimming ability:

a) can swim at his/her normal land speed;

b) gains a +8 Competence bonus on Swim checks to perform special actions or avoid hazards, with standard penalties;

c) can “Take 10” on Swim checks under rushed or threatened conditions; &

d) can take a “Run” action while swimming.

Limitations:

a) this spell does not grant water breathing; &

b) if carrying more than a Light Load, the subject must make a Swim check to move at his/her normal land speed.

Unseen Crafter(RoE p191)

<Conj(creat), VS, 1StdAct, Close-range, 1day/lvl(D)>

– Creates invisible force that makes Craft checks using the caster’s ranks in the appropriate skill plus the caster’s Primary Stat modifier. The ‘crafter’ must be provided with tools and raw materials. The spell ends when a single assigned task is completed.

Once instructed to repair a Warforged, the ‘crafter’ receives a +10 bonus on its check.

If ordered, the crafter will “Take 10” or work quickly (by increasing its DC by 10 – see the Skills Index for details).

The crafter has a movement of 15’, but it must stay in range.

The crafter cannot attack, nor can it be the direct target of attacks, but if it takes 6hp of damage from area-of-effect attacks, it is dissipated.

Whirling Blade(CArc p129)

<Trans, VSF(melee slashing weapon), 1StdAct, Instantaneous, no save, no SR>

– The caster throws the focus melee slashing weapon and attacks creatures in a 60’ Line. The caster makes a single melee attack at each target, though the caster may use his/her Primary Casting Attribute in place of his/her Strength modifier as the bonus on the attack roll and the damage roll. Any feats, etc., apply normally.

Once all creatures in the line has been attacked, the focus weapon returns immediately to the caster’s hand.

Whispering Wind(PH p201)

<Trans[air], VS, 1StdAct, 1mile/lvl, no SR>

– A message is carried on the wind to a location known to the caster. The message can be 25 words, a sound that lasts one round, or simply a faint stirring of air. The location must be within range & there must be an open path for the wind to travel through.

Once it arrives, the message is hearable within a 10’ radius Spread.

Wraithstrike(CAdv p158)

<Trans, VS, 1 Swift Action, Personal, 1rnd>

– The caster’s melee and/or natural weapons become translucent, allowing the caster to make attacks with a melee touch (instead of a normal attack).

### Universal

Familiar Pocket(CArc p106)

<Univ, VSM(gold needle, cloth), 1StdAct, Touch, 1/hr/lvl(D)>

– The touched container or pocket becomes a safe place for a familiar of up to Tiny size. If the familiar is in contact with the wearer / possessor of the pocket, the subject (and even the familiar, if it can speak) can cause the familiar to enter or leave the extradimensional pocket as a Free Action.

While inside, the familiar has the following benefits:

a) Total Cover;

b) Total Concealment;

c) if closed, the pocket is air & water tight and contains 1 hour of air.

### Combination

Blaze Bones(DR347 p76)

<Evoc/Necro[evil][fire], VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– The target corporeal Undead is covered with fire, granting the following:

a) +2 bonus on melee attacks;

b) +1d6 Fire damage on melee attacks;

c) the Undead takes 1d3 Fire damage each round. If negated (typically from Fire Resistance), the spell immediately ends;

d) if the Undead is reduced to 0 hp, it explodes in flame, causing 2d6 Fire damage to all adjacent hexes (Ref½).

Note: Mindless Undead automatically fail their save against this spell.

Cold of the Grave(DR347 p77)

<Evoc/Necro[cold][evil][ray], VS, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

– If the target is struck by the ranged touch attack, he/she suffers the following:

a) 1d6 Cold damage (no save);

b) 1d6 Negative Energy damage (no save);

c) 1 + (1 per 4 levels) Strength damage (max 5 points) (FortNeg).

Kelgore’s Grave Mist(PH2 p116)

<Conj/Necro, VSM(grave dirt), 1StdAct, Medium-range, 1rnd/lvl, no save, SR partial>

– Each round a living creature is within the stationary 20’ radius Spread take 1d6 Cold damage (no save, no SR) and becomes Fatigued (no save, SR applies).

## 3rd Level

### Abjuration

Abolish Shadows(UE p47)

<Abj, VSM(obsidian), 1StdAct, Instantaneous>

– All shadows within a 30’ radius of the caster are disrupted:

a) All shadow creatures (i.e., shadows, shades, creatures with the ‘shadow’ subtype) take 1d6/lvl (max 10d6) Fort½.

b) All spells with the subtype or descriptor of ‘shadow’ are dispelled on a successful Caster check (max +10) vs. DC (11 + the effect’s caster level).

Anticipate Teleportation(Spell p13)~~(CArc p97)~~

<Abj, VSF(500gp platinum & crystal hourglass),   
10Minutes, Touch, 24hrs, no save, no SR>

– If any spell with the [teleport] subtype has its destination within a 5’ per level Emanation of the touched subject, the following occurs:

a) the subject knows where within the area of effect is the destination of the spell;

b) the subject knows the number of creatures the spell is transporting and their sizes;

c) the arrival of the teleporting creatures is delayed for 1 round, allowing the subject (and anyone he/she informs) a chance to prepare. The teleporting creatures do not know they were delayed

d) if a creature’s destination was within the area of effect, but it fails to arrive there (possible due to making a bad roll on the *Teleport* table), the subject knows that the teleporters were inbound and then something went wrong. The subject does not know the final destination.

This spell applies even if the destination is not the one intended by the caster of the teleportation spell (due to a mishap).

Note: The subject must carry the focus or the spell ends.

Antidragon Aura(Spell p14)

<Abj, VSM(25gp platinum)/ DF, 1StdAct, Close-range, 1min/lvl>

– One creature per two levels in a 30’ area receive Luck bonus on AC and saving throws vs. the attacks, spells, & special abilities of Dragons.

Level Bonus Level Bonus

up to 8th +2 13th – 16th +4

9th – 12th +3 17th+ +5

Arcane Seal(DR344 p82)

<Abj, VSF(50gp platinum key which not currently attuned to any other *Arcane Seal*), 1StdAct, Touch, Permanent>

– “Locks” the touched door, chest, or portal (of up to 30 square feet per level). The locked object can be opened with the Focus Key.

The locking aspect of this spell may be Suppressed for 10 minutes by *Knock* or may be removed normally with *Dispel Magic*. Also, the object may be broken, though this spell gives it a +10 bonus to its break DC.

If the target object is opened or if this spell is dispelled, the bearer of the Focus Key is immediately informed.

Avoid Planar Effects(Spell p19)

<Abj, V, 1 Immediate Action, 1min/lvl>

– One subject per level within 20’ radius Burst of the caster is “attuned” to the current plane of existent, making survival much easier. Below are some (but not all) possibilities:

Plane-Trait Effects Ignored

Fire 3d10 Fire dmg / round

Water Breath water

Earth Cannot suffocate

Positive Not blinded & stop gaining Temp HP before exploding

Negative No damage / negative levels

Dispel Magic(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +10). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Earthen Grace(DR314 p28)

<Abj[earth], VSM(1 pound granite, 100gp powdered gems), 1StdAct, Touch, 1min/lvl>

– The touched creature take nonlethal damage from the natural attacks from creatures made of earth or stone, creatures with the [earth] subtype, falling damage into the ground, weapons with stone heads, etc.

If the target’s nonlethal damage ever becomes equal to its current hit-points, the spell ends.

Energy Aegis(PH2 p111)

<Abj, VS/DF, 1 Immediate Action, Close-range, until discharged up to 1rnd>

– Target creature receives Energy Resistance 20 vs. an Energy Type of the caster’s choosing. Applies to the next attack that does this type of damage within 1 round.

Energy Vulnerability(PH2 p111)

<Abj, VSM(tiny wooden shield)/DF, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– (2 \* Caster level) HD of creatures (chosen by the caster) in a 10’ radius Burst take +50% damage from one Energy Type for the spell’s duration.

Eradicate Earth(Und p58)

<Abj[earth], VSM(stone), 1StdAct, Instantaneous, Fort½, SR applies>

– All creatures with the [earth] subtype within a 40’ radius Burst of the caster take 1d8 damage per level (max 10d8). All other creatures take no damage.

Explosive Runes(PH p228)

<Abj[force], VS, 1StdAct, Touch, until discharged(D)>

– Touched object weighing no more than 10 lbs. (typically a book) is magically trapped with runes. Anyone reading them takes 6d6 Force damage (no save). Those within 10’ of the explosion receive a Reflex save for half damage. The trapped object also takes the damage. The caster & anyone the caster designated at cast-time do not set off the runes.

Magic Circle against Chaos(PH p249)

<Abj[law], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Chaotic creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Lawful Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[law], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Lawful creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

Magic Circle against Evil(PH p249)

<Abj[good], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Good Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[good], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Good creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

Magic Circle against Good(PH p250)

<Abj[evil], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Good creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Evil Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[evil], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Evil creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

Magic Circle against Law(PH p250)

<Abj[chaos], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Lawful creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Chaotic Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[chaos], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Chaotic creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

Nondetection(PH p257)

<Abj, VSM(50gp diamond dust), 1StdAct, Touch, 1hr/lvl>

– Touched subject (and its possessions) or an object can only be a target of a *Locate Object*, Crystal Ball, etc., on a Caster check vs. DC (11 + caster level) (+4 if caster is the subject).

Protection from Energy(PH p266)

<Abj, VS/DF, 1StdAct, Touch, until depleted up to 10min/lvl>

– Touched creature is immune to a total of 12 damage per level (max 120 hp) from one Energy Type. Once all the damage has been taken, the spell ends.

Note: This spell takes precedence over *Resist Energy*. Only when this spell is depleted will *Resist Energy* be applied.

Reverse Arrow(MoF p114)

<Abj, VSF(turtle shell, tree sap), 1StdAct, Personal, until discharged up to 10min/lvl>

– Touched subject gains Damage Reduction 10/magic against Ranged Weapons.

This spell ends once it has prevented 10 hp per level (max 100 hp).

Any projectile that does no damage to the caster is reflected back at the attacker using the same attack roll (but new damage is rolled).

Shadow Tentacle, Lesser(LoD p187)

<Abj[shadow], S, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

– One shadow within range is animated into a semi-solid tentacle. The shadow is anchored at one end & attempt to Entangle an opponent within 5’/lvl (max 50’) of that point. To be successful, the tentacle must make a melee touch attack using the caster’s Base Attack Bonus. Once Entangled, the opponent can be held in place or allowed to move at half-speed within the tentacle’s length. To escape, the target must make an Escape Artist check vs. DC 20 or a Strength check vs. DC 23. The tentacle is AC 15 & has 20hp. It is not effected by light, magical or otherwise.

As a Standard Action, the caster can have the tentacle attack a different opponent within range. If it had been entangling someone, that opponent is released.

Sign of Sealing(CArc p122)

<Abj, VSM(100gp emerald), 1Round, Close-range, Permanent>

– One door, check, or portal of up to 30 square feet per level is marked with a visible magical sign that prevents it from being opened. This warded object can be opened with the following methods:

a) the caster can open the object at will;

b) breaking (the spells adds +10 DC to the break check);

c) *Knock* will suppress the spell for 10 minutes on a Caster check vs. DC 11 + Caster level;

d) *Dispel Magic* can break the ward;

e) counts as a Magical Trap that can be disarmed with a Disable Device check vs. DC 28.

If the warded object is magically or mundanely forced open, everything within a 30’ Burst takes 1d4 damage per level (max 10d4) damage (Ref½, no SR).

### Conjuration

Acid Breath(Spell p7)(MoF p108)

<Conj(creat)[acid], VSM(fire ants), 1StdAct, Close-range, Ref½, SR applies>

– 15’ Cone-shaped Burst deals 1d6/lvl Acid damage (max 10d6).

Note: Used to be called *Mestil’s Acid Breath*.

Bands of Steel(Spell p24)(CArc p98)

<Conj(create), VSM(3 small interlocked silver hoops), 1StdAct, Medium-range, 1rnd/lvl, Ref½, no SR>

– Target creature of up to Medium-size is made Helpless by encircling metal bands (Ref save to just be Entangled).

To escape, the target must make a Strength check or Escape Artist check as a Full Round Action (DC 18 if Helpless, DC 13 if Entangled).

Corpse Candle(Spell p53)~~(CArc p101)~~

<Conj(creat), SM(piece of an unpreserved corpse), 1StdAct, Close-range, 1min/lvl(D)>

– Creates an Incorporeal hand carrying a lit candle. Each round as a Free Action, the caster can direct the had to move up to 50’. If it is ever more than Close-range away from the caster, the spell ends.

The candle gives off a 5’ radius of light. Also, any Invisible or Ethereal creatures/objects in the candle’s light are shown as an outline, negating any miss chance.

The hand cannot be attacked, but it can be Dispelled.

Dimension Step(PH2 p110)

<Conj(teleport), VS, 1StdAct, Close-range, Instantaneous>

– One willing creature per 3 levels within a 30’ area can teleport up to his/her base land speed to a location of the target’s choosing within his/her line-of-sight. This does not generate an Attack of Opportunity.

Dust Storm(DR331 p71)

<Conj(creat), VS, 1StdAct, Medium-range, 1rnd/lvl, no save, no SR>

– Everything within a 60’ diameter by 30’ tall cylinder are affect as follows:

a) Anything with 5’ has Concealment, while anything farther has Total Concealment;

b) Anything ending its round within the cylinder takes 1d6 Slashing damage.

Luminous Assassin, Lesser(PH2 p117)

<Conj(sum), VSF(dagger), 1StdAct, Medium-range, 1rnd/lvl, no save, no SR>

– Summons one ‘Lesser Luminous Assassin’ (an Extraplanar Human Rogue 1 (PH2 p118)). On the first round, the target is considered Flat-Footed. On subsequent rounds, the ‘Lesser Luminous Assassin’ continues to attack intelligently without supervision.

If the designated target dies or leaves the spell’s range, the ‘Lesser Luminous Assassin’ waits until you designate another foe. Otherwise, it continues to try to kill its opponent.

Mage Armor, Greater(CArc p114)

<Conj(creat)[force], VSF(tiny 25gp platinum shield), 1StdAct, Touch, 1hr/lv(D)>

– Touched subject gains +6 Armor bonus to AC.

Melf’s Unicorn Arrow(PH2 p119)

<Conj, VSF(25gp ivory replica of a unicorn horn), 1StdAct, Medium-range, Instantaneous, no save,   
no SR>

– Launch one ‘Unicorn Arrow’ + one per 3 levels above 5th (max 5 at 17th level) at one or more targets within 15’ of each other.

Each ‘Unicorn Arrow’ requires a ranged touched attack to hit and does 1d8+8 damage. In addition, any target damaged by one or more ‘Unicorn Arrows’ receives a Bull Rush (DC 21 + 2 per ‘Unicorn Arrow’ after the 1st). If the target fails the check, he/she is moved back 5’ + 5’ for each 5 points by which the check failed.

Phantom Steed(PH p260)

<Conj(creat), VS, 10Minutes, 1hr/lvl(D)>

– The caster creates a magic horse with insubstantial hooves that make no sound, plus saddle, bit, & bridle. Only the one person designated by the caster can ride the horse. The horse has AC 18, 7 + 1/lvl HP, can move at 20’/lvl (max 240’) & can carry its rider plus 10 lbs/lvl. At higher caster levels, the horse has extra abilities:

8th: ride over mud, sand, etc. at normal rate.

10th: ride over water at normal rate.

12th: ride horizontally across air for 1 round at normal rate.

14th: Fly at normal rate/average.

Sepia Snake Sigil(PH p276)

<Conj(creat)[force], VSM(500gp amber powder, snake scale, mushroom spoors), 10Minutes, Touch, until discharged then 1d4+1/lvl days(D), RefNeg, no SR>

– Creates a ward on a book, map, etc. If anyone but the caster reads the text with the ward, the spell discharges & the target gets a Reflex save. If it fails, the target is encased in amber light & put into Suspended Animation for 1d4 + 1/lvl days, though the caster can cancel it. While in suspended animation, the target can still be injured or killed normally.

Shark Bolt(DR334 p76)

<Conj(creat)[water], VSM(shark teeth), 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>

– Creates 1 Medium-sized Shark made from water for each 5 caster levels (max 5 at 20th). Each ‘shark’ appears next to a target designated at casting time. The ‘shark’ attacks its target once per round at the caster’s highest base attack bonus. A successful hit does 1d6 + 1 per three caster levels (max 1d6 +6 at 18th).

One or more of the ‘sharks’ may be retargeted by the caster with a Move Action. If the shark only moved 30’ to its new target, it may attack the round it moved.

A ‘shark’ may not be damaged, but is dispelled by any [fire] spell that touches it (AC 11). Also, each time a shark hits a creature with Spell Resistance, it must overcome the SR or be dispelled.

Sleet Storm(PH p280)

<Conj(creat)[cold], VSM(dust, water)/DF, 1StdAct, Long-range, 1rnd/lvl, no save, no SR>

– Blocks all vision in a 40’ radius Spread by 20’ high cylinder. Moving in the area of effect requires a Balance check vs. DC 10. Success allows ½ movement, while failing by 5 or more causes the target to fall down.

Stinking Cloud(PH p284)

<Conj(creat), VSM(rotten eggs/skunk cabbage leaves), 1StdAct, Medium-range, 1rnd/lvl, FortNeg>

– Creates a 20’ radius by 20’ high Cloud of noxious fog.

Everyone within the fog must make a Fortitude save each round or be Nauseated, which remains until the target has been out of the fog for 1d4+1 rounds.

The fog can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

Summon Monster III(PH p286)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster III 1

Summon Monster II 1d3

Summon Monster I 1d4+1

Summon Undead III(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.

Table #

Summon Undead III 1

Summon Undead II 1d3

Summon Undead I 1d4+1

No summoned Undead may have more Hit Dice than (Caster level + 1).

### Divination

Alter Fortune(PH2 p101)

<Div, VX(200), 1 Immediate Action, Close-range, Instantaneous, no save, no SR>

– The target must reroll a roll he/she just made and keep the new result.

Analyze Portal(Spell p10) ~~(FR p66)~~

<Div, VSM(lens, mirror)/DF, 1Minute, Concentration up to 1rnd/lvl(D)>

– Detects and analyzes Portals in a 60’ Cone-shaped Emanation. Detection takes 1 round, after which the caster may spend an addional rounds to identify properties of each Portal by making a Caster check vs. DC 17 (retry once per round).

Arcane Sight(PH p201)

<Div, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s eyes glow blue & is to see magic auras within 120’, allowing his/her to know the strength & school of all magic effects & items by making a Spellcraft check vs. DC (15 + spell level). By spending a Standard Action scrutinizing a target, the caster can know if it has any spell casting or spell-like abilities, whether they are Arcane or Divine, & the power level of the highest spell effect still available to the target today.

Circle Dance(Spell p46)(MoF p84)

<Div, VS, 1Min, Personal, Instantaneous>

– Indicates direction to known target & if that person is unharmed, wounded, dying, etc.

Clairaudience/Clairvoyance(PH p209)

<Div(scry), VSF(small horn for hearing –or– a glass eye for seeing)/DF, 10Minutes, Long-Range, 1min/lvl(D), no SR>

– Hear –or– see into a known or obvious (i.e., other side of a door) location within range. Once the location is targeted, the Magical Sensor cannot be moved.

Magically enhanced senses cannot be used through this spell, though a 10’ radius can be seen in non-magical darkness.

Crown of Clarity(PH2 p107)

<Div, VSF(6” pewter hoop), 1StdAct, Touch, until discharged up to 1hr/lvl(D)>

– A magical circlet appear on the subject, taking up his/her ‘head’ magic item location. If removed, the spell ends immediately.

The subject receives a +2 Competence bonus on Listen and Spot checks.

As an Immediate Action, the subject can discharge the spell, receiving a +8 bonus on one Listen or Spot check, after which the spell ends.

Detect Metal and Minerals(RoF p189)

<Div, VSM(10 lbs of sample metal / mineral), 1StdAct, 60’ range, Concentration up to 10min/lvl(D)>

– The caster locates metal or minerals within 60’ in a 90 degree arc, even through walls, etc. A 10 pound sample of the material must be available, though as a Standard Action, the caster can switch to a different sample (i.e., scan for gold first, and then silver) as long as Concentration is maintained. A worked sample (e.g., coins, weapons, etc.) can only help in the detection of a worked target, and a raw sample (e.g., iron ore) can only help in the detection of an unworked target.

The information gained increases the more rounds spent focusing:

1st rnd – detect presence or absence of the target metal or mineral.

2nd rnd – approximate weight of the target material that was detected.

3rd rnd – the distance & direction to the target

Discern Shapechanger(CArc p103)(RoE p184)

<Div, VSM(honey, lotus flower), 1Round, Personal, 1rnd/lvl>

– By spending a Standard Action looking at a creature within 60’, the caster can determine if that creature is polymorphed, disguised, or transmuted and what its true form is. The caster also knows if he/she is viewing a shapechanger in its true form.

Telepathic Bond, Lesser(CDiv p183)

<Div[mind], VS, 1StdAct, 10min/lvl>

– The caster becomes telepathically connected to one willing creature within 30’ that has an Intelligence of at least 6.

Once connected, the subjects can communicate at any range & language is not an issue.

Tongues(PH p294)

<Div, VM(small clay ziggurat)/DF, 1StdAct, Touch, 10min/lvl, no SR>

– The touched subject can understand & speak any intelligent creature’s language.

### Enchantment

Deep Slumber(PH p217)

<Ench(com)[mind], VSM(sand), 1Round, Close-range, 1min/lvl, WillNeg, SR applies>

– Put 10 HD of creatures in a 10’ radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

Dolorous Motes(BoED p97)

<Ench(charm)[mind], VS, 1StdAct, Long-range, 1rnd/lvl(D)>

– The caster creates one 10’ cube of immobile, flickering lights per level. The “clouds” can be placed anywhere within range and do not need to be contiguous.

Any creature within a cloud or who enters a cloud is Dazed for 1 round (WillNeg, SR applies).

Note: The caster takes 1d3 Wisdom damage

Elation(BoED p98)

<Ench[mind], VS, 1StdAct, 1rnd/lvl>

– All allies within an 80’ radius Spread of the caster become full of energy & joy:

a) +2 Morale bonus to Strength & Dexterity;

b) +5’ movement.

Heroism(PH p240)

<Ench(comp)[mind], VS, 1StdAct, Touch, 10min/lvl>

– The touched creature gains a +2 Morale bonus on attacks, saves, & skill checks.

Hesitate(PH2 p114)

<Ench(comp)[mind], VS, 1 Immediate Action, Close-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– Target living creature may only make one Move Action each round.

At the start of the target’s turn, he/she may expend a Swift Action to make a new Will save to end the spell.

Hold Person(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One Humanoid is Held. He/she gets a new Will save each round to end the spell.

Inevitable Defeat(PH2 p115)

<Ench(comp)[mind], VS, 1StdAct, Touch, 1rnd/lvl, WillNeg(repeat), SR applies>

– Touched creature take 3d6 nonlethal damage (no save).

Each round on its turn, the target is allowed a Will save to end the spell. If the save fails, the target takes 3d6 nonlethal damage.

Rage(PH p268)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, Concentration + 1rnd/lvl(D)>

– One willing, living creature per three levels in a 30’ area gains a +2 Morale bonus to Strength & Constitution, +1 Morale bonus on Will saves, & a –2 penalty to AC for the spell’s duration. While under the effect of this spell, it is not possible to cast spells or make some skill checks.

Nybor’s Mild Admonishment(PGF p107)

<Ench(comp)[mind], VSF(stick), 1StdAct, Close-range, 1rnd/lvl, FortNeg, SR applies>

– Target is Dazed for 1d4 rounds, then –2 on All Actions.

Suggestion(PH p285)

<Ench(comp)[mind][language], VM(snake tongue, honeycomb/sweet oil), 1StdAct, Close-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster gives the target 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

At the end of the duration, the instructions loose their power, triggered or otherwise.

Warcry(BoED p111)

<Ench(comp)[mind], V, 1StdAct, WillNeg, SR applies>

– All creatures in a 30’ Cone-shaped Burst are Cowered for 1d4 rounds.

### Evocation

Bigby’s Disrupting Hand(PH2 p102)

<Evoc[force], VSF(soft glove), 1StdAct, Medium-range, 1min(D), no save, SR applies>

– Creates a magical 1’ hand which stays adjacent to a designated target. If the target casts a spell, the hand attempts to distract him/her, requiring a Concentration check vs. the DC of this spell to successfully cast the spell. The target can be changed as a Move Action.

The hand has ½ its caster’s normal hit points, an AC of 20 (+4 size, +6 natural), and uses the caster’s saving throws.

Blacklight(Spell p30)(FR p67)(D&D p216)

<Evoc[darkness], VSM(coal, dried eyeball), 1StdAct, Close-range, 1rnd/lvl(D)>

– The target creature, object, or location emanates supernatural darkness in a 20’ radius. Even creatures with Darkvision cannot see through it. The caster can see through the darkness while in the area of effect, but from outside, the area is opaque to the caster too. If a creature or an object in a creature’s possession is targeted by this spell, the creature receives a Will save to negate.

Counters or dispels ‘light’ spell of equal or lower level, though *Daylight* will cancel this spell and be canceled by it.

Blade of Pain and Fear(Spell p30)

<Evoc, VS/DF, 1StdAct, 1rnd/lvl(D), Will½,   
SR applies>

– The caster gains a touch attack that does   
1d6 +1 per two levels damage (max 1d6+10) (no save) and makes the foe Frightened for 1d4 rounds (WillNeg). The caster’s Strength modifier is not added to the damage.

Boccob’s Rolling Cloud(DR338 p49)

<Evoc[fire][electricity], VSM(4 colored stones)/DF, 1StdAct, Close-range, Instantaneous, Ref½ and FortNeg, SR applies>

– All creatures in a Cone-shaped Burst (10’ tall and out to the end of range) take 1d6 per level damage (Ref½). Damage is ¼th Electricity, ¼th Fire, ¼th Positive Energy, & ¼th Negative energy. This form of Positive and Negative energy does damage to all types of creatures and may never heal them.

Any creature that fails its Reflex save is Dazed for one round (FortNeg).

Capricious Zephyr(Spell p43)~~(DR314 p38)~~

<Evoc[air], VS, 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– Creates a 5’ diameter sphere of powerful wind that the caster can move up to 30’ per round as a Move Action. If the sphere comes in contact with a creature, its movement for that round end. The target is subjected to a Bull Rush action at +6 in a random direction as far as possible. If pushed, the target is also knocked Prone (RefNeg).

Chain Missile(Spell p44)~~(DR323 p78)~~

<Evoc[force], VS, 1StdAct, Long-range, Instantaneous, no save, SR applies>

– A single target is struck by one 1d4+1 Force damage missile per 2 levels (max 10 missiles) that automatically hit (unless the target has Total Cover or Total Concealment).

Each missile may then move on to another target that is within 30’ of the primary target. Each secondary target also takes 1d4+1 Force damage. A secondary target may only be struck with one missile. If there are more missiles than secondary targets, the excess strike no extra targets.

Inanimate objects cannot be targeted.

Daylight(PH p216)

<Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object gives off bright light in a 60’ radius & dim light for another 60’. The light may be blocked by putting the object in a container.

Treated as ‘sunlight’ for creatures who receive penalties in those conditions, but is not real sunlight so certain Undead are not destroyed.

This spell Suppresses *Deeper Darkness* and is suppressed by it, leaving only the natural illumination in the overlapping area.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Energy Surge(PH2 p112)

<Evoc[variable element], V, 1 Swift Action, Close-range, 1 round>

– Target weapon does +2d6 damage of one Energy Type chosen at casting time.

Fireball(PH p231)

<Evoc[fire], VSM(bat guano, sulfur), 1StdAct, Long-range, Instantaneous, Ref½, SR applies>

– Everything in a 20’ radius Burst take 1d6/lvl Fire damage (max 10d6).

Flashburst(FR p70)

<Evoc[fire][sight], VSM(sulfur)/DF, 1StdAct, Long-range>

– All creatures within the 20’ radius Burst of light are Dazzled for 1 round (no save) & Blinded for 2d8 rounds (WillNeg). If outside the burst, but looking at it & within 120’ feet, Blinded for 2d8 rounds (WillNeg).

Leomund’s Tiny Hut(PH p247)

<Evoc[force], VSM(crystal bead), 1StdAct, 2hrs/lvl(D)>

– Creates a 20’ radius, immobile sphere around the caster that acts as shelter for the caster & up to 9 Medium-sized creatures. The sphere provides protection from temperatures, wind, rain, etc. The spell ends if the caster leaves. Opaque from outside, but transparent from within. No cover, but Total Concealment.

Lightning Bolt(PH p248)

<Evoc[electricity], VSM(fur, glass rod), 1StdAct, Instantaneous, Ref½, SR applies>

– Everything in a 120’ long Line takes 1d6/lvl Electrical damage (max 10d6).

If the bolt hits a barrier that is does not destroy, it stops.

Manyjaws(PGF p106)

<Evoc[force], VSM(2 teeth), 1StdAct, Medium-range, 3rounds, SR applies>

– Creates 1 set of ‘jaws’ per caster level (max 10). Each ‘jaw’ automatically does 1d4 Force damage to a target (Ref½). The caster may assign as may jaws to a target as he/she wishes, and may reassign them later as a Standard Action.

The jaws start at the caster’s location and have a flying speed of 40’ with Perfect maneuverability.

Nchaser’s Glowing Orb(PGF p107)

<Evoc[light], VSF(fist-sized glass orb), 1StdAct, Touch, Permanent>

– Enchants a glass orb to give off light. The controller (by default the caster) can command the orb within 30’ to adjust from no light to any brightness up to its maximum (60’ radius).

If the caster dies, then any Cleric, Sorcerer, or Wizard able to cast 4th level spells can become an orb’s controller by touching it.

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Prismatic Mist(PH2 p121)

<Evoc, V, 1StdAct, Medium-range, 1min/lvl,   
no SR>

– Fills an immobile 30’ Emanation with glowing motes that do not obscure vision. Any creature that enters the area-of-effect or is already in it at the start of his/her round is affected by a random effect:

d8 Color Effect Save?

1 Red 1d4 Fire damage no save

2 Orange 1d6 Acid damage no save

3 Yellow 1d8 Electricity damage no save

4 Green 1d4 Strength damage FortNeg

5 Blue Slowed for 1 round WillNeg

6 Indigo Confusion for 1 round WillNeg

7 Violet Dazed for 1 round WillNeg

8 <roll twice, ignoring any 8’s>

Ray of the Python(PH2 p122)

<Evoc, VS, 1StdAct, Close-range, 1min, RefNeg,   
SR applies>

– If the target creature is hit by the ranged touch attack, he/she receives the following penalties:

a) can only make 1 attack per round;

b) can not make Attacks of Opportunity; &

c) movement is reduced by 10’.

Each round, the target may make a save to ignore the effects for that round.

Resonating Bolt(CArc p121)

<Evoc[sonic], VS, 1StdAct, Instantaneous, Ref½, SR applies>

– All creatures and object in a 60’ long Line from the caster take 1d4 Sonic damage per level (max 10d4). If the line strikes a barrier that is broken by the damage, the line continues out to the full 60’.

Scintillating Sphere(MoF p115)(MoFe)+

<Evoc[electricity], VSM(marble, rust), 1StdAct, Long-range, Ref½, SR applies>

– All creatures in a 20’ radius Burst take 1d6/lvl Electrical damage (max 10d6).

Shatterfloor(MoF p116)

<Evoc[sonic], VSF(tiny hammer & bell), 1StdAct, Medium-range, Will½, SR applies>

– All creatures in a 15’ radius Spread take 1d4 Sonic damage per level (max 10d4), plus crumples floor surfaces 6” deep (½ movement to cross).

Shockwave(DR344 p82)

<Evoc[force], VSM(crystal sphere), 1StdAct, Close-range, Instantaneous, Fort½ ,   
SR applies>

– All creatures in a 20’ radius Burst take 1d4 nonlethal damage / level (max 10d4) (Fort½) –and– are Stunned for 1 round (FortNeg).

This spell has no effect on nonliving creatures & objects. Creatures immune to nonlethal damage are not affected by the Stunning.

Stars of Arvandor(BoED p108)

<Evoc[good][force], VS, 1StdAct, Close-range, 1min/lvl(D)>

– One twinkling star per level (max 10) floats around the caster’s head.

Once per round, the caster may either take a Free Action to launch one star –or– take a Standard Action to launch up to three stars.

Each star can have a separate target, requires a Ranged Touch attack to hit, & does 1d8 damage (no save, SR applies). If the target is non-Evil, half the damage is non-lethal.

Steeldance(MoF p123)

<Evoc, VSF(2 daggers), 1StdAct, Touch, 1rnd/lvl>

– Two touched daggers enlarge to become flying animated longswords that attack targets specified by the caster. They are Medium Animated Objects that have AC 14, Hardness 10, 5 hp, Flying 30’/good, +2 atk, & 1d8 slashing damage (19-20/x2 threat).

Wind Wall(PH p302)

<Evoc[air], VSM(tiny fan, exotic feather)/DF, 1StdAct, Medium-range, 1rnd/lvl>

– An Invisible wall of air 2’ wide is created in any continuous shape desired by the caster up to 10’ long per level & 5’ high per level.

The wall is total protection from gases (including some breath weapons), gaseous forms, flying creatures up to Small-size, etc. Arrows & bolts are blocked by the wall, & other ranged weapons have a 30% miss chance. Large ranged weapons, such as a giant’s boulders, are not effected.

The wall may be walked through normally.

### Illusion

Cloak of Khyber(DR337 p59)

<Ill(glamer), VSF(50gp Khyber Dragonshard), 1StdAct, Personal, 1day/lvl>

– Six hours after being cast, the caster’s becomes protected from the following:

a) Divination effects that determine alignment; and

b) being recognized as a disguised or Shapechanging creature by *True Seeing*.

Cone of Dimness(Spell p50)

<Ill(phantasm)[mind], VS, 1StdAct, 1rnd/lvl, WillNeg, SR applies>

– All creatures in a 60’ lone Cone-shaped Burst become Blind for the spell’s duration.

On his/her own round, each target of the spell may make a new Will save. If successful, he/she is no long Blind, but still has a 20% miss chance for the rest of the spell’s duration

Crown of Veils(PH2 p108)

<Ill(figment), VSF(6” brass hoop), 1StdAct, Touch, until discharged up to 1hr/lvl(D)>

– An unseen magical circlet appear on the subject, taking up his/her ‘head’ magic item location. If removed, spell ends immediately.

The subject receives a +2 Competence bonus on Disguise and Hide checks.

As an Immediate Action, subject can discharge the spell, receiving a +8 Competence bonus on a single Disguise or Hide check.

Displacement(PH p223)

<Ill(glamer), VM(displacer beast hide), 1StdAct, Touch, 1rnd/lv(D)>

– Attacks miss touched subject 50% of the time.

Illusory Script(PH p243)

<Ill(phantasm)[mind], VSM(50gp ink), 1Minute+, Touch, 1day/lvl(D), WillNeg, SR applies>

– The caster writes a message that looks like a foreign language to everyone but the intended targets. Those seeing a ‘foreign language’ must make a Will save or obey a suggestion for up to 30 minutes (usually “put the book back & forget about it”).

This spell, including the hidden message, are removed with a successful *Dispel Magic.*

Invisibility Sphere(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic), 1StdAct, Touch, 1min/lvl(D)>

– Makes everyone within 10’ of the touched creature / object become Invisible. If someone made invisible by this spell leaves the 10’ radius or attacks, he/she becomes visible.

Khelben’s Suspended Silence(MoF p103)

<Ill(glamer), VSM(feather, 50gp gem), 1StdAct, Touch, until triggered then 6 rounds>

– Once cast upon an object, this effect remains dormant until the caster touches the object again & says the command word. The object then negates sound for 6 rounds in a 15’ radius that is centered on it.

Legion of Sentinels(PH2 p116)

<Ill(shadow), VSM(miniature figure of a sword fighter made from pewter), 1StdAct, Close-range, 1rnd/lvl, no save, no SR>

– Every hex in an immobile 10’ radius Emanation becomes occupied by a semi-real sword-wielding humanoid, even those already occupied. Each ‘sword fighter’

a) has (2 \* Caster level) hit-points, AC 25, attack bonus of (Caster level), and save bonus of (Caster level);

b) does 1d8 + 1 per 3 Caster levels damage (max 1d8+5);

c) threatens hexes adjacent to it & can make one Attack of Opportunity per round;

d) grants flank bonuses for each other and your allies;

e) does not affect movement, block terrain, or block line of effect.

Major Image(PH p252)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration + 3rnds, WillDisbelief, no SR>

– Creates an illusion that has visuals, sound, smell, & heat of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10’ cubes that are contiguous.

If the image is struck, it disappears unless the caster makes it react appropriately.

Sensory Deprivation(DR324 p72)

<Ill(phantasm)[mind], VSM(black silk cloth), 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– The target becomes Blind, Deaf, and cannot use its Blindsense, Blightsight, Scent, or Treamorsense abilities.

Phantom Guardians(RoD p167)

<Ill(figments), VSM(charcoal), 1StdAct, Medium-range, 1hour/lvl, WillDisbelief, no SR>

– Creates up to one Medium or Small-sized Humanoid per level within the area of effect. Each is visual illusion with some minor sounds (i.e., not speech) and follows a set of instructions set at creation time (such as “stand at the gate and yawn every twenty minutes”, etc.). The instructions cannot be changed and will not interact with changes in its surroundings. Each illusion may have separate instruction.

Phantom Objects(DR316 p62)

<Ill(glamer), VSM(silk, polished granite), 1StdAct, Close-range, 10min/lvl(D), WillDisbelief, no SR>

– Up to one willing creature per two levels in a 30’ area are given the illusion to look like furniture, art, or statuary of the same size as the subject. Any subject that moves has his/her illusion suppressed until he/she is motionless for 1 Full Round, after which the illusion resumes.

Anyone inspecting the “furniture” is allowed a Will save to realize he/she is examining an illusion.

Shadow Binding(CArc p122)

<Ill(shadow), VSM(iron chain), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– All creatures in a 10’ radius Burst who fail their save are Dazed for 1 round and Entangled (DC 20 Strength or Escape Artist check to get free).

Shadow Dagger(DU115 p82)

<Ill(shadow), VS, 1StdAct, 1rnd/lvl(D)>

– The caster creates a Masterwork Dagger that only he/she can wield in melee. The weapon does normal damage if it hits, plus 1d6 per Caster level (max +10d6) (WillNeg, no SR).

Shadowslip(DR337 p74)

<Ill(shadow), VS, 1StdAct, Touch, 1rnd/lvl>

– The touched creature gains the following:

a) 20% Miss Chance due to a layer of protective shadows;

b) when during each Move Action spent in movement, the subject shifts slightly into the Plane of Shadows, which negates Attacks of Opportunity due to movement;

c) members of the Shadar-Kai race under the effect of this spell have their ‘shadow curse’ suppressed.

Spectral Weapon(CAdv p157)

<Ill(shadow), VS, 1 Swift Action, Personal, 1rnd/lvl(D)>

– The caster creates a single weapon with which he/she is proficient. This weapon is normal except for the following:

a) only the caster may wield the weapon (it dissipates if released / dropped);

b) the caster makes touch attacks (instead of normal attacks) to do damage; and

c) when hit, the foe is allowed a Will save (SR applies). If successful, that attack and any that follow only do 1/5th damage and any special effect, such as Death Attack, only has a 20% chance of working.

A caster may only maintain 1 Spectral Weapon at a time.

### Necromancy

Aging Touch(DR350 p77)

<Necro, VSM(dust), 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– The touched living creature is temporarily “aged”, with the following effects:

a) if his/her Age Category is younger than ‘venerable’:

1) 1 Strength damage;

2) 1 Dexterity damage;

3) 1 Constitution damage;

4) looks older (wrinkled skin, white hair), granting a cumulative +2 bonus on Disguise checks;

5) moves to the next Age Category (‘young’ -> ‘middle age’ -> ‘old’ -> ‘venerable’), though he/she gains no benefits from aging (such as a Dragon);

b) if the target is already ‘venerable’ (naturally or due to this spell):

1) target takes 5d6 Untyped damage.

As the Ability Damage heals, the Disguise bonus and the Age Category shift return to their normal values.

Contagious Fog(Spell p52)(Und p57)

<Conj(creat), VSM(used handkerchief)/DF, 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– Creates a 30’ radius Spread by 20’ high Cloud of fog that moves 10’ per round away from its caster. Living creatures in the cloud must make a Fortitude save each round or catch The Shakes with no incubation period.

An infected target immediately takes 1d8 Dexterity damage and must make a Fortitude save vs. DC 13 each day or take another 1d8 Dexterity damage.

The vapors are heavier than air & will sink into an opening in the ground, like an ant hill.

The cloud can be dispersed by Moderate Wind in 4 rounds, or by a Strong Wind in 1 round.

Crown of the Grave(PH2 p107)

<Div, VSM(grave dirt)F(6” wooden hoop), 1StdAct, Touch, until discharged up to 1hr/lvl(D)>

– A magical circlet appear on the subject, taking up his/her ‘head’ magic item location. If removed, the spell ends immediately.

Once per minute, the subject can cast *Command* on an Undead (even though Undead are usually immune to mind-affecting effects). If a ‘Turn/Rebuke Undead’ attempt is expended as part of the *Command*, its DC is +4.

As an Immediate Action, the subject can discharge the spell, receiving a +4 bonus on one ‘Turn / Rebuke Undead’ attempt.

Curse of Impending Blades, Mass(Spell p57)

<Necro, VSM(nail, leather)/DF, 1StdAct, Medium-range, 1mn/lvl, no save, SR applies>

– The enemies in a 20’ radius Burst receive a –2 penalty to AC.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

Curse of the Gypsies(DR348 p75)

<Necro, V, 1StdAct, Close-range, Permanent, WillNeg, SR applies>

– The target is effected by the caster’s choice of the following curses:

Bad Luck ­– when the target rolls a ‘natural 20’, he/she must reroll the die (though a subsequent ‘natural 20’ may be kept).

Mark of the Gypsies – the target receives a mark on his/her forehead that can only be seen by the caster’s clan, *Detect Magic,* or *True Seeing* (though those using the later two methods may not know the symbol’s meaning). Members of the caster’s clan react badly to the target.

Unnatural Aura ­– any animal within 30’ of the target becomes Panicked.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

Note: this spell is usually only available to select clans.

Depression(DR339 p77)

<Necro, VS, 1StdAct, 1rnd/lvl, WillNeg, SR applies>

– All creatures within 20’ radius Burst of the caster receive the following penalties:

a) become Fatigued (a creature already Fatigued does not become Exhausted); &

b) receive a –1 penalty per 3 Caster levels (max –5).

Both penalties go away when the spell ends.

Gentle Repose(PH p234)

<Necro, VSM(salt, copper piece per eye)/DF, 1StdAct, Touch, 1day/lvl>

– Prevents the touched corpse from rotting. Time spells under the effect of this spell does not count towards the time limit of the corpse being brought back by *Raise Dead*, etc.

Halt Undead(PH p238)

<Necro, VSM(sulfur, garlic), 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– Immobilizes up to 3 Undead in a 30’ area. Target gets a Will save to negate only if it has intelligence. If attacked, that target is immediately freed.

Handfang(LoD p187)(RoF p190)

<Necro[evil], VS, 1StdAct, Personal, 1rnd/lvl>

– A fanged mouth grows on the caster’s palm. If the caster touches an opponent, it takes 1d8 damage (Ref½). If the opponent fails its saving throw, the caster may initiate a Grapple as a Free Action without generating an attack of opportunity. If a hold is established, the mouth can continue to bite for 1d8 per round.

Healing Touch(BoED p100) (MoF p100)

<Necro[good], VS, 1StdAct, Touch>

– The touched subject is healed up to 1d6 per two levels (max 10d6) & the caster takes the same amount of damage.

Icefane Corpse(DU109 p51)

<Necro[cold], VSM(wight’s thumbnail), 1StdAct, Close-range, 1rnd/lvl>

– The target Undead receives the following:

a) one of its Natural attacks does +1d6 Cold damage;

b) gains Fire Resistance 10; and

c) Cold damage “heals” the Undead (and any Cold resistance is ignored).

Ray of Exhaustion(PH p269)

<Necro[ray], VS, 1StdAct, Close-range, 1min/lvl, Fort½, SR applies>

– If the target fails the save, he/she becomes Exhausted for the spell’s duration. On a successful save, the target becomes Fatigued (unless already Fatigued, in which case the target becomes Exhausted anyway).

Rain of Terror(DR348 p76)

<Necro[fear], VS, 1StdAct, 1min/lvl, no save, no SR>

– An unnatural rain falls in a 100’ radius Emanation around the caster, with the following effects:

a) all creatures in the area of effect (except the caster) receive a –1 per 4 levels penalty on saves vs. Fear effects (max –5);

b) the caster receives a +10 bonus on Intimidate checks;

c) visibility is reduced to 50%;

d) –4 penalty on ranged attacks, Listen, Spot, & Search checks;

e) unprotected flames are put out & protected flames are put out 50% of the time;

f) the rain takes one of following gruesome forms, though all have the same effect (by making a Concentration check vs. DC 20, the caster can choose; otherwise random):

d8 Type of Rain

1 Black, Putrid Water

2 Ash

3 Steaming Blood

4 Toads

5 Dead Bats

6 Snakes

7 Spiders

8 combination of two

Skeletal Hand(DR348 p28)

<Necro, VS, 1StdAct, Medium-range, 1rnd/lvl(D)>

– Creates a floating skeletal hand that can deliver Touch spells of up to 6th level and/or make attacks. The hand has the following:

a) uses your Base Attack Bonus + your Intelligence modifier as its attack bonus (may grant multiple attacks per round);

b) only gets 1 attack on the round it is created and on a round where it moves;

c) the caster can change the hand’s target as a Move Action to any creature within range that he/she can see;

d) can do 1d6 + 1 per 3 levels (max 1d6+5) Slashing damage as a normal attack, though this counts as ‘spell damage’ and ignores Damage Reduction;

e) has Improved Evasion;

f) uses its caster’s Base Save Bonuses;

g) has AC 12 + caster’s Intelligence modifier;

h) has (5 + ½ Caster level) hp;

i) the 1st time a creature gets attacked with the spells, it gets an Spell Resistance check to end this spell.

Skull Watch(PGF p111)

<Necro, VSF(humanoid skull), 1StdAct, Touch, until discharged up to 1hr/lvl, no SR>

– The touched skull levitates 5’ off the ground and faces a direction of the caster’s choice. If any living creature comes into an area 20’ wide by 90’ long in front of the skull’s face, the following happens:

a) The caster knows the skull was triggered;

b) The skull gives off a loud shriek that can be heard within ¼ mile;

c) Everyone within 60’ of the skull becomes Deaf for 1d6 rounds (FortNeg);

d) The spell then ends.

An untriggered skull can be moved from ‘behind’, which does not trigger it.

The skull has AC12, Hardness 1, and 1hp/lvl. Destroying the skull does not trigger it.

Spider Poison(MoF p123)

<Necro, VSM(poisonous spider), 1StdAct, Touch, FortNeg>

– Touch deals 1d6 Strength damage, repeats in 1 minute. DC is 10 + ½ caster level + Primary Stat modifier.

Undead Lieutenant(MoF p129)

<Necro, VS, 1StdAct, Close-range, 1min/lvl>

– Target Undead that has an Intelligence of at least 5 can give orders to Undead under the caster’s control.

Undead Torch(MoF p129)

<Necro, VSM(firefly), 1StdAct, Close-range, 1rnd/lvl>

– One Corporal Undead gains a blue aura that causes its melee attacks to do +2d4 damage against living creatures.

Vampiric Touch(PH p298)

<Necro, VS, 1StdAct, Touch, no save, SR applies>

– Touch attack against a living creature deals 1d6 per two levels (max 10d6). Caster gains damage as Temporary HP, which last up to 1 hour.

### Transmutation

Air Breathing(Spell p8)~~(Sav p63)~~

<Trans, SM(straw)/DF, 1StdAct, Touch>

– The touched living subjects of the spell can breathe air freely (the subject also keeps any ability to breath underwater it previously had). 2hrs/lvl duration is evenly split between all the subjects.

Amorphous Form(Spell p9)(Und p56)

<Trans, SM(gelatin)/DF, 1StdAct, Touch, 1min/lvl(D)>

– The touched, willing corporeal creature & its equipment becomes ooze-like:

a) can move through openings as small as 2 inches in diameter;

b) gain immunity to poison, polymorphing, stunning, & critical hits;

c) cannot be Flanked;

d) gains a Swim speed equal to its land speed and can remain submerged without breathing indefinitely;

e) Armor & Natural Armor bonuses to AC become 0 (though *Mage Armor* still applies);

f) cannot attack;

g) cannot cast spells that have Verbal, Somatic, Material, or Focus components (i.e., spells must be modified by one or more Metamagics);

h) all Supernatural abilities & magic items are suppressed.

Bite of the Wererat(Spell p28)

<Trans, VSM(rat’s tail), 1StdAct, Personal, 1rnd/lvl>

– Caster becomes rat-like:

a) +6 Enhancement bonus to Dexterity;

b) +2 Enhancement bonus to Constitution;

c) +3 Enhancement bonus to Natural Armor;

d) gain Feat: Weapon Finesse; and

e) a Medium-sized caster gains one 1d4 + 1½ Str Bite attack. Damage for Small-size is 1d3. BAB of +6 or higher does not grant extra attacks.

Blink(PH p206)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster flashes in & out of the Ethereal plane at random. The caster

a) has a 20% chance of losing each attack or spell;

b) has a 50% chance of any attack or spell targeting him being lost (20% if the attacker can see Invisible –or– can target Ethereal creatures, no chance of missing if the opponent can do both). Note that Feat: Blind-Fight does not apply when fighting a blinking opponent;

c) takes ½ damage from area-of-effect attacks & falling;

d) can only move ¾ of normal;

e) can step through solid matter with a 50% chance of becoming solid per 5’ (taking 1d6 damage per 5’ if becomes solid & is shunted to the closest available space); and

f) attacks as if Invisible, gaining a +2 attack bonus, and sneak attack damage typically applies.

g) able to attack creatures in the Ethereal plane with a 20% chance of loosing the attack or spell.

Crown of Might(PH2 p108)

<Trans, VSF(6” copper hoop), 1StdAct, Touch, until discharged up to 1hr/lvl(D)>

– A magical circlet appear on the subject, taking up his/her ‘head’ magic item location. If removed, the spell ends immediately.

The subject receives a +2 Enhancement bonus to Strength.

As an Immediate Action, subject can discharge the spell, receiving a +8 Enhancement bonus to Strength for 1 round.

Crown of Protection(PH2 p108)

<Trans, VSF(6” iron hoop), 1StdAct, Touch, until discharged up to 1hr/lvl(D)>

– A magical circlet appear on the subject, taking up his/her ‘head’ magic item location. If removed, the spell ends immediately.

The subject receives a +1 Deflection bonus to AC –and– a +1 Resistance bonus to all saves.

As an Immediate Action, the subject can discharge the spell, receiving a +4 Deflection bonus to AC –or– a +4 Resistance bonus on all saves for 1 round. At the end of the round, the spell ends.

Curse of Arrow Attraction(PH2 p109)

<Trans, VS, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– Target receive a –5 penalty to AC vs. ranged attacks. Also, any threatened critical with a ranged attack is automatically confirmed.

Distilled Joy(BoED p96)

<Trans, VSF(empty vial), 1Day, Touch>

– The caster fills a vial with Ambrosia that is drawn from a touched creature that is feeling joy. The process does not remove the subject’s feeling; instead the spell solidifies the joy the subject was already giving off.

Ambrosia is a magical substance that is used in the creation of some magic items, or drunk to heal 1hp & take the edge of grief & sadness for 1d4+1 hours.

Deeper Darkvision(Und p58)

<Trans, VSM(carrot/agate), 1StdAct, Touch, 1hr/lvl>

– The touched subject can see up to 60’ in non-magical and magical darkness, but in black & white only.

Evard’s Menacing Tentacles(PH2 p113)

<Trans, VSM(octopus or squid tentacle), 1StdAct, Personal, 1rnd/lvl>

– The caster grows two tentacles, which grant the following:

a) each tentacle may attack each round as a Free Action –and– make one Attack of Opportunity;

b) has a reach of 10’ & threatens everything within its reach;

c) has an attack bonus of (caster’s Base   
Attack Bonus + caster’s Strength modifier);

d) does Bludgeoning damage equal to (1d8 + caster’s Strength modifier);

e) the tentacles also grant the caster a +4 bonus on Climb checks.

Evard’s Menacing Tentacles(PH2 p113)

<Trans, VSM(octopus or squid tentacle), 1StdAct, Personal, 1rnd/lvl>

– The caster grows two tentacles, which grant the following:

a) +4 bonus on Climb checks;

b) each can be used to make a Melee attack as a Free Action each round. Each tentacle has a reach of up to 10’, threatens everything within its reach, has an Attack bonus of (caster’s BAB + Strength modifier), does (1d8 + caster’s Strength modifier) Bludgeoning damage. Each tentacle can also make its own attack of opportunity.

Flame Arrow(PH p231)

<Trans[fire], VSM(flint, oil), 1StdAct, Close-range,   
10min/lvl, no save, no SR>

– 50 grouped projectiles do +1d6 Fire damage

Fly(PH p232)

<Trans, VSF(feather)/DF, 1StdAct, Touch, 10min/lvl>

– Subject flies at a speed of 60’ (40’ if in Medium or Heavy Armor –or– if carrying a Medium or Heavy load) with Good maneuverability. ½ speed going up, 2x speed going down.

If spells expires/is dispelled, subject descends at 60’ per round for 1d6 rounds before falling

Gaseous Form(PH p234)

<Trans, SM(gauze, smoke)/DF, 1StdAct, Touch, 2min/lvl(D)>

– A willing subject & all his/her gear transform into mist which has Fly 10’/Perfect & can slip through any opening. While gaseous, the subject has Damage Reduction 10/magic, becomes immune to poison & criticals, has an AC based only on Dexterity, size, Deflection bonuses, & armor bonuses due to Force effects. The subject cannot attack & can only cast spells with no Verbal, Somatic, Material, or Focus components (due to Metamagics).

Halt(PH2 p114)

<Trans, V, 1 Immediate Action, Close-range, 1rnd, WillNeg, SR applies>

– Target creature becomes stuck to the floor / ground for the spell’s duration. Depending on the target’s action, he/she may still have a Standard Action available.

Does not affect a creature not in contact with the ground. Does not keep the target from teleporting away.

Haste(PH p239)

<Trans, VSM(licorice root), 1StdAct, Close-range, 1rnd/lvl>

– One subject/lvl within a 30’ area moves faster:

a) +1 bonus on attacks;

b) +1 Dodge bonus to AC;

c) +30’ Enhancement bonus to all forms of movement (land, climb, swim, burrow, fly), up to double the base movement;

d) when making a Full-Round Attack, the subject gets an additional attack at his/her best attack bonus.

This spell Counters & Dispels *Slow*.

Icelance(PGF p105)

<Trans, VSM(10 pounds of ice or snow), 1StdAct, Medium-range, Instantaneous, SR applies>

– The material component ice/show becomes a spear made from ice, which is magically launched at a target. The caster must make a ranged attack roll (with a +4 bonus). If successful, the target takes 5d6 damage (½ Piercing damage, ½ Cold damage) and becomes Stunned for 1d4 rounds (FortNeg).

The spell *Ice Storm* can be used to create this spell’s material component.

Keen Edge(PH p245)

<Trans, VS, 1StdAct, Close-range, 10min/lvl>

– Doubles the threat range of one slashing or piercing weapon or 50 grouped projectiles that do slashing or piercing damage.

Does not stack with Feat: Improved Critical or any other threat range improving effect.

Lash of the Kraken(DR334 p75)

<Trans, VS, 1StdAct, Personal, 1min/lvl>

– The caster gains a barb-covered tentacle:

a) may be used as a primary natural weapon or a secondary natural weapon (with a standard –5 penalty);

b) if the tentacle hits, it does damage (below) plus Strength modifier and can start a Grapple without generating an attack of opportunity. If successful, the caster may constrict for standard damage.

Size Dmg Reach Size Dmg Reach

Fine 1 0’ Large 1d8 15’

Dimin. 1 0’ Huge 2d6 20’

Tiny 1d3 5’ Garg. 2d8 40’

Small 1d4 5’ Colos 4d6 60’

Medium 1d6 10’

Mage Hand, Greater(MoF p97)

<Trans, VS, 1StdAct, Medium-range, Concentration>

– A designated object or creature that weights no more than 10 lbs per level can be moved at up to 20’ per move-equivalent action, though it must stay within the spell’s range. A targeted creature is allowed a Will save to resist. The target can be manipulated as if moved by a hand, allowing keys to turn, etc.

Magic Weapon, Greater(PH p251)

<Trans, VSM(powdered lime, carbon)F(weapon)/DF, 1StdAct, Close-range, 1hr/lvl>

– Targeted manufactured weapon –or– a bundled group of 50 projectiles gain an Enhancement bonus to attack & damage of +1 per four levels (max +5).

A Monk’s Unarmed Strike can be the target of this spell.

Modulate(DR338 p78)

<Trans, VS, 1Round, Touch, 1min/lvl(D)>

– The touched Wand generates a different spell for this spell’s duration. The new spell must be cast by *Modulate*’s caster on the round following *Modulate* and it must be at least one level less than the spell normally in the wand. The new spell is cast at the minimum level and consumes 2 charges per use.

Moon’s Change(DR340 p57)

<Trans, VSM(blood from a creature with the ‘shape-changer’ subtype), 1StdAct, Touch, 1rnd/lvl>

– The touched creaure receives Enhancement bonuses to Strength, Dexterity, and Constitution.

During the 1st and last rounds, the bonus is +2. During the 2nd and second-to-last rounds, the bonus is +4. In all other rounds, the bonus is +6.

Repair Serious Damage(CArc p120)(Eb p114)(DR317 p36)

<Trans, VS, 1StdAct, Touch, Instantaneous>

– The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 3d8 +1 per level (max 3d8+15) hp.

Scent of the Monarch(DU127 p30)

<Trans, VSM(200gp rare oils, formian mandible), 1StdAct, Personal, 10min/lvl>

– All Vermin or Insect-like creatures that come within a 30’ radius Emanation of the caster believe that the caster is its “queen” (WillNeg, SR applies) for the spell’s duration. Up to 2HD per level can be affected.

The caster can give simple commands to mindless creatures affected by this spell as a Move Action. Intelligent targets treats the caster as a close friend (similar to *Charm Person*).

Scorpion Tail(RoE p190)

<Trans, VS, 1StdAct, Touch, 1rnd/lvl>

– The touched target grows a magical scorpion tail. As a Free Action each round, the target may make a Melee attack with the tail at full attack bonus against an adjacent foe. If the attack hits, the tails does 2d6 + Strength modifier Piercing damage (no save) and the foe is Stunned for 1 round (FortNeg). The tail attack is treated as ‘magic’ for purposes of overcoming Damage Reduction.

Note: This spell may only be cast by Drow.

Secret Page(PH p275)

<Trans, VSM(fish scales, will-o’-wisp essence), 10Minutes, Touch, Permanent, no SR>

– The touched page looks like something totally different (such as a map or poetry) unless a key-word is used. Using the key-word again returns the page to its disguised state.

If this spell is Dispelled, the hidden material is destroyed too.

*True Seeing* reveals the nature of this spell, but must be used in conjunction with *Comprehend Languages* to see the hidden message.

Seven Ties of the Moon(DR340 p75)

<Trans, VS, 1StdAct, Close-range, 1min/lvl(D), WillNeg, SR applies>

– The target Lycanthrope receives the following benefits & penalties:

a) receives a +10 bonus on his/her Control Shape check;

b) when in Hybrid or Animal form, the Lycanthrope is Fatigued.

Shrink Item(PH p279)

<Trans, VS, 1StdAct, Touch, 1day/lvl(D)>

– Shrinks touched non-magical object of up to 2 cubic feet per level to 1/16th its normal size & 1/4,000th its normal mass (i.e., 4 size categories) & optionally turns it into cloth.

The spells ends when the caster throws the target object against a solid surface or says the command word (or the duration runs out).

Siphon(DR338 p78)

<Trans, VS, 1StdAct, Touch, Instantaneous>

– The touched Wand or Staff is drained of charges to regain a spell slot (Sorcerer) or restore a memorized spell (Wizard).

The spell level that is being restored cannot be higher than the spell level of the item (i.e., a Wand of Fireballs can restore up to a 3rd level spell). For each spell reclaimed, the target items looses 5 charges. Multiple spells can be reclaimed at one time as long as the target item has enough charges.

Slow(PH p280)

<Trans, VSM(molasses), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– One subject per level within a 30’ area:

a) may only take one Standard Action or Move Action each round;

b) suffers a –1 penalty to AC, attacks, & Reflex saves;

c) has its movement halved.

This spell Counters & Dispels *Haste*.

Spiderskin(Und p61)

<Trans, VSM(bit of spider)/DF, 1StdAct, Touch, 10min/lvl>

– Touched subject’s skin becomes tougher. This grants a ‘+n’ bonus to the following, where ‘+n’ is +1 at 3rd level, +2 at 6th level, up to +5 at 12th level:

a) +n Enhancement bonus to the subject’s Natural Armor;

b) +n Racial bonus on saves vs. poison; &

c) +n Racial bonus on Hide checks.

Stony Grasp(CArc p124)

<Trans[earth], VSM(tiny clay hand), 1StdAct, Close-range, 1rnd/lvl, no save, SR applies>

– A Medium-sized arm of soil rises from the targeted hex of earth, sand, or unworked stone. It attempts to Grapple any creature in its hex or one that is adjacent. If not directed by the caster, it attacks randomly.

The arm has a Strength of 14 + 1 per three caster levels. The arm can make one Grapple attempt per round and does generate an Attack of Opportunity. If successful, it attempts to Pin the target, which does (1d6+Strength modifier) hp of lethal damage each round.

The arm has AC 18, Hardness 8, and 4 hp per Caster level.

Tremorsense(Und p62)

<Trans, VSF(skin from a creature with tremorsense)/DF, 1StdAct, Personal, 10min/lvl(D)>

– The caster can pinpoint the location of any creature or object within 30’ that is in contact with the ground.

Walk the Mountain’s Path(RoS p163)

<Trans, VSM(pebble from a mountain top), 1StdAct, Touch, 10min/lvl>

– Touched creature gains the following benefits:

a) not slowed by slopes;

b) gains a Climb speed equal to his/her base Land Speed; and

c) +10 Enhancement bonus on Balance and Jump checks.

Water Breathing(PH p300)

<Trans, VSM(straw)/DF, 1StdAct, Touch>

– The touched subjects of the spell can breathe underwater. 2hrs/lvl duration is evenly split between all the subjects.

Weapon of Impact(MoF p134)

<Trans, VS, 1StdAct, Close-range, 10min/lvl>

– One Bludgeoning weapon or 50 grouped pieces of Bludgeoning ammunition have their Threat Range doubled.

### Universal

Enhance Familiar(CArc p105)

<Univ, VS, 1StdAct, Touch, 1hr/lvl>

– The caster’s familiar gains the following:

a) +2 Competence bonus on saving throws, attacks, and melee damage; &

b) +2 Dodge bonus to AC.

### Combination

Burning Hate(DR347 p77)

<Ench/Evoc[evil][fire], VS, 1StdAct, Close-range, 1rnd/lvl, SR applies>

– The target creature is affected as follows:

a) takes 1d6 per 2 levels Fire damage (max 5d6) (Ref½);

b) is covered with flames (which do no damage) for the spell’s duration (no save);

c) the caster’s allies receive a +1 Morale bonus on attacks & damage against the target for the spell’s duration (no save).

## 4th Level

### Abjuration

Condemnation(PH2 p107)

<Abj, V, 1StdAct, Close-range, 1rnd, WillNeg,   
SR applies>

– The target Outsider is Stunned and has his/her Spell Resistance reduced by 10.

Dimensional Anchor(PH p221)(PH p250)+

<Abj[ray], VS, 1StdAct, Medium-range, 1min/lvl, no save, no SR>

– Target creature or object is encased in a green glow & cannot travel extradimensionally. This includes spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport,* etc. It does not extend the duration of Summoning spells.

-or-

<Abj, VSF(calling diagram), 1StdAct, Medium-range, 24hrs/lvl, no save, no SR>

– Target creature within the Calling Diagram cannot leave it or travel extradimensionally. This includes spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport,* etc. It does not extend the duration of Summoning spells.

-or-

<Abj, VS, 1StdAct, Medium-range, no save, no SR>

– Target creature within a *Magic Circle against Good*, etc., cannot leave it or travel extradimensionally for the remainder of the Magic Circle’s duration. This includes spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport,* etc. It does not extend the duration of Summoning spells.

Fire Trap(PH p231)

<Abj[fire], VSM(25gp gold), 10Minutes, Touch, until discharged(D), Ref½, SR applies>

– Sets a one-time trap on a closable item. If anyone besides the caster & those who know its password open the item, it explodes with a 5’ radius, doing 1d4 + 1/level (max +20) Fire damage. The item itself is unharmed.

Globe of Invulnerability, Lesser(PH p236)

<Abj, VSM(glass bead), 1StdAct, 1rnd/lvl(D), no SR>

– An immobile, slightly shimmering 10’ radius sphere appears around the caster. Any 0th – 3rd level spell or spell-like abilities cannot enter the sphere, though those already in effect are merely Suppressed while in the area. Area of effect spells do not effect anything within the sphere either, though the rest of the area of effect is targeted normally.

Spells can be cast out of the sphere or through the sphere without penalty. Once in effect, anyone (including the caster) can leave and reenter the sphere.

This spell can be Dispelled by a targeted *Dispel Magic*, but not an area *Dispel Magic*.

Ilyykur’s Mantle(UE p50)

<Abj, VSM(50gp diamond), 1StdAct, Personal, 1rnd/lvl(D)>

– The caster is surrounded with a glowing aura:

a) Electricity Resistance 10;

b) Luck bonus on all saves vs. spells & spell-like abilities of +1 per 3 levels (max +5).

Otiluke’s Dispelling Screen(CArc p116)

<Abj, VSM(lead crystal), 1StdAct, Close-range, 1min/lvl(D)>

– Creates an immobile wall of one 10’ square per level –or– sphere/hemisphere whose radius is up to 1’ per level. Any creature or object passing through the screen is subject to a Targeted Dispel – Each ongoing spell on the target gets a separate Dispel Check (max +10). If successful, the spell is terminated, except for unattended magic items, in which case the item is suppressed for 1d4 rounds.

Magical effects that are not affecting an object or creature are blocked by the screen.

Dispelled by *Disintegrate*.

Remove Curse(PH p270)

<Abj, VS, 1StdAct, Touch>

– Touched person or object is freed from all curses upon it, assuming the curse doesn’t explicitly say that this spell is ineffective.

This spell Counters & Dispels *Bestow Curse*.

Resist Energy, Mass(CArc p120)

<Abj, VS/DF, 1StdAct, Close-range, 10min/lvl>

– The one subject (& his/her equipment) per level within a 30’ area are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

Lvl # Lvl # Lvl #

up to 6th 10 7th – 10th 20 11th + 30

Spell Snare(MoE p102)

<Abj, SF(25gp Eberron Dragonshard), 1Min, Touch, 10min/lvl>

– The next Spell or Spell-like Ability of up to 3rd level that targets the caster is negated, which causes the touched Dragonshard to disintegrate.

This Infusion only works if the caster holds the Dragonshard in his/her hand. The Infusion will negate beneficial magics too, unless the caster puts the Dragonshard away first.

If the caster is holding multiple Spell Snares, all of them disintegrate in response to the same spell.

Stoneskin(PH p284)

<Abj, VSM(250gp diamond, granite), 1StdAct, Touch, until discharged up to 10min/lvl>

– Touched creature gains Damage Reduction 10/adamantine. When 10 hp per level (max 150 hp) have been prevented, the spell is discharged.

Time Shield(DR350 p79)

<Abj, VS, 1StdAct, 1min/lvl>

– Any spell or spell effect within a 30’ radius Emanation of the caster has its duration ended more quickly. For every round spent in the area-of-effect, the spell consumes two rounds of duration.

Wall of Chaos(MoF p131)

<Abj[chaos], VSM/DF, Close-range, 10min/lvl>

– Creates a magical barrier of one 10’ square per level –or– a sphere/hemisphere of 5’ radius per 2 levels. The caster designates a ‘hostile’ side. Crossing from the ‘hostile’ side to the ‘non-hostile’ side has the following effects:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Lawful creatures;

b) hedges out non-Chaotic Summoned & Conjured creatures unless they make a Spell Resistance check.

Wall of Evil(MoF p131)(MoFe)+

<Abj[evil], VSM/DF, Close-range, 10min/lvl>

– Creates a magical barrier of one 10’ square per level –or– a sphere/hemisphere of 5’ radius per 2 levels. The caster designates a ‘hostile’ side. Crossing from the ‘hostile’ side to the ‘non-hostile’ side has the following effects:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Good creatures;

b) hedges out non-Evil Summoned & Conjured creatures unless they make a Spell Resistance check.

Wall of Good(MoF p131)

<Abj[good], VSM/DF, Close-range, 10min/lvl>

– Creates a magical barrier of one 10’ square per level –or– a sphere/hemisphere of 5’ radius per 2 levels. The caster designates a ‘hostile’ side. Crossing from the ‘hostile’ side to the ‘non-hostile’ side has the following effects:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Evil creatures;

b) hedges out non-Good Summoned & Conjured creatures unless they make a Spell Resistance check.

Wall of Law(MoF p132)(MoFe)+

<Abj[law], VSM/DF, Close-range, 10min/lvl>

– Creates a magical barrier of one 10’ square per level –or– a sphere/hemisphere of 5’ radius per 2 levels. The caster designates a ‘hostile’ side. Crossing from the ‘hostile’ side to the ‘non-hostile’ side has the following effects:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Chaotic creatures;

b) hedges out non-Lawful Summoned & Conjured creatures unless they make a Spell Resistance check.

### Conjuration

Blast of Flame(Spell p31)(CArc p99)

<Conj(create)[fire], VSM(oil-soaked wick), 1StdAct, Instantaneous, Ref½, no SR>

– All creatures in a 60’ Cone shaped Burst take 1d6 Fire damage per level (max 10d6).

Bloodstar(Spell p34)

<Conj(create), VSF(50gp ruby), 1StdAct, Medium-range, 1rnd/lvl>

– Creates a glowing red ball of light that floats anywhere within range & gives off 20’ radius of light. The caster can move the ‘bloodstar’ to another location within range with a Standard Action. At the same time, the caster designated a foe within 10’ of the new location.

Each time the target is injured, it also takes 1 point of Constitution damage (FortNeg, SR applies).

The ‘bloodstar’ cannot be damaged, but can be Dispelled.

Bright Worms(PH2 p105)

<Conj(create)[fire], VS, 1StdAct, Medium-range, 1rnd/lvl(D), Ref½, no SR>

– All creatures in a 20’ radius Spread take Fire damage each round (Ref½, no SR).

Lvl Dmg Lvl Dmg Lvl Dmg

up to 10th 2d6 11th–14th 3d6 15th+ 4d6

Any Cold damage destroys that part of the area-of-effect.

Crushing Coils(DR330 p70)

<Conj[teleport], VSF(living constrictor snake no more than one size category larger than the caster), 1StdAct, Medium-range, 1rnd/lvl>

– The caster may teleport the focus snake that he/she is touching into any hex within range. If that hex contains a creature, the snake may immediately attempt a Grapple check without provoking an Attack of Opportunity. If the snake is successful, it immediately establishes a hold and can immediately constrict.

If the snake fails to grapple, it ends up in an adjacent hex and attempts to use its Improved Grapple ability on the target each round.

As a Move Action, the caster can tell the snake to crawl back to him/her at full movement. Once touched again, the caster may teleport the snake as long as the duration has not been exceeded.

For the duration of the spell, the snake gains the following:

a) Damage Reduction 10 / magic;

b) bonus on Grapple checks and constriction damage equal to ½ Caster level.

Cynosure(DR338 p77)

<Conj[teleport], VS, 1StdAct, Touch, 1rnd>

– If the touched creature uses a spell or ability to teleport or plane shift that has a chance of failure within this spell’s duration, the distance the spell/ability can miss the target by is reduced by 75%. No effect on abilities that cannot miss (such as *Teleport without Error*).

Dimension Door(PH p221)

<Conj[teleport], V, 1StdAct, Long-range>

– Teleports the caster anywhere within range that can visualized or described by direction.

The caster may bring up to his/her maximum carry load with this spell and one willing, Medium-sized subject per three levels (or the Creature Equivalent). All subjects must be touching, with the caster touching at least one subject.

If the target location is occupied, the caster (and anyone with him/her) take 1d6 damage & are shunted in a random direction 100’.

The caster cannot act again until the next round.

Evard’s Black Tentacles(PH p228)

<Conj(creat), VSM(octopus or squid tentacle), 1StdAct, Medium-range, 1rnd/lvl(D), no SR>

– A 20’ radius Spread is filled with 10’ tentacles. The tentacles attempt to Grapple every creature within the area of effect. Each is considered Large-sized, has a Strength 19, and has a Base Attack Bonus equal to its caster level (i.e., attack of +(8+lvl)). Anyone grappled takes 1d6+4 lethal damage each round.

Even if not grappled, it is only possible to go half movement through the area of effect.

The tentacles are immune to damage, but can be dispelled.

Explosive Rune Field(PH2 p113)

<Conj[fire], VSM(25gp silver ink, parchment), 1StdAct, Medium-range, 1rnd/lvl, RefNeg, no SR>

– An immobile 20’ radius Emanation is filled with glowing runes. Any living creature (other than the caster) that begins his/her turn in the area-of-effect –or– moves through the area-of-affect at more than ½ speed takes 4d6 Fire damage (RefNeg, no SR). A creature moving through the area-of-effect at ½ speed takes no damage.

Leomund’s Secure Shelter(PH p247)

<Conj(creat), VSM(bits of stone, lime, sand, water, & wood, string)F(tiny bell, silver wire), 10Minutes, Close-range, 2hrs/lvl(D)>

– A 20’x20’ cottage appears, which is made from materials appropriate for the location (stone, timber, or sod). It has a door, 2 shuttered windows, & a fireplace whose chimney is sealed with an iron grate. The door & shutters are under the effect of *Arcane Lock* and *Alarm*. The chimney grate simply has an *Alarm*. An *Unseen Servant* is also available for the duration. There are simple furnishings for 8 occupants.

Minor Creation(PH p253)

<Conj(creat), VSM(tiny piece of substance to be created), 1Minute, 1hr/lvl(D)>

– Creates an object of up to 1 cubic foot per level made from wood, cloth, hemp, or other non-living vegetable matter.

A Craft check is needed to make complex items

Orb of Acid(CArc p115)

<Conj(sum)[acid], VS, 1StdAct, Close-range, Instantaneous, Fort½, no SR>

– Ranged Touch Attack does the following:

a) 1d6 Acid damage per level (max 15d6) (no save);

b) if the target took at least 1 point of Acid damage, he/she is Sickened for 1 round (FortNeg).

Orb of Cold(CArc p115)

<Conj(sum)[cold], VS, 1StdAct, Close-range, Instantaneous, Fort½, no SR>

– Ranged Touch Attack does the following:

a) 1d6 Cold damage per level (max 15d6) (no save);

b) if the target took at least 1 point of Cold damage, he/she is Blinded for 1 round (FortNeg).

Orb of Electricity(CArc p116)

<Conj(sum)[electricity], VS, 1StdAct, Close-range, Instantaneous, Fort½, no SR>

– Ranged Touch Attack does the following:

a) 1d6 Electricity damage per level (max 15d6) (no save);

b) if the target took at least 1 point of Electricity damage and is wearing metal armor, he/she is Entangled for 1 round (FortNeg).

Orb of Fire(CArc p116)

<Conj(sum)[fire], VS, 1StdAct, Close-range, Instantaneous, Fort½, no SR>

– Ranged Touch Attack does the following:

a) 1d6 Fire damage per level (max 15d6) (no save);

b) if the target took at least 1 point of Fire damage, he/she is Blinded for 1 round (FortNeg).

Orb of Force(CArc p116)

<Conj(sum)[force], VS, 1StdAct, Medium-range, Instantaneous, no save, no SR>

– Ranged Touch Attack does 1d6 Force damage per level (max 10d6).

Orb of Sound(CArc p116)

<Conj(sum)[sonic], VS, 1StdAct, Close-range, Instantaneous, Fort½, no SR>

– Ranged Touch Attack does the following:

a) 1d4 Sonic damage per level (max 15d4) (no save);

b) if the target took at least 1 point of Sonic damage, he/she is Deafened for 1 round (FortNeg).

Radiant Fog(BoED p104)

<Conj(creat)[good], VS, 1StdAct, Medium-range, 1min/lvl, Fort½, SR applies>

– Creates a 20’ radius Spread by 20’ high Cloud of dense fog filled with flashes of light.

a) A creature within the fog is Dazzled until it has been out of the fog for 1 minute (FortNeg, SR applies).

b) A creature with Light Sensitivity becomes Blind until it has been out of the fog for 1 minute (FortNeg, SR applies).

c) Movement in the cloud is slowed to 5’ and taking a 5’ step is not an option. (no save, SR applies)

d) While in the fog, melee attacks & damage have a –2 penalty & ranged attacks (other than magical rays, etc.) are impossible. (no save, SR applies)

e) The fog slows falling, reducing 1d6 of damage per 10’ of solid fog fallen through.

The fog is dispersed by a Strong Wind in 1 rnd.

Note: The caster may not have cast a Necromancy spell or a [darkness] spell within 24 hours of casting this spell.

Rogue Wave(DR314 p46)

<Conj(creat)[water], VS/DF, 1StdAct, Medium-range, Instantaneous, Fort½, no SR>

– The caster creates a wave of water that has its starting point anywhere within range and then moves is a direction the caster chooses. All creatures struck by the wave take 1d6 per two levels (max 10d6) bludgeoning damage (Fort½). If a creature of up to Large-size fails its save, it is knocked Prone.

If cast on dry land, the wave is 20’ wide, 10’ long, & 10’ high and moves 60’.

If cast in the water, the wave is 40’ wide, 10’ long, & 10’ high and moves 120’. Also, all creatures receive a –4 penalty on their save.

Solid Fog(PH p281)

<Conj(creat), VSM(powdered peas, powdered hoof), 1StdAct, Medium-range, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of fog. Movement in the cloud is slowed to 5’ and taking a 5’ step is not an option. While in the fog, melee attacks & damage have a –2 penalty & ranged attacks (other than magical rays, etc.) are impossible.

The fog slows falling, reducing 1d6 of damage per 10’ of solid fog fallen through.

The fog is dispersed by a Strong Wind in 1 rnd.

Summon Monster IV(PH p286)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster IV 1

Summon Monster III 1d3

Summon Monster II (or lower) 1d4+1

Summon Undead IV(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.

Table #

Summon Undead IV 1

Summon Undead III 1d3

Summon Undead II (or lower) 1d4+1

No summoned Undead may have more Hit Dice than (Caster level + 1).

Unseen Servant, Mass(RoD p168)

<Conj(creat), VSM(string, wood), 1StdAct, Close-range, 1hr/lvl>

– Creates one invisible “servant” per level. Each do simple tasks, like cleaning and opening doors. Each has a Strength of 2 (so it can lift 20 pounds or drag 100 pounds) and a movement of 15’, but it must stay in range.

A servant cannot attack, nor can it be the direct target of attacks, but if it takes 6hp of damage from area-of-effect attacks, it is dissipated.

Viscid Glob(Und p63)

<Conj, VSM(spider silk), 1StdAct, Medium-range, 1hr/lvl, RefNeg, SR applies>

– The caster launches a 5’ diameter glob of sticky goo at a target. On a successful ranged touch attack, the target is stuck. Breaking the goo requires a Strength or Escape Artist check vs. DC (20 + caster level) as a Full Round action

If the target is Medium-size or less, it can talk, breath, cast spells with no Somatic or Material components, or attempt to escape.

If the target is Large-size or greater, it cannot move from its current location, but otherwise is unhindered.

Any other creature touching the sticky goo is also stuck (RefNeg). The effect is the same as above, except the DC to escape is (15 + caster level).

Wall of Sand(PGF p118)

<Conj(creat)[earth], VSM(sand)/DF, 1StdAct, Medium-range, Concentration + 1rnd/lvl, no save, no SR>

– Creates an opaque wall made from sand, up to one contiguous 5’ square per level, arranged as the caster wishes. The wall has the following properties:

a) blocks ranged attacks;

b) may be moved through by taking a Full-Round Action to make a Strength check. For each 5 points the check exceeds 15, the target may move 5’.

c) any creature within the wall is considered Blind, Deaf, cannot speak or breath, and must hold its breath or start to suffocate.

d) it is possible to attack with a melee weapon at a creature within the wall, but the target has Cover and Total Concealment.

Wall of Water(DR314 p47)

<Conj(creat)[water], VSM(sponge), 1StdAct, Medium-range, 10min/lvl, no SR>

– The caster creates a transparent wall of fresh or sea water of up to one 10’ cube per level, shaped as the caster desires. The water forms around creatures, who are allowed a Reflex save to get out of the area of effect before the wall finishes forming.

The wall has the following properties:

a) cannot be destroyed or drained (any water taken from the wall disappears & is instantly replaced);

b) creatures can move through the wall by making a Swim check as if swimming through calm water;

c) any creature with the [fire] subtype takes 2d6 + 1/lvl damage each round he/she is partially or entirely within the wall;

d) creatures within the wall have Cover with respect to those outside of the wall.

### Divination

Anamensis(DR338 p77)

<Div, VS, 1StdAct, Personal, until discharged up to 1hr/lvl>

– While this spell is in effect, the caster receives the following:

a) can make any Knowledge skill check untrained; and

b) receives –4 penalty on Will saves (Spell Weavers are immune to this penalty).

As a Free Action, the caster may take a +10 bonus on one Knowledge skill check, Bardic Knowledge check, or similar class ability. Once this check is made, the spell is discharged.

A caster may only have one instance of this spell in effect at a time.

Arcane Eye(PH p200)

<Div(scry), VSM(bat fur), 10Min, 1min/lvl(D)>

– The caster creates a Magical Sensor under his/her control. By concentrating, the caster can see through the ‘eye’ with his/her normal vision (including any spells currently in effect) & control its movement. The eye can move up to 30’ per round, but slowing to 10’/round is needed to fully look at the surrounding walls & ceiling. The eye can fit through openings as small as 1” in diameter and is not subject to damage, though it can be dispelled.

Assay Spell Resistance(Spell p17)(CArc p97)

<Div, VS, Swift Action, Personal, 1rnd/lvl>

– Gain a +10 bonus on Caster checks to overcome Spell Resistance against one target, which must be visible when this spell is cast.

Detect Scrying(PH p219)

<Div, VSM(piece of mirror, tiny brass trumpet), 1StdAct, 24hrs, no save, no SR>

– The caster is immediately aware of the existence & location of any Magical Sensors within a 40’ radius Emanation.

On a successful Caster check, the caster can get a visual image of the scryer, and his/her distance & direction.

Locate Creature(PH p249)

<Div, VSM(dog fur)/DF, 1StdAct, Long-range, 10min/lvl, no save, no SR>

– Senses direction toward named type of creature (human, unicorn, etc.) or a specific creature within range (must have been seen at least once within 30’). Running water blocks the spell, as do *Mislead, Nondetection,* etc.

Portal View(Und p60)

<Div(scry), VSF(glass eye)/DF, 10Minutes, Close-range, 1min/lvl>

– The target closed *Portal* shows those on the caster’s side what is on the other side (i.e., its destination). The *Portal* is not open and spells cannot be cast through it.

Scrying(PH p274)(PH3.5e)+

<Div(scry), VSF(see below)/AM(eye of an eagle, nitric acid, copper, zinc)/DF, 1Hour, 1min/lvl, WillNeg, SR applies>

– Sends a Magical Sensor to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day.

Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor.

The following spells have a 5%/lvl chance of working through the ‘sensor’: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic,* & *Message*.

Focus is determined by class – Clerics use a Holy Water font (min 100gp), Druids use a natural pool of water, all others uses a 2’x4’ silver mirror (min 1,000gp).

Unluck(CArc p128)

<Div, VSM(piece of broken mirror), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– When the target creature makes an action   
based on chance (such as an attack roll, a damage roll, a saving throw, etc.), he/she   
must roll twice & take the worst of the 2 rolls.

### Enchantment

Battle Hymn(Spell p24)

*<*Ench(charm)[mind], VS, 1StdAct, 1rnd/lvl>

– All allies within a 30’ radius Burst are allowed to reroll one Will save per round for the spell’s duration. The second roll must occur before the save is determined to be a failure or success, & the 2nd roll must be kept.

Charm Monster(PH p209)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

– One living creature considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Confusion(PH p212)

<Ench(comp)[mind], VSM(3 nut shells)/DF, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– All targets within a 15’ radius Burst are Confused.

Crushing Despair(PH p215)

<Ench(comp)[mind], VSM(vial of tears), 1StdAct, 1min/lvl, WillNeg, SR applies>

– All targets within a 30’ Cone-shaped Burst receive a –2 penalty on All Actions and damage rolls due to great sadness.

This spell Counters and Dispels *Good Hope.*

Geas, Lesser(PH p235)

<Ench(comp)[mind][language], V, 1Round, Close-range, until discharged(D), WillNeg, SR applies>

– One subject with 7 HD or less obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level. Specific tasks must be completed for the spell to be discharged.

If the subject is prevented from carrying out the instructions, he/she suffers a –2 penalty on each ability score per full day (max of –8). The ability scores return to normal after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic*, though it can be ended by *Remove Curse, Break Enchantment, Limited Wish, Miracle,* or *Wish*.

Whelm, Mass(PH2 p128)

<Ench(comp)[mind], VS, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– One living target per level takes 1d6 nonlethal damage per caster level (max 10d6).

### Evocation

Bleakness(PH2 p104)

<Evoc[darkness][evil], VS/DF, 1StdAct, Close-range, 1rnd/lvl(D), no save, no SR>

– All creatures in a 20’ radius Emanation are affected as follows:

a) living creatures take 1d6 Negative Energy Damage per round;

b) Undead receive Turn Resistance +4 & Fast Healing 3;

Counters & Dispels any [light] spell of an equal or lower level.

Blistering Radiance(Spell p33)(CArc p99)

<Evoc[fire][light], VSM(lens, tinder), 1StdAct, Long-range, 1rnd/lvl, SR applies>

– A brilliant 50’ radius sphere hovers at the target location for 1 round per level. All creatures within the 50’ radius Spread on the caster’s initiative are Dazzled (no save) and take 2d6 Fire damage (Fort½).

Counters & Dispels any [darkness] spell of an equal or lower level.

Caligarde’s Claw(PGF p100)

<Evoc[force], VSF(animal claw), 1StdAct, Medium-range, 1rnd/lvl(D), no save SR applies>

– Creates an Invisible claw of force as large as a Medium-sized creature. The claw can be ordered to attack a specific creature or to defend a location. This choice can be changed as a Free Action each round once per round.

The claw has the following attributes:

a) Strength 22;

b) Dexterity 18;

c) Has ½ the Caster’s hit-points;

d) AC 16 (+4 Dex, +2 for Invisibility);

e) Has all other advantages of Invisibility (attackers have a 50% Miss Chance, most defenders loose their Dex modifier to AC, +2 bonus on attacks, etc.);

f) Uses the Caster’s Base Attack Bonus, adjusted by its Strength modifier (+6) and its Invisibility (+2);

g) Can makes multiple attacks per round if the Caster’s BAB is high enough;

h) Does 1d6+6 damage;

i) Has a movement of 90’.

If ordered to attack, the claw moves to the designated target and attacks. It continues to attack until the opponent is destroyed, the opponent goes out of range, or the claw is redirected. When in attack mode, the claw cannot make Attacks of Opportunity.

If ordered to defend, the claw moves to the designated 5’ area and waits to make Attacks of Opportunity. The claw is treated as having Feat: Combat Reflexes and can make up to   
5 Attacks of Opportunity per round. It cannot make standard attacks, only attacks of opportunity.

Channeled Pyroburst(PH2 p106)

<Evoc[fire], VS, 1 Swift Action, Medium-range, Instantaneous, Ref½, SR applies>

– One target takes 1d4 per 2 levels Fire damage (max 10d4).

-or-

<Evoc[fire], VS, 1StdAct, Medium-range, Instantaneous, Ref½, SR applies>

– All creatures in a 10’ radius Burst take 1d6 per level Fire damage (max 10d6).

-or-

<Evoc[fire], VS, 1Round, Medium-range, Instantaneous, Ref½, SR applies>

– All creatures in a 15’ radius Burst take 1d8 per level Fire damage (max 10d8).

-or-

<Evoc[fire], VS, 2Rounds, Medium-range, Instantaneous, Ref½, SR applies>

– All creatures in a 20’ radius Burst take 1d10 per level Fire damage (max 10d10).

Circle of Cold(DR317 p70)

<Evoc[cold], VS, 1StdAct, Instantaneous, Ref½,   
SR applies>

– All creatures within a 10’ radius Burst of the caster take 1d6 per level Cold damage (max 10d6) (Ref½) and are Paralyzed for 1 round (RefNeg).

Crushing Grip(PH2 p109)

<Evoc, VS, 1Round, Close-range, 3rnds>

– When the caster begins casting this spell, the target receives a –2 penalty on attacks, ability checks, skill checks, saving throws, and AC, plus a 20’ penalty to movement (no save, SR applies).

When casting is complete (on the next round), the target must make a Fortitude save. If he/she fails, the target becomes Paralyzed for 3 rounds. If the save is successful, the target still has the penalties listed above for 3 rnds.

Dancing Web(BoED p96)

<Evoc[good], VSM(spider’s web)/DF, 1StdAct, Medium-range, Instantaneous, Ref½, SR applies>

– All creatures in a 20’ radius Burst take 1d6 per level non-lethal damage (max 10d6) (Ref½). Evil creatures within the area of effect become Entangled for 1d6 rounds (RefNeg).

Defenestrating Sphere(CArc p103)

<Evoc[air], VSM(100gp gray pearl), 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– Creates a 2’ radius sphere of air that the caster can move 30’ as a Move Action. If the sphere succeeds on a ranged touched attack, the target takes 3d6 damage (no save) and is knocked Prone (FortNeg, creatures larger than Medium-size are immune). A creature knocked Prone is thrown 1d8 x 10’ into the air (a new Fortitude save to negate) and lands 1d6 hexes in a random direction, taking all the appropriate falling damage.

Desert Burial(DR331 p71)

<Evoc, VSM(paper, sand), 1StdAct, Medium-range, Instantaneous, RefNeg, no SR>

– All creatures in a 20’ radius Spread that are standing upon loose earth, mud, or sand sink into it up to their necks (i.e., their breathing is not restricted).

While trapped, a target is considered Helpless, though a caster may use spells that do not have Somatic components if the Material components are in hand.

To free oneself from the loose earth requires either a Strength or Escape Artist check vs. DC (15 + 1 per two caster levels) as a Full Round Action. Untrapped creatures may aid in this attempt.

Explosive Cascade(MoF p93)

<Evoc[fire], VSM(bat guano, sulfur, & copper in a metal tube), 1StdAct, Close-range, Ref½>

– Bouncing fire ball deals 1d6 per level Fire damage (max 10d6) to one 5’ square per level, all of which must be in a continuous path, but not necessarily straight.

Fire Shield(PH p230)

<Evoc[fire], VS/AM(phosphorous)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– Warm Shield: The caster is sheathed in blue or violet flames that give off 10’ of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Fire damage (SR applies). The caster takes ½ damage from Cold attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

-or-

<Evoc[cold], VS/AM(fireflies/glow worms)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– Cold Shield: The caster is sheathed in blue or green flames that give off 10’ of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Cold damage (SR applies). The caster takes ½ damage from Fire attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

Force Orb(UE p49)

<Evoc[force], VS, 1StdAct, Medium-range, Fort½ or Ref½>

–Divide up 1d6 per level (max 10d6) into any number of energy missiles (min 1d6). Each target must be within 30’ of another target. If a missile hits, the target takes the appropriate Force damage (Fort½). If a missile misses, everyone in a 10’ radius takes 2 points of Force damage per ‘die’ of that missile (Ref½)

Ice Storm(PH p243)

<Evoc[cold], VSM(dust, water)/DF, 1Round, Long-range, Instantaneous, no save, SR applies>

– Hail deals 3d6 Bludgeoning damage + 2d6 Cold damage in a 20’ radius by 40’ high cylinder. Listen checks receive a –4 penalty during the round of hail & movement through the target area is halved.

Otiluke’s Resilient Sphere(PH p258)

<Evoc[force], VSM(hemisphere of crystal, hemisphere of gum arabic), 1StdAct, Close-range, 1min/lvl(D), RefNeg, SR applies>

– An immobile sphere of Force 1’ per level in diameter protects but traps one subject small enough to fit within it.

This spell is Cancelled by *Disintegrate*.

Radiant Shield(BoED p104)

<Evoc[electricity][good], VS, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster is surrounded by a scintillating white aura which gives off bright light in a 10’ radius:

a) A creatures striking the caster with a non-reach weapon (including natural) takes 1d6 +1 per Caster level Electrical damage (no save, SR applies);

b) The caster takes ½ damage from Electricity attacks (if a Reflex save for ½ damage is allowed, a successful save means the caster takes no damage).

Note: The caster may not have cast a Necromancy spell or a [darkness] spell within 24 hours of casting this spell.

Shout(PH p279)

<Evoc[sonic], V, 1StdAct, SR applies>

– All creatures & objects within the 30’ Cone-shaped Burst take 5d6 Sonic damage (Fort½) and are Deafened for 2d6 rounds (FortNeg).

Anyone with an attended object is allowed a Reflex save to negate damage to the object.

Crystalline creatures take 1d6 damage per level (max 15d6) (Fort½).

This spell is Suppressed by *Silence*.

Strahd’s Baneful Attractor(DR348 p76)

<Evoc, VSM(broken glass), 1StdAct, Medium-range, 1min/lvl, no save, SR applies>

– All targeted spells that do hit-point damage that are aimed within a 15’ radius of the target are redirected to the target (even if this goes beyond the spell’s normal range). The spell then effects the target as if he/she had been the target all along.

Temporal Jolt(DR350 p78)

<Evoc[ray], VS, 1StdAct, Medium-range, Instantaneous, no save, SR applies>

– The target of this ray receive the following:

a) 1d6 Untyped damage per 3 Caster levels (max 5d6);

b) non-magical Armor worn by the target looses 1d6 of its Bonus to AC permanently (if reduced to 0, it is considered destroyed);

c) non-magical weapons & equipment are considered destroyed;

d) magical items are immune to this spell.

Thunderlance(FR p75)

<Evoc[force], VSM(tiny metal spear), 1StdAct, 1rnd/lvl(D)>

– Create a spear of force that is from 1’ to 20’ (which gives reach). It does 2d6 damage (threat of 20/x3). It requires no weapon proficiency and the caster’s Strength is treated as 12+1/lvl (max +15) when attacking & doing damage. If the ‘spear’ hits a force effect of 3rd level or less (such as *Shield* or *Mage Armor*), make a Dispel Check. If successful, the force effect is dispelled. The ‘spear’ is not hurt either way.

Tirumael’s Energy Spheres(MoF p127)(MoFe)+

<Evoc[acid][cold][electricity][fire][sonic], VSM(5 marbles), 1StdAct, Close-range, until discharged up to 1rnd/lvl, Ref½>

– Creates 1 colored sphere of each energy type which can be offensively or defensively in any combination, changeable each round as a Standard Action:

a) Offensive – ranged touch that deals 1d4 damage per 4 levels (max 4d4) of the appropriate energy type for each sphere that attacks. Each sphere can be aimed at a different target within a 30’ area.

b) Defensive – a sphere can absorb 1d4 damage per 4 levels (max 4d4) of the appropriate energy type inflicted on the caster, but then that sphere is dispelled.

Wall of Fire(PH p298)

<Evoc[fire], VS/AM(phosphorus)/DF, 1StdAct, Medium-range, Concentrations + 1rnd/lvl, SR applies>

– Creates a opaque 20’ tall wall of violet fire that is either 20’ long per level & straight –or– a ring 5’ radius per 2 levels. One side (caster’s choice) causes 2d4 fire damage within 10’ and 1d4 fire damage between 10’ & 20’. Going through the wall does 2d6 + 1/lvl (max +20) Fire damage (2x to Undead).

If the wall is created on top of someone, the target gets a Reflex save to jump to one side (taking damage if the wrong side is chosen).

20hp of Cold damage in one round will extinguish a 5’ length of wall.

Wall of Ice(PH p299)

<Evoc[cold], VSM(quartz), 1StdAct, Medium-range, 1min/lvl>

– Creates an anchored sheet of ice. To breach a 10’ section requires 3hp/lvl (Fire does normal damage) –or– a Strength check vs. DC 15+Caster level. The wall has 2 forms:

a) Ice Plane – one 10’ square per level that can be stacked vertically or horizontally. Going through a breach does 1d6 +1/lvl Cold damage (no save, but SR applies).

b) Hemisphere – maximum radius of 3’ + 1’/lvl. Going through a breach causes no damage.

Any creature adjacent to where the wall is being created is allowed a Reflex save to disrupt the spell, causing it to fail.

### Illusion

Hallucinatory Terrain(PH p238)

<Ill(glamer), VSM(stone, twig, piece of a green plant), 10Minutes, Long-range, 2hrs/lvl(D), WillDisbelief, no SR>

– Makes one contiguous 30’ cube per level of one type of terrain look, sound, & smell like another (field into forest, etc.). Structures, equipment, & creatures are not disguised.

Illusory Wall(PH p243)

<Ill(figment), VS, 1StdAct, Close-range, Permanent, WillDisbelief, no SR>

– Creates a 10’ by 10’ by 1’ deep illusory wall, floor, or ceiling that looks real, but anything can pass through it.

Inescapable Swarm(DR333 p71)

<Ill(figment), VSM(cobwebs), 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillDisbelief,   
SR applies>

– Up to 1 creature per level in a 30’ area feel like it is being overrun with bugs and becomes Shaken (WillNeg). If Shaken, the creature must also make a Fortitude save or become Nauseated.

Invisibility, Greater(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1rnd/lvl(D)>

– Subject is Invisible, even if he/she attacks.

Mirror Image, Greater(PH2 p120)

<Ill(figment),VS, 1 Immediate Action, Personal, up to 1min/lvl(D)>

– Creates 1d4 + 1 per 3 levels (max 8 total) decoy duplicates of the caster. Determine randomly if the caster or a decoy is targeted. A decoy’s AC is 10 + size mod + Dex mod. If it is damaged by a direct attack (i.e., not area-of-effect spells), it is destroyed.

On each round after the first, the number of decoys is increased by 1 (max 8 total).

If al the decoys are destroyed, the spell ends.

Phantasmal Killer(PH p260)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies>

– The targeted creature sees its worst fear (though no one else sees anything). If the target fails its Will save, it must then make a Fortitude save. If it fails, the target dies. If successful, the target takes still 3d6 damage.

Phantom Battle(PH2 p120)

<Ill(figment), VS, 1StdAct, Medium-range, 1rnd/lvl, WillDisbelief, SR applies>

– Fills a 20’ radius Spread with an illusion of a battle. Creatures who fail their Will save are affected as follows while in the area of effect:

a) cannot make Attacks of Opportunity; &

b) treated as Flanked.

The caster may designate up to (Caster level) creatures from being affected by this spell, chosen at cast time.

Rainbow Pattern(PH p268)

<Ill(pattern)[mind], (V)SM(phosphor)F(prism), 1StdAct, Medium-range, Concentration + 1rnd/lv(D), WillNeg, SR applies>

– Up to 24HD of creatures in a 20’ radius Spread who fail their save will be captivated by the lights & try to stay in them. They will only defend themselves if attacked.

The lights can be moved 30’ per round as a Free Action & those captivated will follow. If this leads them into danger, each target gets a new save.

If the lights are obscured (such as by *Obscuring Mist*), the effect ends on the targets.

Only Bards need to use the Verbal component.

Shadow Conjuration(PH p276)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

– Mimics a Wizard/Sorcerer Conj(summoning) or Conj(creation) spell of up to 3rd level. The spell is 1/5th real & the remainder is ‘shadow’.

The target of the spell always get a Will save to realize the spell is not entirely real. The target’s Spell Resistance always applies too. Range & duration match the copied spell.

The possible effects fall into 3 categories:

Damage Spells (e.g., *Melf’s Acid Arrow*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 1/5th damage & any non-damage effect has only a 20% chance of effecting the target.

Creating Objects or Substances (e.g., *Web*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – 20% chance of effecting the target.

Summon a Creature. (e.g., *Summon Swarm*):

Believer – creature has all its normal abilities & weaknesses, but only has 1/5th of its normal hp.

Nonbeliever – creature has 1/5th of its normal hp, does 1/5th of its normal damage, only has 1/5th of its normal AC bonus, & its non-damage abilities have only 20% chance of working each time.

Shadow Puppeteer(DU115 p82)

<Ill(shadow), VSM(candle), 1StdAct, 1rnd/lvl(D), WillNeg, SR applies>

– All creatures within a 20 radius Emanation of the caster take 2d6+1 per level (max 2d6+15) damage each round from being attacked by shadowy monsters. The caster may designate any number of creatures to be exempt from the damage. A new save is required each round.

Creatures in total darkness are not affected by this spell.

Shadow Well(MoF p116)

<Ill(shadow), VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg>

– Target is forced through a gateway to the Plane of Shadow for the spell’s duration. At the end, the target returns in the same location, but is Frightened & must flee for 1d4 rounds.

Sphere of Terror(DR333 p72)

<Ill(shadow)[darkness][fear][mind], VSM(claw, blindfold), 1StdAct, Medium-range, 1rnd/lvl, WillDisbelief, SR applies>

– Creates an immobile 30’ radius hemisphere of magical shadowy illumination, which grants all those within it Concealment.

All creatures within the area of effect are Shaken (WillNeg). Any Shaken creatures who remains in the area of effect take 1d6 damage per round (Fort½).

### Necromancy

Affliction(BoED p89)

<Necro[good], VS, 1StdAct, Touch, FortNeg, SR applies>

– Infects touched Evil target with chosen Affliction(BoED p34) which takes effect without an incubation period.

Name DC Base Damage

Depraved Decadence 18 1d4 Str

Eternal Torpor 14 1d6 Dex

Raging Desire 15 1d3 Con

Consuming Passion 17 1d4 Int

Haunting Conscience 16 1d4 Wis

Pride in Vain 20 1d6 Cha

The Base Damage has the target’s Charisma modifier added to it. If it is an Evil Elemental or Evil Undead, it takes +1 damage If it is an Evil Outsider or an Evil Cleric of an Evil Deity, it takes +2 damage.

Animate Dead(PH p198)

<Necro[evil], VSM(25gp/HD black onyx), 1StdAct, Touch, Instantaneous>

– Permanently animates skeletons and/or zombies from one or more touched corpses. (2 \* Caster level) HD of Undead may be animated in one casting & a caster may only have 4HD/lvl Undead under control (if exceeded, caster chooses which are “freed”). Undead controlled via Clerical “Rebuke / Control” ability don’t count against this total.

Bestow Curse(PH p203)

<Necro, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– Touched subject is inflicted with one of the following:

a) –6 on one ability (minimum 1);

b) –4 penalty on attacks, saves, and skill checks; or

c) 50% chance of losing each action.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

This spell Counters the spell *Remove Curse.*

Bloodstone’s Frightful Joining(DR348 p74)

<Necro, VS, 1StdAct, Medium-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster transfers his/her ‘soul’ into an Undead within range, leaving his/her original body appearing lifeless (Heal check vs. DC 25 to realize it is in Suspended Animation). The spell normally ends when the caster’s soul explicitly returns to its original body, or 1hr/lvl passes (which forces the soul back to its rightful place).

While in the target Undead, the caster has a mix of his/her mental abilities & the target’s physical abilities, as listed below:

The caster gets these from the new body:

a) Strength, Dexterity, & Constitution (or lack thereof);

b) hit points;

c) natural armor & weapons;

d) natural movement, such as flying

e) extraordinary abilities.

The caster does not get the following from the target body:

a) ability to use extra limbs in combat;

b) spells, spell-like, or supernatural abilities.

The caster keeps the following from his/her original form:

a) Intelligence, Wisdom, & Charisma;

b) level, class, & alignment;

c) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con).

If the caster takes a Standard Action or the target body is slain, the caster’s soul is returns to its body (if it is within range) & the target’s essence goes back to its body (assuming the body has not been destroyed). If the caster’s body is not within range, the caster dies.

Burning Blood(Spell p40)(CArc p100)

<Necro, VSM(blood, saltpeter), 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– The target living creature with blood takes   
1d8 Acid damage and 1d8 Fire damage each round (Fort½) and can only take a single Move Action (FortNeg).

Note: Does not affect creatures lacking blood (i.e., Elementals, Oozes, Plants, etc.).

Contagion(PH p213)

<Necro[evil], VS, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Infects touched subject with chosen disease which takes effect without an incubation period.

Name DC Dmg

Cackle Fever 16 1d6 Wis

Filth Fever 12 1d3 Dex & 1d3 Con

Mindfire 12 1d4 Int

Red Ache 15 1d6 Str

Shakes 13 1d8 Dex

Slimy Doom 14 1d4 Con

Blinding Sickness 16 1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently Blind.

Enervation(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Target gains 1d4 Negative Levels that fade in 1hr/lvl.

Undead targeted with this spell gain 1d4 \* 5 Temporary HP for 1 hour.

Fear(PH p229)

<Necro[fear][mind], VSM(feather), 1StdAct, Will½, SR applies>

– All living creatures within a 30’ Cone-shaped Burst are Panicked for 1rnd/lvl. On a successful save, a creature is Shaken for 1rnd.

Plague Carrier(RoF p190)

<Necro, VS, 1StdAct, Touch, FortNeg>

– Infects touched subject with chosen disease which takes effect after the incubation period. During the incubation period, the target does not present symptoms, but is transmitting the disease to those who come in contact.

Disease choices are Blinding Sickness, Cackle Fever, Filth Fever, Mind Fire, Red Ache, The Shakes, or Slimy Doom.

Shadow Curse(DR322 p67)

<Necro[darkness], VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– The touched creature can only heals (either naturally or magically) in an area of Bright Illumination.

This spell can only be removed with *Remove Curse* or *Break Enchantment*.

Sinsabur’s Baleful Bolt(UE p52)

<Necro, VS, 1StdAct, Medium-range, Ref½>

– All creatures within a 5’ wide Line out to the end of the spell’s range take Strength and Constitution Damage of 1d3 + 1 per 4 lvls (max 1d3+3).

Wrack(CDiv p190)

<Necro[evil], VS, 1StdAct, Close-range, 1rnd/lvl, FortNeg, SR applies>

– Target humanoid is Blind and Helpless due to pain for 1 round per level.

For the 3d10 minutes after the spell ends, the target receives a –2 penalty on All Actions.

### Transmutation

Aerial Alacrity(RotW p174)

<Trans, V, 1 Swift Action, Personal 1min/lvl(D)>

– The caster gains the following:

a) Flying speed increases by +30’;

b) Maneuverability category improves by one category (maximum ‘perfect’); and

c) while airborne, the caster gains a +1 Dodge bonus to AC and Reflex saves.

Attune Form(Spell p17)

<Trans, VSM(dirt from home plane)/DF, 1StdAct, Touch, 24hrs>

– Up to 1 touched creature per 3 levels becomes attuned to the current plane of existence.

Below are some (but not all) possibilities:

Plane-Trait Effects Ignored

Fire 3d10 Fire dmg / round

Water Breath water

Earth Cannot suffocate

Positive Not blinded & stop gaining Temp HP before exploding

Negative No damage / negative levels

Backlash(Spell p23)~~(MoF p79)~~

<Trans, VS, 1StdAct, Touch, until discharged up to 10min/lvl, WillNeg, SR applies>

– If the touched target casts a Spell or uses a Spell-like Ability, the spell is expended, but takes not effect –and– the target takes 1d6 damage per level of spell being cast.

Baleful Blink(PH2 p102)

<Trans, V, 1StdAct, Close-range, 1rnd/lvl, FortNeg,   
no SR>

– The target flashes in & out of the Ethereal plane at random. The target

a) has a 50% chance of losing each attack or spell (except for spells cast on himself / herself, which function normally);

b) has a no chance of any attack or spell targeting him/her being lost;

c) takes full damage from area-of-effect attacks & falling;

d) can move normally;

e) can not step through solid matter; and

f) able to attack creatures in the Ethereal plane with a 50% chance of loosing the attack or spell.

Bite of the Werewolf(Spell p29)

<Trans, VSM(wolf’s tooth), 1StdAct, Personal, 1rnd/lvl>

– Caster becomes wolf-like:

a) +2 Enhancement bonus to Strength;

b) +4 Enhancement bonus to Dexterity;

c) +4 Enhancement bonus to Constitution;

d) +4 Enhancement bonus to Natural Armor;

e) gain Feat: Blind-Fight; and

f) a Medium-sized caster gains a 1d6 + 1½ Str Bite attack. Damage for Small-size is 1d4. BAB of +6 or higher does not grant extra attacks.

Bladebane(UE p48)

<Trans, VSM(blood, 500gp ruby dust), 1StdAct, Touch, 1rnd/lvl>

– The touched bladed weapon becomes more effective against one type of creature (use the Ranger List for categories). Against a chosen creature, the weapon gains +2 Enhancement bonus that stacks with any base bonus, and an extra +2d6 damage when it hits.

Blinding Breath(Spell p31)

<Trans[light], S, 1 Swift Action, Personal, 1rnd>

– The caster’s Electricity or Fire-based breath weapon also causes all sighted creatures in its area-of-effect to be permanently Blinded.

This spell can be applied to a natural breath weapon or to one cause by *Dragon Breath* or similar spell.

Call to Stone(PH2 p105)

<Trans, VS, 1StdAct, Medium-range, 1rnd/2lvls,   
SR applies>

– The target is slowly changed to stone. Each round, the target must make a Fortitude save or take a cumulative –2 penalty to Dexterity   
–and– a –10’ penalty to movement for the spell’s duration.

If the target fails 4 saving throws total, he/she is transformed into stone permanently. This effect can be cancelled by any spell that can remove *Flesh to Stone*.

Celerity(PH2 p105)

<Trans, V, 1 Immediate Action, Personal, Instantaneous>

– The caster may take a Standard Action (as if he/she had a ‘readied action’ –and– even if it interrupts another creature’ turn) and then is Dazed until the end of his/her next action.

Corporeal Instability(Spell p53)~~(MoF p118)~~

<Trans, VS, 1StdAct, Touch, 1rnd/lvl, FortNeg(retry), SR applies>

– Touched target has its bones, internal organs, etc., become amorphous. This does no damage, but has the following effects:

a) speed reduced by 10’ or 25%, whichever   
is worse (min 5’);

b) becomes Blind;

c) cannot cast spells, use magic items, or attack;

d) gains immunity to Critical Hits & Sneak Attacks;

e) may attempt a new save as a Standard Action each round to end the spell;

f) takes 1 Wisdom Drain each round;

Note: previously called *Simbul’s Skeletal Deliquescence*.

Darkvision, Mass(Spell p59)(CArc p102)

<Trans, VSM(carrot/agate), 1StdAct, 1hr/lvl>

– All creatures within a 10’ radius Burst around the caster gain the ability to see 60’ in non-magical darkness, but in black & white only.

Darsson’s Potion(MoF p87)

<Trans, VSX(see below), 1FullRound, Touch, 1hr/lvl>

– The touched flask of water is readied to absorb a spell & become a temporary potion. A spell must be cast the next round for the water to absorb. Only spells up to 3rd level that can target the caster are allowed. The caster must expend (Caster level) \* (Spell level) \* 2 XP (i.e., the same as making a potion).

Darkvision, Superior(UE p53)

<Trans, VSM(agate chip), 1StdAct, Touch, 1hr/lvl>

– The touched subject can see normally (though in black & white) in non-magical darkness. Spot checks are made normally. The range of vision is only limited by the surroundings.

Enduring Flight(RotW p175)

<Trans, V, 1 Round, Personal>

– The caster gains the following benefits:

a) is able to Fly at normal speed while wearing Medium Armor and/or carrying a Medium Load; and

b) if the caster’s flight has a limited duration (such as due to a spell or a limited natural ability), the duration is doubled.

The spell ends as soon as the caster lands.

Enlarge Person, Mass(PH p226)

<Trans, VSM(powdered iron), 1Round, Close-range, 1min/lvl(D)>

– One Humanoid per level (& all their equipment) within a 30’ area becomes 1 Size category larger. Subjects gain +2 Size bonus to Strength, –2 Size penalty to Dexterity, and –1 penalty on attacks & AC. A subject who becomes Large-size gains ‘Reach’.

If a subject is within an area too small for his/her new size, the subject may attempt to ‘burst’ his/her surroundings with a Strength check (including the bonus). If the check fails, the subject is trapped, but takes no damage.

Unwilling subjects get a Fortitude save & SR applies.

This spell Counters & Dispels *Reduce Person* and *Mass Reduce Person*.

Entangling Staff(CAdv p147)

<Trans, VF(quarterstaff), 1 Swift Action, Touch, 1rnd/lvl(D)>

– The quarterstaff wielded by the caster grows vines that can be used to grab foes.

When the Quarterstaff makes a successful melee attack, it deals normal damage and then can start a Grapple as a Free Action without provoking an Attack of Opportunity. The Grapple attempt has a +8 bonus and can be used on creatures up to one size larger than the caster.

If the Grapple check is successful, the foe takes 2d6 damage due to constriction (the caster can chose the damage to be lethal or nonlethal).

After doing damage, the caster has the option of releasing the foe, which leaves it Entangled. If the grapple is maintained, the caster has the opportunity to do constriction damage once per round on a successful Grapple check.

Fang Blade(DR330 p71)

<Trans, VSF(living snake no more than one size category larger than the caster), 1StdAct, Touch, 1min/lvl(D)>

– The focus snake is transformed into the equivalent of a Longsword sized for the caster. The caster is considered proficient with the weapon. On a hit, the foe is affected by the snake’s poison (if any) in addition to the normal Longsword damage.

If anyone other than the caster attempts to wield the weapon, the snake attacks its holder.

The weapon has a Hardness of 8 & the snake’s hp at the time of the casting with regards to Sunder attempts.

At the spell’s end, the snake returns to normal.

Fire Stride(FR p69)

<Trans[teleport], VS, 1StdAct, Personal, until expended up to 10min/lvl>

– The caster may teleport up to 1 time per level from one fire to another. Both the source & target fires must be large enough to contain the caster’s entire body and must be within Long-range of each other. Teleporting is a Full Round action.

This spell does not protect the caster from fire damage.

Ghorus Toth’s Metal Melt(MoF p96)(MoFe)+

<Trans[fire], VSM(mercury), 1StdAct, Close-range, 1rnd, WillNeg(object)>

– One metal object weighing up to 5lbs/lvl turns to liquid for 1 round & then regains its normal consistency (usually in the shape of a puddle). Magic items are broken as a result. The object does not change temperature in the process.

Gutsnake(MoF p98)

<Trans, VSF(reptile fang), 1StdAct, Personal, 1rnd/lvl(D)>

– A 15’ fanged tentacle grows from the caster’s abdomen. As a Free Action, the caster can order it to attack any foe within range as if it were a Giant Constrictor(MM p280). The tentacle can even be killed as if it were a Giant Constrictor with no negative effect on the caster.

Iron Bones(MoF p102)

<Trans, VSF(tiny skull made from iron), 1StdAct, Touch, 10min/lvl>

– Touched Corporeal Undead gains +5 Natural Armor bonus due to a hardened skeleton.

Knock, Greater(DR316 p62)

<Trans, V, 1StdAct, Medium-range, Instantaneous>

– Opens all locked, stuck, or magically sealed doors, boxes, etc., in a 20’ area. Three separate locks are effected by each casting. This spell can even raise the bar on a gate, losen the weld on a shackel, etc.

*Arcane Lock* is Dispelled by this spell.

Perfect Summons(BoED p103)

<Trans[good], VS, 1StdAct, Medium-range, 1hr/lvl>

– The caster designates a 40’ radius Burst where only Good aligned creature may be summoned. For example, an attempted to summon a Fiendish creature would end up summoning a Celestial one instead, while attempting to summon a Formian might result in an Archon arriving.

If a different alignment creature appears, it is not under the control of the summoner. It will act as it wishes, which sometimes includes attacking the summoner. Under these circumstances, the spell cannot be dismissed, though it may be dispelled.

This spell Counters and Dispels *Distort Summons* (from the Book of Vile Darkness).

Perinarch(Spell p153)

<Trans, VS/DF 1StdAct, Close-range, 1rnd/lvl>

– When on the Plane of Limbo, the caster may attempt to “stabilize” an area up to Close-range in radius that is not already under someone/something’s control. Each round, the caster may add or remove one of the four elements. The initial goal is usually a chunk of rock surrounded by air.

Polymorph(PH p263)(DR337 p88)+

<Trans(polymorph), VSM(cocoon), 1StdAct, Touch, 1min/lvl(D)>

– The touched willing subject is changed into a new form, which

a) can be one of the following creature types: Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Ooze, Plant, or Vermin;

b) cannot have more HD than either the caster or the target (max 15HD);

c) can be as small as Fine-size; and

d) cannot be incorporeal or gaseous.

Subject gets the following from the new form:

a) Strength, Dexterity, & Constitution;

b) Extraordinary Special Attacks (such as Constrict, Improved Grab, & Poison);

c) natural movement, like swimming & flying; &

d) gain its creature type.

The subject does not get the following from the new form:

a) Extraordinary Special Qualities (such as Blindsight, Regeneration, or Scent); &

b) Supernatural or Spell-like Abilities.

Subject keeps the following from its original form:

a) Intelligence, Wisdom, & Charisma;

b) hit points (ignore new Constitution score);

c) level, class, & alignment;

d) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con); and

e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);

b) the subject’s equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;

c) gain 1 day’s natural healing of hit-points only;

e) if slain, return to original form;

f) creatures with the Shapeshifter subtype can return to the original form as a Standard Action.

Rary’s Mnemonic Enhancer(PH p268)

<Trans, VSF(string, ink from black dragon blood & squid ink)M(50gp ivory plaque), 10Minutes, Personal, Instantaneous>

– Either

a) Prepare 3 levels of spells normally; or

b) Restore a spell up to 3rd level that was cast in the round before this spell was started.

Only usable by Wizards.

Reduce Person, Mass(PH p269)

<Trans, VSM(powdered iron), 1Round, Close-range, 1min/lvl(D), FortNeg, SR applies>

– One Humanoid per level (& all their equipment) within a 30’ area becomes 1 Size category smaller. Subject gains +2 Size bonus to Dexterity, –2 Size penalty to Strength, and +1 bonus on attacks & AC. A subject who becomes Tiny-size have a reach of 0’ & must enter an opponent’s hex to attack.

This spell Counters & Dispels *Enlarge Person* and *Mass Enlarge Person*.

Repair Critical Damage(CArc p120)(Eb p114)(DR317 p36)

<Trans, VS, 1StdAct, Touch, Instantaneous>

– The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 4d8 +1 per level (max 4d8+20) hp.

Spell Enhancer(PGF p112)

<Trans, V, 1StdAct, Personal, 1rnd>

– The caster may cast another spell this round as a Swift Action. The second spell has a +2 bonus to its DC.

Stone Shape(PH p284)(PH3.5e)+

<Trans[earth], VS/AM(clay sculpted into the new shape)/DF, 1StdAct, Touch>

– Permanently reshapes a single piece of stone of up to 10 cubic feet + 1 cubic foot per level into a shape of the caster’s choosing, though fine detail is not possible.

Voice of the Dragon(Spell p232)

<Trans, VS, 1StdAct, Personal, 10min/lvl(D)>

– The caster gains the following:

a) +10 Enhancement bonus on Bluff, Diplomacy, & Intimidate checks;

b) able to speak & understand Draconic (but not read it);

c) as a Standard Action, the caster may cast *Suggestion*, though doing so end *Voice of the Dragon*.

Wraithform(DR348 p77)

<Trans, SM(gauze, smoke), 1StdAct, Touch, 2min/lvl(D)>

– A willing corporeal subject & all his/her gear are transform into a shadowy, wraith-like form, with the following effect:

a) Fly (normal movement) / Perfect;

b) can slip through any opening;

c) gains Damage Reduction 10/magic,

d) becomes immune to poison & criticals;

e) has an AC based only on Dexterity, size, Deflection bonuses, & armor bonuses due to Force effects;

f) cannot attack & can only cast spells with no Verbal, Somatic, Material, or Focus components (due to Metamagics);

g) appears to be an Undead to other Undead (+10 bonus on Disguise checks to appear as an Undead);

### Universal

Fortify Familiar(CArc p108)

<Univ, VS, 1StdAct, Touch, 1hr/lvl>

– The caster’s familiar gains the following:

a) 2d8 Temporary HP;

b) +2 Enhancement bonus to Natural Armor;

c) 25% chance of ignoring extra damage from Sneak Attacks or Critical Hits.

Mystic Surge(PH2 p120)

<Univ, V, 1StdAct, Close-range, 1rnd>

– The next spell cast by the subject has a +1 effective caster level & a +2 bonus to DC.

### Combination

Caustic Distain(DR347 p77)

<Ench/Evoc[acid][evil], VS, 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– The target creature is affected as follows:

a) takes 1d6 Acid damage per round (Fort½);

b) is covered with vapors for the spell’s duration (no save);

c) any creature attempting to cast a beneficial spell on the target must make a Will save. If the save fails, the creature casting the spell looses it. If the save is successful, that creature is immune to this effect for the remainder of the spell.

Doom Scarabs(PH2 p110)

<Conj/Necro, VS, 1StdAct, Instantaneous, Will½,   
SR partial>

– All creatures in a 60’ Cone-shaped Burst take 1d6 per 2 caster levels (max 10d6) (Will½, SR applies).

For each target that has Spell Resistance, but failed his/her/its resistance check, the caster gains 1d4 Temporary HP that last up to 1 hr.

Liferot(DR347 p77)

<Conj/Necro[evil], VS, 1StdAct, Medium-range, 1min/lvl, SR applies>

– The target creature is covered with mold. Any attempt to magically heal the target fails (Will save in order to heal ½).

This spell is not effected by *Dispel Magic*. It can only be removed by *Remove Curse, Remove Disease,* or *Diminish Plants.*

## 5th Level

### Abjuration

Anticold Sphere(Spell p13)

<Abj[cold], VS, 1StdAct, 10min/lvl(D)>

– A 10’ radius Emanation around the caster grants the following:

a) all creatures in the area of effect gain Cold immunity;

b) creatures with the [cold] subtype are pushed out of the sphere at the time of casting (no save, SR applies);

c) creatures with the [cold] subtype cannot enter the area of effect (no save, SR applies).

Break Enchantment(PH p207)(DR306 p110)+

<Abj, VS, 1Minute, Close-range, no SR>

– Attempts to free 1 subject per level within a 30’ area from all Curses, Enchantments, Transmutations, and Petrifaction. Each effect is subject to a Dispel Check (max +15). Cursed items typically have a DC of 25.

If petrifaction is removed from a creature, it does not need to make a saving throw.

Effects that cannot be removed by *Dispel Magic* can be removed by this spell if their level is no more than 5th.

This spell breaks effects on creatures. A cursed item still have its curse, it just may no longer apply to the subject.

Contingent Energy Resistance(Spell p52)

<Abj, VSM(oyster shell), 1Minute, Personal, until discharged up to 1hr/lvl(D)>

– The first time the caster takes damage of an Energy Type after casting the spell, this spell grants the caster Resistance 10 against that Energy Type for 10 minutes per level (up to the original spell’s duration).

A caster may only have one *Contingent Energy Resistance* in effect at any given time.

Dismissal(PH p222)

<Abj, VS/DF, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– Forces an Extraplanar creature to return to its native plane (80%) or a random plane (20%). The target receives its HD as a bonus to its saving throw & the Caster level as a penalty to its saving throw.

Duelward(CArc p103)

<Abj, VSM(tiny silk glove), 1StdAct, Personal, until discharged up to 1rnd/lvl(D)>

– The caster gains the following benefits:

a) +4 Competence bonus on Spellcraft checks to identify a spell being cast;

b) the caster may make a Counterspell action as an Immediate Action.

This spell is discharged when the caster is successful with any Counterspell action.

Field of Resistance(PH2 p113)

<Abj, VS, 1StdAct, Medium-range, 1rnd/lvl(D)>

– Any creature in the immobile 20’ radius Emanation receives Spell Resistance of (11 + caster level) as long as he/she remains in the area-of-effect.

Note: this Spell Resistance can not be voluntarily lowered.

Ironguard, Lesser(FR p71)

<Abj, VSM(tiny shield of wood or crystal), 1StdAct, Touch, 1rnd/lvl>

– The touched subject’s body passes through non-magical metal.

Mana Flux(PH2 p119)

<Abj, VS, 1StdAct, Medium-range, 1rnd/lvl, no save, no SR>

– Creates an immobile 20’ radius Emanation which causes the following to have a 20% chance of failing:

a) spells, spell-like abilities, & supernatural abilities;

b) spell completion items, such as a Scroll;

c) manifesting a psionic power.

Mordenkainen’s Private Sanctum(PH p256)

<Abj, VSM(lead, opaque glass, cloth, powdered chrysolite), 10Minutes, Close-range, 24hrs(D)>

– The caster gains privacy in an area of one contiguous 30’ cubic feet per level, shaped however the caster desires. The area cannot be seen into from the outside, nor can sound travel in or out of the area. Divination (scrying) spells cannot enter the area, including *Arcane Eye*. Anyone can enter or leave the area at will.

Planar Tolerance(Spell p159)

<Abj, V, 1 Immediate Action, 1hr/lvl>

– One subject per level within 20’ radius Burst of the caster is “attuned” to the current plane of existent, making survival much easier. Below are some (but not all) possibilities:

Plane-Trait Effects Ignored

Fire 3d10 Fire dmg / round

Water Breath water

Earth Cannot suffocate

Positive Not blinded & stop gaining Temporary HP before exploding

Negative Doesn’t take damage / negative levels

Reciprocal Gyre(CArc p119)

<Abj, VSM(copper wire), 1StdAct, Medium-range, Instantaneous, no SR>

– The target creature or object takes 1d6 damage for each level of spell or spell-effect currently affecting it (max 10d6). This includes spells that directly target the creature, but not those that affect an area (such as *Solid Fog*). The total includes spell from magic items, but not ongoing effects, such as the bonus from a *Cloak of Resistance.*

The target receives a Will save for ½ damage. If it fails this save, it is Dazed for 1d6 rounds (FortNeg).

Refusal(CArc p120)

<Abj, VSM(pinch of dust from a wizard’s tomb), 1StdAct, Medium-range, 1hr/lvl, WillNeg, SR applies>

– Up to two contiguous 10’ squares per level keep spellcasting creatures out. In order for a creature with prepared spells, impromptu spell slots, or spell-like abilities to enter the warded area, it must make a Will save at a penalty equal to it highest available spell level (i.e., the higher the level of spell still available, the harder it is to get in)*.*

Creatures teleporting into the area must also save. Failure results in the creature ending up in the closest safe place outside the area of effect.

Creatures without spells can enter and leave at will.

Shadow Tentacle, Greater(LoD p186)

<Abj[shadow], S, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

– One shadow within range is animated into a semi-solid tentacle. The shadow is anchored at one end & attempt to Entangle an opponent within 10’/lvl (max 100’) of that point. To be successful, the tentacle must make a melee touch attack using the caster’s Base Attack Bonus. Once Entangled, the opponent can be held in place or allowed to move at half-speed within the tentacle’s length. To escape, the target must make an Escape Artist check vs. DC 22 or a Strength check vs. DC 25. The tentacle is AC 18 & has 40hp. It is not effected by light, magical or otherwise.

As a Standard Action, the caster can have the tentacle attack a different opponent within range. If it had been entangling someone, that opponent is released.

Telepathy Block(BoED p109)

<Abj, VS, 1StdAct, Close-range, 1rnd/lvl(D), no save, no SR>

– All telepathic communicated, including telepathic speech, is blocked in a 80’ radius Emanation from the target. If the spell is cast on a creature or object, the effect moves with the target. If cast on a point in space, the effect is immobile.

Temporal Repair(DR350 p78)

<Abj, VSM(seeds, rust), 1StdAct, 1min/lvl>

– All time-based magical effects within a 50’ radius Emanation are impeded. Spells of a lower Spell level are automatically Dispelled. Those of an equal or higher Spell level receive a Dispel Check.

Vanishing Weapon(BoED p111)

<Abj, VS, 1StdAct, Touch, 1min/lvl>

– The touched weapon Dispels creatures brought into existence by Illusion(shadow) & Conjuration(summoning) spells on a successful Dispel Check on a successful hit (or by being picked up by an appropriate creature). A ranged weapon imparts this effect on its ammunition.

Wall of Dispel Magic(Und p63)

<Abj, VS/DF, 1StdAct, Medium-range, 1min/lvl>

– Creates an transparent wall whose area is one 10’ square per level.

When a creature passes through the wall, each ongoing spell effect on the target gets a separate Dispel Check (max +10). If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

The wall cannot be seen with *See Invisibility*, but it can be detected with *Detect Magic* and *True Seeing*.

Watchware(UE p53)

<Abj, VSM(500gp of rare sands & reagents), 1Full-Round, Touch, Permanent until discharged>

– When the touched inanimate object is touched, moved, or damage without the password being used, the caster gets an image of the object and its surroundings. The image counts as “first-hand knowledge” with regards to *Scrying* and similar spells. Note that natural movement, such as an earthquake can set this spell off.

Counts as a Magical Trap.

### Conjuration

Acid Sheath(Spell p7)~~(MoF p108)~~

<Conj(creat)[acid], VSM(fire ants)F(50gp glass humanoid), 1StdAct, Personal, 1rnd/lvl(D)>

– The caster is surrounded by a layer of Acid, which provide only the following benefits:

a) if the caster is struct by a creature that is not using a reach weapon, the attacker takes 2hp per level (max 30hp) Acid dmg;

b) if the caster grapples / is grappled, the attacker takes the above damage once per round;

c) any spells with the [acid] subtype that the caster casts do +1hp damage per die.

Note: Used to be called *Mestil’s Acid Sheath*.

Arc of Lightning(Spell p15)(CArc p97)

<Conj(create)[electricity], VSM(2 small iron rods), 1StdAct, Close-range, Instantaneous, Ref½, no SR>

– Two creatures within range, and all creatures in a Line between them, take 1d6 Electricity damage per level (max 15d6).

Battle Tentacles(DR344 p60)

<Conj(creat), VSM(octopus or squid tentacle, spine or bone from an aquatic creature), 1StdAct, Medium-range, 1rnd/lvl(D), no SR>

– A 20’ radius Spread is filled with tentacles. Any creature (except the caster) in the area-of-effect is attacked once per round on the caster’s turn. The attack bonus is +(Caster level + 4) and damage is 2d6 + 4 (damage is half Bludgeoning & half Slashing).

A creature entering the area of effect is attacked immediately. Also, it is only possible to go half movement through the area of effect.

The tentacles are immune to damage, but can be dispelled.

The tentacles are insubstantial to the caster, who moves through them without being slowed.

Black Stench of Laogzed(DR342 p74)

<Conj(creat), VSM(troglodyte tail), 1StdAct, Personal, 1rnd/lvl, Fort½, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of black, mostly opaque, foul-smelling fumes that stays centered on the caster. Each round, living creatures within the area of effect are affected as follows:

a) Nauseated until he/she leaves the cloud (FortNeg);

b) takes 1d6 per two caster levels Acid damage (max 5d6) (Fort½); and

c) the creature’s Scent ability (if any) is overwhelmed and unusable (no save).

The caster is immune to being Nauseated & the Acid damage, but still has his/her sight blocked by the Cloud.

Note: this spell is normally only available to followers of the Patron Deity of Troglodytes.

Call Faithful Servants(BoED p93)

<Conj(call)[good], VS, 1Minute, Close-range, Instantaneous>

– The caster calls 1d4 Lantern Archons (LG), 1d4 Coure Eladrins (CG), or 1d4 Musteval Guardinals (NG) to server as guards, soldiers, spies, etc., for up to 1 year. Only 2HD per Caster level of Celestials can be controlled at any time.

Note: This spell can only be cast by Celestials, and the caster may not have cast a Conjuration spell for 3 days prior to casting this spell.

Call Zelekhut(Spell p42)

<Conj(call)[law], VSX(100)/DF, 10Minutes, Close-range, Instantaneous>

– A Zelekhut Inevitable (MM p160) (a CR 9 Construct) appears before the caster to do one task which will take no more than 1 hour. The Zelekhut does not need to be paid. A specific Zelekhut may be requested, though it may not be the one that appears.

Cloudkill(PH p210)

<Conj(creat), VS, 1StdAct, Medium-range, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of yellowish fog that moves 10’ per round away from its caster. Living creatures in the cloud take the following effect each round:  
6+ HD: 1d4 Constitution Damage (Fort½)   
4-5 HD: Death (Fort save for 1d4 Con dmg)  
0-3 HD: Death (no save).

A creature is affected even if holding its breath.

The vapors are heavier than air & will sink into an opening in the ground, like an ant hill.

The cloud can be dispersed by Moderate Wind in 4 rounds, or by a Strong Wind in 1 round.

Dimension Shuffle(PH2 p110)

<Conj(teleport), V, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– One target per level within a 30’ area is teleported to another location within 30’ of the caster’s choosing that the caster has line-of-sight of, can support the subject’s weight, is not in a solid object, etc.

Disk of Concordant Opposition(DR338 p48)

<Conj(create), VSM(small iron & electrum wheel)/DF, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

– By making a ranged touch attack, one creature or object is struck. Damage is half Positive Energy and half Negative energy, though neither may heal a creature of any type:

Creature: takes 1d6 per level (max 15d6) (Fort½). If the target is reduced to 0 or fewer hit-points, it is turned to dust.

Object: one object of up to a 5’ cube is disintegrated, or a 5’ cube is disintegrated out of a larger object;

Force Effect: one *Wall of Force* or other force effect is dispelled if the disk’s caster level is equal or higher than the force effect’s caster level.

Note: mainly used by followers of Boccob.

Dragon Ally, Lesser(Spell p72)

<Conj(call), VX(100), 10Minutes>

– The caster calls for a Dragon of up to 15HD.

The caster must negotiate with the Dragon about what task it should do & what it gets in return (min 1 round and the two must share a language). The following table gives an idea of the cost in money, items, etc.

Time Required Payment

up to 1min/lvl 50gp / HD

up to 1hr/lvl 250gp / HD

up to 1day/lvl 500 / HD

Difficulty Modifier

Non-hazardous no change

Very Dangerous 100% more

Suicidal no deal

When the task is complete, the Dragon informs the caster of its deeds & then returns home.

Note: Sorcerers cast this spell at +1 Caster lvl.

Elemental Guardian(DR347 p71)

<Conj(sum), VSM(container with the desired element), Short-range, 10Minutes, 1day/lvl>

– The caster summons a Lesser Elemental Weird(DR347 p70) of either Air, Earth, Fire, or Water and binds it to a 5’ area comprised of the same element (i.e., a pool for a Lesser Water Weird, etc.). The Weird cannot move more than 100’ from its bind location.

Without additional instructions, the Weird will attack any creature other than the caster who comes within 100’ of its bind location. If the caster speaks its language, he/she can give it more specific instructions.

If the Weird is destroyed, the spell ends.

Evard’s All-Seeing Worm(DU107 p37)

<Conj(creat), VSM(potion of *Fox’s Cunning*), 1Minute, 1day/lvl(D), FortNeg, no SR>

– Creates a 2” magical worm in the caster’s hand. If not placed in a creature’s mouth within 1 round per level, it dies.

The creature into whom the worm is places has the option of a Fortitude save. If successful, the worm dies. Otherwise, the target creature takes 1 hp of damage and is Nauseated for 1d6 rounds while the worm burrows into his/her brain.

For the spell’s duration, the worm’s eater (i.e., the target) receives the following:

a) +4 Competence bonus on one Knowledge check (chosen when the spell is cast);

b) –4 penalty on saving throws to resist the caster’s spells.

For the spell’s duration, the caster receives the following:

a) +4 Competence bonus on one Knowledge check (same skill as the target);

b) knows the target’s the position (distance & direction) and condition (unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc.); and

c) can perceive through the target’s senses by concentrating.

If the spell ends normally or is dismissed by the caster, the worm unburrows from the target’ brain and come out through his/her mouth, resulting in the target being Nauseated for 1d6 rounds.

The worm can be killed (which ends the spell) with *Remove Disease* or *Heal*, though creatures immune to disease are not immune to this worm. The worm is not affected by *Dispel Magic* or *Remove Curse*.

Freezing Fog(CArc p108)

<Conj(creat)[cold], VS, 1StdAct, Medium-range, 1min/lvl, no save, no SR>

– Creates a 20’ radius, 20’ high Cloud. Anything within the fog takes the following:

a) 1d6 Cold damage each round;

b) must make a Reflex save each round to avoid falling Prone. Even if successful, a Balance check vs. DC 10 is required to move, which is limited to 5’. If the check is missed by more than 5, the target falls anyway;

c) –2 penalty on melee attacks & damage;

d) –6 penalty on ranged weapon attacks; &

e) anything falling through the fog is slowed as if it had only fallen 10’.

Leomund’s Hidden Lodge(CArc p113)

<Conj(creat), VSF(tiny bell), 10Minutes, Close-range, 24hours>

– A 20’x20’ cottage appears which is made from materials appropriate for the location (stone, timber, or sod). It has a door, 2 shuttered windows, & a fireplace whose chimney is sealed with an iron grate. The door & shutters are under the effect of *Arcane Lock* and *Alarm*. The chimney grate simply has an *Alarm*. An *Unseen Servant* is also available for the duration. There are simple furnishings for 8 occupants.

From more than 30’ away, the cottage appears to be a natural feature of the terrain, such as a boulder, a sand dune, etc. Even smoke from the chimney is hidden. A creature within 30’ is allowed a Survival check vs. DC 30 to recognize the cottage for what it really is.

Leomund’s Secret Chest(PH p247)

<Conj(sum), VSF(5,000gp chest & a 50gp replica), 10Minutes, until discharged>

– The caster may place 1 cubic foot of material per level in a specially made chest, despite the actual masterwork chest being only 3’ x’ 2’ x 2’. At the spell’s completion, the chest disappears into the Ethereal Plane (75% chance of failure if there is anything living in the chest).

By holding the miniature replica & spending a Standard Action, the caster may summon the chest back to the current location. If the replica is lost, the chest can not be summoned back, even by a *Wish*.

Each day the chest spends in the Ethereal Plane after the 60 days, there is a cumulative 5% chance that the replica will loose its connection to the original chest, resulting in the later being lost.

Items in the chest are not in stasis, so they age normally.

Luminous Assassin(PH2 p117)

<Conj(sum), VSF(dagger), 1StdAct, Medium-range, 1rnd/lvl, no save, no SR>

– Summons one ‘Luminous Assassin’ (an Extraplanar Human Rogue 3 (PH2 p117)). On the first round, the target is considered Flat-Footed. On subsequent rounds, the ‘Luminous Assassin’ continues to attack intelligently without supervision.

If the designated target dies or leaves the spell’s range, the ‘Luminous Assassin’ waits until you designate another foe. Otherwise, it continues to try to kill its opponent.

Major Creation(PH p252)

<Conj(creat), VSM(tiny piece of substance to be created), 10Minutes, Close-Range>

– Creates one object of up to 1 cubic foot per level. Duration is based on the material created:

Wood/Cloth 2hrs/lvl

Stone/Base Metal 1hr/lvl

Precious Metal 20min/lvl

Gem 10min/lvl

Adamantite, Mithral,  
Alchemical Silver 1rnd/lvl

Note that a Cold Iron item cannot be created.

A Craft check is needed to make complex items

Mordenkainen’s Faithful Hound(PH p255)

<Conj(creat), VSM(whistle, bone, thread), 1StdAct, Close-range, until triggered up to 1hr/lvl then 1rnd/lvl, no SR>

– The caster creates an Invisible & stationary watch-dog that can see Invisible and Ethereal creatures & is immune to Figments. If any creature of at least Small size comes within 30’ of the casting point (not counting creatures already in the area when the spell was cast), the watch-dog is triggered & begins to bark.

If a creature moves within 5’ of the watch-dog, it stops barking and attacks (+10 attack bonus, 2d6+3 damage) once per round. The watch-dog attacks with a Readied Action & remains Invisible when it attacks. The watch-dog cannot be killed, only dispelled. The caster must stay within 100’ of the watch-dog or the spell ends.

Phantasmal Thief(Spell p155)~~(BoVD p100)~~

<Conj(creat), VSM(green thread), 1StdAct, Close-range, 1rnd/lvl, no save, no SR>

– Creates an Invisible force that can steal. As a Free Action, the caster can inaudibly direct the ‘thief’ on which object within range it should grab. The target object cannot be in a locked container. The ‘thief’ has the following statistics:

a) +(Caster level) on Hide checks (only needed against creatures who can see invisible);

b) +(Caster level) on Move Silently checks;

c) cannot be damaged, only Dispelled;

d) can only hold 1 object at a time, weighing up to 1 pound per Caster level.

The ‘thief’ can only take the following actions, each of which takes 1 Full Round:

Steal Object: Always successful if the ‘thief’ was not detected by the target. If detected, the ‘thief’ may try again the following round. Once in the ‘thief’s possession, the object becomes Invisible.

Bring Object to Caster: After giving the object to its caster, the ‘thief’ can be ordered to steal again the next round.

Return Object to Target: The ‘thief’ can be ordered to steal again the next round.

Steal Object from the Target’s Hand: The ‘thief’ attempts to forcefully take the desired object from the target’s hand by making a Disarm attempt with a +(Caster level) bonus. If the attempt is successful & the ‘thief’ brings the object to its caster, the spell ends immediately.

Planar Binding, Lesser(PH p261)

<Conj(call)[variable alignment/element], VS, 10Minutes, Close-range, WillNeg>

– Calls & traps a named type or specific Outsider or Elemental of up to 6HD until it performs a task. Before casting this spell, the caster must prepare a ‘holding area’ within range with either an inward-focused *Magic Circle* or a Calling Diagram.

Steps in a binding:

1) Target gets a Will save (but no SR) to avoid being Called into the ‘holding area’.

2) Target can try to escape from the ‘holding area’ with a Spell Resistance check, dimensional travel (which can be blocked with *Dimensional Anchor*), or a Charisma check vs. DC (15 + ½ Caster level + Caster’s Charisma modifier). Success means it can flee or attack.

3) Caster requests a service & offers a reward. The difficulty of the 1st & the generosity of the 2nd results in a bonus of 0 - +6. The Caster & the Target then make an opposed Charisma check, with success meaning the Target accepted the Caster’s offer. If the Caster rolls a ‘1’, then the Target escapes immediately.

Steps 2) & 3) are repeated every day until a) the Target accepts; b) the Target escapes; or c) the Target is dismissed with a separate spell.

If the Target accepts, it will follow the wording of the task & then report back when it is done. Open-ended tasks (i.e., “guard this door”) last up to 1 day per Caster level.

Servant Horde(CArc p121)

<Conj(creat), VSM(string wood), 1StdAct, Close-range, 1hr/lvl>

– Creates 2d6 + 1 per level (max 2d6+15) invisible “servants” that can do simple tasks, like cleaning & opening doors. Each has a Strength of 2 (so it can lift 20 pounds or drag 100 pounds) & a movement of 15’, but it must stay in range.

The servants cannot attack, nor can they be the direct target of attacks, but if any of them takes 6hp of damage from area-of-effect attacks, that one is dissipated.

Summon Monster V(PH p287)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster V 1

Summon Monster IV 1d3

Summon Monster III (or lower) 1d4+1

Summon Undead V(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.

Table #

Summon Undead V 1

Summon Undead IV 1d3

Summon Undead III (or lower) 1d4+1

No summoned Undead may have more Hit Dice than (Caster level + 1).

Teleport(PH p292)

<Conj[teleport], V, 1StdAct, Touch>

– The caster (carrying Maximum load) & one willing Medium-size creature per three levels (or the Creature Equivalent) are instantly transported up to 100 miles per level. The destination must be pictured by the caster.  
How On Off Similar   
Familiar Target Target Area Mishap  
Familiar 01-97 98-99 100 —  
Studied 01-94 95-97 98-99 100  
Visited 01-88 89-94 95-98 99-100  
Seen Once 01-76 77-88 89-96 97-100  
False Dest.(d20+80) — 81-92 93-100

Toxic Weapon(PH2 p126)

<Conj(creat), VS, 1StdAct, Touch until discharged up to 1 hour>

– The touched Piercing or Slashing weapon is coated with poison that lasts for 1 successful hit (if made within 1 hour). The poison does 1d10 Con / 1d10 Con & has a DC equal to the spell (no SR).

Vitriolic Sphere(CArc p128)

<Conj(create)[acid], VSM(tiny vial of aqua regia), 1StdAct, Long-range, Instantaneous, no SR>

– Everything within a 10’ radius Burst is covered with acid, which can do damage for up to 3 rounds.

Round 1: 1d4 per level Acid damage (max 15d4) (Ref½). If the Reflex save is successful, the target takes no more damage on the subsequent rounds.

Round 2: 6d4 Acid damage (Ref½). If the Reflex save is successful, the target takes no more damage on the subsequent rounds.

Round 3: 3d4 Acid damage (Ref½).

Wall of Stone(PH p299)

<Conj(creat)[earth], VS/AM(granite)/DF, 1StdAct, Medium-range, Instantaneous, no SR>

– Creates a wall of stone that is one 5’ square per level & 1” thick per 4 levels. The area can be doubled by halving the thickness. The stone has a Hardness 8 & each 5’ square has 15 hit points per inch of thickness.

The wall can be of any shape & will merge into adjoining stone surfaces.

### Divination

Contact Other Plane(PH p212)

<Div, V, 10Minutes, Personal, Concentration up to 1rnd per 2 lvls>

– The caster may ask one question per two level of Extraplanar entity. At the start, the caster must make an Intelligence check to get answers & avoid having his/her Intelligence or Charisma reduced for a few weeks. More powerful entities have a greater chance of knowing the answer, but there is a higher chance of being “punished”.

Prying Eyes(PH p267)

<Div, VSM(crystal marbles), 1Minute, 1mile, up to 1hr/lvl, no SR>

– Creates 1d4 + 1/lvl scouts (called “eyes”), which are Fine-sized floating Constructs with AC 18 (due to size), 1hp, 30’ (perfect) movement, makes Hide checks at +16, makes Spot checks at Caster level (max +15), & has normal vision up to 120’.

The caster gives each ‘eye’ instructions of up to 25 words on how he/she wants it to scout. Once its mission is done, the ‘eye’ returns to the caster, who learns all the ‘eye’ has experienced at the rate of 1 round per hour the eye has existed. Once an ‘eye’ has reported, it disappears.

An ‘eye’ can be destroyed by taking damage, being Dispelled, or traveling more than 1 mile from the caster. The caster knows when an ‘eye’ is destroyed, but does not know the circumstances.

Rary’s Telepathic Bond(PH p268)

<Div, VSM(eggshells), 1StdAct, Close-range, 10min/lvl(D)>

– One willing creature per three levels in a 30’ area can be telepathically connected, though the caster does not have to be one of the subjects. Each subject must be willing & have an Intelligence of 3 or higher.

Once connected, the group can communicate at any range. All subjects can hear all communications of the group & language is not an issue.

### Enchantment

Charm Person, Mass(RoD p164)(DR312 p51)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, SR applies>

– One or more Humanoids in a 30’ area considers the caster his/her ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

The caster can either target one Humanoid of any number of HD –or– two or more Humanoids in the 30’ area whose total HD do not exceed (2 \* Caster level).

If a target is in a threatening situation when the spell is cast, it gets a +5 on the save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Dominate Person(PH p224)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>

– Telepathically control one Humanoid. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input.

The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

Feeblemind(PH p229)

<Ench(comp)[mind], VSM(marbles), 1StdAct, Medium-range, Instantaneous, WillNeg, SR applies>

– Target’s Intelligence & Charisma permanently drops to 1. If the target is an Arcane spellcaster or uses arcane spell-like effects, it gets a –4 penalty on its save.

This spell can only be removed by *Heal*, *Limited Wish*, *Miracle,* or *Wish*.

Glimpse of Eternity(FoE p151)

<Ench(comp), VSM(sand from an hourglass), 1StdAct, Close-range, 1rnd/3lvls, Will½, SR applies>

– The target takes 1d6 per level nonlethal damage (max 15d6) (Will½) –and– is Confused for 1 round per 3 levels (WillNeg).

Hold Monster(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One living creature is Held. It gets a new Will save each round to end the spell.

Insidious Suggestion(RoE p187)

<Ench(comp)[mind][language][mind-set], VS, 1StdAct, Close-range, up to 1hr/lvl, WillNeg (see below), SR applies>

– The caster gives the target 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

At the end of the duration, the instructions loose their power, triggered or otherwise.

The target must make a Will save each round (for up to 1 round per level) to resist the suggestion. If the target ever fails his/her save, then the suggestion take effect.

Mindset – While this spell is prepared, but not yet cast, the caster gains a +2 Competence bonus on Bluff, Diplomacy, and Intimidate checks.

Note: Gnomes cast this spell at +1 Caster level.

Insight Riot(PH2 p115)

<Ench[mind], V, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– One creature per level in a 30’ area attacks the nearest creature (friend or foe) on his/her next turn. A target will attack with any available weapon, or with natural attacks if no weapon is available. Targets that do not threaten a foe move towards the nearest foe, even if he/she cannot reach the foe within the round.

Mind Fog(PH p253)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 30min, WillNeg, SR applies>

– All targets who enter the 20’ radius by 20’ high Spread of light vapor receive a –10 Competence penalty to Will saving throws & Wisdom checks for as long as they remain in the fog & 2d6 rounds after leaving. If a target makes its saving throw, it is immune to this casting of the spell.

The vapors do not provide Concealment.

The vapors can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

Symbol of Sleep(PH p291)

<Ench(comp)[mind], VSM(1,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures with up to 10HD within a 60’ radius Emanation fall into a catatonic sleep for 3d6x10minutes. Targets cannot be waken without magic. The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

Torture(DR348 p28)

<Ench(comp)[mind][language], VS, 1Minute,   
Close-range, 1rnd per 2 lvls, SR applies>

– The caster asks the target living, conscious creature one question each round, with one of the following results:

a) if the target does not understand the question / does not know the answer, the caster knows this immediately & the target receives no ill effect;

b) if the target answers truthfully, the target receives no ill effect;

c) if the target lies / does not answer, the target takes 1d6 Constitution damage   
(Will save for 1 Constitution damage).

If the target is ever out of range, the spell ends immediately.

### Evocation

Ball Lightning(PGF p99)

<Evoc[electricity], VSM(copper & iron pellets), 1StdAct, Medium-Range, 1rnd/lvl, Ref½, SR applies>

– Create one 3’ diameter sphere per 2 levels (max 8). Each sphere has the following properties:

a) Can be programmed to follow a set of instructions as a Free Action on the round it is created and as a Move Action on any other round. Typically programs would be “follow the passage on the left and attack the creature within it” or “form a 5’ radius circle around me”.

b) Moves up to 100’ per round with Perfect maneuverability.

c) Has vision equivalent to a Human.

d) Gives off light equivalent to a candle. This is very helpful to offset its “human” eyesight in dark conditions.

e) If it comes in contact with a creature (as a Touch attack or by being touched by its opponent), the opponent is allowed a Spell Resistance check to see if this sphere can harm it. If it can, the opponent takes 2d6 Electricity damage (Ref½). Any successful attack causes the sphere’s programming to end and leave it hovering in the opponent’s hex.

f) If the distance between a sphere and the Caster ever exceeds the spell range, the sphere dissipates.

Bigby’s Interposing Hand(PH p204)

<Evoc[force], VSF(soft glove), 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>

– Creates a magical 10’x10’ hand which stays in between the creator & a designated target, providing a +4 Cover bonus to AC for the caster against that target. The hand will function even under the effect of darkness, invisibility, disguise, etc. The target can be changed as a Move Action. The hand has the caster’s maximum hit points & saving throw and has an AC of 20. A target of up to 2,000 pounds is at ½ movement approaching the caster.

Cacophonic Burst(Spell p41)

<Evoc[sonic], VS, 1StdAct, Long-range, Instantaneous, Ref½, SR applies>

– 20’ radius Burst deals 1d6/lvl Sonic damage (max 15d6). Cannot penetrate *Silence*.

Cacophonic Shield(Spell p41)(CAdv p144)~~(MoF p83)~~

<Evoc[sonic], VS, 1StdAct, 1min/lvl(D)>

– The caster creates a 10’ radius Emanation barrier of sound around himself/herself that moves with the caster. Crossing the barrier has the following effects:

Non-Magical Sound – cannot cross.

Magical Sound – requires a successful Caster check to cross.

Creature – takes 1d6 +1/lvl (max 1d6+20) Sonic damage (no save) & is Deafened for 1 minute (FortNeg).

Missile Weapons ­–20% miss chance.

Cone of Cold(PH p212)

<Evoc[cold], VSM(crystal cone)/DF, 1StdAct, Instantaneous, Ref½, SR applies>

– 60’ Cone-shaped Burst deals 1d6/lvl Cold damage (max 15d6).

Cyclonic Blast(Spell p57)~~(DR314 p38)~~

<Evoc[air], VSF(child’s spinning top), 1StdAct, Instantaneous, Ref½, SR applies>

– A tornado of air moves from the caster out in a 120’ Line. If the line strikes a barrier that it does not destroy, it stops.

a) targets takes 1d6 per level (max 15d6), though objects bigger than Large-size only take half damage;

b) if a creature failed its Reflex save, it is subjected to a Bull Rush action at +12. When resisting the Bull Rush, airborne creatures are treated as one size smaller.

Dolor(DR336 p78)

<Evoc[evil], VS, 3 Rounds, Personal, 24hrs>

– When casting one of the *Planar Ally* spells, the caster receives a bonus of +1 per 3 Caster levels when making the opposed Charisma check (i.e., Step 3). This additional ability to convince is in the form of discomfort for the target, who won’t forget.

If the caster rolls ‘1’ on the opposed Charisma check, the target is freed (as usual) but also the caster is under the effect of *Charm Monster* for 1 round per target’s HD. Even if the Charisma check is successful, the target will desire revenge upon the caster at a later date.

Note: The bonus from this spell does not stack with that of *Torment*.

Dragon Breath(CDiv p164)

<Evoc[good/evil], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster gains one breath weapon (listed below) for the spell’s duration. After it is use, the caster must wait 1d4 rounds before the breath weapon can be used again.

Dragon align Effect Save

Black [evil] 30’ Line of Acid Ref½

Blue [evil] 30’ Line of Electricity Ref½

Brass [good] 15’ Cone of *Sleep* WillNeg

Bronze [good] 30’ Line of Electricity Ref½

Copper [good] 15’ Cone of *Slow* WillNeg

Gold [good] 15’ Cone of Fire Ref½

Green [evil] 15’ Cone of Acid Ref½

Red [evil] 15’ Cone of Fire Ref½

Silver [good] 15’ Cone of Paralysis FortNeg

White [evil] 15’ Cone of Cold Ref½

Energy breath weapons do 1d8 per two levels (max 10d8). Non-energy breath weapons last for 1d6 rounds.

Electric Vengeance, Greater(PH2 p111)

<Evoc[electricity], VS, 1 Immediate Action, Instantaneous, Fort½, SR applies>

– An adjacent creature that has just damage the caster with a melee attack takes 5d8 + 1 per level Electric damage (max 5d8+15) (no save) –and– is Dazed until the end of the caster’s next turn (FortNeg).

Emerald Burst(BoED p98)

<Evoc[good], VSM(1,000gp emerald), 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>

– All creatures within a 20’ radius Burst are affected as per their alignment:

Evil: Stunned for 1d4 rounds.

Neutral: Dazed for 1 round.

Good: No effect.

Fire Shield, Mass(CArc p106)

<Evoc[fire], VS/AM(phosphorous)/DF, 1StdAct, Close-range, 1rnd/lvl(D)>

– Warm Shield: Any number of subjects within a 30’ area are sheathed in blue or violet flames that give off 10’ of light. Creatures succeeding in melee attacks against a subject take 1d6 + 1/lvl (max +15) Fire damage (SR applies). Each subject takes ½ damage from Cold attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

-or-

<Evoc[cold], VS/AM(fireflies/glow worms)/DF, 1StdAct, Close-range, 1rnd/lvl(D)>

– Cold Shield Any number of subjects within a 30’ area are sheathed in blue or green flames that give off 10’ of light. Creatures succeeding in melee attacks against a subject take 1d6 + 1/lvl (max +15) Cold damage (SR applies). Each subject ½ damage from Fire attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

Firebrand(MoF p94)(MoFe)+

<Evoc[fire], VSM(alchemist’s fire), Medium-range, Ref½>

– Designate one 5’ radius area per level within range. Each explodes, dealing 1d6 Fire damage per level (max 15d6). A target can only be effected by 1 burst.

Fireburst, Greater(CArc p107)

<Evoc[fire], VSM(sulfur), 1StdAct, Instantaneous, Ref½, SR applies>

– Everything within a 10’ radius, but not in the caster’s hex (i.e., a ring of hexes around the caster) take 1d8/lvl Fire damage (max 10d8).

Horizikaul’s Versatile Vibration(MoF p101)

<Evoc[sonic], VSF(50gp gold & brass cone), 1StdAct, Close-range, Concentration up to 1rnd/lvl, Ref½>

– Cone of sound deals 1hp of Sonic damage per 2 levels each round.

Also, the cone can be pointed at objects, which are pushed away up to 10’/lvl. Only 25 pounds per level of objects can be targeted. In order to hit a creature with a targeted object, the caster must make an attack roll, using his/her Base Attack Bonus + Intelligence modifier. If the target object was a weapon, it does normal damage (no Strength modifier), while other objects do from 1hp to 1d6hp damage per 25 pounds, depending on the object. If a creature is to be thrown, it receives a Will save to negated & it takes 1d6 damage if thrown against a wall.

Icy Sphere(DR317 p70)

<Evoc[cold], VS, 1StdAct, Close-range, Instantaneous, RefNeg, SR applies>

– Everything in a Line from the caster out to the end of Close-range takes 1d6 per level Cold damage (max 15d6) (RefNeg) & is Paralyzed for 1d4 rounds (RefNeg).

Presper’s Moonbow(PGF p108)

<Evoc[electric], VSM(moonstone), 1StdAct, Medium-range, up to 4 rounds, no save, SR applies>

– The caster creates up to 4 glowing orbs of electricity which spin around the caster until used.

The caster can launch one or more of the orbs at a single or multiple opponents. If the caster makes a ranged touch attack roll, then the orb does damage. Each orb can only be used once.

If all the orbs are not launched on the first round, one or more can be launched the following round as a Standard Action. If a round goes by without an orb being launched, the spell ends and the remaining orbs are lost.

The damage done by the orbs is determined by the number summoned.

# Damage # Damage

1 4d6 3 2d6

2 3d6 4 2d4

Prismatic Ray(CArc p118)

<Evoc[ray], VS, 1StdAct, Medium-range, SR applies>

– The target of the Ranged Touch attack is:

a) Blind for 2d4 rounds, unless 7HD+; and

b) The target is effected by one random color:

d6 Color Effect Save

1 Red 20hp Fire damage Ref½

2 Orange 40hp Acid damage Ref½

3 Yellow 80hp Electricity damage Ref½

4 Green Poison – Death (Fort½ 1d6Con)

5 Blue Turned to Stone FortNeg

6 Indigo *Insanity* (as spell) WillNeg

Radiance(PH2 p122)

<Evoc[good, light], VS/DF, 1StdAct, 1rnd/lvl(D),   
no save, no SR>

– Caster gives off bright light in a 60’ radius Emanation.

Undead within the emanation are Dazzled as long as they stay within the area-of-effect plus 1d6 rounds.

Treated as ‘sunlight’ for creatures who receive penalties in those conditions, but is not real sunlight so certain Undead are not destroyed.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Sending(PH p275)

<Evoc, VSM(copper wire)/DF, 10Minutes, no SR>

– Sends a message of 25 words or less to a familiar subject anywhere, who may send back a 25 word response immediately. If the subject is on another plane of existence, there is a 5% chance of the message being lost.

Shroud of Flame(PGF p110)

<Evoc[fire], VSM(saltpeter, phosphorus, spider web), 1StdAct, Close-range, 1rnd/lvl, RefNeg, SR applies>

– The target creatures is engulfed in flame. If it fails its initial Reflex save, it takes 2d6 Fire damage each round. By taking a Move Action to try and extinguish itself, the target gets a new Reflex save to end the spell.

In addition, all creatures within 10’ of the target take 1d4 Fire damage (RefNeg).

Stone Sphere(Und p62)

<Evoc[earth], VSM(1” marble sphere), 1StdAct, Medium-range, 1rnd/lvl>

– Creates a 5’ diameter sphere of stone under the caster’s control. The sphere has a Move of 30’, AC 5, Hardness 8, and 500 hp.

As a Free Action on the casting round and a Move Action on the subsequent rounds, the caster may direct the sphere’s movement. If not directed, the sphere doesn’t move.

If the sphere is moved into the same hex as a creature, the creature takes damage based on its size (RefNeg, SR applies) and there sphere ends its movement in an adjacent hex.

Size Dmg Size Dmg

up to Medium 8d6 Huge 2d6

Large 4d6 Gargan+ can’t attack

When rolling over creatures up to Medium-size, the sphere can stop in the creature’s hex, forcing it to immediately move to an adjacent hex of its choice, which results in an Attack of Opportunity.

Sunlight(DR340 p49)

<Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object gives off bright light in a 60’ radius & dim light for another 60’. The light may be blocked by putting the object in a container.

Treated as ‘sunlight’ for creatures who receive penalties in those conditions. Some creatures, such as Vampires, can even be destroyed by this spell..

This spell Dispels [darkness] spells of equal or lower level. If this spell overlaps with a [darkness] spell of a higher level, the effects of both are suppress, leaving only the natural illumination in the overlapping area.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Sword of Deception(CArc p126)

<Evoc[force], VSF(tiny sword, loaded dice), 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>

– Creates a green blade of force that attacks the caster’s opponents without need for attention.

a) Attacks its target automatically with an attack bonus equal to its Caster level. The sword can make a Standard Attack on the round it is created;

b) By making a Full Round attack, the sword can make multiple attacks as appropriate for its attack bonus;

c) Does 1d4 damage with a threat range of 19-20 & a x2 critical modifier –and– a cumulative –1 penalty on the target’s next saving throw (–2 penalty on a critical hit), up to a maximum of –5 on a single creature. Penalty lasts until the target attempts a save under a dangerous situation or is targeted with *Remove Curse*;

d) If the sword attacks a creature with Spell Resistance, it gets one check to dispel the sword. If it fails, the sword can attack that target freely.

e) The caster can change the sword’s target as a Standard Action. On such a round, it can only do a Standard Attack;

f) Attacks from the caster’s direction, but can give Flanking bonuses to the caster’s allies;

g) The sword cannot be damaged, but can be Dispelled.

Wall of Force(PH p298)

<Evoc[force], VSM(clear gem powder), 1StdAct, Close-range, 1min/lvl(D), no SR>

– Creates an Invisible, immobile vertical wall of up to one contiguous 10’ square per level.

The wall is immune to all damage & most magic (including *Dispel Magic*). Spells & breath weapons cannot go through the wall, but gaze attacks & teleportation can.

This spell is Dispelled by *Disintegrate* & *Mordenkainen’s Disjunction*. It is immune to *Dispel Magic*.

### Illusion

Dream(PH p225)

<Ill(phantasm)[mind], VS, 1Minute, Touch>

– The touched living subject gains the ability to enter a target’s dream & deliver a one-way, predetermined message of any length (i.e., Q&A). The target must be unambiguously identified by name or title & must be able to dream. If the target is not asleep when the spell is cast, the subject can either cancel the spell –or– stay in a deep trance until the target does go to sleep.

False Vision(PH p229)

<Ill(glamer), VSM(250gp jade dust), 1StdAct, Touch, 1hr/lvl(D), no save, no SR>

– If a Divination (scrying) spell is used within a 40’ radius Emanation of the touched object, the Magical Sensor automatically sees & hears an illusion designated by the caster at casting time. By concentrating, the caster can make the image move within the area of effect, otherwise it is static.

Friend to Foe(PH2 p114)

<Ill(phantasm)[mind], VSM(silk), 1StdAct, Medium-range, up to 1rnd/lvl(D), WillNeg, SR applies>

– Up to one living creature per level in a 30’ area see each other as enemies. Each target who fails his/her save attacks the closest ally until he/she does damage, at which point the spell ends for that target.

Mirage Arcana(PH p254)

<Ill(glamer), VS, 1StdAct, Long-range, Concentration + 1hr/lvl(D), WillDisbelief, no SR>

– Makes one contiguous 20’ cube per level look, sound, & smell different, including changing or adding structures & equipment. Creatures are not disguised, but are able to hide within mirage as if it were real (i.e., inside buildings or behind bushes).

Nightmare(PH p257)

<Ill(phantasm)[mind][evil], VS, 10Minutes, Unlimited-Range, Instantaneous, WillNeg, SR applies>

– Causes a sleeping target to have hideous nightmares which deals 1d10 damage and prevents restful sleep, leaving the target Fatigued. Any subsequent attempts to sleep in the 24 hour period after the spell is cast will also result in nightmares. Arcane spell casters cannot regain spells during this time.

This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the target is not asleep when the spell is cast, the caster has the option of going into a trance (which leave the caster Defenseless & unaware of his/her surroundings) until the target does fall asleep, at which time the spell acts normally. If the caster chooses not to go into a trance, the spell is still used up.

If *Dispel Evil* is cast on the target while this spell is being cast, *Nightmare* is Cancelled and the *Nightmare*’s caster is Stunned for 10 minutes per Caster level of *Dispel Evil*.

Since Elves do not sleep, they are immune to this spell.

Persistent Image(PH p260)

<Ill(figment), VSF(fleece, sand), 1StdAct, Long-range, 1min/lvl(D), WillDisbelief, no SR>

– Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of (4 + 1 per level) 10’ cubes that are contiguous.

The illusion follows a script set up the caster.

Seeming(PH p275)

<Ill(glamer), VS, 1StdAct, Close-range, 12hours(D), WillDisbelief, no SR>

– One target per 2 levels in a 30’ area receive minor visual changes to their appearance. These include gaining or loosing 1’ of height, gaining or loosing weight, the addition or removal of a beard / scar, etc.

This spell provides a +10 on Disguise checks.

Anyone interacting with a subject (particularly if they touch him/her) are allowed a Will save to Disbelieve the illusion.

Unwilling subjects are allowed a Will save to negate & Spell Resistance applies.

Shadow Evocation(PH p277)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

– Mimics a Wizard/Sorcerer Evocation spell of up to 4th level. The spell is 1/5th real & the remainder is ‘shadow’.

The target of the spell always get a Will save to realize the spell is not entirely real (objects always make this save). The target’s Spell Resistance always applies too. Range & duration match the copied spell.

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 1/5th damage & any non-damage effect has only a 20% chance of effecting the target.

Shadow Form(CAdv p156)

<Ill(shadow), VSM(black cloth from a funeral shroud), 1StdAct, Personal, 1min/lvl(D)>

– The caster becomes shadow-like and receives the following benefits:

a) +4 Competence bonus on Escape Artist, Hide, & Move Silently checks;

b) treated as having Concealment when not in bright natural light, in the area of effect of *Daylight*, or when viewed by someone under the effect of *True Seeing*.

Depending on the number of ranks of Escape Artist the caster has, he/she can pass through an object or barrier by succeeding on an Escape Artist check vs. DC 20. The spell then ends, even if the check failed.

Ranks Max Barrier

5 solid up to 5’ thick

10 solid up to 10’ thick

15 magical barrier (including force)

Shadow Guardians(RoD p168)

<Ill(shadow), VSM(charcoal), 1StdAct, Medium-range, 1hour/lvl, WillDisbelief, no SR>

– Creates up to one Medium or Small-sized Humanoid per level within the area of effect. Each is a 4HD Construct (18 hp, AC 17, +4 melee 1d8+2 damage)(RoD p168). Each “guardian” follows a set of instructions set at creation time (such as “stand at the gate and yawn every twenty minutes”, etc.), and can include a simple trigger which will cause it to fight (“attack anyone approaching within 30’”, etc.). The instructions cannot be changed, though each “guardian” may have separate instruction.

If a creature makes it save against this spell, the “guardians” only do 50% damage.

Shadow Hand(MoF p115)

<Ill(shadow), VS, 1StdAct, Close-range, 1rnd/lvl(D)>

– Creates a magical 5’x 5’ hand that has half the caster’s hit-points, uses its caster saving throws, & is AC 18 (+6 Natural, +2 Deflection). As a Standard Action, the caster can order the hand to do the following:

a) provide ½ Cover by placing itself between the caster and a designated target;

b) carry up to 100 pound per level;

c) attack a designated opponent. The hand uses its caster’s Base Attack Bonus with a +4 bonus due to its 18 Strength. Its damage is 1d6+4. The hand can only do slam attacks (i.e., no trips, disarms, etc.);

d) point & gesture as a normal hand.

### Necromancy

Blight(PH p206)

<Necro, VS/DF, 1StdAct, Touch, SR applies>

– The touched Plant Creature takes 1d6 damage per level (max 15d6), Fortitude save for ½. If a plant or tree that isn’t considered a creature is targeted by this spell, it dies immediately.

Fleshshiver(PGF p103)(PGFe)+

<Necro, VSM(bone), 1StdAct, Close-range, Instantaneous, SR applies>

– This spell twists the target’s skeleton.

1st round – Target is Stunned for 1rnd (no save)

2nd round – Target takes 1d6 Bludgeoning damage per Caster level (max 15d6) and is Nauseated for 1d4+2 rounds (FortNeg).

Grimwald’s Graymantle(FR p71)

<Necro, VSM(bone), 1StdAct, Touch, 1rnd/lvl, FortNeg>

– The caster imbues the touched bone with a gray aura. The bone can then be touched or thrown (up to Medium-range) at a target as part of the spellcasting action, or as a Standard Action on any subsequent round before the spell’s duration ends. If the bone hits, the gray aura is transferred to the target for the remainder of the spell’s duration.

While under the effects of the aura, the target cannot heal hit-points or ability score points by either natural, extraordinary (i.e., regeneration), or magical means.

Kiss of the Vampire(MoF p103)(MoFe)+

<Necro[evil], VSM(50gp of carved black onyx), 1StdAct, Personal, 1rnd/lvl>

– The caster temporarily becomes a vampire:

a) Become gaunt with red eyes.

b) Melee touch attack can do 1d4 Negative Levels.

c) Melee touch attach can do 1d6 per 2 levels (max 10d6). Caster gains damage as temporary hit points, which last up to 1hr.

d) *Charm Person*, though this effect ends when the spell ends.

e) *Gaseous Form (self only)*.

f) Damage Reduction 10/magic.

g) *Cure* spells harm the caster & *Inflict* spell heal the caster.

h) Spells that target Undead can target the caster.

i) The caster can be Turned / Rebuked as if he/she were an Undead with the same number of HD. The effect lasts for 10rnds & can be resisted on a Will save.

Action Effect DC to Resist

Turned Panicked 10+Cha mod

Destroyed Stunned 15+Cha mod

Rebuked Cowering 10+Cha mod

Commanded Charmed 15+Cha mod

Magic Jar(PH p250)

<Necro, VSF(100gp gem), 1StdAct, Medium-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster transfers his/her ‘soul’ into the spell’s focus gem (known as the ‘jar’), leaving his/her original body lifeless. The spell normally ends when the caster’s soul explicitly returns to its original body, or 1hr/lvl passes (which forces the soul back to its rightful place). The jar must be within range when the spell is cast, but the caster does not need line of sight.

Once in the jar, the caster can sense all life forces (though not the specifics of what those life forces are) within 10’/lvl, even through solid material. The caster knows if each life force is powered by Positive Energy or Negative Energy, and if some life forces are more powerful than others (i.e., which has more HD, though the difference must be at least 4HD to be noticed).

As a Full-Round action, the caster can attempt to swap his/her soul into a target body, forcing that body’s soul into the jar (where it is helpless). The target gets a Will save to resist & is immune if under the effect of *Protection from Evil* or a similar spell. If the target saves, the caster cannot attempt to take over the target body again during the current spell’s duration. If the save fails, the caster is in the target’s body & the target’s soul is in the jar.

While in the target body, the caster has a mix of his/her mental abilities & the target’s physical abilities, as listed below:

The caster gets these from the new body:

a) Strength, Dexterity, & Constitution;

b) hit points;

c) natural armor & weapons;

d) natural movement, such as flying

e) automatic extraordinary abilities, such as a Troll’s regeneration.

The caster does not get the following from the target body:

a) ability to use extra limbs in combat;

b) extraordinary abilities that require activation &

c) spells, spell-like, or supernatural abilities.

The caster keeps the following from his/her original form:

a) Intelligence, Wisdom, & Charisma;

b) level, class, & alignment;

c) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con).

If the caster takes a Standard Action or the target body is slain, the caster’s soul is returns to the jar (if it is within range) & the target’s soul goes back to its body (assuming the body is still living). If the jar is not within Medium-range, the caster & the target both die. Once back in the jar, the caster can attempt to take over a new target, or transfer to his/her own body.

The spell ends if the caster transfers back to his/her original body, the jar is destroyed, the jar is targeted with *Dispel Magic*, or the caster’s body is targeted with *Dispel Magic*.

When the spell ends, the caster’s soul returns to his/her body if it is within Medium-range. If the body is out of range, the soul cannot return and the caster is dead. If a target’s soul is in the jar when the spell ends, it also returns to its body if it is within range, otherwise it dies.

Spiritwall(CArc p124)

<Necro, VSM(clear gem), 1StdAct, 1min/lvl(D)>

– Creates an immobile wall of wailing spirits of one 10’ square per level –or– a sphere / hemisphere whose radius is up to 1’ per level.

All creatures within 60’ of a side designated by the caster are Panicked for 1d4rnds (WillNeg)

The wall provides Cover, Full Concealment, & blocks magical effects. Touching the wall deals 1d10 damage (no save). Going through the wall deals 1d10 damage (no save) and inflicts one Negative Level (FortNeg).

Symbol of Pain(PH p290)

<Necro[evil], VSM(1,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation suffer from wracking pain, receiving a –4 penalty to attacks, skill checks, & ability checks for 1 hour after they leave the area of effect. The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

Transfusion(DR339 p78)

<Necro, VSM(syringe), 1Minute, Touch, 1min/lvl,

no save, no SR>

– By spending 1 minute casting this spell on a willing or Helpless target, he/she looses 1d6 + 1 per 3 levels (max 1d6+5) from an Ability Score designated by the caster (min 1). The caster then receives a bonus on the same Ability Score equal to half the amount lost.

When the spell’s duration ends, the target’s Ability Score is restored immediate (and the bonus is lost immediately too).

If the caster designates an Ability Score with the target does not have (e.g., attempting to take Constitution from an Undead), the caster takes 5 hp of damage for each point of Ability Score that would have been drained.

Waves of Fatigue(PH p301)

<Necro, VS, 1StdAct, Instantaneous, no save, SR applies>

– All living creatures in a 30’ Cone-shaped Burst become Fatigued. Creatures already fatigued receive no additional penalties.

### Transmutation

Animal Growth(PH p198)

<Trans, VS, 1StdAct, Medium-range, 1min/lvl, FortNeg, SR applies>

– One animal per two levels in a 30’ area is increased to the next larger Size Category. The targets also gain Damage Reduction 10/magic and a +4 Resistance bonus to Saving Throws.

This spell does not grant the caster special influence over the target animals.

Baleful Polymorph(PH p202)

<Trans, VS, 1StdAct, Close-range, Permanent, WillNeg, SR applies>

– The target is permanently transformed into a 1HD animal of up to Small size (such as a dog, lizard, monkey, etc.). If the caster attempts to transform the target into a form that will be fatal (i.e., a fish on dry land), the target receives a +4 bonus on its save.

If the target is transformed, it must make a Will save to resist becoming the target animal mentally too.

Bite of the Wereboar(Spell p28)

<Trans, VSM(rat’s tail), 1StdAct, Personal, 1rnd/lvl>

– Caster becomes boar-like:

a) +4 Enhancement bonus to Strength;

b) +6 Enhancement bonus to Constitution;

c) +8 Enhancement bonus to Natural Armor;

d) gain Feat: Blind-Fight; and

e) a Medium-sized caster gains a 1d8 + 1½ Str Bite attack. Damage for Small-size is 1d6. BAB of +6 or higher does not grant extra attacks.

Blink, Greater(Spell p32)(CArc p99)(UE p50)(CDiv p154)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster flashes in & out of the Ethereal plane. The caster

a) has no chance of losing each attack or spell;

b) has a 50% chance of any attack or spell targeting him being lost (20% if the attacker can see Invisible –or– can target Ethereal creatures, no chance of missing if the opponent can do both). Note that Feat: Blind-Fight does not apply when fighting a blinking opponent;

c) takes ½ damage from area-of-effect attacks & falling;

d) can only move ¾ of normal;

e) can step through solid matter up to his/her modified movement rate. If movement ends before the solid material is exited, the caster takes 1d6 damage per 5’ traveled;

f) attacks as if Invisible, gaining a +2 attack bonus, and sneak attack damage typically applies.

g) able to attack creatures in the Ethereal plane with a 20% chance of loosing the attack or spell.

h) the caster can Ready an action to avoid a specific attack (including magic). Unless the attack can effect an incorporeal target, it misses.

Breath Weapon Substitution(Spell p39)

<Trans[variable element], S, 1 Swift Action, Personal, 1rnd>

– The caster’s breath weapon does damage of a different type of Energy Type (except for Sonic).

This spell can be applied to a natural breath weapon or to one cause by *Dragon Breath* or similar spell.

Construct Essence(RoE p183)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– The touched Living Construct gains the following benefits:

a) Immunity critical hits, sneak attacks, ability damage, ability drain, death effects, Necromancy effects, nonlethal damage, & Stunning;

b) gains Low-Light Vision;

c) gains Darkvision 60’.

If cast on a target under the effect of *Lesser Humanoid Essence*, that spell is Dispelled and this one takes effect. Also can Counter *Lesser Humanoid Essence*.

Counters and Dispels *Humanoid Essence.*

This spell is negated if cast upon a target under the effect of *Greater Humanoid Essence*.

Create Chosen One(MMF p28)

<Trans, VSM(helpless human), 1Hour, Touch, Instantaneous, WillNeg>

– Transforms a Helpless human into a Chosen One(MMF p27), a CR2 Monstrous Humanoid with twisted features that sees everyone but its creator as an enemy.

This spell can only be cast by an Evil character.

Create Darkenbeast(MMF p31)

<Trans[evil], VSM(wyvern blood, 200gp black pearl), 1Hour, Close-range, Permanent>

– Transforms a Small or Medium-sized animal with up to 2 HD into a Darkenbeast(MMF p30), a flying CR4 Magical Beast. If the original animal has an Intelligence of 5 or greater, it is allowed a Will save to negate. The creature is under the telepathic control of its creator.

For every 10 minutes in sunlight or exposed to a *Daylight* spell, there is a 25% chance this spell will end, restoring the animal.

Dispelled by *Sunbeam*.

Dancing Blade(PH2 p109)

<Trans, VSF(melee weapon), 1StdAct, Touch, 1rnd/lvl>

– Once per round as a Free Action, the caster   
can direct the touched weapon to attack a creature within 10’. The weapon’s attack bonus is (Caster level + Primary Ability Modifier + the weapon’s Enhancement bonus) & damage bonus is (Primary Ability Modifier + the weapon’s Enhancement bonus).

The weapon follows the caster automatically and does not make Attacks of Opportunity.

Etherealness, Swift(PH2 p113)

<Trans, VS, 1 Swift Action, Close-range, 1rnd, WillNeg, SR applies>

– Target becomes ethereal, along with his/her equipment, for 1 round. If the target is within a solid object when the spell ends, he/she is shunted into the nearest open space & takes 1d6 damage per 5’ moved.

Fabricate(PH p229)

<Trans, VS, 1Round per Unit of raw materials, Close-range, Instantaneous>

– Converts 1 Unit of raw materials per level into mundane items. For this spell, a Unit is 1 cubic foot of metal –or– 10 cubic feet of other materials. An appropriate Craft check must be made to determine the quality of the produced items.

Fly, Mass(CArc p108)

<Trans, VSF(feather), 1StdAct, Close-range, 1min/lvl>

– One subject per level within a 30’ area flies at a speed of 60’ (40’ if in Medium or Heavy Armor –or– if carrying a Medium or Heavy load) with Good maneuverability. ½ speed going up, 2x speed going down.

If a subject goes more than 30’ from another target of this spell, the spell ends for the subject. If only two subjects remain and are more than 30’ apart, the spell ends for both.

If spells expires/is dispelled, subject descends at 60’ per round for 1d6 rounds before falling

Involuntary Shapeshifting(RoE p188)

<Trans, VS/DF, 1StdAct, Close-range, 1rnd/2lvls(D), FortNeg, SR applies>

– One target creature with the Extraordinary or Supernatural ability to change shape must do so as its action every round (though depending on the amount of time this action consumes, the target may be able to take other actions).

Also, each time the target changes shape, it takes 1hp/lvl (max 15hp) damage.

If the target has more than one target form, it may choose whichever one it wishes.

Lobotomize(DR339 p77)

<Trans, VSM(hammer & iron spike), 1StdAct, Touch, 1min/lvl, WillNeg, SR applies>

– For the spell’s duration, one of the touched creature’s abilities (chosen by the caster) is suppressed:

Spells – the caster chooses a spell level (no higher than 4th). The target temporarily looses the ability to cast spell from that level.

Weapon Proficiency – the target looses proficiency with all non-Natural weapons, taking a –4 penalty on attack rolls.

Skills – the caster chooses two skills. For the duration, the target is treated as having 0 ranks in those skills.

Only a creature with a mind can be affected by this spell.

Lutzaen’s Frequent Jaunt(MoF p106)

<Trans[teleport], V, 1StdAct, Close-range, 1rnd/2lvls>

– Teleports the caster & up to 50 lbs/lvl anywhere within range. The caster cannot act again until the following round.

Nightstalker’s Transformation(CAdv p155)

<Trans, VSM(potion of *Cat’s Grace*), 1StdAct, Personal, 1rnd/lvl(D)>

– The caster gains the following:

a) +4 Enhancement bonus to Dexterity;

b) +3 Luck bonus to AC;

c) +5 Luck bonus to Reflex saves;

d) +5 Competence bonus on Listen, Hide, Move Silently, and Spot checks;

e) proficiency with all Simple Weapons, plus Hand Crossbow, Rapier, Sap, Short Bow, and Short Sword;

f) gain Feat: Weapon Finesse;

g) 3d6 Sneak Attack damage (stacks with any other Sneak Attack damage the caster has);

h) cannot cast spells; and

i) cannot use Spell Activation or Spell Completion magic items.

The effects of the Cat’s Grace potion drunk as this spell’s material component are subsumed by the spell.

Overland Flight(PH p259)

<Trans, VSF(feather)/DF, 1StdAct, Personal, 1hr/lvl>

– The caster flies at a speed of 40’ (30’ if in Medium or Heavy Armor –or– if carrying a Medium or Heavy load) with Average maneuverability.

When doing long-distance travel, the caster can “hustle” without taking subdual damage, tough a “forced march” still requires a Constitution check. By hustling, the caster can travel 64 miles in 8 hours (or 48 miles if encumbered).

If spells expires/is dispelled, the caster descends at 60’ per round for 1d6 rounds before falling.

Passwall(PH p259)

<Trans, VSM(sesame seeds), 1StdAct, Touch, 1hr/lvl(D)>

– Creates a 5’ x 8’ passage through wood, plaster, or stone. The passage’s depth is 10’ + 5’ per 3 levels (max 25’ total). If the depth is not enough to pierce the wall, a dead-end passage is created, though another *Passwall* can be cast at its end to make it longer.

If Dispelled, anything in the passage is pushed out the side away from the dispelling.

Shape Metal(RoF p191)

<Trans, VSM(wire bent into the new shape)/DF, 1StdAct, Touch, Instantaneous>

– Permanently reshapes a single piece of metal of up to 10 cubic feet + 1 cubic foot per level into a shape of the caster’s choosing, though fine detail is not possible.

This spell can be used to ruin the weapons & armor of an opponent fighting the caster by making a Touch Attack (which generates an Attack of Opportunity). If the caster readies an action to touch the opponent when he/she attacks, then no Attack of Opportunity is generated. The item’s wearer / user gets to make a Fortitude save to negate the effect.

Metal Armor – looses 1d6 of AC bonus.

Partially-Metal Armor (e.g., Studded Leather) – looses 1d3 of AC bonus.

Weapon, Shield, Metallic Creature – takes 1d6 per 2 levels damage, which bypasses Hardness & Damage Reduction.

Simbul’s Spell Matrix(PGF p110)

<Trans, VSF(500gp amber), 1StdAct, Personal, 10min/lvl(D)>

– Creates a magical container for one spell. For the one round after the matrix is created, the caster can transfer a spell of up to 3rd level whose casting time is no more than 1 Full Round into the container. The caster to loose 1d6hp which cannot be healed until this spell ends.

The caster may cast the spell out of the matrix as a Swift Action, after which this spell ends.

Spitting Cobra(DR330 p73)

<Trans, VSF(willing snake no larger than the caster’s size category), 1StdAct, Personal, 1min/lvl(D)>

– The caster gains a ranged touch attack that can be used up to once per round. The maximum range is 120’. If hit, the target is inflicted with the same type of poison as the focus snake (i.e., same initial & secondary damage, same DC).

Each use of the ranged attack reduces the spell’s duration by 2 minutes. If this would reduce the remaining duration to 0 minutes (or less), the spell ends after the final attack is resolved.

For the duration of the spell, the focus snake loses its poison attack. If it did not have any poison, then the spell fails.

Telekinesis(PH p292)

<Trans, VS, 1StdAct, Long-range>

– The caster can mentally move an object weighing up to 25 pound per level (max 375 pounds), in one of three ways:

Sustained Force: The target object can be moved as if by one hand in any direction up to 20’/rnd as long as the caster maintains concentration, up to 1rnd/lvl. If the target is a creature or in the possession of a creature, it gets a Will save to negate & SR applies.

Combat Maneuver: Once per round, the caster my attempt to telekinetically Bull Rush, Disarm, Grapple (including Pin), or Trip an opponent. These actions are resolved normally, except that the Caster level is used in place of a Base Attack Bonus, & the caster’s Primary Stat modifier is used instead of Strength or Dexterity. There is no save, but SR applies. The caster may continue this effect by Concentrating, up to 1rnd/lvl.

Violent Thrust: Up to 15 target objects (up to the total weight allowance) are hurled in a desired direction rapidly, expending the spell instantaneously. All target objects must be within a 10’ area & can be thrown up to 10’/lvl. In order to hit a creature with a targeted object, the caster must make an attack roll, using his/her Base Attack Bonus + Primary Stat modifier. If the target object was a weapon, it does normal damage (no Strength modifier), while other objects do from 1hp to 1d6hp damage per 25 pounds, depending on the object. If a creature is to be thrown, it receives a Will save to negated (SR applies) & it takes 1d6 damage if thrown against a wall.

Touch of Adamantine(BoED p110)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– A single touched weapon is considered to be Adamantine. It gains a +1 Enhancement bonus on attacks (as if Masterwork), bypasses Hardness of less than 20, has 30% extra hp, & bypasses certain types of Damage Reduction. If the weapon is already made from a special material (such as Cold Iron or Adamantine), it looses the benefit from the original material for the spell’s duration.

Transmute Mud to Rock(PH p295)

<Trans[earth], VSM(sand, lime, water)/DF, 1StdAct, Medium-range, Permanent, no SR>

– Transforms two contiguous 10’ cubes per level of mud or quicksand into sandstone. Anyone in the mud is allowed a Reflex save to escape before it hardens.

This spell Counters & Dispels *Transmute Rock to Mud*.

Transmute Rock to Mud(PH p295)

<Trans[earth], VSM(clay, water)/DF, 1StdAct, Medium-range, Permanent, no SR>

– Transforms two contiguous 10’ cubes per level of non-magical, unworked stone into mud.

a) If cast on the ground, the depth of mud cannot exceed 10’. Movement through the mud is reduced to 5’ & the target receives a –2 penalty on attacks & AC.

b) If cast on the ceiling, the mud falls (doing 8d6 Ref½, no SR) & pools 5’ deep on the floor.

If this spell is not dispelled, the mud dries naturally into dirt.

This spell Counters & Dispels *Transmute Mud to Rock*.

### Universal

Permanency(PH p259)

<Univ, VSX(see below), 2Rounds, Touch>

– The targeted spell gains a duration of “Permanent”. See the Permanency Table for spells that are allowed to become permanent.

## 6th Level

### Abjuration

Anticipate Teleportation, Greater(Spell p13)~~(CArc p97)~~

<Abj, VSF(1,000gp platinum & crystal hourglass), 10 Minutes, Touch, 24 hours, no save, no SR>

– If any spell with the [teleport] subtype has its destination within a 5’ per level Emanation of the touched willing subject, the following occurs:

a) the subject knows where within the area of effect is the destination of the spell;

b) the subject knows the number of creatures the spell is transporting, their sizes, and their creature types;

c) the arrival of the teleporting creatures is delayed for 3 rounds, allowing the subject (any anyone he/she informs) a chance to prepare. The teleporting creatures do not know they were delayed.

d)if a creature’s destination was within the area of effect, but it fails to arrive there (possible due to making a bad roll on the *Teleport* table), the subject knows that the teleporters were inbound and then something went wrong. The subject does not know the final destination.

This spell applies even if the destination is not the one intended by the caster of the teleportation spell (due to a mishap).

Note: the subject must carry the focus or the spell ends.

Antimagic Field(PH p200)

<Abj, VSM(iron powder)/DF, 1StdAct, 10min/lvl(D), no save>

– Almost all magical effects, spells, spell-like abilities, supernatural abilities, and magic items are suppressed (but not dispelled) within 10’ radius Emanation of the caster. Summoned, conjured, & incorporeal creatures ‘wink out’ until the antimagic field stops overlapping with their last location, at which point they return. Time spent suppressed counts against duration. The field is invisible & moves with the caster.

Magical creatures, such as Elementals & Golems, can enter the field & even fight, but they cannot use their supernatural & spell-like abilities

Some spells, such as *Wall of Force* & *Prismatic Sphere* are specifically immune to this spell.

Aura of Evasion(Spell p18)

<Abj, VSM(500gp emerald)/DF, 1min/lvl>

– All creatures within a 10’ radius Emanation of the caster gain the Evasion class ability vs. Breath Weapons (i.e., if the Breath Weapon allows a Reflex save for ½ damage, a successful Reflex save results in no damage).

Any subject that already has the Evasion class ability receives a +4 bonus on Reflex saves vs. Breath Weapons.

Dispel Magic, Greater(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +20). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Ensnarement(DR336 p78)

<Abj, VSM(1,000gp onyx), 10 Minutes, Touch, Instantaneous>

– When cast upon a Calling Diagram, the following benefits apply for the duration of the *Magic Circle*:

a) Target creature within the Calling Diagram cannot leave it or travel extradimensionally. This includes spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport,* etc. It does not extend the   
duration of Summoning spells (i.e., the caster does not need to cast *Dimensional Anchor*);

b) When making the opposed Charisma check as part of a *Planar Binding* spell,   
the caster may use his/her Intelligence modifier instead of his/her Charisma modifier; and

c) the caster receives a +4 bonus on Caster checks to overcome Spell Resistance of   
the creature trapped in the Calling Diagram.

Gate Seal(FR p70)

<Abj, VSM(50gp silver), FIX!!!, Close-range, Permanent>

– The targeted *Gate* or *Portal* cannot no longer be used unless this spell is dispelled.

Globe of Invulnerability(PH p236)

<Abj, VSM(glass bead), 1StdAct, 1rnd/lvl(D), no SR>

– An immobile, slightly shimmering 10’ radius sphere appears around the caster. Any 0th – 4th level spell or spell-like abilities cannot enter the sphere, though those already in effect are merely Suppressed while in the area. Area of effect spells do not effect anything within the sphere either, though the rest of the area of effect is targeted normally.

Spells can be cast out of the sphere or through the sphere without penalty. Once in effect, anyone (including the caster) can leave and reenter the sphere.

This spell can be Dispelled by a targeted *Dispel Magic*, but not an area *Dispel Magic*.

Guards and Wards(PH p237)

<Abj, VSM(incense, rope, umber hulk blood, oil, brimstone)F(silver rod), 30Minutes, 2hrs/lvl>

– Up to 200 square feet per level (up to a height of 20’) of contiguous rooms, halls, etc., are protected from intrusion with the following effects:

a) All corridors are filled with a Cloud of fog.

b) All doors are magically locked (though the caster can open them freely). A *Knock* spell suppresses the lock for 10 minutes. +10 DC to force the door open.

c) All staircases are filled with sticky webs. Any creature entering it must make a Reflex save or become Entangled & can’t move. To break free from the webs, make a Strength check vs. DC 20 or an Escape Artist check vs. DC 25. For a non-entangled person to move through the webs, make a Strength or Escape Artist check as a Full-Round action. The target can move 5’ per 5 points the check exceeds 10. The webs provide ¼ cover per 5’, up to 100% at 20’. An open flame can burn away a 5’ cube per round, though any creature in that area takes 2d4 fire damage. The webs “grow back” in 10 minutes.

d) At each intersection, a Mind-Affecting Enchantment results in a 50% chance that intruders go the opposite direction from which they intended. No save, but SR applies.

e) Up to one door per level has an illusion over it to make it appear to be a wall.

f) One of the following:

1) Four floating, glowing spheres that give off 30’ of light. The spheres move in a simple pattern designed by the caster.   
4 corridors.

2) A 25 word message that is triggered by a condition that must occur in line-of-sight.  
2 locations.

3) Noxious Cloud, where everyone must make a Fortitude save each round or be Nauseated, which remains until the target has been out of the cloud for 1d4+1 rounds.  
2 locations.

4) A powerful blast of air 10’ wide by 10’ high by Medium-range long.  
1 corridor.

5) A 5’ squares that mentally gives each creature that passes through it a 1 or 2 sentences of reasonable sounding instructions (WillNeg). The instructions may contain a trigger to activate them or may activate immediately.  
1 location.

Each individual effect can be removed with *Dispel Magic*.

The entire *Guards and Wards* can be removed with *Mordenkainen’s Disjunction*.

Repulsion(PH p271)

<Abj, VS/AF(2 small iron bars with dog statuettes on the ends)/DF, 1StdAct, 1rnd/lvl(D), WillNeg, SR applies>

– Creatures cannot approach the caster within an invisible circle of up to 10’ radius per level Emanation. The circle moves with the caster, but cannot push creatures back. The caster can still be attacked with spells & ranged weapons.

Sign of Sealing, Greater(CArc p122)

<Abj, VSM(500gp emerald), 10Minutes, Close-range, Permanent>

– One door, check, portal, or open passage (forming a magical barrier) of up to 30 square feet per level is marked with a visible magical sign that prevents it from being opened or passed through.

The warded object receives the follow advantages:

a) +10 DC on break checks;

b) +10 Hardness;

c) +5 hp per level;

d) treated as a magic item for purposes of saving throws, to which it receives a +4 Resistance bonus.

This warded object can be opened with the following methods:

a) the caster can open the object at will;

b) breaking;

c) *Dispel Magic* can break the ward. DC is 15 + caser level;

e) counts as a Magical Trap that can be disarmed with a Disable Device check vs. DC 31.

If the warded object is magically or mundanely forced open, everything within a 40’ Burst takes 1d6 damage per level (max 20d4) damage (Ref½, no SR).

Starmantle(BoED p108)

<Abj, VSM(20gp pixie dust), 1StdAct, Touch, 1min/lvl(D)>

– The touched living creature is surrounded the a cascade of tiny stars that fall from the subject’s shoulders to the ground. This effect gives off light as a torch & has the following:

a) Non-magical weapons (including projectiles) at destroyed & cause no dmg;

b) Magical weapons & projectiles do half damage if the subject can make a Reflex save vs. DC 15.

### Conjuration

Acid Fog(PH p196)

<Conj(creat)[acid], VSM(peas, powdered hoof)/DF, 1StdAct, Medium-range, 1rnd/lvl, no save, no SR>

– 20’ radius spread by 20’ high Cloud deals 2d6 Acid damage per round. Movement in the cloud is slowed to 5’. Melee attacks & damage have a –2 penalty & ranged attacks are not possible. Anyone falling into the cloud is slowed down by 1d6 dmg per 10’.

The cloud can be dispersed by Severe Wind in 1 round.

Brain Slave of Ilsensine(DR342 p75)

<Conj(sum), VSM(small amount of humanoid or monstrous humanoid brain)/DF, 1Round, Close-range, 1rnd/lvl(D), Will½, no SR>

– Summons one floating glowing-green brain with two tentacles per two caster levels. Each ‘brain’ hovers around the caster until directed to attack a creature up to Large size within range.

The brain attempts to start a grapple with each of its tentacles. Its touch attack bonus is equal to the caster’s Base Attack Bonus. If a touch attack is successful, the brain makes a Grapple check at +6. If this is successful, a tentacle is attached to the target’s head.

On a round that starts with one tentacle attached, the brain makes a Grapple check to attach the second tentacle.

On a round that starts with both tentacles attached, the brain a Grapple check to pull out the target’s brain, killing him/her.

If at any time after its first attack, the brain is not attached to the target (unable to start either grapple, the target makes an Escape Artist check, etc.), the brain disappears. Note that the brain receives a +2 Circumstance bonus on opposed grapple checks.

Note: this spell is normally only available to followers of the Patron Deity of Mind Flayers.

Fire Spiders(MoF p94)

<Conj(sum)[fire], VSM(500gp ruby dust), 1StdAct, Close-range, 1rnd/lvl>

– Summon 240 Fine-sized Fire Elementals who initially fill a 20’ radius spread. The Elementals maintain a density of 6 “spiders” per hex (redistricting as needed if some are killed). Each Elemental has 1hp, has AC 18, & a move/climb speed of 10’. Anything sharing a hex with the Elementals takes 1hp of fire damage per “spider” in that hex (Ref½). The Elementals can be killed normally, plus non-flammable liquid does 2d4 damage + a splash damage of 1hp in each neighboring hex.

Planar Binding(PH p261)

<Conj(call)[variable alignment/element], VS, 10Min, Close-range, WillNeg>

– Calls & traps up to three Outsiders or Elementals of the same type with a total of 12HD until they performs a task. Before casting this spell, the caster must prepare a ‘holding area’ within range with either an inward-focused *Magic Circle* or a Calling Diagram.

Steps in a binding:

1) Target gets a Will save (but no SR) to avoid being Called into the ‘holding area’.

2) Target can try to escape from the ‘holding area’ with a Spell Resistance check, dimensional travel (which can be blocked with *Dimensional Anchor*), or a Charisma check vs. DC (15 + ½ Caster level + Caster’s Charisma modifier). Success means it can flee or attack.

3) Caster requests a service & offers a reward. The difficulty of the 1st & the generosity of the 2nd results in a bonus of 0 - +6. The Caster & the Target then make an opposed Charisma check, with success meaning the Target accepted the Caster’s offer. If the Caster rolls a ‘1’, then the Target escapes immediately.

Steps 2) & 3) are repeated every day until a) the Target accepts; b) the Target escapes; or c) the Target is dismissed with a separate spell.

If the Target accepts, it will follow the wording of the task & then report back when it is done. Open-ended tasks (i.e., “guard this door”) last up to 1 day per Caster level.

If more than one target was called, each one gets a separate saving throw, a separate Spell Resistance check to escape, and needs a separate Charisma check to convince it.

Spore Cloak(RoF p191)

<Conj(create), VS, 1StdAct, Personal, 1min/lvl>

– The caster is surrounded by a cloud of Yellow Mold spores.

a) Gain Concealment.

b) Anyone who enters the caster’s hex (due to a Grapple attack, an Overrun attack, etc.) is affected by 1d6 Con / 2d6 Con Poison. Direct sunlight ends this effect.

c) The caster is immune to the spore attacks of Yellow Mold, Brown Mold, & the rotting touch of Violet Fungus. Direct sunlight ends this effect.

If the caster fails a saving throw against a ‘fire’ spell or effect, this spell ends.

Summon Monster VI(PH p287)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster VI 1

Summon Monster V 1d3

Summon Monster IV (or lower) 1d4+1

Tunnel Swallow(Und p62)

<Conj(creat)[earth], VSM(chewed meat or vegetation), 1StdAct, Medium-range, Instantaneous, no SR>

– A section of tunnel up to 50’ long and no more than 20’ in diameter squeezes closed at a designated end and the closed section moves along to the other end of the effected tunnel, like a throat swallowing. The tunnel takes no damage and returns to normal after the spell.

All creatures and objects in the effected section of tunnel take 1d6 damage per lvl (max 15d6) (Ref½) and are moved to the part of the tunnel section that was the end of the ‘swallow’ (Reflex save to only move half of the distance from a target’s starting location to the end of the section).

This spell effects worked and natural tunnels, corridors in above-ground buildings, etc.

Wall of Gears(Spell p233)

<Conj(creat), VSM(gear), 1StdAct, Medium-range, 1min/lvl>

– Creates a straight 6” thick wall of metal gears, wheels, pistons, etc., whose area is 10’ square per level. Each 5’ section has Hardness 10 and 90hp. Any creature within 10’ of the wall on either side takes 1d6 per two levels (max 15d6) (Ref½, no SR).

Wall of Iron(PH p299)

<Conj(creat), VSM(iron, 50gp gold), 1StdAct, Medium-range, Instantaneous, no SR>

– Creates a wall of iron that is one 5’ square per level & 1” thick per 4 levels. The area can be doubled by halving the thickness. The iron has a Hardness 10 & each 5’ square has 30 hit points per inch of thickness.

The wall must be vertical & can merge into adjoining non-living surfaces. If not supported, the wall will fall over in a random direction unless pushed (Strength check vs. DC 40). Anything of up to Large-size caught under the wall takes 10d6 damage (Reflex save to negate).

### Divination

Analyze Dweomer(PH p197)

<Div, VSF(tiny lens made from ruby/sapphire and gold worth 1,500gp), 1StdAct, Close-range, 1rnd/lvl(D), no SR>

– Each round as a Free Action, the caster may learn the magical properties of one object or the spells on one person. An attended object is allowed a Will save to resist, in which case it is immune to this spell for 24 hours.

Target Person: All active spells on the target, including the effect & its Caster level.

Target Object: How the magic item functions, how to activate it, & the number of remaining charges. If it has active spells on it, the caster knows their effects & Caster levels.

Eye of Stone(RoS p162)

<Div(scry), VS, 10Min, 1rnd/lvl(D)>

– The caster creates a Magical Sensor under his/her control. By concentrating, the caster can see through the ‘eye’ with his/her normal vision (including any spells currently in effect) & control its movement. The eye can move up to 30’ per round, but slowing to 10’/round is needed to fully look at the surrounding walls & ceiling. The eye can move through solid stone and is not subject to damage, though it can be dispelled.

Legend Lore(PH p246)

<Div, VSM(250gp incense)F(200gp ivory strips), Personal>

– By only meditating, sleeping, & eating for the listed casting time, the caster “remember” legends about a target creatures, place, or object:

Connection to Target Casting Time

Touching 1d4x10 minutes

Detailed Information 1d10 days

Rumors Only 2d6 weeks

Probe Thoughts(CDiv p176) (CDivErrata)+

<Div[mind], VS, 1Minute, Close-range, Concentration, WillNeg, SR applies>

– The caster may telepathically look into one living target’s memories for answers. The answer to one question per round can be acquired from the target’s memories. Since the communication is telepathic, the caster & target do not need to share a language.

The target knows it is being mentally probed and may try to disrupt the concentration of the caster or attempt to leave the spell’s range

If the target is sleeping, it gets a Will save each round to wake.

True Seeing(PH p296)

<Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl>

– Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur* & *Displacement*, not effected by Invisibility, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane.

This spell cannot be used in conjunction with scrying magics, such as *Clairaudience / Clairvoyance.*

### Enchantment

Geas/Quest(PH p234)

<Ench(comp)[mind][language], V, 10Minutes, Close-range, until discharged(D), no save, SR applies>

– One subject obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level. Specific tasks must be completed for the spell to be discharged.

If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage each day (no save) & is Sickened (FortNeg). The effects end after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic* or *Break Enchantment*, though it can be ended by *Limited Wish, Miracle,* or *Wish*. *Remove Curse* only works if its Caster level is two higher than this spell’s Caster level.

Heroism, Greater(PH p240)

<Ench(comp)[mind], VS, 1StdAct, Touch, 1min/lvl>

– The touched creature gains a +4 Morale bonus on attacks, saves, & skill checks, immunity to fear effects, and 1 Temporary HP per level (max +20).

Lunacy(DR340 p73)

<Ench(comp)[mind], VSM(blood from a natural lycanthrope), 1StdAct, Medium-range, Instantaneous, WillNeg, SR applies>

– The living target acts insane on the night of the full moon (even if the target cannot see the moon).

The caster must designated a possible, non-suicidal task that will end this effect, which is immediately known to the target. Other than accomplishing this task, the only ways to end this effect are *Break Enchantment, Miracle*, or *Wish*.

Roll a different madness for each full moon. Effect lasts all night:

d% Behavior

01–05 Act Normally

06–15 Delusion – spend night talking to an inanimate object

16–25 Fixation – stay in one spot

26–35 Flee – move in random direction

36–50 Schizophrenia – alignment changes to its opposite (random in case of Neutral)

51–65 Catatonia – unconscious

66–75 Rage – destroys unattended objects

76–85 Murderous – attacks nearest creatures

86-95 Suicidal – Will save each hour to avoid trying to kill self

96-00 Blackout – no memory of actions

Overwhelm(PH2 p120)

<Ench(comp)[mind], VS, 1StdAct, Touch, Instantaneous, WillNeg, SR applies>

– The touched creature takes nonlethal damage equal to his/her current hit-point total.

Suggestion, Mass(PH p285)

<Ench(comp)[mind][language], VM(snake tongue, honeycomb/sweet oil), 1StdAct, Medium-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster gives 1 target per level in a 30’ area 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

At the end of the duration, the instructions loose their power, triggered or otherwise.

Symbol of Persuasion(PH p290)

<Ench(charm)[mind], VSM(5,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation become charmed by the caster (i.e., consider him a good friend) for 1 hour per level. The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

Transfix(CArc p127)

<Ench(comp)[mind], VSM(pine resin), 1Round, Medium-range, 1hr/lvl, WillNeg, SR applies>

– All Humanoids of up to Medium-size that are within or who enter a 10’ radius Emanation are Paralyzed. Each target is allowed a new save each hour and the spell automatically ends on a target if he/she is removed from the area of effect.

The caster must specify a condition that causes the spell to end early, though he/she is allowed to choose a seemingly impossible condition. A target learns the condition upon becoming paralyzed, which in theory can be read from his/her mind.

Wages of Sin(BoED p111)

<Ench(comp)[good][mind], V, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– One Evil target per level believes that its allies are trying to kill it & attacks the nearest Evil creature to the best of its ability. Targets do not ignore other threats, but attack other Evil creatures in preference to other foes.

Note: The caster must refrain from intoxicants & stimulants for one week prior to casting this spell.

### Evocation

Acid Storm(Spell p7)~~(PGF p99)~~

<Evoc[acid], VSM(10gp flask of acid), 1StdAct, Medium-range, Instantaneous, Ref½, no SR>

– 1d6 Acid damage per level (max 15d6) in a 20’ radius by 20’ high cylinder.

Bigby’s Forceful Hand(PH p204)

<Evoc[force], VSF(leather glove), 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– Creates a magical 10’x10’ hand which stays in between the creator & a designated target and tries to push the target away (treat as a Bull’s Rush at +14) up to the spell’s range. The hand also provide a +4 Cover bonus to AC for the caster against that target. The target can be changed as a Move Action. The hand has the caster’s maximum hit points & saving throw and has an AC of 20.

Chain Lightning(PH p208)

<Evoc[electricity], VSF(fur, glass rod, silver pins), 1StdAct, Long-range, Ref½, SR applies>

– Primary target takes 1d6 electrical damage per level (max 20d6). Up to one secondary target per level (max 20) within 30’ of the primary target takes ½ damage.

Contingency(PH p213)

<Evoc, VSM(quicksilver, eyelash from a magic-using creature)F(1,500gp ivory & gem statue), 10Minutes, Personal, until discharged up to 1day/lvl>

– The caster presets a spell to be cast automatically upon himself when a condition (set at cast time) occurs. An example would be “if I fall more than 10’, cast *Feather Fall*". The preset spell can be no higher than 1/3rd the Caster’s level (rounded up, max 6th).

A caster may have only one *Contingency*-class spell at any given time.

Energy Surge, Greater(PH2 p112)

<Evoc[variable element], V, 1 Swift Action, Close-range, 1 round>

– Target weapon does +3d6 damage of one Energy Type chosen at casting time.

Fires of Purity(CDiv p165)

<Evoc[fire], VS/DF, 1StdAct, Touch, 1rnd/lvl, RefNeg, SR applies>

– The touched (usually willing) creature is engulfed in magical flames that do not harm it and gains the following benefits:

a) melee attacks do +1d6 + 1 per caster level (max +1d6+15) Fire damage (no save, SR applies) and Catches Fire (RefNeg);

b) any creature that strikes the subject with a non-reach weapon 1d6 + 1/lvl (max 1d6+15) Fire damage (no save, SR applies) and Catches Fire (RefNeg);

c) subject takes half damage from Fire-based attacks. If the attack allows a Reflex save, the subject takes no damage on a successful save.

Howling Chain(PGF p104)

<Evoc[force], VSF(500gp platinum chain), 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– The caster creates a chain made from force that has the following properties:

a) Counts as a Medium-sized object with AC12, 33hp, and uses the Caster’s save bonuses;

b) Everyone within 100’ of the chain receives a –2 penalty on Listen checks due to the noise;

c) On the round it is cast, the target receives a Reflex save to avoid being wrapped up by the chain. If successful, the chain ends up 5’ from the target and makes a new attempt each round until it succeeds. The chain has a move of 20’ in order to chase its target;

d) Once its target is wrapped up, the target receives a –2 penalty on all attacks, skill checks, and saving throws. The target must make a Concentration check vs. DC (15 + spell level) to cast a spell with a somatic component;

e) The chain attacks a target that it has wrapped up at (+13 / +8) and does 3d4 Bludgeoning damage. If both attacks hit, the DC for the target’s Concentration check goes up by +5 until the next round.

f) If the chain takes damage, the target takes the same amount of damage (Fort½).

Otiluke’s Freezing Sphere(PH p258)

<Evoc[cold], VSF(small crystal sphere), 1StdAct, Long-range, Ref½, SR applies>

– An icy sphere shoots to the target point & explodes in a 10’ radius Burst, doing 1d6/lvl (max 15d6). Elementals with the ‘water’ subtype instead take 1d8/lvl (max 15d8).

If the icy sphere strikes a body of water, it freezes to a depth of 6” in an area of 100 square feet per level (max 1,500 square feet). The water stays frozen for 1 round per level. Any creature swimming on the surface is trapped in the ice, requiring a Strength or Escape Artist check vs. DC 25 to escape.

Unlike most spells, the caster can cast this spell and then “hold the charge” (just like a Touch Spell) for up to 1 round per level. The caster can use the spell normally during that time as a Standard Action. After 1 round per level has expired, the sphere explodes centered on the caster.

Prismatic Eye(PGF p109)

<Evoc, VSF(abalone shell), 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– Creates a visible 6” orb which can make ray attacks starting the round it was created. The orb has +6 attack bonus on its ranged touch attacks, 50’ range, AC 18, 9hp, & its caster’s saves. The caster can have the eye move the caster’s own movement as a Movement Equivalent action within spell range. The ray effect is chosen randomly each time & each can only be used once. Save DC is 19.

a) 20 hp of Fire damage (Ref½)

b) 40 hp of Acid damage (Ref½)

c) 80 hp of Electrical damage (Ref½)

d) Death from poison (Fort save for   
1d6 Constitution damage)

e) Turned to Stone (FortNeg)

f) *Insanity* spell-effect (WillNeg)

g) Sent to another plane (WillNeg)

Sand Spiral(DR331 p72)

<Evoc, VSM(sand), 1StdAct, Instantaneous, no SR>

– All creatures in a 60’ Cone-shaped Burst receive the following:

a) 1d6 damage per level (max 15d6) (Ref½);

b) –2 penalty on All Actions for 1 minute (FortNeg).

Creatures immune to critical hits take half damage (save for no damage) and are immune to the penalty.

Shadow Canopy(LoD p188)(RoF p190)

<Evoc[darkness], VSM(coal dust, eye of a diurnal creature), Medium-range, 1hr/lvl>

– Create a dome of darkness that is 25’ tall & 100’ + 50’/level in diameter. The dome is opaque (even to darkvision) from the outside. Creatures inside without darkvision can only see 5’ in the deep shadows. Daylight sensitive creatures, including Vampires, are safe from sunlight under this spell.

Counters & dispels any light spell of an equal or lower level.

This spell is countered or dispelled by light spells of a higher level.

Wyrmcone(DR344 p61)

<Evoc, VSM(fragment of scale, tooth, etc. from a Metallic or Chromatic Dragon, a small glass cone), 1StdAct, Instantaneous, Ref½, SR applies>

– All creatures in a 60’ lone Cone-shaped Burst take 2d4 per Caster level damage (max 30d4). The damage is half Slashing and half energy damage based on the type of Dragon provided the material component.

Dragon Energy

Black, Copper, Green Acid

Blue, Bronze Electricity

Brass, Gold, Red Fire

Silver, White Cold

### Illusion

Illusory Pit(CArc p112)

<Ill(figment), VS, 1StdAct, Medium-range, Concentration + 1rnd/lvl, Will½, SR applies>

– Creates a seemingly bottomless chasm of up to a 10’ cube per level. Any creature entering the area (or having it appear beneath them) gets a Will save:

Success) Stunned for 1 round.

Failure) Fall Prone and claw at the floor. If attacked or when the spell ends, the target is freed from the illusion, but is Stunned for 1 round.

A creature flying over the pit is also Stunned for 1 round (WillNeg).

Mislead(PH p255)

<Ill(figment)(glamer), S, 1StdAct, Close-range, Concentration + 3rnds, no SR>

– Simultaneously, the caster becomes Invisible and an illusionary copy (sight, sound, smell, & touch) of the caster appears within range (with the option of it appearing supper-imposed on the caster). The illusionary copy will then do whatever it was programmed to do at cast time, with no requirement that it stays in range. A Will save is required to realize the copy isn’t the original.

The caster stays Invisible even if he/she attacks, up to 1rnd/lvl(D).

Permanent Image(PH p260)

<Ill(figment), VSF(fleece, sand), 1StdAct, Long-range, Permanent(D), WillDisbelief, no SR>

– Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of a 20’ cube + 1 10’ cube per level that are contiguous.

The caster can move the image with concentration, but otherwise it is static.

Programmed Image(PH p265)

<Ill(figment), VSM(fleece, 50gp jade dust), 1StdAct, Long-range, Permanent until triggered then 1rnd/lvl, WillDisbelief, no SR>

– Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of a 20’ cube + 1 10’ cube per level that are contiguous.

The illusion is triggered by a caster-defined audible, tactile, olfactory, or visual event. Once triggered, the illusion follows the caster’s script.

Project Image(PH p265)

<Ill(shadow), VSM(5gp doll of the caster), 1StdAct, Medium-range, 1rnd/lvl(D), WillDisbelief, no SR>

– An insubstantial, but otherwise real double of the caster is created. The caster must maintain line-of-sight with the double or the spell ends.

As a Free Action, the caster can choose to see through the double’s eyes & hear through its ears.

As a Move Action, the caster can take direct control of the double, otherwise it mimics the caster.

Spells can be cast through the double, but otherwise act normally.

Reflective Disguise, Mass(Und p61)

<Ill(glamer), VS, 1StdAct, Close-range, 12hours(D)>

– One person per two levels is affected by a glamer which makes creatures looking at them think they are the same race. An unwilling subject is allowed a Will save and SR applies.

An intelligent creature that see the subject think he/she is the same race and gender as itself. This only works if the viewer is within one size category of the subject.

This spell is only a visual illusion. It does not provide sounds, smells, mannerisms, etc.

A viewer who interacts with the caster or a creature with the scent ability is allowed a Will save to disbelieve (SR applies).

Shadow Walk(PH p277)

<Ill(shadow), VS, 1StdAct, Touch, 1hr/lvl(D)>

– The caster and up to 1 touched subject per level travel into the Plane of Shadows (unwilling subjects receive a Will save to negate). Travel can be in two different ways:

a) Movement in the Plane of Shadows is faster than in the Material Plane, so the party can effectively travel 50 miles/hour. When the desired destination is reached, the party returns to the Material Plane.

b) The party can travel to a plane of existence that borders the Plane of Shadows. This takes 1d4 hours.

Shadowy Grappler(DR324 p72)

<Ill(shadow)[mind], VSM(dry squid tentacle), 1StdAct, Medium-range, 1rnd/lvl(D), Will½, SR applies>

– An effect made from shadow attempts to Grapple the target. Its grapple bonus is 10 + Caster level + Primary Stat. If the target made its Will save, this total is halved.

If the shadowy grappler successfully grapples, it attempts to pin. If it pins, then it will prevent the target from speaking.

The shadowy grappler remains in the same hex as the target, even if he/she moves.

Solipsism(DR324 p72)

<Ill(phantasm)[mind], V, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg, SR applies>

– The target thinks that everything around it is not real. It becomes Helpless and will take no actions.

Veil(PH p298)

<Ill(glamer), VS, 1StdAct, Long-range, Concentration + 1hr/lvl(D), WillDisbelief>

– The caster may change the appearance of every creature in a 30’ area. The new appearances can be any combination of creatures, though a Disguise check (at +10) is needed to make the subjects look believable.

Unwilling subjects are allowed a Will save to resist being changed & SR applies.

### Necromancy

Aura of Terror(Spell p18)

<Necro[fear][mind], V, 1StdAct, 1min/lvl>

– When the caster attacks or charges, all creatures within a 30’ radius Emanation that have fewer HD than the caster become Shaken (WillNeg, SR applies). This effect remains until the target leaves the area of effect or the spell ends. A target that makes his/her save is immune to the caster’s “frightful presence” for 24 hours.

If the caster already has a “frightful presence” (such as a Dragon), this spell has the following effects on it:

a) +10’ radius;

b) +2 DC; and

c) creatures that would normally have been Shaken become Frightened and those that would have been Frightened become Panicked.

Circle of Death(PH p209)

<Necro[death], VSM(500gp black pearl), 1StdAct, Medium-range, FortNeg, SR applies>

– Kills 1d4 HD per level (max 20d4) of living creatures in a 40’ radius Burst. The lowest HD creatures in the area are effected first & creatures with 9 or more HD are immune.

Contagion, Mass(Spell p51)~~(RoF p190)~~

<Necro[evil], VS, 1StdAct, Medium-range, FortNeg, SR applies>

– Infects all creatures in a 20’ radius Spread with chosen disease which takes effect without an incubation period.

Name DC Dmg

Cackle Fever 16 1d6 Wis

Filth Fever 12 1d3 Dex & 1d3 Con

Mindfire 12 1d4 Int

Red Ache 15 1d6 Str

Shakes 13 1d8 Dex

Slimy Doom 14 1d4 Con

Blinding Sickness 16 1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently Blind.

Create Undead(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>

– Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator’s control.

Undead Min Lvl Undead Min Lvl

Ghoul 11 Mummy 15

Ghast 12 Mohrg 18

This spell must be cast at night.

Eyebite(PH p228)

<Necro[evil], VS, 1StdAct, Close-range, Personal, 1rnd/3lvls, FortNeg, SR applies>

– The caster gains the ability to target a single living creature once per round as a Move Action. The effect is determined by the target’s HD:

10+ HD: Sickened for 10min/lvl

5 – 9 HD: Panicked for 1d4 rounds & then Shaken for 10min/lvl & above.

up to 4HD:Comatose for 10min/lvl & above.

Ghoul Gantlet(Spell p104)

<Necro[death][evil], VS, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– If the touched living Humanoid fails his/her Fortitude save, the target begins turning into a Ghoul. Each round, the target takes 3d6 hp of damage. At 0 hp, the target becomes a Ghoul under the caster’s control.

If the initial save fails, the effect can be removed with any of the following: *Dispel Magic*, *Greater Restoration*, *Heal*, *Limited Wish*, *Miracle*, *Mordenkainen’s Disjunction*, *Remove Curse*, *Remove Disease*, or *Wish.* Hit-point damage must be healed separately.

The caster may control 4HD of Undead per Caster level, not counting any Undead control with the Rebuke/Command Undead class ability.

Necrotic Mist(DU109 p51)

<Necro[cold], VSM(chip from an Undead’s tombstone), 1StdAct, Close-range, 1rnd/lvl, Fort½ , SR applies>

– Creates a 20’ radius Cloud of cold, black mist that is 20’ high.

Living creatures within the mist receive the following:

a) 2d6 Cold damage per round (no save);

b) become Slowed (FortNeg).

Undead creatures within the mist receive the following:

a) heals 5hp per round.

Opalescent Glare(Spell p150)

<Necro[death][good], VS/DF, 1StdAct, Personal, Instantaneous>

– Gain a Gaze Attack:

Evil creatures with up to 5HD who meet the caster’s gaze die (WillNeg, SR applies). If the creature makes his/her save, it is Panicked for 2d20 rounds unless it makes a second Will save, in which case it is only Shaken for 1 round.

Non-Evil creatures and Evil creatures with more than HD who meet the caster’s gaze must make a Will save to avoid being Panicked for 1rnd/lvl (SR applies).

Revive Undead(Spell p175)

<Necro[evil], VSM(5,000gp black pearl), 1Minute, Touch, Instantaneous>

– Reanimates the body of an Undead that was destroyed up to 1 day per level ago, assuming the spirit is willing. Subject cannot have been destroyed by ‘Turning’ and its body must be mostly intact.

When revived, the subject has 1 hp per its HD.

Subject looses a Non-Recoverable Level.

Shadow Shield(DR322 p67)

<Necro[darkness], VSM(black paper), 1StdAct, Personal, 1rnd/lvl>

– Any creature that strikes the caster with a melee attack becomes Blind for Caster level rounds (WillNeg, SR applies).

Symbol of Fear(PH p290)

<Necro[fear][mind], VSM(1,000gp diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation are Panicked for 1rnd/lvl, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not effect 150hp worth of creatures when triggered, it remains active until it effects the remaining hp of creatures, up to 10min/lvl.

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

Undeath to Death(PH p297)

<Necro[death], VSM(500gp of diamond power)/DF, 1StdAct, Medium-range, WillNeg, SR applies>

– Destroys 1d4 HD per level (max 20d4) of Undead in a 40’ radius Burst. The lowest HD creatures in the area are effected first & creatures with 9 or more HD are immune.

### Transmutation

Bear’s Endurance, Mass(PH p203)

<Trans, VS/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a   
+4 Enhancement bonus to Constitution.

Bite of the Weretiger(Spell p28)

<Trans, VSM(tiger’s claw), 1StdAct, Personal, 1rnd/lvl>

– Caster becomes tiger-like:

a) +12 Enhancement bonus to Strength;

b) +4 Enhancement bonus to Dexterity;

c) +6 Enhancement bonus to Constitution;

d) +5 Enhancement bonus to Natural Armor;

e) gain Feat: Blind-Fight &, Power Attack, & Multiattack; and

f) a Medium-sized caster gains two 1d8 + Str Claw attacks and one 2d8 + ½ Str Bite attack. Damage for Small-size is 1d6 and 2d6 respectively. BAB of +6 or higher does not grant extra attacks.

Brilliant Blade(Spell p40)(CArc p100)

<Trans, VS, 1StdAct, Close-range, 1min/lvl>

– One melee weapon, one thrown weapon, –or– 50 grouped pieces of ammunition gain the Brilliant Energy weapon enhancement:

a) gives off 20’ radius of light;

b) ignores nonliving matter (ignore an opponent’s Armor bonus to AC); &

c) cannot harm Undead, Construct, or objects

Bull’s Strength, Mass(PH p207)

<Trans, VSM(bull hair)/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a   
+4 Enhancement bonus to Strength.

Cat’s Grace, Mass(PH p208)

<Trans, VSM(cat hair), 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a   
+4 Enhancement bonus to Dexterity.

Chasing Perfection(PH2 p106)

<Trans, VSM(50gp statuette), 1StdAct, Touch, 1min/lvl>

– Touched subject receives a +4 Enhancement bonus on all six of his/her ability scores.

Cloak of the Sea(Spell p48)(CAdv p144)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl(D)>

– The touched subject takes one a watery appearance.

While underwater, the subject is under the effect of *Blur, Freedom of Movement, Water Breathing*, is immune to subdual damage due to water pressure or hypothermia.

Leaving water suppresses the effects (except for *Water Breathing)*, though the return when the subject is submerged again.

Construct Essence, Mass Lesser(FoE p150)

<Trans, VS, 1StdAct, Close-range, 1min/lvl>

– The one Living Construct per level in a 30’ area gain the following benefits:

a) Moderate Fortification (negates critical hits and sneak attacks 75% of the time);

b) gains Low-Light Vision;

c) becomes immune to nonlethal damage and Stunning.

This spell Counters and Dispels *Lesser* *Humanoid Essence*.

This spell is negated if cast upon a target under the effect of *Humanoid Essence* or *Greater Humanoid Essence*.

Control Water(PH p214)

<Trans[water], VSM(dust (to lower) -or- water (to raise))/DF, 1StdAct, Long-range, 10min/lvl(D)>

– Effects 10’/lvl x 10’/lvl x 2’/lvl (shapeable) of water by either:

a) lowering the water by 2’/lvl (min of 1”). In large / deep bodies of water, this forms a whirlpool. This effect will Slow water-based creatures / elementals (WillNeg); or,

b) raising the water by 2’/lvl. Boats will slide off the “hump” of the water.

Curse of Spilt Water(DR334 p74)

<Trans[water], VSM(rag doll, sea water), 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>

– The target and any equipment he/she is wearing are changed into an identical volume of water. If an open container is within 5’ of the target, the caster may have the water fall into it.

*Break Enchantment* restores the target if cast before the water evaporate or mixes with a larger body of water.

Dhulark’s Glasstrike(MoF p89)(MoFe)+

<Trans, VSF(glass from a mirror), 1StdAct, Close-range, 1hr/lvl, FortNeg>

– This spell either

a) Transforms a creature into glass for the spell’s duration. Any magic items carried by the target are left unchanged. When restored, any damage the glass took is applied to the target. –or–

b) Transforms 4 cubic feet of material into glass for the spell’s duration. The target can be a section of a larger object.

Disintegrate(PH p222) (PH p272)+

<Trans[ray], VSM(loadstone, dust)/DF, 1StdAct, Medium-range, Instantaneous, Fort½, SR applies>

– The ray dissolved one creature or a single object of up to a 10’ cube to dust unless the target makes its Fortitude save, in which case it takes 5d6 damage (if this damage brings the target to 0hp, it is disintegrated anyway).

If collected, the resulting dust is enough to be used with *Resurrection*.

Eagle’s Splendor, Mass(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a +4 Enhancement bonus to Charisma.

Energy Transformation Field(MoF p92)

<Trans, VSM(3 drops of caster’s blood, eye from a humanoid, 5,000gp of diamond)X(250), 4FullRounds, Close-range, Permanent>

– Creates a permanent 40’ radius area that absorbs spells to power its own linked spell. For each spell or magic items that is targeted into or used within the area of effect, the magic is negated & transformation field gains 1 “charge” per negated spell level. Once the transformation field a number of charges equal to or greater than the spell level of the linked spell, it consumes the appropriate number of charges & activates the linked spell (if a target is required, the closest living creature to the field is the target). Any extra charges wrap around for the next use, though for each unused day, one charge disperses.

This spell can only be negated by *Limited Wish, Wish, Mordenkainen’s Disjunction,* or *Miracle.*

This spell is suppressed by *Antimagic Field*.

Extract Water Elemental(DR314 p46)

<Trans[water], VS, 1StdAct, Short-range, Instantaneous, Fort½, SR applies>

– The targeted living creature has the water pulled from his/her body, causing 1d6 damage per level (max 20d6) (Fort½).

If the target is slain, a Water Elemental of the same size category as the target is formed. The Elemental is free willed and has no obligation towards the caster.

Creatures with the [fire] or [water] subtype cannot be targeted by this spell.

Fiendform(PGF p102) (CArc p106)

<Trans[evil], VM(bone from a fiendish creature, devil, demon, etc.), 1StdAct, Personal, 1min/lvl>

– Take the form of an Evil Outsider which could be summoned by the spell *Summon Monster I* up to *Summon Monster IV.* Spells that effect Outsiders now effect the caster. If targeted with the spell *Banish*, this spell ends and you are Staggered for 1rnd/lvl, but not send him/her to another plane.

The caster gets the following from the new form:

a) Strength, Dexterity, & Constitution;

b) natural armor & weapons; and

c) natural movement, like swimming & flying.

d) extraordinary, spell-like, or supernatural abilities.

The caster keeps the following from its original form:

a) Intelligence, Wisdom, & Charisma;

b) hit points (ignore new Constitution score);

c) level, class, & alignment;

d) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con); and

e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);

b) the caster’s equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;

c) +10 bonus to Disguise checks;

d) gain 1 day’s natural healing; and

e) if slain, return to original form.

Flesh to Stone(PH p232)

<Trans, VSM(lime, water, earth), 1StdAct, Medium-range, Instantaneous, FortNeg, SR applies>

– Target creature composed of flesh & its gear are turned into stone.

Fox’s Cunning, Mass(PH p233)

<Trans, VSM(fox hair)/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a +4 Enhancement bonus to Intelligence.

Hardening(MoF p99)(D&D p216)(Eb p112)

<Trans, VS, 1StdAct, Touch, Permanent>

– Touched object’s Hardness is increased by 1 per 2 levels.

A metal or mineral object can have a volume up to 1 cubic foot per level. An object of another material can be up to 10 cubic feet per level.

Mineralize Warrior(Und p59)

<Trans[earth], VSM(500gp per HD of gems)X(250 per HD), 1Hour, Touch, Touch, Instantaneous>

– The touched willing Humanoid is infused with minerals, gaining the Mineral Warrior Template (Und p96). The subject may not have more HD than the Caster level.

The subject is under a compulsion to serve the caster for 1 year plus 1 day after the spell is completed, though any given caster may not have more than 2\*HD Mineral Warriors serving him/her at one time.

Mordenkainen’s Lucubration(PH p256)

<Trans, VS, 1StdAct, Personal>

– Restores a Prepared spell of 5th level or less that was cast during the previous 24 hours. Once restored, the spell can be cast as if prepared in the normal fashion.

Move Earth(PH p257)

<Trans[earth], VSM(dirt, iron blade), 10Minutes per 150’square, Long-range>

– For each 10 minutes of cast time, 150’ square (up to 10’ deep) of dirt, sand, etc., if moved, up to a maximum of 750’ x 750’ (which would have a casting time of 4hrs 10min). The movement is smooth, so buildings, trees, etc. are not toppled by this spell, though they may be raised or lowered. This spell cannot be used to tunnel.

Owl’s Wisdom, Mass(PH p259)

<Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1min/lvl>

– One subject per level in a 30’ area gains a +4 Enhancement bonus to Wisdom.

Stone Body(PGF p113)

<Trans, VSM(stone from a stone golem, a greater earth elemental, or a castle’s outer wall)/DF, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s body becomes living stone, which has the following benefits & penalties:

a) Damage Reduction 10 / adamantine;

b) Immune to Blindness, Criticals, Ability Score Damage, Deafness, Disease, Drowning, Electricity, Poison, & Stunning;

c) Immune to any effects that modify a target’s physiology or respiration. Since the caster cannot breath or drink, he/she cannot play woodwind instruments or drink potions;

d) ½ damage from Acid & Fire;

e) +4 Enhancement bonus to Strength;

f) –4 penalty to Dexterity (min Dex 1) ;

g) ½ movement;

h) –8 Armor Check penalty;

i) 50% Arcane spell failure;

j) 3x normal weight & cannot swim;

k) Fists to 1d6 normal damage (1d4 if Small);

l) If targeted with *Transmute Rock to Mud*, the caster is *Slow*’d fro 2d6 rnds (no save).

m)If targeted with *Stone to Flesh*, the caster loses the spell’s Damage Reduction for one round.

Stone Metamorphosis(Und p61)(Und p103)+

<Trans[earth], VSM(grain of talc, chip of obsidian), 1StdAct, Touch, Instantaneous>

– 10 cubic feet + 1 cubic foot per level of touched stone is permanently changed into another type of stone. Typically this means changing the stone’s Hardness anywhere from 6 to 9 (see Underdark page 103 for examples).

This spell cannot create gems and does not change the value of stone objects.

Stone to Flesh(PH p285)

<Trans, VSM(earth, blood), 1StdAct, Medium-range, Instantaneous>

– Instantly transforms stone into flesh.

a) Restores a petrified creature of any size to its original state, though a Fortitude save vs. DC 15 is needed to survive; or

b) A volume of stone up to 3’ is diameter & up to 10’ long can be turned to “flesh”.

Subvert Planar Essence(CDiv p183)

<Trans, VSM(100gp adamantine statuette)/DF, 1StdAct, Medium-range, 1rnd/lvl, FortNeg, SR applies>

– An Outsider within this spell’s immobile 20’ radius Emanation have its Damage Reduction and Spell Resistance reduced by 10 points if its fails its initial Spell Resistance check and saving throw.

A creature that resists the spell in either way can enter and exit its area of effect freely, while one that fails both checks is effected again every time it enters the area of effect within a single occurrence of the spell.

Tenser’s Transformation(PH p298)

<Trans, VSM(Potion of Bull’s Strength), 1StdAct, Personal, 1rnd/lvl>

– The caster becomes a fighting machine, gaining the following:

a) +4 Enhancement bonus to Strength;

b) +4 Enhancement bonus to Dexterity;

c) +4 Enhancement bonus to Constitution;

d) +4 Natural Armor bonus to AC;

e) +5 Competence bonus to Fortitude saves;

f) Proficiency in all Simple & Martial weapons; and

g) the caster’s Base Attack Bonus becomes equivalent to the Caster level.

For the duration, the caster cannot cast spells or use spell-completion magic items.

Translocation Trick(MoF p128)(MoFe)+

<Trans[teleport], V, 1StdAct, Medium-range, 10min/lvl, WillNeg>

– The caster and the target swap locations (as per *Dimension Door*) and appearances (as per *Alter Self*).

### Universal

Imbue Familiar with Spell Ability(CArc p112)

<Univ, VS, 1StdAct, Touch, until discharged(D)>

– The caster transfers his/her ability to cast one spell per 3 caster level into his/her familiar. The maximum spell level is 1/3rd Caster level (max 5th).

Until the familiar casts the imbued spell(s), the caster does not regain the spell slot corresponding to this spell –and– the transferred spells.

### Combination

Storm Slave(DR347 p77)

<Ench/Evoc[electricity][evil], VS, 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– The target creature is engulfed in lightning:

a) takes 2d6 Electricity damage per round (Ref ½); and

b) is Entangled (RefNeg). Can escape by taking a Full Round action to attempt a Strength check vs. DC 25 or an Escape Artist check vs. DC 30;

c) any creature touching the target takes 1d6 Electricity damage (no save).

Once round after the spell is cast, the target is given the option to submit to a *Charm Monster* spell (i.e., purposely fail the Will save) in exchange for the electrical effects to end.

## 7th Level

### Abjuration

Antimagic Ray(Spell p14)

<Abj[ray], VSM(100gp ruby&iron powder), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– The targeted creature or object has all its magical abilities and effects Suppressed.

Creature – cannot cast spell or use Spell-Like or Supernatural abilities. All spells on the target are suppressed, as are any new spells that are cast before the duration ends. The target’s magic items are not affected.

Object – its magical abilities cannot be activated. All spells on the target are suppressed, as are any new spells that are cast before the duration ends.

Banishment(PH p202)

<Abj, VS/AF(object or substance hated by the target), Close-range, WillNeg, SR applies>

– Banishes up to 2 HD per level of Extraplanar creatures in a 30’ area away from the current plane. Extra hated objects give a +1 on SR Checks and +2 to the spell’s DC.

Energy Immunity(CArc p105)

<Abj, VS, 1StdAct, Touch, 24hrs>

– The touched creature & his/her possessions becomes immune to one type of Energy Damage. Non-damage effects, such as being Deafened by a sonic attack, still apply.

Ironguard, Greater(MoF p97)

<Abj, VSM(tiny shield)F(100gp adamantine), 1StdAct, Touch, 1rnd/lvl>

– Touched subject passes through all metal with less than a +3 Enhancement bonus.

Otiluke’s Greater Dispelling Screen(CArc p117)

<Abj, VSM(lead crystal), 1StdAct, Close-range, 1min/lvl(D)>

– Creates an immobile wall of one 10’ square per level –or– sphere/hemisphere whose radius is up to 1’ per level. Any creature or object passing through the screen is subject to a Targeted Dispel – Each ongoing spell on the target gets a separate Dispel Check (max +20). If successful, the spell is terminated, except for unattended magic items, in which case the item is suppressed for 1d4 rounds.

Magical effects that are not affecting an object or creature are blocked by the screen.

Dispelled by *Disintegrate*.

Ruby Ray of Reversal(PGF p110)

<Abj, VSM(1,000gp ruby), 1StdAct, Medium-range, Instantaneous>

– Deals with one magical or mundane hazard as listed below:

a) Trigger a trap of which you are aware;

b) Open knots, doors, shackles, *Arcane Lock*, etc.

c) Dispels *Entangle*, etc.

d) Creates a 1’ radius hole in a *Wall of Force, Force Cage,* etc.

e) A creature that has been petrified, polymorphed, etc., is restored to its natural form;

f) Dispels *Magic Jar* if the focus is targeted;

g) Destroys movement hampering substances, such as web, *Web*, slime, grease, etc., in a 20’ radius Spread.

Sequester(PH p276)

<Abj, VSM(basilisk eyelash, gum arabic, whitewash), 1StdAct, Touch, 1day/lvl(D)>

– Touched willing creature or object (up to 2’ cube per level) becomes Invisible & immune to divination magics. Living targets are placed in Suspended Animation for the spell’s duration.

Spell Snare, Greater(MoE p102)

<Abj, SF(100gp Eberron Dragonshard), 1Min, Touch, 10min/lvl>

– The next Spell or Spell-like Ability of up to 6th level that targets the caster is negated, which causes the touched Dragonshard to disintegrate.

This Infusion only works if the caster holds the Dragonshard in his/her hand. The Infusion will negate beneficial magics too, unless the caster puts the Dragonshard away first.

If the caster is holding multiple Spell Snares, all of them disintegrate in response to the same spell.

Spell Turning(PH p282)(PH3.5e)+

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, until expended up to 10min/lvl>

– Reflects ranged targeted spells (i.e., not area-of-effect spells or touch attacks) back at their caster. 1d4+6 spell levels are reflect in total.

If a spell is partially reflected (i.e., not enough spell levels remaining to totally reflect the spell), the percentage of remaining ‘levels of reflection’ to the spell’s level is the percentage of the spell being reflected or the percentage of spell damage that is reflected.

For example, if a caster has 2 remaining levels of reflection is targeted with an 8th level *Polar Ray*, the caster with *Spell Turning* will take 75% of the damage while the caster of *Polar Ray* will take 25%. On the other hand, if the caster with *Spell Turning* was targeted with an 8th level *Maze*, there would be a 75% chance of him/her being effected & a 25% chance of the caster of the *Maze* being effected.

### Conjuration

Call Kolyarut (Spell p42)

<Conj(call)[law], VSX(250)/DF, 10Minutes, Close-range, Instantaneous>

– A Kolyarut Inevitable (MM p159) (a CR 12 Construct) appears before the caster to do one task which will take no more than 1 hour. The Kolyarut does not need to be paid. A specific Kolyarut may be requested, though it may not be the one that appears.

Dragon Ally(Spell p72)

<Conj(call), VX(250), 10Minutes>

– The caster calls for a Dragon of up to 18HD.

The caster must negotiate with the Dragon about what task it should do & what it gets in return (min 1 round and the two must share a language). The following table gives an idea of the cost in money, items, etc.

Time Required Payment

up to 1min/lvl 50gp / HD

up to 1hr/lvl 250gp / HD

up to 1day/lvl 500 / HD

Difficulty Modifier

Non-hazardous no change

Very Dangerous 100% more

Suicidal no deal

When the task is complete, the Dragon informs the caster of its deeds & then returns home.

Note: Sorcerers cast this spell at +1 Caster lvl.

Drawmij’s Instant Summons(PH p225)

<Conj(sum), VSM(1,000gp sapphire), 1StdAct, until discharged>

– This spell allows a target object to be located or summoned to the caster by breaking the material component sapphire. The target object can weigh no more than 10 pounds   
–or- not be longer than 6’ and must have the caster’s *Arcane Mark* on it. When this spell is cast, the target object’s name is invisible marked on the sapphire.

At any point in the future, the sapphire can be broken by the caster while he/she speaks a word of activation. At that point, one of two things happens:

a) If the target object is in the possession of a creature, the caster immediately knows the name and location of the possessor.

b) Otherwise, the target object is teleported into the caster’s grasp, even if it was on another plane of existence.

Luminous Assassin, Greater(PH2 p117)

<Conj(sum), VSF(dagger), 1StdAct, Medium-range, 1rnd/lvl, no save, no SR>

– Summons one ‘Greater Luminous Assassin’ (an Extraplanar Human Rogue 5 (PH2 p117)). On the first round, the target is considered Flat-Footed. On subsequent rounds, the ‘Greater Luminous Assassin’ continues to attack intelligently without supervision.

If the designated target dies or leaves the spell’s range, the ‘Greater Luminous Assassin’ waits until you designate another foe. Otherwise, it continues to try to kill its opponent.

Mordenkainen’s Magnificent Mansion(PH p256)

<Conj(creat), VSF(5gp small ivory portal, 5gp piece of marble, 5hp tiny silver spoon), 1StdAct, Close-range, 2hrs/lvl(D)>

– Creates an extra-dimensional space of up to three contiguous 10’ cubes per level. The space is designed for many people to rest comfortably:

a) Contains fresh air & food for 12 people/lvl.

b) Has 2 *Unseen Servants* per lvl.

c) The floor plan is designated by the caster.

The entrance is 8’ tall by 4’ wide & can only be entered by those designated by the caster. Once the caster enters the mansion, the entrance becomes Invisible & sealed, though it may be reopened from the inside.

Plane Shift(PH p262)

<Conj(teleport), VSF(plane-specific tuning fork), 1StdAct, Touch, Instantaneous, WillNeg, SR applies>

– Either 1 unwilling target –or– 8 willing targets are sent to another plane of existence.

Phase Door(PH p261)

<Conj(creat), V, 1StdAct, Touch, 1use/2lvls>

– Creates an ethereal passage 5’ wide by 8’ high with a depth of 10’ + 5’ per 3 levels through wood, plaster, or stone. The passage is invisible and only usable by the caster and anyone else who can trigger it (set at creation time). The trigger must be based on observable qualities. Anyone using the passage can take one other creature through, but this counts as 2 uses.

Summon Monster VII(PH p287)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster VII 1

Summon Monster VI 1d3

Summon Monster V (or lower) 1d4+1

Teleport, Greater(PH p292)

<Conj[teleport], V, 1StdAct, Touch>

– The caster (carrying Maximum load) & one willing Medium-size creature per three levels (or the Creature Equivalent) are instantly transported anywhere in the current plane of existence. The destination must be pictured by the caster. There is no chance of ending up in the wrong place, but if the caster’s information is somehow false, the spell’s subjects remain in the casting location.

Teleport Object(PH p293)

<Conj[teleport], V, 1StdAct, Touch>

– One object (but not a creature or a magic effect) of up to 50 pounds per level and 3 cubic feet per level is instantly transported to anywhere the caster pictures in the current plane of existence.   
How On Off Similar   
Familiar Target Target Area Mishap  
Familiar 01-97 98-99 100 —  
Studied 01-94 95-97 98-99 100  
Visited 01-88 89-94 95-98 99-100  
Seen Once 01-76 77-88 89-96 97-100  
False Dest.(d20+80) — 81-92 93-100

Alternatively, the caster can send the object deep into the Ethereal Plane. The object can then only be brought back by casting a targeted *Dispel Magic* successfully on its point of departure (whose Magic Aura is Faint).

Vipergout(PGF p117)

<Conj(sum)[variable alignment], VSM(snakeskin), 1StdAct, Close-range, 1rnd/lvl>

– The caster summons either Celestial or Fiendish Medium-sized Vipers. The caster can “spit” 3 snakes as a Standard Action or 1 snake as a Move Action, for a total of 1d4 + 3. Once spat out, a snake moves to the desired target and attacks. Until the full number of snakes are “spat out”, the caster cannot speak.

### Divination

Arcane Sight, Greater(PH p201)

<Div, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s eyes glow blue & is to see magic auras within 120’, allowing his/her to know the strength & school of all magic effects & items automatically. By spending a Standard Action scrutinizing a target, the caster can know if it has any spell casting or spell-like abilities, whether they are Arcane or Divine, & the power level of the highest spell effect still available to the target today.

Scrying, Greater(PH p275)(PH3.5e)+

<Div(scry), VS, 1Hour, 1hr/lvl, WillNeg, SR applies>

– Sends a Magical Sensor to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day.

Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor. In addition, the caster can use the following: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic, Message, Read Magic*, and *Tongues*.

Vision(PH p298)

<Div, VSM(250gp incense)F(200gp ivory strips)X(100), 1StdAct, Personal>

– The caster “remembers” legends about a target creatures, place, or object by making a Caster Check (max level bonus +25):

Connection to Target DC Info Gained

Touching 20 Good

Detailed Information 25 Incomplete

Rumors Only 30 Vague

### Enchantment

Crown of Despair(DR331 p72)

<Ench(comp)[mind], VSM(mummy burial linen), 1StdAct, Personal, 1rnd/lvl>

– Anyone looking at the caster is Paralyzed for 1d4 rounds (WillNeg, SR applies). Whether the save is successful or not, a target needs only make one save against a given casting of this spell.

Exaction(DR336 p80)

<Ench(comp)[mind], VS, 1Minute, Close-range, Instantaneous, no save, no SR>

– By making a sacrifice to a creature caught in a *Planar Binding* spell, the caster receives a bonus on one Opposed Charisma check to get it to agree to serve.

The examples below are suggestions. Other possibilities can be used and should be customized for the target Outsider / Elemental.

Sacrifice Example of Charisma

Level Sacrifice Cost Bonus

Negligible Item of Value 50gp/HD +2

Minor Worship Target 100XP/HD +4

Moderate Sacrifice Sentient Alignment Change +6

Major Part of caster’s soul Lose 1 level +12

Note: The sacrifice may not be undone with anything less than a *Wish / Miracle*. For example, a sentient being sacrificed could not be brought back to life with *Raise Dead* or even *Resurrection*, the change of alignment towards that of the target creature could not be undone with an *Atonement*, etc.

Geas, Mass Lesser(DR312 p51)

<Ench(comp)[mind][language], V, 1Round, Medium-range, until discharged(D), WillNeg, SR applies>

– One subject per level with 7 HD or less in a 30’ area obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level. Specific tasks must be completed for the spell to be discharged.

If a subject is prevented from carrying out the instructions, he/she suffers a –2 penalty on each ability score per full day (max of –8). The ability scores return to normal after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic*, though it can be ended by *Remove Curse, Break Enchantment, Limited Wish, Miracle,* or *Wish*.

Hold Person, Mass(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One or more Humanoids in a 30’ area are Held. Each target gets a new Will save each round to end the spell.

Insanity(PH p244)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, Instantaneous, WillNeg, SR applies>

– One target becomes continuously Confused.

Only curable by *Greater Restoration, Limited Wish, Miracle,* or *Wish*.

Nybor’s Stern Reproof(PGF p107)

<Ench(comp)[mind], VSF(stick), 1StdAct, Close-range, 1rnd/lvl, Fort½, SR applies>

– Pain causes the living target to Die unless he/she makes a Fortitude save. If the save is successful, the target receives a –2 penalty on All Actions for the remainder of the spell & must make a Will save or be Dazed for 1d4 rounds. Spellcasting requires a Concentration check.

Power Word Blind(PH p263)

<Ench(comp)[mind], V, 1StdAct, Close-range, no save, SR applies>

– One target creature is Blind:   
current hp duration current hp duration  
201+ no effect 100–51 1d4+1min  
200–101 1d4+1rnds up to 50 Permanent

Symbol of Stunning(PH p291)

<Ench(comp)[mind], VSM(5,000gp diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation are Stunned for 1d6rnds, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not effect 150hp worth of creatures when triggered, it remains active until it effects the remaining hp of creatures, up to 10min/lvl.

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

### Evocation

Amber Sarcophagus(BoED p90)

<Evoc, VSM(500gp amber sphere), 1StdAct, Close-range, 1day/lvl, no save, SR applies>

– A target hit by a ranged touch attack is encased in amber and goes into Stasis. While within, the target is immune to all attacks, including mental ones.

The amber has Hardness of 5 & 10 hp per level (max 200hp). The spell ends if the sarcophagus is broken.

However the spell ends, the amber disappears.

Bigby’s Grasping Hand(PH p204)

<Evoc[force], VSF(leather glove)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– Creates a magical 10’x10’ hand which stays in between the creator & a designated target and either

a) tries to push the target away (treat as a Bull’s Rush at +16) up to the spell’s range;

b) attempts to grapple to target (Touch check: + 9 + Caster level + Primary Stat modifier; Grapple check: +14 +Caster level + Primary Stat modifier). Does not harm a grappled opponent.

The hand also provide +4 Cover bonus to AC for the caster against that target. The target can be changed as a Move Action. The hand has the caster’s maximum hit points & saving throw and has a AC of 20.

Delay Blast Fireball(PH p217)

<Evoc[fire], VSM(bat guano, sulfur), 1StdAct, Long-range, Ref½>

– Everything in a 20’ radius Burst take 1d6/lvl Fire damage (max 20d6).

The caster may set the time of detonation to be up to 5 rounds after the spell is cast. If not set to detonate immediately, a glowing bead appears at the target location. The bead can be picket & thrown (range increment 10’). If handled within 1 round of detonating, the bead has a 25% chance of detonating immediately.

Emerald Flame Fist(CArc p105)

<Evoc[fire], VS, 1StdAct, Touch, 1rnd/lvl, SR applies>

– One of the caster’s hands is surrounded by green flame, which gives off 20’ radius of light.

On a successful Touch attack, a target creature or object takes 3d6 + 1 per Caster level (max 3d6+20) Fire damage (no save) and has the green fire move from the caster’s hand to his/her body (FortNeg).

If the flame is no longer on the caster’s hand, the target takes 3d6 + 1 per Caster level (max 3d6 + 20) Fire damage each round (Fort½) until the spell’s duration ends.

Forcecage(PH p232)

<Evoc[force], VSM(1,500gp ruby powder), 1StdAct, Close-range, 2hrs/lvl(D), no save, no SR>

– Creates a six-sided box of invisible force walls. The walls is immune to all damage & most magic (including *Dispel Magic*). The cube can be of two configurations:

a) Barred Cage – 20’ cube with 6” bands of force alternating with 6” gaps; or

b) Windowless Cell – 10’ cube with six solid walls.

Teleportation & Astral travel can escape the spell, but not spells based on Ethereal travel.

Great Thunderclap(MoF p98)

<Evoc[sonic], VSF(bell), 1StdAct, Medium-range>

– All creatures in a 5’/lvl radius spread take the following effects:

a) Stunned for 1 round (WillNeg);

b) Deafened for 1 minute (FortNeg); and

c) knocked prone (RefNeg).

Mordenkainen’s Sword(PH p256)

<Evoc[force], VSF(250gp tiny platinum sword), 1StdAct, Close-range, 1rnd/lvl(D), SR applies>

– Creates a flying blade of force that attacks the caster’s opponents without need for attention.

a) Attacks its target once per round automatically with an attack bonus of (Caster level + Primary Stat modifier + 3 Enhancement bonus). The sword attacks the round it is created;

b) Does 4d6+3 Force damage with a threat range of 19-20 & a x2 critical modifier;

c) If the sword attacks a creature with Spell Resistance, it gets one check to dispel the sword. If it fails, the sword can attack that target freely.

d) The caster can change the sword’s target as a Standard Action;

e) Does not gain or give Flanking bonuses;

f) The sword cannot be damaged, but can be dispelled with *Dispel Magic*, *Disintegrate*, etc. For targeting purposes, it has AC 13.

Prismatic Spray(PH p264)

<Evoc, VS, 1StdAct, Instantaneous, SR applies>

– Everyone within the 60’ long Cone-shaped Burst suffer the following:

a) Blind for 2d4 rounds, unless 9HD+; and

b) Each subject is hit by 1-2 random colors:

d8 Color Effect

1 Red 20hp fire damage (Ref½)

2 Orange 40hp acid damage (Ref½)

3 Yellow 80hp electricity damage (Ref½)

4 Green Poison – Death (Fort½ 1d6Con)

5 Blue Turned to Stone (FortNeg)

6 Indigo *Insanity* (as spell) (WillNeg)

7 Violet *Plane Shift* (as spell) (WillNeg)

8 2 colors Roll twice, ignoring ‘8’s.

Submerge Ship(DR314 p47)

<Evoc[water], VSF(2,500gp miniature wood & silver rudder), 10Minutes, Touch, 1hr/lvl>

– The touched ship becomes able to travel underwater at a “swim” speed of 60’. The ship is controlled by the caster or any creature to whom he/she transfers the focus rudder.

While under the effect of this spell, the ship has the following properties:

a) protected from water & pressure damage;

b) interior stays dry, even if a door or porthole is opened;

c) as long as creature stays within 10’ of the target ship, he/she can breath water, is immune to pressure damage, and can move around the ship as if it were on calm seas.

When the spell ends (due to its duration running out, the focus becoming unattended or destroyed, or the spell being Dispelled), the ship rises to the surface at a rate of 60’ for 1 round per Caster level. If it has not reached the surface at that time, the ship sinks.

Submersion Treatment(DR339 p78)

<Evoc, VSM(water, blood), 1StdAct, Medium-range, 1rnd/lvl, RefNeg, SR applies>

– The target is trapped in a column of freezing cold water, with the following effects:

a) gains +6 bonus to AC;

b) takes 1d6 Cold damage each round;

c) may take no actions; &

d) must Hold Breath.

The target can be pulled out of the column by a creature outside of it by making a Strength check vs. the spell’s DC.

Torment(DR336 p84)

<Evoc[evil], VS, 3 Rounds, Personal, 24hrs>

– When casting one of the *Planar Ally* spells on a creature whose true name is known, the caster receives a bonus of +2 plus 1 per 2 Caster levels above 13th when making the opposed Charisma check (i.e., Step 3). This additional ability to convince is in the form of discomfort for the target, who won’t forget. It is effective enough that the Target will not attempt to subvert the Caster’s instruction.

If the caster rolls ‘1’ on the opposed Charisma check, the target is freed (as usual) but also the caster is under the effect of *Charm Monster* for 1 round per target’s HD. Even if the Charisma check is successful, the target will desire revenge upon the caster at a later date.

Note: The bonus from this spell does not stack with that of *Dolor*.

Zajimarn’s Ice Claw Prison(MoF p135)

<Evoc[cold], VSF(white leather glove, clear crystal), 1StdAct, Medium-range, 1rnd/lvl>

– Creates a 10’x10’ claw made from ice which can grab an opponent. The claw is AC 20, has the caster’s hit-points, is immune to cold, and takes double damage from fire. As a Standard Action, the caster may have the claw initiate a Grapple. Its attack & grapple bonus equals the caster’s level + 7 (for its 24 Strength). The claw may only attack once per round, but once the grapple succeeds, the caster may order the claw to pin or damage (1d3+7) the target as a Free Action. Any round where the target is still grappled it takes 1d8 Cold damage.

### Illusion

Invisibility, Mass(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Long-range, 1min/lvl(D)>

– All creatures in a 180’ area become Invisible. The effect moves with the group & any individual straying out of range becomes visible. If any of the creatures attack, the spell ends. Note that the spell’s targets cannot see each other.

Project Image(PH p265)

<Ill(shadow), VSM(5gp doll of the caster), 1StdAct, Medium-range, 1rnd/lvl(D), WillDisbelief, no SR>

– An insubstantial, but otherwise real double of the caster is created. The caster must maintain line-of-sight with the double or the spell ends.

As a Free Action, the caster can choose to see through the double’s eyes & hear through its ears.

As a Move Action, the caster can take direct control of the double, otherwise it mimics the caster.

Spells can be cast through the double, but otherwise act normally.

Shadow Conjuration, Greater(PH p276)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

– Mimics a Wizard/Sorcerer Conj(summoning) or Conj(creation) spell of up to 6th level. The spell is 3/5th real & the remainder is ‘shadow’.

The target of the spell always get a Will save to realize the spell is not entirely real. The target’s Spell Resistance always applies too. Range & duration match the copied spell.

The possible effects fall into 3 categories:

Damage Spells (e.g., *Melf’s Acid Arrow*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 3/5th damage & any non-damage effect has only a 60% chance of effecting the target.

Creating Objects or Substances (e.g., *Web*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – 60% chance of effecting the target.

Summon a Creature. (e.g., *Summon Swarm*):

Believer – creature has all its normal abilities & weaknesses, but only has 3/5th of its normal hp.

Nonbeliever – creature has 3/5th of its normal hp, does 3/5th of its normal damage, only has 3/5th of its normal AC bonus, & its non-damage abilities have only 60% chance of working each time.

Simulacrum(PH p279)

<Ill(shadow), VSM(snow/ice, piece of target’s hair or flesh, 100gp per HD of ruby powder)  
X(100 per HD (min 1,000)), 12Hours, Instantaneous, no save, no SR>

– Creates a partially real replica of a creature which is made from snow. The replica has 50% of the original’s hit points, skills, & personality. The original can have no more HD than twice the Caster level. The replica follows the caster’s verbal orders, even if suicidal. If brought to 0 hp, the replica melts into slush.

Anyone meeting the replica who is familiar with the original can make a contested Spot check (DC is the caster’s Disguise check at the time of creation) or a Sense Motives check (DC 20) to determine that something is wrong.

The replica cannot naturally heal. The caster must spend 24 hours in a specially equipped lab and expend 100gp/hp repaired in materials

### Necromancy

Arrow of Bone(Spell p16)~~(CArc p97)~~

<Necro[death], VSM(Oil of *Magic Weapon*, bone), 10Minutes, Touch, until discharged up to 1hr/lvl, Fort½, SR applies>

– The touched missile or thrown weapon (typically an arrow, bolt, javelin, or spear) gains a +4 Enhancement bonus to attack and damage. If it hits after being thrown or fired, the target Dies (Fort save for 3d6+1/lvl damage (max 3d6+20)).

The spell is discharged after one attack, whether it hits or not.

Avasculate(Spell p19)

<Necro[death][evil][ray], VS, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

– The ray’s target is reduced to ½ current hp (rounded down) (no save) and is Stunned for 1 round (FortNeg).

Awaken Undead(Spell p21)

<Necro[evil], VSM(finger bone)X(250), 1StdAct, Instantaneous>

– All Mindless Undead (typically Skeletons and Zombies) within a Close-range radius Burst gain the following:

a) an Intelligence of 1d6+4, limited by its Base Creatures (i.e., an Awakened Skeleton Dog would only have an Intelligence of 2);

b) regains any Extraordinary Racial Abilities of the Base Creatures, such as Scent or Poison;

c) +2 Profane bonus to resist *Control Undead*;

d) +2 Turn Resistance (does not stack with any other Turn Resistance).

Barghest’s Feast(Spell p24)

<Necro[evil], VSM(5,000gp diamond), 1Round, Touch, Instantaneous>

– The touched dead body is utterly destroyed. There is only a 50% chance that *Wish, Miracle*, or *True Resurrection* will ever be able to restore the creature to life.

Control Undead(PH p214)

<Necro, VSM(bone, meat), 1StdAct, Close-range, 1min/lvl, WillNeg, SR applies>

– Up to 2HD of Undead per level in a 30’ area will not attack the caster. If the caster gives the Undead an order, they will obey.

Finger of Death(PH p230)

<Necro[death], VS, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

– The living target dies on a failed saving throw. On success, target takes 3d6 + 1/level (max +25).

Pulse of Hate(PH2 p122)

<Necro[evil], VSM(heart-shaped locket, pin), 1StdAct, 1rnd/lvl, Will½, SR applies>

– All enemies in a 20’ radius Emanation of the caster take 2d6 Unholy damage each round on the caster’s turn.

Righteous Glare(BoED p105)

<Necro[good][death], VS, 1StdAct, Personal, 1rnd/lvl>

– The caster gets a Gaze attack with a 60’ range:

Evil creatures with 5HD or less: Make a Will save or die. On a successful save, Panicked for 2d10 rounds.

Evil creatures with more than 5HD –or– Neutral creatures: Panicked for 2d10 rounds (WillNeg).

Sword of Darkness(CArc p126)

<Necro[evil], VSM(longsword)F(large stone), 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>

– Creates a black blade of negative energy that attacks the caster’s opponents without need for attention.

a) Attacks its target automatically with an attack bonus equal to its Caster level. The sword can make a Standard Attack on the round it is created;

b) By making a Full Round attack, the sword can make multiple attacks as appropriate for its attack bonus;

c) Does 1 Negative Level each time it hits a living creature. The sword threat range of 19-20 & does 2 Negative Levels on a critical hit. The Negative Levels fade when the spell ends, but it a creature takes as many Negative Levels as its HD, it dies;

e) An Undead struck by the sword gains 5 Temporary HP per two levels (max 25 hp) that fade after 1 hour.

d) If the sword attacks a creature with Spell Resistance, it gets one check to dispel the sword. If it fails, the sword can attack that target freely.

e) The caster can change the sword’s target as a Standard Action. On such a round, it can only do a Standard Attack;

f) Attacks from the caster’s direction, but can give Flanking bonuses to the caster’s allies;

g) The sword cannot be damaged, but can be Dispelled.

Symbol of Weakness(PH p291)

<Necro, VSM(5,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation take 3d6 Strength Damage. Targets cannot be waken without magic. The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

Waves of Exhaustion(PH p301)

<Necro, VS, 1StdAct, no save, SR applies>

– All living creatures in a 60’ Cone-shaped Burst become Exhausted. Creatures already exhausted receive no additional penalties.

### Transmutation

Animalistic Power, Mass(PH2 p101)

<Trans, VSM(animal fur), 1StdAct, Close-range, 1min/lvl>

– One creature per level within a 30’ area receive a +2 Enhancement bonus to Strength, Dexterity, & Constitution.

Animate Breath(Spell p11)

<Trans, S, 1StdAct, Personal, 1rnd/lvl>

– The caster can animate his/her own breath weapon (whether from a Supernatural ability or produced by *Dragon Breath* or a similar spell) that does Energy Type damage.

The breath weapon becomes a Huge Fire Elemental under the caster control, with the following changes:

a) creature subtype changes to match the type of energy damage;

b) slam attack does Energy Type damage (instead of fire);

c) has immunity to its own Energy Type, but no others; and

d) looses the Burn special ability.

Bite of the Werebear(Spell p28)

<Trans, VSM(bear fur), 1StdAct, Personal, 1rnd/lvl>

– Caster becomes bear-like:

a) +16 Enhancement bonus to Strength;

b) +2 Enhancement bonus to Dexterity;

c) +8 Enhancement bonus to Constitution;

d) +7 Enhancement bonus to Natural Armor;

e) gain Feat: Blind-Fight, Power Attack, & Multiattack; and

f) a Medium-sized caster gains two 1d8 + Str Claw attacks and one 2d8 + ½ Str Bite attack. Damage for Small-size is 1d6 and 2d6 respectively. BAB of +6 or higher does not grant extra attacks.

Body of War(Spell p35)~~(DR320 p91)~~

<Trans, VSM(tiny bronze hammer)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster polymorphs into a Warforged Titan(Eb p302):

a) type changes to Construct;

b) size becomes Huge, granting 10’ reach;

c) Strength 28;

d) Dexterity 8;

e) no Constitution;

f) Land speed 50’;

g) Darkvision 60’;

h) Low-Light Vision;

i) +18 Natural Armor bonus to AC;

j) Damage Reduction 10 / adamantine;

k) one hand becomes a Titan’s Axe (2d8 Slashing weapon, crit 20/x3), while the other becomes a Titan’s Maul (2d8 Bludgeoning weapon, crit 20/x3);

l) gain the Trample special ability (1d8+13 damage Ref½ DC25);

m) the caster cannot speak, so is unable to cast spells; and

n) the caster’s equipment melts into the Warforged Titan’s body.

Brilliant Aura(Spell p39)~~(CDiv p157)(MoF p83)(MoFe)+~~

<Trans, VS, 1StdAct, Close-range, 1rnd/lvl>

– All the weapons of 1 creature per 2 levels in a 30’ area gain the following:

a) gives off 20’ radius of light;

b) ignores nonliving matter (ignore an opponent’s Armor bonus to AC); &

c) cannot harm Undead, Construct, or objects

Changestones(Und p57)

<Trans, VSF(prepared stone (see below)), 1Round, Touch, 1hour/lvl(D)>

– One or more specially prepared focus stones (see below) become Liths(Und p93), except they are “stone-born” and have no psionics or ability to speak.

For the spell’s duration, the Stone-Born Liths will obey the caster’s commands, including attacking his/her foes. If destroyed, the focus stone is destroyed too. Otherwise, the focus can be used over and over again, each time becoming a Stone-Born Lith with full hp.

A caster may have one focus stone per four caster levels (max 5). Preparing each stone require 200 gp of materials and 1 full day, after which is can be used over and over.

Control Weather(PH p214)

<Trans, VS, 10Minutes, 4d12hours>

– The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season Weather Choices

Spring Tornado, Thunderstorm, Hot

Summer Rain, Heat Wave, Hailstorm

Autumn Hot, Cold, Fog, Sleet

Winter Frigid Cold, Blizzard, Thaw

Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

Eladrin Form(BoED p97)

<Trans[good], V, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster becomes a 5’ sphere of light:

a) Incorporeal, so immune from non-magical attacks & 50% likely to avoid most magical attacks;

b) gain Fly 150’ / Perfect maneuverability;

c) cannot cast spells.

Ethereal Jaunt(PH p227)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster become ethereal, along with his/her equipment.

Gemjump(MoF p96)

<Trans[teleport], VSF(1,000gp rogue stone), 1FullRound, until triggered>

– Once this spell has been cast on a touched Rogue Stone(MoF p176), the caster & up to 50 pounds per level can teleport to it by using a command word. The caster can only have one *Gemjump* cast on any given Rogue Stone, but other casters may use it as their focus too.

Reverse Gravity(PH p273)

<Trans, VSM(loadstone, iron filing)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), no save, no SR>

– All unattached objects & creatures in one contiguous 10’ cube per 2 levels falls up. If an attached object is available, a target can attempt a Reflex save to grab onto it. Targets only “fall” to the limit of the area of effect & hover there until the spell ends. Any ability to fly or levitate makes this spell ineffective.

Simbul’s Spell Sequencer(PGF p111)

<Trans, VSF(1,000gp sapphire), 1StdAct, Personal, 10min/lvl(D)>

– Creates a magical container for up to two spells. For the two rounds after the matrix is created, the caster can transfer a spell of up to 3rd level whose casting time is no more than 1 Full Round into the container. The caster looses 2d6hp per spell which cannot be healed until this spell ends.

The caster may cast one spell out of the matrix as a Swift Action. Alternatively, if both spells are 2nd level or lower, they can both be cast as a single Free Action.

After all spells have been cast, this spell ends.

Statue(PH p284)

<Trans, VSM(sand, lime, water, iron rod), 1Round, Touch, 1hr/lvl(D)>

– Touched subject & its equipment are transformed into stone (gaining Hardness 8). In statue form, the subject continues to see, hear, & smell normally, but doesn’t need to breath.

As a Free Action, the subject can shift between statue form & its original form as many times as desired during the spell’s duration.

Stone Shape, Greater(Und p62)

<Trans[earth], VS/AM(clay sculpted into the new shape)/DF, 1StdAct, Touch, Instantaneous>

– Permanently reshapes a single piece of stone of up to 10 cubic feet + 10 cubic feet per level into a shape of the caster’s choosing, though fine detail is not possible.

Teleport, Mass(MoF p107)(T&B p93)

<Trans[teleport], V, 1FullRound, Touch>

– Up to 100 pounds per level are instantly transported to anywhere the caster pictures in the current plane of existence. The caster has the option of not joining in the teleport. Note that any subjects must be willing.  
How On Off Similar   
Familiar Target Target Area Mishap  
Familiar 01-97 98-99 100 —  
Studied 01-94 95-97 98-99 100  
Visited 01-88 89-94 95-98 99-100  
Seen Once 01-76 77-88 89-96 97-100  
Described 01-52 53-76 77-92 93-100  
False Dest. — — 01-60 61-100

Tomb of Light(BoED p110)

<Trans[good], VSM(50gp clear gem), 1Round, Touch, Concentration, Fort½, SR applies>

– The touched Evil Extraplanar Creature is Paralyzed if it fails its initial Fortitude save.

Each round that the caster maintains the spell after the first, the target gets a new Fortitude save. If successful, the spell ends & the target is no longer paralyzed. Otherwise, the target takes 1d6 Constitution Drain & the caster takes 1d6 non-lethal damage.

### Universal

Limited Wish(PH p248)

<Univ, VSX(300), 1StdAct>

– The caster may cast any one spell, even from another class’ spell list & even from a prohibited school of magic, up to the level listed below:

Wizards Spell Any Class

non-prohibited 6th 5th

prohibited 5th 4th

The spell has all the normal restrictions, such as allowing a saving throw, except that it is treated as a 7th level spell & any material components worth less than 1,000gp can be ignored.

This spell can also be used to break harmful spells, such as *Insanity* and *Geas/Quest*.

## 8th Level

### Abjuration

Chain Dispel(PH2 p105)

<Abj, VSM(two 6” bronze nails)/DF, 1StdAct, Close-range, Instantaneous, no save, no SR>

– One or more creatures in a 30’ area have each ongoing spell effect upon him/her receive a Dispel Check (max +25) to end the effect (effects caused by magic items are suppressed for 1d4 rounds).

Dimensional Lock(PH p221)

<Abj, VS, 1StdAct, Medium-range, 1day/lvl, no save, SR applies>

– An immobile 20’ radius Emanation with a glowing green border is blocked from extradimensionally into or out of that area. Spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport,* etc., are blocked. It does not extend the duration of Summoning spells.

Mind Blank(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>

– Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject’s area, such as *Arcane Eye*, will not even see the subject.

Prismatic Wall(PH p264)

<Abj, VS, 1StdAct, Close-range, 10min/lvl(D)>

– Creates an opaque, vertical wall 4’/lvl wide by 2’/lvl tall. Anyone within 20’ of the wall who has less than 8HD is Blind for 2d4 rounds (no save).

The caster can walk through the wall without difficulty. Anyone else trying to go through the wall is effected by each of its colors (SR check required for each color), unless they are dispelled in order. The colors, in order, are the following:  
Color Negated by Effect Save  
Red *Cone of Cold* 20hp Fire Ref½  
Orange *Gust of Wind* 40hp Acid Ref½  
Yellow *Disintegrate* 80hp Electricity Ref½  
Green *Passwall* Death or 1d6Con Fort½  
Blue *Magic Missile Flesh to Stone* FortNeg  
Indigo *Daylight Insanity* WillNeg  
Violet *Dispel Magic* *Plane Shift* WillNeg

The wall is immune to *Dispel Magic*, *Greater Dispel Magic*, and *Antimagic Sphere*, but not *Mordenkainen’s Disjunction*.

Protection from Spells(PH p266)

<Abj, VSM(500gp diamond)F(1,000gp diamond per subject), 1StdAct, Touch, 10min/lvl>

– Up to 1 touched subject per 4 levels gains a   
+8 Resistance bonus to saving throws against spells & spell-like abilities.

The spell ends for any subject that stops carrying his/her focus diamond.

Spell Engine(MoF p121)(MoFe)+

<Abj[force], VSM(1,000gp silver wheel, disk of stone, tear from the caster)X(250), 10Minutes, Close-range, Permanent until it explodes>

– Creates an incorporeal, 10’ diameter disk of force. When created, the disk is ‘inactive’. Once it is activated, the disk remains that way until it is destroyed.

Inactive: The disk is invisible. If a spell or spell-like ability is used within its diameter, the spell is absorbed & the disk becomes ‘Active’.

Active: The disk glows like a torch and spells take half the normal time to prepare in its light. If a spell or spell-like ability is used within its diameter, the spell is absorbed & the disk spins for 1 hour per absorbed level. If a permanent magic item comes in contact with an active disk, the item is destroyed & the disk explodes for 1d6/lvl (max 20d6) to everyone within Close-range (no save).

The disk absorbs *Dispel Magic*, but a *Disintegrate* makes it explode.

Spell Star(DR338 p79)

<Abj, VSM(25gp Moonstone), 1Round, Personal, until discharged up to 10min/lvl>

– In this spell’s first stage, a blue-white glowing ‘star’ floats in front of the caster and gives off light as a candle. For 6 rounds, the caster may cast one spell (up to 6th level) per round into the ‘star’. The ‘star’ then turns Invisible and enters the next stage.

During Stage 2, the ‘star’ follows around the caster and automatically Counterspells any incoming spells that correspond to those placed into it. The caster does not need to use an action or even be aware of the spell for it to be countered. Each spell in the ‘star’ may only counter one other spell (though a given spell may be placed more than once in the ‘star’).

While countering a spell, the ‘star’ turns visible for a moment, allowing identification with a Spellcraft check vs. DC 28.

A spell star takes up no space, cannot be damaged, and immediately ends if all the spells in it are discharged.

Transcribe Symbol(PGF p116)

<Abj, VSF(piece of slate), 1StdAct, Personal, until discharged up to 10min/lvl>

– The caster may “pick up” one touched, untriggered *Glyph of Warding* or *Symbol* by making a Caster check vs. DC (20 + the spell’s level). Failure means the rune goes off. If successfully picked up, the caster must maintain Concentration until he/she can find a suitable place to “put down” the rune again. If Concentration is lost or the duration is exceeded, the rune goes off. Once “put down”, the rune acts normally in its new location.

Wall of Greater Dispel Magic(Und p63)

<Abj, VS/DF, 1StdAct, Medium-range, 1min/lvl>

– Creates an transparent wall whose area is one 10’ square per level.

When a creature passes through the wall, each ongoing spell effect on the target gets a separate Dispel Check (max +20). If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

The wall cannot be seen with *See Invisibility*, but it can be detected with *Detect Magic* and *True Seeing*.

### Conjuration

Incendiary Cloud(PH p244)

<Conj(creat)[fire], VS, 1StdAct, Medium-range, 1rnd/lvl, Ref½, no SR>

– Creates a 20’ radius by 20’ high Cloud of smoke. Anyone within the cloud take 4d6 Fire damage each round.

The cloud moves away from its starting point at a rate of 10’ per round. By concentrating, the caster can move the “starting point” 60’ per round, effectively steering the direction the cloud will drift. Any section of the cloud that goes beyond range is dispelled.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

Maze(PH p252)

<Conj[teleport], VS, 1StdAct, Close-range, up to 10min, no save, SR applies>

– A single target becomes trapped in an extradimensional maze made from force. Each round, the target may attempt to escape by making an Intelligence check vs. DC 20. When successful, or when 10 minutes pass, the target is returned to the location from which it disappeared.

The target cannot escape with teleportation magics, but can use *Plane Shift*. Minotaurs are immune to this spell.

Planar Binding, Greater(PH p261)

<Conj(call)[variable alignment/element], VS, 10Min, Close-range, WillNeg>

– Calls & traps up to three Outsiders or Elementals of the same type with a total of 18HD until they performs a task. Before casting this spell, the caster must prepare a ‘holding area’ within range with either an inward-focused *Magic Circle* or a Calling Diagram.

Steps in a binding:

1) Target gets a Will save (but no SR) to avoid being Called into the ‘holding area’.

2) Target can try to escape from the ‘holding area’ with a Spell Resistance check, dimensional travel (which can be blocked with *Dimensional Anchor*), or a Charisma check vs. DC (15 + ½ Caster level + Caster’s Charisma modifier). Success means it can flee or attack.

3) Caster requests a service & offers a reward. The difficulty of the 1st & the generosity of the 2nd results in a bonus of 0 - +6. The Caster & the Target then make an opposed Charisma check, with success meaning the Target accepted the Caster’s offer. If the Caster rolls a ‘1’, then the Target escapes immediately.

Steps 2) & 3) are repeated every day until a) the Target accepts; b) the Target escapes; or c) the Target is dismissed with a separate spell.

If the Target accepts, it will follow the wording of the task & then report back when it is done. Open-ended tasks (i.e., “guard this door”) last up to 1 day per Caster level.

If more than one target was called, each one gets a separate saving throw, a separate Spell Resistance check to escape, and needs a separate Charisma check to convince it.

Minimus Containment(DR336 p82)

<Conj(sum), VSF(gem worth 100gp per HD of the target), 10 Minutes, Close-range, until discharged, no save, no SR>

– The target of a *Planar Binding*-class spell can be bound into a gem or an object (see below). Convincing the Outsider / Elemental to make the deal requires the standard Opposed Charisma check with a penalty based on maximum duration and the likelihood of early release.

If the ‘early release’ condition occurs, the focus gem turns to dust and the Target is released to perform a single task and then returns to its home plane.

The focus of the spell can be transferred from the gem to an nonliving object by grinding the gem to dust and making a Spellcraft check vs. DC 15 + Target’s HD.

Max Duration Charisma Penalty

up to 24 hours +2

1 – 6 days +0

1 – 10 weeks –2

up to 1 year –4

up to 10 years –8

No maximum duration –12

Early Release Condition Charisma Penalty

When focus is touched ­–2

When focus taken to new city –4

Focus’ owner falls unconscious –6

When a major ceremony is performed in the same room as the focus –8

When focus has been stolen and the thief is alone –10

When an Elf touches the focus and speaks the name “Tsojcanth” –12

Summon Monster VIII(PH p287)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster VIII 1

Summon Monster VII 1d3

Summon Monster VI (or lower) 1d4+1

Trap the Soul(PH p295)

<Conj(sum), VSF(gem worth 1,000gp per HD of the target), 1StdAct, Close-range, Permanent, WillNeg>

– The target’s body & soul are trapped within a gem until it is broken. If the focus gem is not worth 1,000gp per HD of the target, it shatters immediately & the spell is wasted. The target receives a Spell Resistance check if the caster does not say its name as part of casting the spell. If the caster uses the target’s name, there is no SR check and the save DC is at +2. If the spell is resisted in any way, the focus gem shatters.

-or-

<Conj(sum), VSF(trigger object, gem worth 1,000gp per HD of the target), Permanent, no save, no SR>

– The target’s body & soul are trapped within a gem until it is broken. If the focus gem is not worth 1,000gp per HD of the target, it shatters immediately & the spell is wasted. The caster prepares a trigger object with the target’s name. When that target picks up or accepts the trigger object, the spell is activated & the target does not receive a saving throw or a Spell Resistance check.

### Divination

Discern Location(PH p222)

<Div, VS/DF, 10Minutes, no save, no SR>

– Finds a named creature or object, no mater where it is located (even on other planes!). The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.

This spell bypasses most anti-scrying protections and can only be blocked *Mind Blank*.

Moment of Prescience(PH p255)

<Div, VS, 1StdAct, Personal, until discharged up to 1hr/lvl>

– The caster gains an Insight bonus equal to the Caster level (max +25) to be used one time within 1 hour per level. The bonus can be used on one attack roll, opposed ability check, opposed skill check, saving throw, or as a bonus to AC against a single attack (even if the caster is Flat-Footed).

Only one instance of this spell can be in effect on a person at any time.

Prying Eyes, Greater(PH p267)

<Div, VSM(crystal marbles), 1Minute, 1mile, up to 1hr/lvl, no SR>

– Creates 1d4 + 1/lvl scouts (called “eyes”), which are Fine-sized floating Constructs with AC 18 (due to size), 1hp, 30’ (perfect) movement, makes Hide checks at +16, makes Spot checks at Caster level (max +25), & has *True Seeing* up to 120’. This allows the ‘eye’ to see through normal & magical darkness, notice magically-hidden secret doors, see through Invisibility, see through illusions, see the true form of polymorphed, changed, & transmuted things, and is able to look into the Ethereal Plane.

The caster gives each ‘eye’ instructions of up to 25 words on how he/she wants it to scout. Once its mission is done, the ‘eye’ returns to the caster, who learns all the ‘eye’ has experienced at the rate of 1 round per hour the eye has existed. Once an ‘eye’ has reported, it disappears.

An ‘eye’ can be destroyed by taking damage, being Dispelled, or traveling more than 1 mile from the caster. The caster knows when an ‘eye’ is destroyed, but does not know the circumstances.

### Enchantment

Antipathy(PH p200)

<Ench(comp)[mind], VSM(alum, vinegar)/DF, 1Hour, Close-range, 2hrs/lvl, Will½, SR applies>

– Target object or location (up to 10’ cube per level) is avoided by a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can enter the area or touch the object, but even this causes a –4 penalty to Dexterity due to the discomfort of the act.

This spell Counters and Dispels *Sympathy*.

Binding(PH p204)

<Ench(comp)[mind], VSM(500gp of version-specific props, opals worth 500gp per HD of the target, written or carved description of the target), 1Minute, Close-range, WillNeg>

– Traps one living creature in one of 6 different ways. If the spell’s caster level is at least 2 times the target’s HD, its does not receive an initial saving throw.

Up to 6 assistants can help raise the spell’s caster level by casting one spell:

+1 - *Suggestion*

*+*1/3 of assistant’s lvl - *Dominate Animal, Dominate Person*, or *Dominate Monster* (as appropriate)*.*

The caster may set a trigger condition that will end this spell automatically, which gives a +2 bonus to the DC of the spell, but increases the spell’s “props” cost to 750gp.

Spells marked as ‘stackable’ can be cast multiple times on the target. As each instance of the spell runs out, the next one takes effect, but the target is allowed a new saving throw even if its HD are less than half of the caster level.

*Binding (chaining)*

<Ench(comp)[mind], VSM(see above), 1Minute, Close-range, 1year/lvl (stackable) (D), WillNeg>

Target is chained the location where the spell is cast. Any creature except the caster must make a Will save to enter the area, but even this causes a –4 penalty to Dexterity due to the discomfort of the act.

*Binding (slumber)*

<Ench(comp)[mind], VSM(see above), 1Minute, Close-range, 1year/lvl (stackable) (D), WillNeg>

Target enters Suspended Animation. Target receives a +1 bonus on its saving throw.

*Binding (bound slumber)*

<Ench(comp)[mind], VSM(see above), 1Minute, Close-range, 1month/lvl (stackable) (D), WillNeg>

Target enters Suspended Animation & is chained the location where the spell is cast. Any creature except the caster must make a Will save to enter the area, but even this causes a –4 penalty to Dexterity due to the discomfort of the act. Target receives a +2 bonus on its saving throw.

*Binding (hedged prison)*

<Ench(comp)[mind], VSM(see above) (D), 1Minute, Close-range, Permanent, WillNeg>

Target is transported to a confined area (often a labyrinth) which it cannot leave. Target receives a +3 bonus on its saving throw.

*Binding (metamorphosis)*

<Ench(comp)[mind], VSM(see above) (D), 1Minute, Close-range, Permanent, WillNeg>

Target is forced into gaseous form & trapped in a jar. The target is aware of its surroundings & can speak (usually forming a face in its gaseous form), but is unable to use any of its abilities or powers. The target does not age, need nourishment, or even breath. Target receives a +4 bonus on its saving throw.

*Binding (minimus containment)*

<Ench(comp)[mind], VSM(see above) (D), 1Minute, Close-range, Permanent, WillNeg>

Target is shrunk to 1” (or smaller) & trapped in a gem or other container. The target does not age, need nourishment, or even breath. Target receives a +4 bonus on its saving throw.

Charm Monster, Mass(PH p209)

<Ench(charm)[mind], V, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

– The caster causes one or more creatures to considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

The caster can target one creature of with any number of HD –or– (2 \* Caster level) HD of creatures in a 30’ area.

If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Demand(PH p217)

<Ench(comp)[mind], VSM(copper wire, hair from subject), 10Minutes, 1hr/lvl, Will½>

– Sends instructions of 25 words or less to a familiar target anywhere, who may send back a 25 word response immediately.

If the target fails its Will save, it is compelled to follow the instructions in the message, if reasonable. The instructions may activate immediately or may contain a trigger to activate them later. At the end of the duration, the instructions loose their power, triggered or otherwise.

Dominate Person, Mass(DR312 p51)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>

– Telepathically control one or more Humanoids. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input from any one target.

The caster can either target one Humanoid of any number of HD –or– two or more Humanoids in the 30’ area whose total HD do not exceed (2 \* Caster level).

The caster can change his/her orders with a Move Action, though each target must be commanded separately. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

Maddening Scream(CDiv p168)(Eb p113)

<Ench(comp)[mind], V, 1StdAct, Touch, 1d4+1rnds, no save, SR applies>

– Touched target goes into a screaming and twitching fit that does not allow it to take any actions, results in a –4 AC penalty, allows Reflex saves only on a natural 20, and makes it impossible to use a shield.

Nybor’s Wrathful Castigation(MoF p111)

<Ench(comp)[mind], VSF(whip), 1StdAct, Close-range, 1rnd/lvl(D), Fort½>

– Target dies unless it makes its Fortitude save. Even if it does, it must make a Will save or be Dazed and –4 on all saves for the duration.

Otto’s Irresistible Dance(PH p259)

<Ench(comp)[mind], V, 1StdAct, Touch, 1d4+1rnds, no save, SR applies>

– Touched target starts to dance uncontrollably & cannot take any actions, receives a –4 AC penalty, a –10 penalty to Reflex saves, & cannot effectively use a shield. The target provokes an attack of opportunity each round.

Power Word Stun(PH p263)

<Ench(comp)[mind], V, 1StdAct, Close-range, no save, SR applies>

– One target creature is Stunned:   
current hp duration current hp duration  
151+ no effect 100–51 2d4 rnds  
150–101 1d4 rnds up to 50 4d4 rnds

Symbol of Insanity(PH p290)

<Ench(comp)[mind], VSM(5,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation become permanently Confused (see *Insanity* for methods of removing this effect). The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

Symbol of Spell Loss(MoF p127)

<Ench[mind], VSM(5,000gp of diamond powder, 5,000gp of opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation loose their high level prepared spell or spell slot (WillNeg), up to 30 spell levels. Until it depletes 30 spell levels, the symbol remains active, up to 10min/lvl.

Any creature within the 60’ radius must make a new save every round.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

Sympathy(PH p292)

<Ench(comp)[mind], VSM(1,500gp of pearls, honey)/DF, 1Hour, Close-range, 2hrs/lvl, Will½, SR applies>

– Target object or location (up to 10’ cube per level) attracts a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can leave the area or object, but must make an other save 10-60 minutes later or feel the urge to return.

This spell Counters and Dispels *Antipathy*.

### Evocation

Bigby’s Clenched Fist(PH p203)

<Evoc[force], VSF(leather glove)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– Creates a magical 10’x10’ hand which attacks a target designated by the caster once per round. The caster chooses the target as a Move Action, and the hand may move 60’ and automatically attacks each round. The hand’s attack bonus is (Caster level + Primary Stat modifier + 10). Its damage is 1d8+12 & Fortitude save or become Stunned for 1 round.

The hand may also be directed to interpose itself between the caster and a target, or Bull Rush an opponent with an attack bonus of (Caster level + Primary Stat modifier + 14).

The hand has the caster’s normal hit points & saving throw and has AC 20.

Illusion Purge(RoE p187)

<Evoc, VS, 1StdAct, Personal, 1min/lvl(D), no SR>

– All Illusions of 7th level or lower within 5’ per level of the caster are negated.

Lightning Ring(PGF p105)

<Evoc[electricity], VSM(glass ring, fur), 1FullRound, Personal, 1rnd per 2 levels, Ref½, SR applies>

– A ring of electricity circles the caster with the following benefits:

a) gain Electricity Resistance 20;

b) each round, the ring generates two *Lightning Bolts* heightened to 8th level and to Caster level 5 (i.e., 5d6 Electricity damage to anything in a 120’ long Line, DC is 18 + Spellcasting Modifier). The Caster may target the Lightning Bolts separately.

–or–

<Evoc[electricity], VSM(glass ring, fur), 1FullRound, Instantaneous, Ref½, SR applies>

– Generate eight *Lightning Bolts* from the Caster going towards each compass point. Each *Lightning Bolt* is heightened to 8th level and has a Caster level of 5.

Otiluke’s Telekinetic Sphere(PH p258)

<Evoc[force], VSM(crystal, gum arabic, magnets), 1StdAct, Close-range, 1min/lvl(D), RefNeg, SR applies>

– A sphere of Force 1’ per level in diameter protects but traps one subject small enough to fit within it.

If the contents of the sphere weigh 5,000 pounds or less, the caster can telekinetically move the sphere within Medium-range. Moving the sphere requires a Standard Action and results in the sphere moving 30’. If the caster does not move the sphere or concentration is disturbed, the sphere stops, or falls at a rate of 60’ if in the air (landing at this speed does no damage).

The caster can move the sphere from within.

This spell is Cancelled by *Disintegrate*.

Polar Ray(PH p262)

<Evoc[cold][ray], VSF(ceramic prism), 1StdAct, Close-range, no save, SR applies>

– Ray does 1d6 Cold dmg per lvl (max 25d6).

Shout, Greater(PH p279)

<Evoc[sonic], VSF(metal horn), 1StdAct, SR applies>

– All creatures & objects within the 60’ Cone-shaped Burst take 10d6 Sonic dmg (Fort½), are Deafened for 4d6rnds (FortNeg), and are Stunned for 1 round (FortNeg).

Anyone with an attended object is allowed a Reflex save to negate damage to the object.

Crystalline creatures take 1d6 damage per level (max 20d6) (Fort½).

This spell is Suppressed by *Silence*.

Sunburst(PH p289)

<Evoc[light], VSM(sunstone, fire)/DF, 1StdAct, Long-range, Instantaneous, SR applies>

– A 80’ radius Burst of light is centered on the caster. Damage is based on creature type:

Type Effect

Undead 1d6/lvl (max 25d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg) & Blind (RefNeg).

Oozes 1d6/lvl (max 25d6) (Ref½).

others 6d6 (Ref½) & Blind (RefNeg).

This spell Dispels any spells with the [darkness] subtype within its area of effect.

Zajimarn’s Field of Icy Razors(MoF p135)

<Evoc[cold], VSF(50gp silver shuriken shaped like a snowflake), 1StdAct, Medium-range, 1min/lvl>

– One 10’ square per level is filled with razor sharp ice shards. Any creature in the area of effect takes 2d4 damage + 1d6 +1/lvl cold damage (no save) and suffer leg & foot injuries which reduce the creature’s movement to 2/3 of normal. The same effect is inflicted for each 5’ moved through the area of effect. The movement damage lasts until the target is magically cured, receives a Heal check vs. the spell’s DC, or 24hrs pass.

### Illusion

Scintillating Pattern(PH p274)

<Ill(pattern)[mind], VSM(prism), 1StdAct, Close-range, Concentration + 2rnds, no save, SR applies>

– A 20’ radius Spread of colors effects 1 HD per level of creatures with sight (lowest HD 1st):

HD Effect

13+ Confused for 1d4 rounds.

7-12 Stunned for 1d4 rounds,   
then Confused for 1d4 round.

0-6 Unconscious for 1d4 rounds,   
then Stunned for 1d4 rounds,   
then Confused for 14d round.

Screen(PH p274)

<Ill(glamer), VS, 10Min, Close-range, 1day, no SR>

– The caster makes an illusion that obscures any or all objects in an area of one contiguous 30’ cube per level (laid out in any way desired by the caster). All troops could be obscured in a crossing, or only 1 out of 5 could be shown, etc. The “rules” of the illusion are set at cast time & are unchangeable.

Scrying always sees the illusion, while local onlookers get a Will save to disbelieve if there is a reason to doubt what is seen.

Shadow Evocation, Greater(PH p277)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

– Mimics a Wizard/Sorcerer Evocation spell of up to 7th level. The spell is 3/5th real & the remainder is ‘shadow’.

The target of the spell always get a Will save to realize the spell is not entirely real (objects always make this save). The target’s Spell Resistance always applies too. Range & duration match the copied spell.

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 3/5th damage & any non-damage effect has only a 60% chance of effecting the target.

### Necromancy

Avascular Mass(Spell p19)

<Necro[death][evil][ray], VS, 1StdAct, Close-range, Instantaneous & 1rnd/lvl>

– The ray’s target is reduced to ½ current hp (rounded down) (no save, SR applies) and is Stunned for 1 round (FortNeg, SR applies).

In addition, a 20’ radius Spread around the target is filled with sticky tissue, which must be anchored on two diametrically opposing surfaces. Without support, the webs collapse & the effect ends.

All creatures within the area of effect are Entangled. Those that fail a Reflex save are also anchored & cannot move. To become unanchored requires a Strength check vs. DC 20 or an Escape Artist check vs. DC 25 (each of which consumes a Full-Round Action). A Concentration check vs. DC 25 is necessary to cast a spell in the tissue.

An unanchored creature can move slowly through the webs by making a Strength or Escape Artist check as a Full-Round Action. The target can move 5’ per 5 full points the check exceeds 10.

5’ – 19’ of webs provide Cover. 20’ or more provide Total Cover. A creature in the tissue can be attacked with a melee weapon without the attacker becoming entangled.

Blackfire(Spell p29)(CArc p99)

<Necro[ray], VSM(pinch of dust from a vampire destroyed by sunlight), 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– The ray’s target is engulfed in cold black fire. Each round, a person covered with ‘blackfire’ must make a Fortitude save or take 1d4 Constitution damage and be Nauseated (if the save is successful, the target is only Sickened).

If a target makes three consecutive Fortitude saves, the ‘blackfire’ goes out. If the target dies from the ‘blackfire’, his/her body is destroyed. Only *Wish* or *True Resurrection* and a successful Caster level check vs. DC 30 can bring the target back to life.

Any living creature adjacent to someone engulfed by ‘blackfire’ becomes engulfed in ‘blackfire’ too (RefNeg).

‘Blackfire’ can only be extinguished before the end of duration by *Antimagic Field, Remove Curse, Break Enchantment*, or a successful *Dispel Magic*. A creature under the effect of *Death Ward* is immune to ‘blackfire’.

Clone(PH p210)

<Necro, VSM(piece of the subject’s skin, 1,000gp of lab supplies)F(500gp of lab equipment), 10Minutes, no SR>

– Grow the full body of the subject from 1 square inch of skin. The body takes 2d4 months to grow in the lab.

When the new body has finished growing, the subject’s soul enters the body & brings it to life, but with 1 non-recoverable lost level. If the soul is not available (e.g., the subject is not dead, the soul has been trapped, the previous body died from old age, etc.) when the body is ready, the new body rots away (unless preserved).

Create Greater Undead(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>

– Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator’s control.

Undead Min Lvl Undead Min Lvl

Shadow 15 Spectre 18

Wraith 16 Devourer 20

This spell must be cast at night.

Death Symbol of Bane(MoF p127)

<Necro[death][evil], VSM(30HD of Intelligence creatures must be sacrificed, 5,000gp of diamond powder, 5,000gp of opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then until depleted, FortNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation die, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not slay 150hp worth of creatures when triggered, it remains active until it slays the remaining hp of creatures, however long that takes.

Each creature also takes 1d12 Cold damage (FortNeg) and suffers a –2 Morale penalty on All Actions and damage rolls (FortNeg).

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc. All creatures wearing Bane’s Holy Symbol are automatically considered attuned.

The symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

Devastate Undead(LoD p186)

<Necro, VSF(weapon with the ‘Disruption’ feature), 1StdAct, Close-range, FortNeg>

– All Undead in a 30’ area who have no more HD than the caster are destroyed unless they make their Fortitude save. The caster receives 5hp/HD of Negative Energy Damage for each Undead destroyed.

Heart of Stone(CArc p110)

<Necro, VSF(5,000gp heart-shaped stone)X(1,000), 1Hour, Personal, 1year>

– The caster extracts his/her own heart and replaces it with one made from stone. The organic heart still beats, and the caster dies if it is damaged.

The caster gains the following benefits and disadvantages:

a) Damage Reduction 5 / —;

b) Cold Resistance 5;

c) Fire Resistance 5;

d) Electricity Resistance 5;

e) natural healing is limited to 1hp per day;

f) magical healing must make a Caster check vs. (10 + caster level);

The living heart is teleported back into the caster’s body (the stone one takes its place) when the spell ends, or any of the following occur:

a) this spell is Dispelled;

b) caster is targeted with *Stone to Flesh* (FortNeg);

c) *Antimagic Field* suppresses this spell (and restores the caster’s heart), but the stone heart returns when the caster leaves the antimagic effect.

Horrid Wilting(PH p242)

<Necro, VSM(sponge)/DF, 1StdAct, Long-range, Fort½, SR applies

– All living creatures in a 60’ area takes 1d6 damage per level (max 20d6) from dehydration, except for Water Elementals & Plant Creatures, who take 1d8/lvl (max 20d8) instead.

Plague(PH2 p121)

<Necro[evil], VS, 1StdAct, Close-range, 1rnd/lvl, FortNeg, SR applies>

– One living target per level in a 30’ area has the chosen disease which takes effect without an incubation period & requiring a new save each round:

Name Damage

Cackle Fever 1d6 Wis

Filth Fever 1d3 Dex & 1d3 Con

Mindfire 1d4 Int

Red Ache 1d6 Str

Shakes 1d8 Dex

Slimy Doom 1d4 Con

Blinding Sickness 1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently Blind.

Skeletal Guard(Sav p69)(MoF p119)(MoFe)+

<Necro[evil], VSM(one finger bone & one 50gp black onyx per skeleton to be created), 1StdAct, Touch>

– Transforms up to one finger bone per level into a Medium-sized skeleton that stays within 60’ of its creator (farther than that & it goes inert). For purposes of being turned, each skeleton is considered to have ‘Caster level’ hit dice.

Symbol of Death(PH p289)

<Necro[death], VSM(5,000gp of diamond powder, 5,000gp of opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation die, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not slay 150hp worth of creatures when triggered, it remains active until it slays the remaining hp of creatures, up to 10min/lvl.

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

Vampiric Drain(DR317 p71)

<Necro, VS, 1StdAct, Close-range, 1rnd/3lvls, Will½, SR applies>

– All creatures in a 10’ Cube are affected by this spell, even if they move out of the area. Each is allowed on SR check and one Will save.

Living creatures take 1d6 per 4 levels (max 5d6) damage each round (½ dmg if the initial Will save was a success). The caster gains ½ the damage inflicted as Temporary HP that last up to 1 hour.

Undead creatures heal 1d6 per 4 levels (max 5d6) per round. The caster looses ½ the hit-points healed.

### Transmutation

Bestow Curse, Greater(Spell p27) ~~(RoD p164) (CDiv p153)~~

<Trans, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– Touched subject is inflicted with one of the following (caster’s choice):

a) One ability score reduced to 1;

b) Two ability scores receive a –6 penalty (min 1);

c) –8 penalty on All Actions; or

d) 75% chance of losing each action.

This spell is not effected by *Dispel Magic, Break Enchantment*, or *Limited Wish*. It can only be removed with a *Wish, Miracle,* or *Remove Curse* cast at 17th + caster level*.*

Blackstaff(MoF p81)

<Trans, VS, 1StdAct, Touch, 1rnd/lvl(D)>

– The touched staff / quarterstaff has its own abilities suppressed & gains the following:

a) +4 Enhancement bonus to attack & dmg;

b) On a hit, each ongoing spell effect on the target gets a separate Dispel Check. If successful, the spell is terminated, except for magic items, in which case the spell is suppressed for 1d4 rounds.

c) On a hit, spellcasters loose their highest level prepared spell / spell slot (WillNeg).

Each round as a Free Action, the wielder may suppress this spell & regain access to any magical properties the staff possesses.

Celerity, Greater(PH2 p105)

<Trans, V, 1 Immediate Action, Personal, Instantaneous>

– The caster may take a Full Round Action, a Standard Action & a Move Action, –or– two Move Actions (even if it interrupts another creature’ turn) and then is Dazed until the end of his/her next action.

Earth Glide(RoS p162)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– The touched creature may move through earth and stone at its Land Speed like a fish swims through water. The creature leaves no sign of its passing, nor can make a tunnel for others to follow it.

If the area the subject is within is targeted with a *Move Earth* spell, the subject moves back 30’ and is Stunned for 1 round (FortNeg DC15).

Excavate(Und p58)

<Trans, VSM(dirt), 1StdAct, Close-range, Instantaneous>

– Creates a 5’ x 8’ lasting passage through wood, plaster, or stone. The passage’s depth is 1’ per level. If the depth is not enough to pierce a wall, a dead-end passage is created, though another *Excavate* can be cast at its end to make it longer.

Flensing(CArc p108)

<Trans[evil], VSM(onion), 1StdAct, Close-range, up to 4 rounds, Fort½, SR applies>

– Each round, the corporeal target takes the following:

a) 2d6 damage (Fort ½);

b) 1d6 Charisma damage (FortNeg); &

c) 1d6 Constitution damage (FortNeg).

The spell ends after the target makes a single save, or after 4 rounds.

Ghostform(CArc p109)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster become incorporeal. Only magical weapons, spells, & supernatural-abilities can effect the caster, and even then there is a 50% chance than that any damage can be ignored (other than force damage).

Golem Immunity (RoE p186)

<Trans, VS, 1StdAct, Touch, 1min/lvl, WillNeg,   
SR applies>

– The touched Construct gains the immunities of a Golem chosen at casting time. In addition to being covered by a think layer of the material listed below, it has the following benefits:

Clay – gain the following:

a) unless listed below, the target is immune to any spell or spell-like ability that allows Spell Resistance;

b) for each 3 hp of magically-generated Acid damage the target would have taken, it is healed 1 hp. If already at full hp, the excess becomes Temporary HP;

c) a *Move Earth* spell deals 3d12 damage and moves the target back 120’ (no save);

d) a *Disintegrate* spell deals 1d12 damage and Slowed for 1d6 rounds (no save);

e) an *Earthquake* spell cast directly at the target deals 5d10 damage and the target cannot move next turn (no save).

Flesh – gain the following:

a) unless listed below, the target is immune to any spell or spell-like ability that allows Spell Resistance;

b) for each 3 hp of magically-generated Electrical damage the target would have taken, it is healed 1 hp & ends any Slow effect caused by Cold or Fire damage. If already at full hp, the excess becomes Temporary HP;

c) magically generated Cold or Fire damage instead causes the target to be Slowed for 2d6 rounds (no save).

Iron – gain the following:

a) unless listed below, the target is immune to any spell or spell-like ability that allows Spell Resistance;

b) for each 3 hp of magically-generated Fire damage the target would have taken, it is healed 1 hp & ends any Slow effect caused by Electricity damage. If already at full hp, the excess becomes Temporary HP;

c) magically generated Electricity damage instead causes the target to be Slowed for 3 rounds (no save);

d) effected by *Rusting Grasp* and a Rust Monster’s attack as if it were iron.

Stone – gain the following:

a) unless listed below, the target is immune to any spell or spell-like ability that allows Spell Resistance;

b) a *Transmute Mud to Rock* spell causes the target to be effected with a *Total Repair* spell;

c) a *Transmute Rock to Mud* spell causes the target to be Slowed for 2d6 rnds (no save);

d) a *Stone to Flesh* spell causes the target to lose its immunity to magic for 1 Full Round.

Iron Body(PH p245)

<Trans, VSM(iron from an iron golem or hero’s armor)/DF, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s body becomes living iron, which has the following benefits & penalties:

a) Damage Reduction 15/Adamantine;

b) Immune to Blindness, Criticals, Ability Score Damage, Deafness, Disease, Drowning, Electricity, Poison, & Stunning;

c) Immune to any effects that modify a target’s physiology or respiration. Since the caster cannot breath or drink, he/she cannot play woodwind instruments or drink potions;

d) ½ damage from Acid & Fire;

e) +6 Enhancement bonus to Strength;

f) –6 penalty to Dexterity (min Dex 1) ;

g) ½ movement;

h) –8 Armor Check penalty;

i) 50% Arcane spell failure;

j) 10x normal weight & cannot swim;

k) Fists to 1d6 normal damage (1d4 if Small);

l) Vulnerable to rust-based attacks.

Mailed Might(DR344 p60)

<Evoc, VSF(two pieces of nonmagical metal armor that had been worn in battle), 1StdAct, Touch, 1rnd/lvl>

– The two touched pieces of armor become two Helmed Horrors (Lost Empires of Faerûn p175) under the caster’s control for the spell’s duration. Unlike normal Helmed Horrors, they do not have crossbows. They can fight or perform other simple tasks independently once commanded.

If a Helmed Horror is destroyed, a 20’ radius Emanation is generated for 1 round that does 3d6 Force damage (Ref½, SR applies) to any creature in the area.

Polymorph Any Object(PH p263)(PH3.5e)+

<Trans, VSM(mercury, gum arabic, smoke)/DF, 1StdAct, Close-range, FortNeg, SR applies>

– Changes any subject into anything else. “Minor” changes can be permanent (e.g., changing a manticore into a shrew), while extreme changes have a limited durations (e.g., changing a pebble into a human).

This spell can mimic the following spells: *Flesh to Stone, Baleful Polymorph*, *Stone to Flesh, Transmute Mud to Rock, Transmute Rock to Mud, Transmute Metal to Wood.*

Stone Metamorphosis, Greater(Und p61)(Und p103)+

<Trans[earth], VSM(grain of talc, chip of obsidian), 1StdAct, Touch, Instantaneous>

– 10 cubic feet + 10 cubic feet per level of touched stone is permanently changed into another type of stone. Typically this means changing the stone’s Hardness anywhere from 6 to 9 (see Underdark page 103 for examples).

This spell cannot create gems and does not change the value of stone objects.

Temporal Stasis(PH p293)

<Trans, VSM(5,000gp of diamond, emerald, ruby, & sapphire powder), 1StdAct, Touch, Permanent, FortNeg, SR applies>

– Puts touched target into Suspended Animation. While under this effect, the target cannot be harmed by any force or effect.

This spell is Dispelled by *Freedom*.

## 9th Level

### Abjuration

Absorption(Spell p6)(CArc p96)

<Abj, VS, 1StdAct, Personal, until depleted up to 10min/lvl>

– Spells and Spell-Like Abilities that target the caster are absorbed. To qualify, a spell must be ranged. Area of effect spells to not apply.

A total of 1d4+6 spell levels can be absorbed (value only known to the DM). If the target spell has more spell levels than can be fully absorbed, the ratio of absorbed levels vs. spell level is the chance the spell will work normally (i.e., if one spell level is absorbed from a 5th level spell, there is a 80% chance it will work normally, otherwise it fizzles) –or– the amount of damage that the caster takes (i.e., if one spell level is absorbed from a 5th level damage spell, the spell’s base damage goes down to 80%).

Any absorbed spell levels can be used “power” Prepared or Impromptu spells (i.e., a Prepared *Fireball* would consume 3 absorbed spell levels (and a ball of bat guano), but leave the spell in the caster’s memory).

Elminster’s Effulgent Epuration(PGF p102)

<Abj, VS, 1StdAct, 1rnd/lvl>

– Creates one small, floating, silvery sphere per Caster level which may be moved as a group as a Standard Action around an other creature (by default, they surround & follow the caster).

Any hostile spell or spell-like effect that comes in contact with the sphere is negated. Once a sphere has negated a spell or spell-like ability, it fades away. The spheres cannot negate Area of Effect spells or spells that do not a target (such as *Bigby’s Interposing Hand*).

Freedom(PH p233)

<Abj, VS, 1StdAct, Close-range>

– Releases target creature from any magics or effects restricting its movement, including *Binding, Entangle,* Grappling*, Maze,* Paralysis*,* Petrifaction (no save needed to survive), Pinning, *Sleep*, *Slow,* Stunning*, Temporal Stasis*, & *Web*.

It is the only effect that can remove the spell *Imprisonment*, but to do so, it must be cast in the same location as the spell it is dispelling & the caster must know the target’s name & background.

Imprisonment(PH p244)

<Abj, VS, 1StdAct, Touch, WillNeg, SR applies>

– Touched target goes into Suspended Animation & is hidden within a sphere deep below the earth. If the caster knows the target’s name & details about its life, the target receives a –4 penalty on its save.

The target can only be freed by the spell *Freedom* cast in the area where this spell was cast. If not previously known, only *Wish,* *Miracle*,or *Discern Location* can find the location where to cast *Freedom.*

Maw of Chaos(MoF p107)

<Abj[chaotic][force], VSM(jawbone with teeth), 1StdAct, Medium-range, 1rnd/lvl>

– All creatures in a 15’ radius spread take the following effects each round:

a) non-chaotic creatures take 1hp/lvl force damage (Will½);

b) any activity that requires concentration, such as casting spells, requires a Concentration check vs. DC 34.

Creatures with the ‘chaotic’ subtype are not effected by this spell.

Mordenkainen’s Disjunction(PH p255)

<Abj, V, 1StdAct, Close-range, Instantaneous>

– All magical effects & items in a 40’ radius Burst are disrupted:

a) The caster’s spells & items are safe;

b) There is a 1% per caster level chance of destroying an *Antimagic Field*. If destroyed, all spells & items within it are effected, otherwise they are immune.

c) Spells & magical effects vulnerable to *Dispel Magic* are dispelled;

d) Magic items must make a Will save or loose all their magic. Items in a creature’s possession may use its Will base if better;

e) There is a small chance that any Artifact in the area will have its magic destroyed, but this usually results in the destruction of the spellcaster too.

Mystra’s Miasma(PGF p107)

<Abj, VSM(cloth, water), 1StdAct, Medium-range, 1rnd/lvl, no SR>

– Creates (30’ + 5’ per level) radius Emanation of fog. Movement in the cloud is slowed to 5’ and taking a 5’ step is not an option. While in the fog, melee attacks & damage have a –2 penalty & ranged attacks (other than magical rays, etc.) are impossible.

The fog slows falling, reducing 1d6 of damage per 10’ of solid fog fallen through.

Anyone within the area of effect must make a Will save or receive a –4 penalty on Caster level checks when attempting to cast spells.

Note: If used within the Forgotten Realms, Shadow Weave magics are not effected (unless specifically targeted, in which case Weave magics are not effected).

Prismatic Sphere(PH p264)

<Abj, V, 1StdAct, 10min/lvl(D)>

– Creates a 10’ radius opaque sphere around the caster. Anyone within 20’ of the sphere who has less than 8HD is Blind for 2d4 x 10 minutes.

The caster can walk through the sphere without difficulty. Anyone else trying to go through the wall is effected by each of its colors (SR check required for each color), unless they are dispelled in order. The colors, in order, are the following:  
Color Negated by Effect Save  
Red *Cone of Cold* 20hp Fire Ref½  
Orange *Gust of Wind* 40hp Acid Ref½  
Yellow *Disintegrate* 80hp Electricity Ref½  
Green *Passwall* Death or 1d6Con Fort½  
Blue *Magic Missile Flesh to Stone* FortNeg  
Indigo *Daylight Insanity* WillNeg  
Violet *Dispel Magic* *Plane Shift* WillNeg

The sphere is immune to *Dispel Magic*, *Greater Dispel Magic*, and *Antimagic Sphere*, but not *Mordenkainen’s Disjunction*.

Reaving Dispel(CArc p119)

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels or redirects magical spells and effects on a successful Dispel Check (max +25). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.  
The caster can identify the effect by making a Spellcraft check vs. DC 25 + spell level.   
On a successful Dispel Check, the caster has the option of redirecting the spell. This can be done even if the spell wasn’t identified, though this may result in the spell failing, such as by exceeding the spell’s range or targeting a creature that can’t be affected by it.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).   
The caster can identify each effect by making a Spellcraft check vs. DC 25 + spell level.   
If the dispel check was successful, the caster has the option of moving the spell to himself / herself as if he / she were the caster. This can be done even if the spell wasn’t identified, though this can be dangerous (the caster mighty suddenly be under the effect of *Dominate Person*). The spell / effect continues with its remaining duration, etc.

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not affected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Unbind­ing(CDiv p185)

<Abj, VSM(loadstone, saltpeter)/DF, 1Round>

– All binding spells within 180’ radius Burst of the caster are destroyed. Effected spells include charms, holds, arcane lock, magically created walls (including *Wall of Stone*, etc.), *Guards and Wards*, *Temporal Stasis*, *Slow,* & *Statue*. Pending magical effects, such as *Magic Mouth* & *Imbue with Spell Ability*, are discharged.

The focus of a *Magic Jar* is shattered, slaying the life force within it.

*Geas/Quest* spells are negated if their Caster level is lower that this spell’s Caster level.

Protection spells are not effected, including *Protection from Evil, Shield,* etc., though creatures trapped in *Magic Circle against Evil* are freed.

### Conjuration

Abyssal Army(Spell p7)

<Conj(sum), VS, 10Minutes, Medium-range, 10min/lvl(D), no save, no SR>

– A progression of demons are summoned. Each has maximum hit-point and obeys the caster’s commands. If desired, the demons may be dismissed independently.

Arrival Time Creature

When Casting Complete 2d4 Dretches

+10 minutes 1d4 Babu Demons

+20 minutes 1 Vrock Demon

Black Blade of Disaster(Spell p29~~)(MoF p81)~~

<Conj(creat), VS, 1StdAct, Close-range, Concentration up to 1rnd/lvl>

– The caster creates a 3’ long planar rift that he/she can designate to attack one target within range. The ‘blade’ has the following:

a) Can attempt a ‘melee touch attack’ each round without attention from the caster, though the caster must spend a Standard Action choosing a new target;

b) Has an attack bonus of the caster’s Base Attack Bonus + the caster’s Spellcasting Attribute modifier.

c) Does 2d12 damage per level (max 40d6) (Fort save for 5d6);

d) Considered a Force effect for hitting ethereal & incorporeal creatures;

e) Can bypass magical barriers (not including *Antimagic Field*) of a lesser level than itself;

f) Does not get or help give flanking bonuses; and

g) has a touch AC of 13.

Countered by *Gate*.

Automatically dispelled by *Dimensional Anchor*

Affected by *Dispell Magic,* Sphere of Anniliation, or a Rod of Cancelation.

Blinding Glory(BoED p92)

<Conj(create)[good], VS/AM(silver rod)/DF, 1Hour, 1hour/lvl, no save, no SR>

– The caster is surrounded by bright light in a 100’ per level radius. In addition, all Evil creatures are Blind as long as they remain within this light.

Since this spell does not have the [light] subtype, it does cancel or suppress [darkness] spells.

Call Marut(Spell p42)

<Conj(call)[law], VSX(500)/DF, 10Minutes, Close-range, Instantaneous>

– A Marut Inevitable (MM p159) (a CR 15 Construct) appears before the caster to do one task which will take no more than 1 hour. The Marut does not need to be paid. A specific Marut may be requested, though it may not be the one that appears.

Dragon Ally, Greater(Spell p72)

<Conj(call), VX(500), 10Minutes>

– The caster calls for a Dragon of up to 22HD.

The caster must negotiate with the Dragon about what task it should do & what it gets in return (min 1 round and the two must share a language). The following table gives an idea of the cost in money, items, etc.

Time Required Payment

up to 1min/lvl 50gp / HD

up to 1hr/lvl 250gp / HD

up to 1day/lvl 500 / HD

Difficulty Modifier

Non-hazardous no change

Very Dangerous 100% more

Suicidal no deal

When the task is complete, the Dragon informs the caster of its deeds & then returns home.

Note: Sorcerers cast this spell at +1 Caster lvl.

Gate(PH p234)

<Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

– Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.

-or-

<Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR>

– Calls & controls one or more Outsiders to perform a task. The caster may target:

a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.

b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.

c) a single non-unique / divine Outsider of more than 2x the Caster level can be called but not controlled.

d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is never controlled.

A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be “immediate” or “contractual” term:

a) Any task which requires no more than 1rnd/lvl to complete can be assigned without a ‘contract’ (i.e., no payment).

b) A “long term” task requires a ‘contract’, which entitles the summoned creature(s) to be fairly paid when the task is completed.

Imbrue(DR336 p81)

<Conj(sum), VS, 1 Round, Close-range, 1day/lvl(D), no save, no SR>

– The target of a *Planar Binding*-class spell can be bound into a living creature within range that has an Intelligence and Wisdom of at least 6 each. Convincing the Outsider / Elemental to make the deal requires the standard Opposed Charisma check with an additional –4 penalty.

While the Target creature is inside of the Host creature, the following apply:

a) the Host has a magic and alignment Aura appropriate for the Target’s HD;

b) the Host may enter areas that would normally hedge out the Target, such as a *Magic Circle*;

c) the Target may not be affected by any damage, magic, or psionic abilities;

d) the Target sees and hears everything the Host sees and hears;

e) the Host receives a –4 penalty on Concentration checks and Will saves vs. Mind-Affecting effects;

f) the Host may use any of the Target’s Intelligence-based skills with the Target’s full bonus.

The spell can end in the following ways, which return the Target back to its home plane:

a) the spell’s duration ends;

b) the Caster dismisses the spell;

c) the Host is subjected to damage and/or an effect that would kill him/her. In this case, the Host may make a Will save vs. DC 30, with a bonus on the save equal to the Target’s HD. If successful, the Target is effected by the final attack/spell/etc. before it returns to its home plane, leaving the Host stabilized (if appropriate);

d) the Host may release the Target as a Standard Action, who appears next to the Host. For a number of rounds equal to the Host’s HD plus the Host’s Charisma modifier, the Target will obey the Host’s instructions. Afterwards, the Target is free to return to its home plane.

Implore(DR336 p82)

<Conj(call)[variable alignment/element], VSX(50XP/HD), 10Min, Close-range, WillNeg>

– Calls & traps a specifically named Outsider or Elemental of up to 22HD until it performs a task. Before casting this spell, the caster must prepare a ‘holding area’ within range with either an inward-focused *Magic Circle* or a Calling Diagram.

Steps in a binding:

1) Target gets a Will save (but no SR) with a –4 penalty to avoid being Called into the ‘holding area’.

2) Target can try to escape from the ‘holding area’ with a Spell Resistance check, dimensional travel (which can be blocked with *Dimensional Anchor*), or a Charisma check vs. DC (15 + ½ Caster level + Caster’s Charisma modifier). Success means it can flee or attack.

3) Caster requests a service & offers a reward. The difficulty of the 1st & the generosity of the 2nd results in a bonus of 0 - +6. The Caster & the Target then make an opposed Charisma check, with the Target receiving a –4 penalty. Success means the Target accepts the Caster’s offer. If the Caster rolls a ‘1’, then the Target escapes immediately.

Steps 2) & 3) are repeated every day until a) the Target accepts; b) the Target escapes; or c) the Target is dismissed with a separate spell.

If the Target accepts, it will follow the Caster’s intent (i.e., it will not try to take advantage of wording) of the task & then report back when it is done. Open-ended tasks (i.e., “guard this door”) last up to 1 day per Caster level.

Each time this spell is cast on a named target creature, it receives a cumulative +1 bonus on its Will save to resist being summoned. This bonus fades after a full year has passed since the last attempt to summon the creature.

Refuge(PH p270)

<Conj[teleport], VSM(1,500gp trigger object), 1StdAct, Touch, until discharged>

– A preset teleportation is activated when the trigger object is broken at the same time the command word is spoken. The caster presets the object to either

a) teleport the breaker to the caster’s sanctum; or

b) teleport the caster to the breaker’s location.

Sphere of Ultimate Destruction(CArc p123)

<Conj(creat), VSM(dust from a disintegrated creature), 1StdAct, Medium-range, 1rnd/lvl(D)>

– The caster creates a 2’ radius sphere of nothingness. As a Move Action, the caster can have the sphere fly up to 30’ and attempt a Touch Attack on a creature or object.

A touched object takes 2d6 damage per level (max 40d6) (Fort save for 5d6 damage, SR applies). If the target has its hp reduced to 0, it is disintegrated into dust (though its equipment remains).

The sphere can also destroy one 10’ cube of matter each round.

Any spell effect that is ended by *Disintegrate* (such as *Wall of Force*) is ended by a touch of the sphere.

Summon Elemental Monolith(CArc p124)

<Conj(sum)[variable element], VSM(100gp gem)/DF, 1Round, Medium-range, Concentration up to 1rnd/lvl>

– Summons one Elemental Monolith (CArc p156), a CR17 Gargantuan Elemental, of Air, Earth, Fire, or Water. It attacks immediately on the turn that the caster finishes the spell under the verbal direction of the caster.

The material component determines which type of elemental is summoned: Aquamarine for Air, Tourmaline for Earth, Garnet for Fire, & Pearl for Water.

Summon Monster IX(PH p288)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster IX 1

Summon Monster VIII 1d3

Summon Monster VII (or lower) 1d4+1

Teleportation Circle(PH p293)

<Conj[teleport], VM(1,000gp amber), 10Minutes, Touch, 10min/lvl(D), no save, SR applies>

– Create an almost invisible circle up to 5’ radius on the floor, ground, etc. Anyone stepping into the circle is teleported safely to a familiar destination in the same plane of existence chosen at casting time.

Zajimarn’s Avalanche(MoF p134)

<Conj(creat)[cold], VS, 1StdAct, Long-range>

– One contiguous 10’ per level is filled with a wave of ice and slush. All creatures in the area of effect take 1d4/lvl (max 24d4) (no save) and are carried away from the caster 5’/lvl (RefNeg). Creatures that are swept away are left Prone, but take no extra damage

### Divination

Foresight(PH p233)

<Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl>

– The caster receives mental warnings about what may harm the touched subject.

If the caster placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as “close your eyes”, “jump”, “run”).

If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

Hindsight(CAdv p151)

<Div, VSM(1,000gp diamond), 1Hour, Personal, Instantaneous>

– The caster can see what occurred in the past within a 60’ radius Burst. The level of detail is based on the amount of time covered (chosen as casting time):

Days – able to see 1 day back in time per Caster level. Gain a detailed knowledge of people, conversations, and events in the area of effect.

Weeks – able to see 1 week back in time per Caster level. Know conversations and events that occurred, but not the exact words or details;

Years – able to see 1 year back in time per Caster level. Remember noteworthy events, such as deaths, battles, scenes of great emotion, etc.;

Centuries – able to see 1 century + 1 per four Caster levels after 1st (i.e., 4 centuries at 16th level & 5 centuries at 17th level) back in time. Only the most remarkable events are noted, such as coronations, great battles, etc.

### Enchantment

Dominate Monster(PH p224)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>

– Telepathically control one creature. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input.

The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

Hold Monster, Mass(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One or more creatures in a 30’ area are Held. Each one gets a new Will save each round to end the spell.

Power Word Kill(PH p263)

<Ench(comp)[mind][death], V, 1StdAct, Close-range, no save, SR applies>

– One target creature with up to 101hp dies.

Programmed Amnesia(CArc p118)

<Ench(comp)[mind], VSM(500gp crystal lenses set in gold hoops), 10Minutes, Close-range, Permanent, WillNeg, SR applies>

– The caster can change the memory of a living target that must be present during the entire casting time of the spell. At the spell’s completion, the caster has full access to all of the target’s thoughts & memories. The caster can then choose any of the following effects:

Memory Erasure – erase any or all of the target’s memories.

Memory Implant – create false memories.

Negative Levels – inflict up to ½ Caster levels of Negative Levels. These levels cannot become actual lost levels nor can they be removed with *Restoration*. The Penalties persist until this spell ends.

Persona Rebuilding – extreme combination of Memory Erasure and Memory Implant that can result in an alignment change.

Any of the effects listed above can be activated (or deactivated) by a trigger at the caster’s option.

Can only be Dispelled by *Greater Restoration* or *Wish*.

### Evocation

Bigby’s Crushing Hand(PH p203)

<Evoc[force], VSF(egg shell)M(snakeskin glove)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– Creates a magical 10’x10’ hand which stays in between the creator & a designated target and either

a) tries to push the target away (treat as a Bull’s Rush at +18) up to the spell’s range;

b) attempts to grapple to target (Touch check: +11 + Caster level + Primary Stat modifier; Grapple check: +16 + Caster level + Primary Stat modifier; Damage: 2d6+12 normal damage)

The hand may also be directed to interpose itself between the caster and a target, or Bull Rush an opponent with an attack bonus of (Caster level + Primary Stat modifier + 18).

The hand also provide a +4 Cover bonus to AC for the caster against that target. The target can be changed as a Move Action. The hand has the caster’s normal hit points & saving throw and has an AC of 20.

Detonate(PH2 p109)

<Evoc[death][fire], VSM(tindertwig, string), 1StdAct, Medium-range, Instantaneous, Fort½, SR applies>

– If the target fails his/her Fortitude save, he/she dies and all creatures in a 20’ radius Burst take 1d6 per level Fire damage (max 20d6).

If the target makes his/her save, he/she still takes 7d6 Fire damage.

A target that is killed by either effect of this spell has his/her body vaporized.

This spell does not affect a creature with Fire immunity.

Elminster’s Evasion(FR p69)

<Evoc, VSM(quicksilver, eyelash from a magic-using creature, caster’s blood)F(1,500gp ivory & gem statue)X(5,000), 10Minutes, Personal, until discharged>

– The caster presets a *Teleport without Error* and up to 2 other spells to be cast automatically upon himself when any one of six conditions (set at cast time) occurs. An example would be “if I fall more than 10’, teleport me home and cast *Feather Fall*". The preset spells can be no higher than 1/3rd the caster’s level (rounded up, max 6th).

This spell teleports the caster’s body and soul. If the two are separated (such as by a *Magic Jar*), both are teleported to the target location & reunited. If the soul is trapped (such as by *Trap the Soul*), the caster is allowed a Dispel Check to break the trapping spell (failure means this entire spell fails).

The blood material component of this spell causes the caster to take 1d4 Constitution damage (healable normally).

A caster may have only one *Contingency*-class at any given time.

Eye of Power(PGF p102)

<Evoc, VSM(bat fur), 10Min, 1min/lvl(D)>

– The caster creates a Magical Sensor under his/her control. The sensor is a visible, Fine-sized corporeal object with AC 18 and 77hp. It uses it caster’s save bonuses.

By concentrating, the caster can see through the ‘eye’ with his/her normal vision (including any spells currently in effect) & control its movement. The eye can move up to 30’ per round, but slowing to 10’/round is needed to fully look at the surrounding walls & ceiling. The eye can fit through openings as small as 1” in diameter.

The caster may cast any spell up to 7th level with a range other than ‘Personal’ through the ‘eye’. The location of the ‘eye’ counts as the starting of all range calculations.

Meteor Swarm(PH p253)

<Evoc[fire], VS, 1StdAct, Long-range, SR applies>

– The caster launches four 2’ diameter spheres at any target(s) within range. On a successful ranged touch attack, a sphere hits & does 2d6 Bludgeoning damage (no save) and then explodes. On a miss, the sphere explodes in the corner of the target’s hex.

Each sphere explodes in a 40’ radius Spread, doing 6d6 Fire damage. If the sphere hit its target, the target does not get a saving throw, all others get a Reflex save for half.

Depending on the targeting, a creature may be within the area of effect of more than one explosion. All damage is cumulative.

### Illusion

Invisibility, Superior(CArc p125)

<Ill(glamer), VS, 10Minutes, Touch, 1hr/lvl(D)>

– Makes the touched creature or object (up to 100 pounds per level) Invisible, silent, scentless, doesn’t set of tremor-sense, not noticed by Blindsense, and immune to *Faerie Fire*, *Glitterdust*, *See Invisibility, Invisibility Purge*.

The subject can be observed with *True Seeing*, Blindsight, and does leave foot prints.

Attacking doesn’t break this spell.

Shade(PH p276)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

– Mimics a Wizard/Sorcerer Conj(summoning) or Conj(creation) spell of up to 8th level. The spell is 4/5th real & the remainder is ‘shadow’.

The target of the spell always get a Will save to realize the spell is not entirely real. The target’s Spell Resistance always applies too. Range & duration match the copied spell.

The possible effects fall into 3 categories:

Damage Spells (e.g., *Melf’s Acid Arrow*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 4/5th damage & any non-damage effect has only a 80% chance of effecting the target.

Creating Objects or Substances (e.g., *Web*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – 80% chance of effecting the target.

Summon a Creature. (e.g., *Summon Swarm*):

Believer – creature has all its normal abilities & weaknesses, but only has 4/5th of its normal hp.

Nonbeliever – creature has 4/5th of its normal hp, does 4/5th of its normal damage, only has 4/5th of its normal AC bonus, & its non-damage abilities have only 80% chance of working each time.

Weird(PH p301)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies>

– All creatures in a 30’ area sees their worst fear (though no one else sees anything). Each target that fails its Will save must then make a Fortitude save. If it fails, that target dies. If successful, the target takes still 3d6 damage, is Stunned for 1 round, & takes 1d4 Strength Damage.

### Necromancy

Astral Projection(PH p201)

<Necro, VSM(1,000gp jacinth, 5gp silver per subject), 30Minutes, Touch>

– The caster and up to 1 willing, touched subject per 2 levels have their souls projected into the Astral Plane. While traveling, their bodies are in Suspended Animation. The travelers have astral copies of all their equipment. Travel can continue until a subject decides to return to his/her body, the effect is ended with *Dispel Magic*, or the subject’s body is slain (which kills the subject).

Energy Drain(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Target gains 2d4 Negative Levels.

Undead targeted with this spell gain (2d4 \* 5) Temporary HP for 1 hour.

Soul Bind(PH p281)

<Necro, VSF(black sapphire worth 1,000gp per HD of target), 1StdAct, Close-range, Permanent, WillNeg, no SR>

– When cast on a body which has been dead no more than 1rnd/lvl, the body’s soul becomes trapped in the focus gem. If the gem is not worth 1,000gp per HD of the target, it shatters & the spell fails.

Once the soul is trapped, the spells *Clone, Raise Dead, Reincarnation, Resurrection*, etc., cannot be successfully cast on the target until this spell is Dispelled, or the gem is shattered.

Stasis Clone(LoD p189)

<Necro, VSM(piece of the subject’s skin, 1,000gp of lab supplies)F(500gp of lab equipment), 10Minutes, no SR>

– Grow the full body of the subject from 1 square inch of skin. The body takes 2d4 months to grow in the lab. At that point, the subject’s soul (i.e., the subject is dead & its soul isn’t trapped) can enter the body. The subject is now alive, but with 1 non-recoverable lost level. If the soul is not available when the body is ready, the body enters stasis until it is needed.

Wail of the Banshee(PH p298)

<Necro[death][sonic], V, 1StdAct, Close-range, FortNeg, SR applies>

– One living creature per level in a 40’ radius Spread dies. If there are too many targets, count from the point of origin outward.

### Transmutation

Alamanther’s Return(MoF p76)

<Trans[variable alignment], VSM(50gp silver mirror) X(1,000), 1FullRound>

– The caster can duplicate any spell or spell-like ability of 8th level or less that he/she has observed. The duplicated magic can be arcane or divine & be from any school of magic.

Awaken Construct(Spell p21)(Sav p63)

<Trans, VSM(fresh humanoid brain)X(5,000), 8Hours, Touch, Instantaneous>

– The touched humanoid-shaped Construct gains human-like sentience (3d6 Intelligence, Wisdom, & Charisma). It is independent of both the caster and its original creator, but initially it feels friendly toward both.

Breath Weapon Admixture(Spell p39)

<Trans[variable element], S, 1 Swift Action, Personal, 1rnd>

– The caster’s breath weapon does the same amount of damage a second time with a different Energy Type.

For example, a breath weapon that does 2d8 Fire damage could also do 2d8 Cold damage. Note that Fire could not be chosen a 2nd time.

If the Energy Type chosen is [sonic], the DC of the whole breath weapon decreases by 2.

This spell can be applied to a natural breath weapon or to one cause by *Dragon Breath* or similar spell.

Construct Essence, Greater(RoE p183)

<Trans, VS, 1StdAct, Touch, 1min/lvl, WillNeg, SR applies>

– The touched Living Construct gains the following benefits:

a) Immunity critical hits, sneak attacks, ability damage, ability drain, death effects, Necromancy effects, nonlethal damage, & Stunning;

b) gains Low-Light Vision;

c) gains Darkvision 60’;

d) creature type changes from Living Construct to Construct;

e) Immunity to mind-affecting spells and effects;

f) has no Constitution score (thought the target’s hit-points remain the same);

g) Immunity to effects that require Fortitude saves (unless they effect objects too);

h) cannot be healed by Conjuration(healing) spells;

i) If reduced to 0 to –9 hp, the spell ends and the Living Construct is Immobile as is standard (at –10 or fewer hp, it is destroyed).

If cast on a target under the effect of *Lesser Humanoid Essence* or *Humanoid Essence*, that spell is Dispelled and this one takes effect.

Counters and Dispels *Lesser Humanoid Essence* and *Humanoid Essence.*

Dragonshape(PH2 p111)

<Trans(polymorph), VS, 1 Swift Action, Personal, 1rnd/lvl(D)>

– The caster becomes a Mature Adult Red Dragon (detailed on PH2 p111). The caster does not gain the Dragon’s spell-like abilities, but does receive 150 Temporary HP.

Etherealness(PH p228)

<Trans, VS, 1StdAct, Touch, 1min/lvl(D)>

– The caster & up to 1 subject per 3 levels becomes ethereal, along with their equipment.

Perinarch, Planar(Spell p154)

<Trans, VS/DF 1StdAct, Close-range, 1rnd/lvl>

– When on any Plane of Existence that is ‘highly morphic’ or ‘divinely morphic’, the caster may attempt to “stabilize” an area up to Close-range in radius that is not already under someone/something’s control. Each round, the caster may add or remove one of the four elements. The initial goal is usually a chunk of rock surrounded by air.

Raise from the Deep(DR314 p46)

<Trans[water], V, 1Minute, Long-range, 1hr/lvl, FortNeg, SR applies>

– The targeted creature or object becomes magically buoyant for the spells duration. If it is underwater, the target rises at a rate of 150’ & is immune to damage due to water pressure changes. Water breathing creatures can still breath water while on the surface.

This spell is specially designed for raising sunken ships. If the history of the targeted ship is known, the vertical distance to the ship is not a factor & all the surviving ship’s fragments are brought to the surface, along with any loose objects within the ship.

Shapechange(PH p277)(PH3.5e)+

<Trans(polymorph), VSF(1500gp jade circlet), 1StdAct, Personal, 10min/lvl(D)>

– The caster takes a new form, which can be changed each round as Free Action, which:

a) can by any creature type, including those which has Incorporeal or Gaseous forms;

b) cannot have more HD than the Caster level (max 25HD);

c) may be as small as Fine-size & as large as Colossal-size.

The caster gets the following from the new form:

a) Strength, Dexterity, & Constitution;

b) Extraordinary & Supernatural attacks & qualities.

The caster keeps the following from its original form:

a) Intelligence, Wisdom, & Charisma;

b) hit points (ignore new Constitution score);

c) level, class, & alignment;

d) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con); and

e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);

b) the caster’s equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;

c) +10 bonus on Disguise checks;

d) gain 1 day’s natural healing of hit-points only; and

e) if slain, return to original form.

Simbul’s Spell Trigger(PGF p111)

<Trans, VSF(1,500gp diamond), 1StdAct, Personal, 10min/lvl(D)>

– Creates a magical container for up to three spells. For the three rounds after the matrix is created, the caster can transfer a spell of up to 3rd level whose casting time is no more than 1 Full Round into the container. The caster looses 3d6hp per spell which cannot be healed until this spell ends.

The caster may set up one spell or a sequence of spells up to 2nd level to be cast from the matrix when a specified event occurs (similar to *Contingency*).

After all spells have been cast, this spell ends.

Time Stop(PH p294)

<Trans, V, 1StdAct, Personal>

– The caster steps out of time, gaining 1d4+1 rounds. During this time, the caster cannot harm others or target other creatures with spells. Persistent effects, such as fire, cold, or gases can still harm the caster. The caster cannot pass through antimagic fields.

Transmute Rock to Lava(CArc p127)

<Trans[earth][fire], VS, 1StdAct, Medium-range, Instantaneous>

– Instantly heat a 10’x10’x10 area of natural, uncorked stone into molten lava. The lava cools & solidifies naturally, leaving it dangerous for at least a day, and possibly for weeks. This spell has a variety of effects:

a) If cast under a target, the target must make a Reflex save or sink into the lava, taking 20d6 fire damage each round they remain, & 10d6 fire damage for 1d3 rounds after escaping. A creature in lava has a move of 5’ & -2 penalty to attacks & AC.  
Even if a target makes his/her save, he/she must leave the area of effect within one round or be treated as if he/she didn’t make the save. It the target is able to leave, he/she still takes 2d6 Fire damage, and receives 1d6 Fire damage for 1d3 rounds.

b) If cast on a ceiling, it falls and creatures a 15’ radius splash area about 1’6” deep. The falling lava and collateral ceiling damage do 2d6 fire damage & 1d6 Bludgeoning damage (Ref½). While in the area, a target takes 2d6 Fire damage, & takes 1d6 Fire damage for 1d3 rounds after leaving are area of effect.

c) If cast under a worked stone foundation, the object (possibly a castle’s wall) takes 10d6 Fire damage per round, typically destroying it in short order.

Undermaster(Und p62)

<Trans[earth], VX(1,000), 1StdAct, Personal, 1rnd/lvl>

– While the caster stand upon or below the earth, he/she can use any of the following as a spell-like ability as a Standard Action (even if the normal casting time is longer): *Burrow, Earthquake, Excavate, Flesh to Stone, Meld into Stone, Move Earth, Reverse Gravity, Soften Earth and Stone, Statue, Stone Shape, Stone Sphere, Stone Tell, Stone to Flesh, Transmute Mud to Rock, Transmute Rock to Mud,* and *Wall of Stone.*

### Universal

Wish(PH p302)

<Univ, VX(5,000), 1StdAct>

– The caster may do any one of the following:

a) Cast any one spell, even from another class’ spell list & even from a prohibited school of magic, up to the level listed below:

Wizards Spell Any Class

non-prohibited 8th 6th

prohibited 7th 5th

The spell has all the normal restrictions, such as allowing a saving throw, except that it is treated as a 9th level spell & any material components worth less than 10,000gp can be ignored;

b) This spell can be used to break harmful spells, such as *Insanity* and *Geas/Quest*;

c) Grant a creature a +1 Inherent bonus on a single attribute. To grant a +2 Inherent bonus, 2 *Wishes* must be cast back-to-back. No attribute may have higher than a +5 Inherent bonus;

d) Remove one type of injury or affliction (such as poison) from 1 subject/lvl;

e) Recreate a creature’s body so that is can be resurrected.

f) Transport 1 subject/lvl to any location in any plane of existence;

g) Undo misfortune (i.e., force a reroll) of an event within the last round;

h) Creat a normal or magical item worth up to 15,000 gp.

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# Cleric Spell List

Wisdom-based Prepared Divine Spells

## 0th Level

### Abjuration

Resistance(PH p272)

<Abj, VS/AM(cloth)/DF, 1StdAct, Touch, 1min>

– Subject gains +1 Resistance bonus on all saves.

### Conjuration

Create Water(PH p215)

<Conj(creat), VS, 1StdAct, Close-range, Instantaneous>

– Creates 2 gallons/level of pure water.

Cure Minor Wounds(PH p216)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 1 point of damage with Positive Energy.

### Divination

Detect Magic(PH p219)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

– The caster can see the Magic Aura of a spell or item in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of magic.

2nd round – number of magic auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.

3rd round – strength & location of each aura. If an aura is within line-of-sight, the caster can identify its school with a Spellcraft check vs. DC 15 + spell level.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Detect Poison(PH p219)

<Div, VS/DF, 1StdAct, Close-range, Instantaneous, no save, no SR>

– Determines if one creature, one object, or one 5’ cube is poisonous, has been poisoned, or contains poison.

Identifying the type of poison requires a Wisdom check vs. DC 20. If the caster has ranks in Craft(alchemy), he/she may also make a check with that skill vs. DC 20.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Guidance(PH p238)

<Div, VS, 1StdAct, Touch, until discharged up to 1min>

– Subject can designate one attack roll, saving throw, or skill check on which to receive a   
+1 Competence bonus, chosen before the roll.

Read Magic(PH p269)

<Div, VSF(prism), 1StdAct, Personal, 10min/lvl>

– Reads scrolls & spell books at 1 page per min.

### Evocation

Light(PH p248)

<Evoc[light], VM(firefly)/DF, 1StdAct, 10min/lv(D)>

– Object touched gives off bright light in a 20’ radius & dim light for another 20’.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

### Illusion

Fleeting Fame(DR326 p73)

<Ill(glamer), VS, 1StdAct, Personal, until discharged up to 1rnd/lvl>

– Receive a +2 bonus on the next Bluff, Diplomacy, or Intimidate check.

### Necromancy

Inflict Minor Wounds(PH p244)

<Necro, VS, 1StdAct, Touch, WillNeg, SR applies>

– Target takes 1hp of Negative Energy Damage.

### Transmutation

Amanuensis(Spell p9)(MoF p77)

<Trans, VSM(paper, ink), 1StdAct, Close-range, 10min/lvl>

– Transcribes non-magical text to bank pages at a rate of 250 words per minute. Illustrations & magical writing are not copied, leaving blank areas into destination pages. This spell triggers writing-based magical traps.

Mending(PH p253)

<Trans, VS, 1StdAct, 10’ range, Instantaneous>

– Repairs one object of up to 1 pound.

Purify Food and Drink(PH p267)

<Trans, VS, 1StdAct, 10’ range, Instantaneous>

– Purifies 1 cubic foot of food/water per level.

Virtue(PH p298)

<Trans, VS/DF, 1StdAct, Touch, 1min>

– Touched subject gains 1 Temporary HP.

## 1st Level

### Abjuration

Conviction(Spell p52)

<Abj, VSM(holy text), 1StdAct, Touch, 10min/lvl>

– Touched subject receives a +2 +(1 per 6 levels) Morale bonus on all saving throws (max +5 at 18th level).

Endure Elements(PH p226)

<Abj, VS, 1StdAct, Touch, 24hrs>

– Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50.

Entropic Shield(PH p227)

<Abj, VS, 1StdAct, Personal, 1min/lvl(D)>

– Ranged attacks (including rays) that target the caster have a 20% miss chance.

Faith Healing(MoF p93)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 8 +1/level damage (max +5) to a worshiper of the caster’s patron deity.

Hide from Undead(PH p241)

<Abj, S/DF, 1StdAct, Touch, 10min/lvl(D), WillNeg, SR applies>

– One touched subject per level cannot be perceived by Undead. Only intelligent Undead are allowed a Will save. Effected senses include Blindsense, Blindsight, Scent, Tremorsense, Sight, Hearing, or Smell.

If any of the spell’s subject touches, attacks (including with spells) or attempts to turn any creature, the spell ends for all the subjects.

Protection from Chaos(PH p266)

<Abj[law], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Chaotic creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Lawful Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

Protection from Evil(PH p266)

<Abj[good], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Good Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

Protection from Good(PH p266)

<Abj[evil], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Good creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Evil Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

Protection from Law(PH p266)

<Abj[chaos], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Lawful creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Chaotic Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

Remove Fear(PH p271)

<Abj, VS, 1StdAct, Close-range, 10min>

– One subject + 1 per 4 levels within a 30’ area gains a +4 Morale bonus on saves vs. fear.

This spell Counters & Dispels *Cause Fear*, and Suppresses all other fear effects.

Resist Planar Alignment(Spell p174)

<Abj VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched creature takes only half the penalty to his/her Charisma, Wisdom, & Intelligence checks when on a Strongly Aligned planes whose alignment is different, and has no alignment-based penalties on a Mildly Aligned Plane.

Resurgence(CDiv p177)

<Abj, VS/DF, 1StdAct, Touch, Instantaneous>

– The touched creature receives a new saving throw against one ongoing spell, spell-like ability, or supernatural ability affecting him/her. If the subject has more than one ongoing effect, the caster chooses which one the save applies to.

Only effects which allow a save can be targeted by this spell.

Sanctuary(PH p274)

<Abj, VS/DF, 1StdAct, Touch, 1rnd/lvl, no SR>

– When an opponent attempt to target the subject with a melee attack, ranged attack, or a targeted spell (as opposed to an area–of–effect spell), the opponent must make a Will save. If successful, the opponent continues its action. On a failure, the opponent cannot attack the subject & looses the action & cannot attempt to attack the subject again for the remainder of the duration.

If the subject attacks anyone, the spell ends.

Shield of Faith(PH p278)

<Abj, VSM(holy writings), 1StdAct, Touch, 1min/lvl>

– Touched subject is surrounded by a magical aura that grants a Deflection bonus to AC of 2 +1 per six levels (max total bonus is +5).

### Conjuration

Airbubble(DR314 p45)

<Conj(creat)[air], S, 1StdAct, Personal, 1min/lvl>

– Creates a globe of air around the caster’s head while underwater (i.e., it is no protection from *Stinking Cloud*, etc.).

Another creature can breath the air from this globe, but the spell then ends on the caster’s next round.

Cure Light Wounds(PH p215)

<Conj(heal), VS, 1StdAct, Touch, SR applies>

– Cures 1d8 +1/level damage (max +5) with Positive Energy.

Invest Light Protection(PH2 p115)

<Conj(heal), VS, 1StdAct, Touch, 1min>

– The touched subject receives the following:

a) heals 1d4 + 1 per 2 levels (max 1d4+3) with Positive Energy; &

b) gains Damage Reduction 1 / evil.

If the touched subject is an Undead, instead it:

a) takes 1d4 + 1 per 2 levels (max 1d4+3) Positive Energy dmg (Will½, SR applies); &

b) takes +1 damage from any weapon that can overcome ‘evil’ Damage Reduction.

Obscuring Mist(PH p258)

<Conj(creat), VS, 1StdAct, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of fog centered around the caster.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round. Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

Summon Monster I(PH p285)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one creature from the ‘Summon Monster I’ Table to fight the caster’s enemy. The creature can attack on the caster’s initiative starting its first round.

Summon Undead I(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one creature from the ‘Summon Undead I’ Table to fight the caster’s enemy. The creature can attack on the caster’s initiative starting its first round.

No summoned Undead may have more Hit Dice than (Caster level + 1).

Touch of Jorasco(RoE p190)

<Conj(heal), VS/DF, 1StdAct, Personal, until discharged>

– The caster receives a ‘pool’ of 2hp per level (max 10hp) of Positive Energy. As a touch attack (which does not provoke an Attack of Opportunity), the caster may expend any number of the hp for healing (or possibly harming Undead) once the target is touched.

A new casting of this spell ends a previous casting, even if all its hp have not been used.

Note: This spell may only be cast by a Halfling.

Vigor, Lesser(CDiv p186)(DR324 p103)+

<Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd per level (max 15rnds total)>

– Touched living creature gains Fast Healing 1.

### Divination

Blessed Aim(Spell p31)~~(CDiv p154)~~

<Div, VS, 1StdAct, 1min/lvl>

– All allies within a 50’radius Spread of the caster receive a +2 Morale bonus on ranged attacks.

Comprehend Languages(PH p212)

<Div, VSM(soot, salt)/DF, 1StdAct, Personal, 10min/lvl>

– Understands all spoken and written languages of the person or object touched.

Detect Chaos(PH p218)

<Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>

– The caster can see the Alignment Aura of   
Chaotic creatures, spells, or objects in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of evil.

2nd round – number of evil auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.

3rd round – strength & location of each aura.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

An “Overwhelming” aura may Stun a lawful-aligned caster for 1 round, ending the spell.

Detect Evil(PH p218)

<Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>

– The caster can see the Alignment Aura of   
Evil creatures, spells, or objects in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of evil.

2nd round – number of evil auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.

3rd round – strength & location of each aura.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

An “Overwhelming” aura may Stun a good-aligned caster for 1 round, ending the spell.

Detect Good(PH p219)

<Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>

– The caster can see the Alignment Aura of   
Good creatures, spells, or objects in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of evil.

2nd round – number of evil auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.

3rd round – strength & location of each aura.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

An “Overwhelming” aura may Stun an evil-aligned caster for 1 round, ending the spell.

Detect Law(PH p219)

<Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>

– The caster can see the Alignment Aura of   
Lawful creatures, spells, or objects in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of evil.

2nd round – number of evil auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.

3rd round – strength & location of each aura.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

An “Overwhelming” aura may Stun a chaotic-aligned caster for 1 round, ending the spell.

Detect Night Creature(DR340 p49)

<Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>

– The caster can see the Night Creature Aura (see page ) of any Undead, Evil Outsider, or creature that is harmed / hindered by sunlight in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of Night Creatures.

2nd round – number of Night Creatures auras & the strength of the most powerful aura.

3rd round – strength & location of each aura. If not in line-of-sight, the caster only knows the direction.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

This spell is not affected by *Undetectable Alignment* and similar spells & effects.

Detect Undead(PH p220)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

– The caster can see the Undead Aura of any Undead in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of Undead.

2nd round – number of Undead auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.

3rd round – strength & location of each aura.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Grave Strike(CAdv p150)

<Div[good], V/DF, 1 Swift Action, Personal, 1rnd>

– The caster treats Undead as if they were not immune to Sneak Attacks, though all requirements for Sneak Attacks still apply.

Note: This spell does not give the caster the ability to overcome Damage Reduction.

Omen of Peril(CDiv p171) (RoD p166)

<Div, VF(25gp marked sticks), 1Round, Personal, Instantaneous>

– The caster gains a momentary vision which vaguely indicates the level of danger he/she is in for the next hour. The chance of the vision being correct is 70% + 1% per caster level (max 90%), rolled secretly by the DM.

The three possible answers the caster will receive are ‘Safety’, ‘Peril’, or ‘Great Danger’. If the success roll failed, the caster will randomly get one of the two incorrect answers.

The vision is specific to the religion of the caster and does not provide additional information.

Scholar’s Touch(RoD p167)

<Div, VSM(parchment, tinder)F(thin crystal disk), 1StdAct, Personal, Concentration up to 1 rnd/lvl>

– The caster can “read” one touched book per round. His/her understanding is the same as if time had been spent doing a single reading. If the caster does not know the language/code the book is written in, this spell does not translate it. The spell does not help with magic books and scrolls.

Vision of Glory(MoF p131)

<Div, VS/DF, 1StdAct, Touch, until discharged up to 1min>

– Target gains +1 Morale bonus on one saving throw.

### Enchantment

Bane(PH p203)

<Ench(comp)[mind][fear], VS/DF, 1StdAct, 1min/lvl, WillNeg, SR applies>

– All enemies within 50’ radius Burst suffer a  
–1 Morale penalty to attacks & –1 Morale penalty on saves vs. fear.

This spell Counters and Dispels the spell *Bless*.

Bless(PH p205)

<Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl>

– All allies within a 50’ radius Burst gain a   
+1 Morale bonus on attacks & +1 Morale bonus on saves vs. fear.

This spell Counters and Dispels the spell *Bane*.

Command(PH p211)

<Ench(comp)[language][mind], V, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– A living target obeys one of the following one-word command on its turn for 1 round:

“Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.

“Drop” – Drops the objects it is holding & can’t pick them up until next round.

“Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.

“Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.

“Halt” – Take no actions, though he/she is not considered Helpless.

Doom(PH p225)

<Ench(comp)[fear][mind], VS/DF, 1StdAct, Medium-range, 1min/lvl, WillNeg, SR applies>

– Target living creature becomes Shaken.

Ray of Hope(BoED p105)

<Ench(comp)[good][mind], VS, 1StdAct, Close-range, 1rnd/lvl>

– The living subject receives a +2 Morale bonus on All Actions.

This spell Counters and Dispels *Sorrow* (from the Book of Vile Darkness).

Vision of Heaven(BoED p111)

<Ench[mind], V, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– The Evil target receives a glimpse of Heaven, causing it to become Dazed for 1 round.

The target has a –1 penalty on Will saves to resist Redemption(BoED p28) for 24 hours.

### Evocation

Blood Wind(Spell p33)

<Evoc, VS, 1 Swift Action, Close-range, 1 round>

– Target creature with an Intelligence of at least 4 can take a Full Attack Action with his/her Natural Weapons and/or Unarmed Strikes as if they were thrown weapons with a 20’ range increment. The subject uses his/her normal melee attack bonuses & does normal damage if he/she hits.

Divine Favor(PH p224)

<Evoc, VS/DF, 1StdAct, Personal, 1min>

– The caster gains a Luck bonus of +1 per 3 levels (min +1, max +6) to attacks & weapon damage.

Ice Gauntlet(DR312 p65)

<Evoc[cold], V/DF, 1StdAct, Personal, 1min/lvl(D)>

– One of the caster’s hands is surrounded by a spiked sphere of ice. The caster may attack with that hand as if he/she were wearing a   
+1 Spiked Gauntlet that does standard damage +1 point of Cold damage.

If the caster suffers any Fire damage, the Ice Gauntlet melts & the spell ends.

Lantern Light(BoED p101)

<Evoc[good][light][ray], S, 1StdAct, Close-range, up to 1rnd/lvl, no save, SR applies>

– One 1d6 damage ray may be fired each round, up to one ray per two Caster levels.

Note: The caster may not have engaged in sexual intercourse for 24 hours before casting this spell.

Light of Lunia(Spell p132)

<Evoc[good][light][ray], VS, 1StdAct, until discharged up to 10min/lvl(D), no save, SR applies>

– The caster gives off bright light in a 30’ radius and shadowy illumination 30’ past that.

On the round after this spell is cast, the caster may use some or all of the light as a ray attack. It has a 30’ range, no save, SR applies, and does 2d6 damage to Undead & Evil Outsiders & 1d6 to all other creatures.

The caster may generate up to two rays. The first ray reduces the light the caster gives off to 15’ bright light and 15’ shadowy illumination. The second ends the spell. One or two rays may be fired at one time.

Motes of Moonlight(DR340 p74)

<Evoc[light], VS, 1StdAct, Close-range, 1hr/lvl(D)>

– Creates a 5’ wide Line of bright illumination that extends from the caster to a point within range. Shadowy illumination extends for 5’ beyond the line.

The light location is fixed and does not move with the caster.

Nimbus of Light(CDiv p170)

<Evoc[light], VS/DF, 1StdAct, Personal, until discharged up to 1min/lvl(D)>

– The caster is surrounded by radiance, which gives of bright light in a 30’ radius and shadowy light 30’ past that.

As a Move Action, the caster can concentrate the light around his/her arm, after which the caster can may a ranged touch attack at a target within 30’ as a Standard Action. If it hits, the spell does 1d8 + 1 per round since the spell was cast (max 1d8 + caster level).

Making the ranged attack ends the spell.

Sun Father’s Face(DR346 p30)

<Evoc[light], VS/DF, 1 Swift Action, Personal, until discharged up to 1min>

– The caster begins to glow, giving off light as bright as a candle.

Before rolling, the caster can choose to add a +4 Sacred bonus on one Turn check or Wild Empathy check. This ends the spell.

Note: Used by followers of Pelor.

### Illusion

Glamour Costume(DR350 p29)

<Ill(glamer), VS, 1StdAct, Personal, 1hr/lv(D)>

– The caster can make minor visual changes to his/her apparel (including weapons, armor, & equipment) and trivial changes to his/her appearance (such as adding lipstick, changing hair style, etc.). This spell does not aid in the caster in disguising himself/herself (short of adding a mask/hood).

Once per hour as a Standard Action, the caster may change the “costume”, though doing so consumes an hour of the spell’s duration.

Glimpse of Fear(DR333 p71)

<Ill(phantasm)[mind][fear], VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– The target living creature that can see and is vulnerable to fear becomes Shaken and receive a –4 penalty vs. other [fear] effects for the spell’s duration.

### Necromancy

Blade of Blood(PH2 p103)

<Necro, VS, 1 Swift Action, Touch, until discharged up 1rnd/lvl>

– The touched weapon does +3d6 (at a cost of 5 hp) –or– +1d6 (at a cost of 0 hp) the next time it strikes a living creature. If the weapon’s wielder looses contact with the weapon (such as from dropping it), the spell ends immediately.

Cause Fear(PH p208)

<Necro[fear][mind], VS, 1StdAct, Close-range, Will½, SR applies>

– One living target with up to 5HD is Frightened for 1d4 rounds unless it makes its saving throw. On a successful save, the target is Shaken for 1 round.

This spell Counters and Dispels *Remove Fear*.

Curse Water(PH p216)

<Necro[evil], VSM(25gp silver), 1Minute, Touch>

– Transforms 1 flask of water into Unholy Water.

Deathwatch(PH p217)

<Necro[evil], VS, 1StdAct, Close-range, 10min/lvl, no save, no SR>

– The caster sees the level of health of all things within a 30’ Cone-shaped Emanation. Choices are ‘dead’, ‘Undead’, ‘fragile’ (3 or less hp), ‘fighting off dead’ (4 or more hp), & ‘object’.

This spell is not fooled by spells & abilities that allow a creature to fake being dead.

Inflict Light Wounds(PH p244)

<Necro, VS, 1StdAct, Touch, Will½, SR applies>

– Target takes 1d8 + 1/lvl (max +5) Negative Energy Damage.

### Transmutation

Anarchic Water(Spell p11)

<Trans[chaotic], VSM(25gp silver & iron)/DF, 1Minute, Touch, Instantaneous>

– Transforms the touched flask of water into Anarchic Water.

The flask of Anarchic Water may be thrown as a splash weapon with a 10’ range increment. To be used on an Incorporeal creature, the flask must be opened and the contents poured on the target (equivalent to a ranged attack on an adjacent foe which does not provoke an attack of opportunity).

A direct hit on a Lawful Outsider does 2d4 damage. A Lawful Outsider within 5’ of the location of impact takes 1 hp of damage.

Axiomatic Water(Spell p22)

<Trans[lawful], VSM(25gp silver & iron)/DF, 1Minute, Touch, Instantaneous>

– Transforms the touched flask of water into Axiomatic Water.

The flask of Axiomatic Water may be thrown as a splash weapon with a 10’ range increment. To be used on an Incorporeal creature, the flask must be opened and the contents poured on the target (equivalent to a ranged attack on an adjacent foe which does not provoke an attack of opportunity).

A direct hit on a Chaotic Outsider does 2d4 damage. A Chaotic Outsider within 5’ of the location of impact takes 1 hp of damage.

Bless Water(PH p205)

<Trans[good], VSM(25gp silver), 1Minute, Touch, Instantaneous>

– Transforms 1 flask of water into Holy Water.

Cold Fire(Spell p50)(DR312 p62)

<Trans[cold], VS/DF, 1StdAct, Close-range, 1min/lvl(D)>

– Change a fire source (including magical fires) up to a 20’ cube into ‘Cold Fire’, which is blue & white and does Cold damage.

-or-

<Trans[cold], VS/DF, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

– The targeted creature with either the ‘Fire’ subtype or Cold Vulnerability takes 1d6 damage per two levels (max 5d6).

Eyes of the Avoral(BoED p99)

<Trans, S, 1StdAct, Touch, 10min/lvl>

– Subject gains +8 Racial bonus on Spot checks.

Float(DR334 p74)

<Trans, VS, 1StdAct, Touch, 10min/lvl(D)>

– The caster may make one willing creature or a touched object of up to 50 pounds + 100 pounds per level float:

a) gains a +5 bonus on Swim checks;

b) even if a Swim check is missed by more than 5, the subject does not go underwater;

c) the target cannot swim underwater.

Magic Stone(PH p251)

<Trans, VS/DF, 1StdAct, Touch, until discharged up to 30min>

– Up to 3 pebbles gain a +1 Enhancement bonus to attack & deal 1d6 +1 damage (double vs. Undead). Range increment is 20’.

Magic Weapon(PH p251)

<Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>

– Touched manufactured weapon gains a +1 Enhancement bonus to attack & damage.

A Monk’s Unarmed Strike can be the target of this spell.

Silvered Weapon(DR340 p57)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– The touched weapon receives the following:

a) treated as Silver for overcoming Damage Reduction; and

b) does +1d4 damage to creatures with the ‘shapechanger’ subtype.

Cannot target Natural Weapons or Unarmed Strikes.

Snowshoes(DR312 p65)

<Trans, VS, 1StdAct, Touch, 1hr/lvl(D)>

– The touched subject receives these benefits:

a) Can walk on ice without a speed reduction;

b) +5 bonus on Balance checks ore Reflex saves to walk on ice and/or snow & avoid falling through it;

c) Does not leave trails any more noticeable than ‘solid ground’ for purposes of tracking.

Spider Hand(DR343 p71)

<Trans, VS, 1StdAct, Personal, Concentration up to 1min/lvl>

– Caster detaches his/her hand, which becomes a Small Monstrous Spider(MM p210) under his/her command, though it must stay within 20’/lvl. The caster can see through its eyes. If the spider returns to the caster before the spell ends, it reattaches. Otherwise, the caster takes 1d6 damage when the hand reappears (this happens if the spider is killed).

## 2nd Level

### Abjuration

Aura against Flame(Spell p18)~~(MoF p78)~~

<Abj, VS, 1StdAct, Personal, 1rnd/lvl>

– Ignore 10 Fire damage/round. If the aura comes in contact with a fire that can do up to 10hp of Fire damage/rnd, it is extinguished. As a Standard Action, the caster may touch an on-going magical fire (such as *Wall of Fire*) or ready a “counter-spell” against instantaneous magical fires (such as *Fireball*). In either case, make a Dispel Check (max +10). If successful, both the magical fire & the Aura are dispelled; otherwise both remain.

Avoid Planar Effects(Spell p19)

<Abj, V, 1 Immediate Action, 1min/lvl>

– One subject per level within 20’ radius Burst of the caster is “attuned” to the current plane of existent, making survival much easier. Below are some (but not all) possibilities:

Plane-Trait Effects Ignored

Fire 3d10 Fire dmg / round

Water Breath water

Earth Cannot suffocate

Positive Not blinded & stop gaining Temp HP before exploding

Negative No damage / negative levels

Blade Brothers(PH2 p103)

<Abj, VS, 1StdAct, Touch, until discharged up to 1min/lvl>

– The two touched creatures share fate for the spell’s duration. When either subject makes a saving throw, he/she has the option of discharging this spell to have both subjects attempt the save with their own bonuses. If either is successful, the activator is considered to have made his/her save. If both fail, both suffer the results (even if the other subject is out of the area of effect / range).

If the two subject are ever more than 120’ apart, the spell ends.

Dispel Ward(DR313 p90)

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels Abjuration spells & effects placed on objects and/or areas on a successful Dispel Check (max +5). This spell can be used in one of two ways:

a) Targeted Dispel – Each ongoing Abjuration spell effect on one target object or area gets a separate Dispel Check. If successful, the spell effect is ended.

b) Area Dispel – Each Abjuration spell on an object or area in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Insignia of Alarm(RoD p166)

<Abj, VSF(insignia), 1StdAct, Long-range, Instantaneous>

– Each creature wearing an Insignia that matches the spell’s focus hears a chime in his/her head. It is loud enough to wake the subject from sleep, but not enough to break concentration.

Resist Energy(PH p272)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject & his/her equipment are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

Lvl # Lvl # Lvl #

up to 6th 10 7th – 10th 20 11th + 30

Shield of Heironeous(DR354 p30)

<Abj[force], VS, 1StdAct, Personal, 1min/lvl(D)>

– An almost transparent disc of force grants the caster a +4 Shield bonus to AC (no matter from which direction the attack originates) & negates any *Magic Missile* that targets the caster. The ‘shield’ has the symbol of Heironeous on its front.

Shield Other(PH p278)

<Abj, VSF(two 50gp platinum rings that must be worn by caster & target), 1StdAct, Close-range, 1hr/lvl(D)>

– Target gains a +1 Deflection bonus to AC & a +1 Resistance bonus to saves. Half of all hit-point damage that the target takes is actually taken by the caster. The spell ends immediately if target leaves Close-range.

Undetectable Alignment(PH p297)

<Abj, VS, 1StdAct, Close-range, 24hrs>

– The target creature or object cannot have its alignment detected.

### Conjuration

Cloud of Knives(PH2 p107)

<Conj, VSM(knife or silvered knife), 1StdAct, 1rnd/lvl>

– Each round as a Free Action at the start of the caster’s turn, he/she may make a ranged attack with a conjured knife on a target within 30’. The knife has an attack bonus of (Caster level + Primary Ability Modifier), does   
1d6 +1 per 3 levels (max 1d6+5), and has a critical threat range of 19-20 / x2. After the attack, the knife disappears.

For purposes of Damage Reduction, each knife is considered ‘magic’. If a silvered knife (22gp) was used as the spell’s material component, each knife is also considered ‘silver’, though it does –1 hp damage.

Close Wounds(Spell p48)

<Conj(heal), VS, 1 Immediate Action, Close-range, Instantaneous>

– Cures 1d4 +1/level damage (max 1d4+5) with Positive Energy.

If cast immediately in response to a wound that brings a subject past –10 hp (and heal enough to restore the subject to –9 or higher), the subject is not considered to have been killed.

Cure Moderate Wounds(PH p216)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 2d8 +1/level damage (max +10) with Positive Energy.

Deific Vengeance(CDiv p161)

<Conj(sum), VS/DF, 1StdAct, Close-range, Instantaneous, Will½, SR applies>

– A single target takes 1d6 per two levels (max 5d6), unless it is Undead, in which is takes 1d6 per level (max 10d6).

Delay Poison(PH p217)

<Conj(healing), VS/DF, 1StdAct, Touch, 1hr/lvl>

– Touched creature suppresses the effects of current or new poisons in its body until the spell ends.

Ease Pain(BoED p97)

<Conj(heal), S/DF, 1StdAct, Touch>

– The touched subject has any lingering pain effects ended, including those from *Symbol of Pain*, etc. It does not dispel ongoing magical pain effects.

Estanna’s Stew(BoED p99)

<Conj(heal), VSF(50gp engraved stew pot), 1Round>

– The held stew pot if filled with one serving per two levels (max 5 servings) of healing stew, which disappears after 1 hour. Each creature who consumes a serving (as a Standard Action) is healed 1d6+1 hp.

An Undead within 10’ that is splashed with the stew takes 1d6+1 Positive damage per serving still in the pot (Will½, SR applies).

Remove Addiction(BoED p105)

<Conj(heal), VS, 1StdAct, Touch, Instantaneous>

– The touched subject is cured of all addictions.

Remove Paralysis(PH p271)

<Conj(heal), VS, 1StdAct, Close-range, Instantaneous>

– Helps frees up to 4 creatures in a 30’ area from the effects of paralysis, being Held, or the effects of a *Slow* spell. Effect is based on the number of subjects.

# Effect

1 Paralysis automatically removed

2 new save with +4 Resistance bonus

3-4 new save with +2 Resistance bonus

Restoration, Lesser(PH p272)

<Conj(heal), VS, 3Rounds, Touch, Instantaneous>

– Touched creature has penalties on one ability score removed -or- has 1d4 ability Damage cured from one ability score.

Also, the subject has Fatigue removed or has Exhaustion upgraded to Fatigue.

This spell cannot heal permanent ability Drain.

Summon Monster II(PH p286)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster II 1

Summon Monster I 1d3

Summon Undead II(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.

Table #

Summon Undead II 1

Summon Undead I 1d3

No summoned Undead may have more Hit Dice than (Caster level + 1).

Unseen Crafter(RoE p191)

<Conj(creat), VS, 1StdAct, Close-range, 1day/lvl(D)>

– Creates invisible force that makes Craft checks using the caster’s ranks in the appropriate skill plus the caster’s Primary Stat modifier. The ‘crafter’ must be provided with tools and raw materials. The spell ends when a single assigned task is completed.

Once instructed to repair a Warforged, the ‘crafter’ receives a +10 bonus on its check.

If ordered, the crafter will “Take 10” or work quickly (by increasing its DC by 10 – see the Skills Index for details).

The crafter has a movement of 15’, but it must stay in range.

The crafter cannot attack, nor can it be the direct target of attacks, but if it takes 6hp of damage from area-of-effect attacks, it is dissipated.

### Divination

Augury(PH p202)

<Div, VSF(25gp casting runes), 1Minute, Personal>

– Learn if an action to be taken in the next 30 minutes will result in “good results”, “bad results”, “both”, or “nothing”. Chance of information is 70% + 1%/level (90% max), with failure always resulting in “nothing”. Repeated castings by the same person within a 30 minute period always have the same result

Divine Insight(CAdv p147)

<Div, VS/DF, 1StdAct, Personal, until discharged up to 1hr/lvl>

– As an Immediate Action, the caster may   
receive an Insight bonus of (5 + Caster level) (max +15) on any single skill check (before   
the check is rolled). This discharges the spell.

A creature may only have one *Divine Insight* in effect at a time.

Find Traps(PH p230)

<Div, VS, 1StdAct, Personal, 1min/lvl>

– Caster can use the Search skill to locate traps whose DC is 20 or higher. The caster also gains an Insight bonus on Search checks of   
½ Caster level (max +10).

Healing Lorecall(CAdv p151)

<Div, VSM(mint leaf), 1StdAct, Personal, 1min/lvl>

– When the caster casts healing spells while this spell is in effect, the following bonuses apply:

a) the caster may use his/her ranks in Heal as the caster level of healing spells;

b) if the caster has 5+ ranks in Heal, one of the following conditions may be removed from the target of a healing spell: Dazed, Dazzled, or Fatigued;

c) if the caster has 10+ ranks in Heal, one of the following conditions may be removed from the target of a healing spell: Exhausted, Nauseated, or Sickened (or one of the conditions listed above).

Insight of Good Fortune(PH2 p115)

<Div, VSM(20gp gold die), 1StdAct, Close-range, until discharged up to 1min/lvl>

– Once during the spell’s duration, the subject may roll two d20’s on an attack roll, saving throw, ability check, or skill check. The spell then ends. The decision to discharge this spell must be made before attempting the roll.

Master’s Touch’(PH2 p119)

<Div, V, 1 Immediate Action, Close-range, Instantaneous>

– Subject receives a +4 Insight bonus on a skill check he/she is about to attempt.

Note: only works on skill checks that take no more than 1 round to complete.

Status(PH p284)

<Div, VS, 1StdAct, Touch, 1hr/lvl>

– Monitors the position (distance & direction) and condition (unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc.) of one touched living subject per 3 levels at any range.

### Enchantment

Aid(PH p196)

<Ench(comp)[mind], VS/DF, 1StdAct, Touch, 1min/lvl>

– Touched subject gains a +1 Morale bonus to attack & saving throws vs. fear and gains Temporary HP equal to 1d8 + 1/lvl (max 1d8+10).

Black Karma Curse(PH2 p103)

*<*Ench(comp)[mind], VS, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– The target creature takes damage from its weapon or natural attack that does the most damage.

Calm Emotions(PH p207)

<Ench(comp)[mind], VS/DF, 1StdAct, Medium-range, Concentration up to 1rnd/lvl, WillNeg, SR applies>

– Calms all creatures in a 20’ radius Spread. Calmed creatures cannot attack, but are able to defend themselves. If a subject is attacked or threatened, the spell is broken.

This spell Suppresses (but doesn’t negate) Barbarian Rage, Bardic Music that Inspires Courage, Fear effects, Confusion effects, and any Morale bonuses.

Elation(BoED p98)

<Ench[mind], VS, 1StdAct, 1rnd/lvl>

– All allies within an 80’ radius Spread of the caster become full of energy & joy:

a) +2 Morale bonus to Strength & Dexterity;

b) +5’ movement.

Enthrall(PH p227)

<Ench(charm)[language][mind][sonic], VS, 1Round, Medium-range, Concentration up to 1 hour plus 1d3 rounds, WillNeg, SR applies>

– The caster spends one round getting the audience’s attention & becomes so interesting that it gets the undivided attention of everyone in the area of effect who doesn’t save (including those who enter later). Races who hate the caster’s race gain a +4 bonus on the save. The audience’s attitude becomes ‘Friendly’.

Targets who failed their save but who have more than 5HD –or– a Wisdom score of at least 16 remain aware of their surroundings & have an attitude of ‘Indifferent’. They receive a new save if they observe something they oppose.

When the performance ends (even if due to a loss of Concentration), the audience will talk among themselves, applaud, etc., for 1d3 more rounds. If anyone in the audience is attacked, the spell cancels immediately and the audience will be upset.

One time during the spell, targets who have made their save may try to “heckle” the caster in order to end the spell early. Make an opposed Charisma check using the heckler with the highest Charisma modifier as a base, +2 per additional heckler who can make a Charisma check of 10.

Hold Person(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One Humanoid is Held. He/she gets a new Will save each round to end the spell.

Lastai’s Caress(BoED p102)

<Ench(comp)[good][mind], VSM(peach seed), 1StdAct, Touch, 1rnd/lvl, no save, SR applies>

– The caster must know the touched subject to be Evil for this spell to take effect.

The caster has the option of having the target Shaken for the spell’s duration, or to have a random effect occur each round:

d4 Effect d4 Effect

1 Cowering 3 Nauseated

2 Frightened 4 Shaken

Wave of Grief(CDiv p188)

<Ench[mind][evil], SM(tears), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– All creatures within a Cone-shaped Burst receive a –3 Moral penalty on All Actions.

Zone of Truth(PH p303)

<Ench(comp)[mind], VS/DF, Close-range,   
1min/lvl, WillNeg, SR applies>

– Creatures in a 20’ radius Emanation that fail their save cannot lie. All subject know that the zone is in effect & have the option of not speaking or being evasive.

### Evocation

Consecrate(PH p212)

<Evoc[good], VSM(holy water, 25gp of silver dust)DF, 1StdAct, Close-range, 2hrs/lvl, no SR>

– A 20’ radius Emanation is filled with Positive Energy. The following applies in the area:

a) All Charisma checks to Turn and   
Destroy Undead gain a +3 Sacred bonus.

b) Undead cannot be created or summoned.

c) Undead in the area receive a –1 Sacred penalty on attacks, damage, & saves.

If cast on an altar or other permanent fixture to the caster’s deity, the Sacred bonuses & penalties are doubled. A caster cannot consecrate an area with a permanent fixture to another deity.

If cast in an area sacred to a different deity, the area is cut off from its connection to that deity and its power. The area does not gain the Undead effecting powers listed above.

This spell Counters & Dispels *Desecrate*.

Darkness(PH p216)

<Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object radiates shadowy illumination in a 20’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

Desecrate(PH p218)

<Evoc[evil], VSM(unholy water, 25gp of silver dust)DF, 1StdAct, Close-range, 2hrs/lvl>

– A 20’ radius Emanation is filled with Negative Energy. The following applies in the area:

a) Undead created or summoned gain +1hp per HD.

b) Undead in the area receive a +1 Profane bonus on attacks, damage, & saves.

c) All Charisma checks to Turn and   
Destroy Undead gain a –3 Profane penalty.

If cast on an altar or other permanent fixture to the caster’s deity, the Profane bonuses & penalties are doubled and an *Animate Dead* cast in the area can create (4 \* Caster lvl) HD of Undead. A caster cannot desecrate an area with a permanent fixture to another deity.

If cast in an area sacred to a different deity, the area is cut off from its connection to that deity and its power. The area does not gain the Undead effecting powers listed above.

This spell Counters & Dispels *Consecrate*.

Hand of Divinity(MoF p98)(MoFe)+

<Evoc[good], VS/DF, Touch, 1min/lvl>

– Touched target who worships the same non-Evil deity as the caster -or- has the same alignment as the caster gains a +2 Sacred bonus on all saving throws.

–or–

<Evoc[evil], VS/DF, Touch, 1min/lvl>

– Touched target who worships the same Evil deity as the caster -or- has the same alignment as the caster gains a +2 Profane bonus on all saving throws.

Shatter(PH p278)

<Evoc[sonic], VSM(chip of mica)/DF, 1StdAct, Close-range, SR applies>

– Sonic vibration destroy objects in 1 of 3 ways:

a) All non-magic glass, crystal, etc., in a 5’ radius Burst that weigh less than 1 lb/lvl are shattered. An attended object gets a Will save to negate. Otherwise, no save.

b) A single solid object weighing up to 10 lbs/lvl can be shattered. An attended object gets a Will save to negate.

c) A targeted crystalline creature takes 1d6 Sonic damage per level (max 10d6), Fortitude save for ½.

Sound Burst(PH p281)

<Evoc[sonic], VS/AF(musical instrument)/DF, 1StdAct, Close-range, Fort½, SR applies>

– All creatures in a 10’ radius Spread take 1d8 Sonic damage (no save) and those that can hear are Stunned for 1 round (FortNeg).

Spiritual Weapon(PH p283)

<Evoc[force], VS/DF, 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>

– The caster summons a religiously appropriate weapon made from Force that does 1d8 +1 per three levels (max +5) damage. The weapon has the same threat range & critical multiplier as the base weapon.

The weapon attacks a designated opponent with the caster’s base attack bonus (including multiple attacks if high enough level). On the first round and any round it changes targets, the weapon only gets 1 attack. The caster must spend a Standard Action to change targets, but otherwise does not have to concentrate on the weapon.

The weapon must attack from the caster’s direction, gets no flanking bonuses, cannot give someone else a flanking bonus, & cannot be damaged. An opponent with Spell Resistance receives one SR check the first time attack by the spell.

Sunmace(DR346 p30)

<Evoc[light], VS/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– The caster summons a mace made from Light. The weapon has the same threat range & critical multiplier of 20 / x2. Damage is based on the creature being struck:

a) an Undead takes 2d6 +1 per 3 levels (max 2d6 + 5) Fire damage –and– is Blinded for 1 round (WillNeg). If vulnerable to sunlight (such as a Vampire), the Undead receives a –2 penalty on its save;

b) a non-Undead takes 1d8 +1 per 3 levels (max 1d8 + 5) Fire damage –and– is Dazzled for 1 round (WillNeg).

The weapon attacks a designated opponent with the caster’s base attack bonus (including multiple attacks if high enough level). On the first round and any round it changes targets, the weapon only gets 1 attack. The caster must spend a Move Action to change targets, but otherwise does not have to concentrate on the weapon.

The weapon must attack from the caster’s direction, gets no flanking bonuses, cannot give someone else a flanking bonus, & cannot be damaged. An opponent with Spell Resistance receives one SR check the first time attack by the spell. If successful, this spell ends.

Dispelled by *Deeper Darkness* (which also ends immediately).

Note: Used by followers of Pelor.

Venomous Volley(DR330 p73)

<Evoc, VSF(living snake), 1StdAct, Instantaneous,   
SR applies>

– Every creature within a 15’ Cone-shaped Burst receives the following:

a) 1d6 damage per two Caster levels (max 5d6) (Ref½, SR applies); &

b) –4 penalties on Fortitude saving throws vs. Poison for 1 minute per Caster level (no save, SR applies).

### Illusion

Phade’s Fearsome Aspect(DR333 p72)

<Ill(glamer), VS, 1StdAct, Touch, 1min/lvl, WillNeg,   
SR applies>

– The touched creature’s face is covered with an illusionary demonic face. Anyone who physically interacts with the illusion is allowed a save to know it is not real.

Neither the caster nor the target are allowed to choose the specifics of the face. For purposes of masking the target’s appearance, the spell grants a +10 bonus on Disguise checks.

The target gains a +5 bonus on Intimidate checks and may attempt a Demoralize a foe as a Swift Action.

Silence(PH p279)(Spell p10)+

<Ill(glamer), VS, 1StdAct, Long-range, 1min/lvl(D)>

– The caster creates a 20’ radius Emanation that negates sound, including [sonic] & [language] spells & effects.

This spell can be targeted on a creature, objects, or a point in space. If targeting an unwilling creature or an object in its possession, it gets a Will save to negate (SR applies). If cast on a point in space, the effect is immobile.

This spell Counters and Dispels *Amplify*.

### Necromancy

Curse of the Gypsies(DR348 p75)

<Necro, V, 1StdAct, Close-range, Permanent, WillNeg, SR applies>

– The target is effected by the caster’s choice of the following curses:

Bad Luck ­– when the target rolls a ‘natural 20’, he/she must reroll the die (though a subsequent ‘natural 20’ may be kept).

Mark of the Gypsies – the target receives a mark on his/her forehead that can only be seen by the caster’s clan, *Detect Magic,* or *True Seeing* (though those using the later two methods may not know the symbol’s meaning). Members of the caster’s clan react badly to the target.

Unnatural Aura ­– any animal within 30’ of the target becomes Panicked.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

Note: this spell is usually only available to select clans.

Death Knell(PH p217)

<Necro[death][evil], VS, 1StdAct, Touch, WillNeg, SR applies>

– If touched creature with –1 hp (or less) fails its save, it dies and the caster gains +2 Strength, 1d8 Temporary HP, and +1 effective Caster level for 10 min per HD of the target creature.

Gentle Repose(PH p234)

<Necro, VSM(salt, copper piece per eye)/DF, 1StdAct, Touch, 1day/lvl>

– Prevents the touched corpse from rotting. Time spells under the effect of this spell does not count towards the time limit of the corpse being brought back by *Raise Dead*, etc.

Inflict Moderate Wounds(PH p244)

<Necro, VS, 1StdAct, Touch, Will½, SR applies>

– Target takes 2d8 + 1/lvl (max +10) Negative Energy Damage.

Mark of Judgment(PH2 p119)

<Necro, VS/DF, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– One target creature per 3 levels in a 30’ area gains a mark that is visible to the caster & his/her allies. Each time a creature successfully damages a marked creature with a melee or ranged attack, the attacker heals 2hp.

Each target must have at least one alignment component opposite from the caster. If the caster is Neutral, the target can be any non-Neutral creature.

### Transmutation

Align Weapon(PH p197)

<Trans[variable alignment], VS/DF, 1StdAct, Touch, 1min/lvl>

– A single manufactured weapon or 50 grouped projectiles does [chaotic], [evil], [good], or [lawful] damage for the spell’s duration. This only has a noticeable effect if used to attack an opponent vulnerable to one of those types of damage (i.e., a demon is vulnerable to [good] and / or [lawful] damage).

Animalistic Power(PH2 p101)

<Trans, VSM(animal fur), 1StdAct, Touch, 1min/lvl>

– Touched creature receives a +2 Enhancement bonus to Strength, Dexterity, & Constitution.

Balor Nimbus(Spell p24)

<Trans, VSM(soot)/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster is surounded by flames, which do 6d6 Fire damage to any creature in a Grapple with the caster.

Bear’s Endurance(PH p203)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Constitution.

Brambles(Spell p38)(CDiv p156)

<Trans, VSM(thorn), 1StdAct, Touch, 1rnd/lvl>

– Touched wooden Bludgeoning melee weapon gains the following:

a) +1 Enhancement bonus to attack rolls;

b) +1 per level Enhancement bonus to damage (max +10); and

c) does Bludgeoning –and– Piercing damage.

Body Blades(Spell p35)~~(MoF p82)~~

<Trans, VS, 1StdAct, Personal, 1min/lvl>

– The caster’s body becomes covered with spikes that do 1d6 + 1 per level (max 1d6+5) Piercing damage on a successful grapple attack, regular melee attack, or an off-hand melee attack (spikes count as a light weapon). If the caster is grappled, the attacker takes the damage listed above. The caster also gains a +4 bonus on Escape Artist checks to escape from rope, nets, spells that entangle, etc.

Bull’s Strength(PH p207)

<Trans, VSM(bull hair)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Strength.

Curse of Ill Fortune(Spell p56)(CDiv p160) (MoF p86)(MoFe)+

<Trans, VS/DF, 1StdAct, Medium-range, 1min/lvl, WillNeg, SR applies>

– A living target suffers a –3 penalty on All Actions.

Can be removed by any spell that can remove *Bestow Curse.*

Eagle’s Splendor(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Charisma.

Iron Silence(CAdv p153)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl(D)>

– One touched suite of armor per three levels does not apply its Armor Check penalty to the proficient wearer’s Hide and Move Silently checks.

Lighten Load(DR317 p78)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl>

– The touched creature’s Strength is treated as being +(Caster level) (max +10) with regards to his/her carrying capacity. The subject’s Strength is not modified in any other way.

Make Whole(PH p252)

<Trans, VS, 1StdAct, Close-range>

– Repairs breaks in an object of up to 10cubic feet per lvl. This spell cannot repair warping, burning disintegration, melting, being ground into powder, nor can it target Constructs.

Mark of the Outcast(Und p59)

<Necro, VS/DF, 1StdAct, Close-range, Permanent, WillNeg, SR applies>

– The target’s face is marred by a mark visible to normal, low-light, and dark vision. The target receives a –5 Circumstance penalty on Bluff and Diplomacy checks and a –2 penalty to AC.

This spell cannot be dispelled. It can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish*.

Owl’s Wisdom(PH p259)

<Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Wisdom.

Stone Bones(MoF p123)

<Trans, VSF(tiny skull carved from stone), 1StdAct, Touch, 10min/lvl>

– Touched corporeal Undead gains +3 Natural Armor bonus due to a hardened skeleton.

Stone Fist(RoS p163)

<Trans, VS/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster’s fists turn stone-like, gaining the following benefits:

a) treated as ‘armed’ for purposes of generating Attacks of Opportunity;

b) does lethal Bludgeoning damage;

c) if Medium size, the caster’s fists do 2d6 damage (unless normal damage is higher) (Small-sized casters do 1d8 damage); and

d) if the caster is a Dwarf or a Goliath, his/her unarmed attacks are treated as ‘Cold Iron’ for purposes of overcoming damage reduction.

Stonemantle(DR314 p29)

<Trans[earth], VSM(powdered marble), 1StdAct, Close-range, 10min/lvl>

– One or more target objects within range gain the resilience of stone (i.e., Hardness 8, 15 hp per inch). The caster can effect 1 Tiny-sized object per level or the Object Equivalence. All effected object have a dull-gray tint for the spell’s duration.

Stretch Weapon(PH2 p126)

<Trans, V, 1 Swift Action, Touch, 1 attack>

– The melee weapon wielded by the caster receives +5’ reach for one attack.

### Combination

Blaze Bones(DR347 p76)

<Evoc/Necro[evil][fire], VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– The target corporeal Undead is covered with fire, granting the following:

a) +2 bonus on melee attacks;

b) +1d6 Fire damage on melee attacks

c) the Undead takes 1d3 Fire damage each round. If negated (typically from Fire Resistance), the spell immediately ends;

d) if the Undead is reduced to 0 hp, it explodes in flame, causing 2d6 Fire damage to all adjacent hexes (Ref½).

Note: Mindless Undead automatically fail their save against this spell.

Burning Hate(DR347 p77)

<Ench/Evoc[evil][fire], VS, 1StdAct, Close-range, 1rnd/lvl, SR applies>

– The target creature is affected as follows:

a) takes 1d6 per 2 levels Fire damage (max 5d6) (Ref½);

b) is covered with flames (which do no damage) for the spell’s duration (no save);

c) the caster’s allies receive a +1 Morale bonus on attacks & damage against the target for the spell’s duration (no save).

Cold of the Grave(DR347 p77)

<Evoc/Necro[cold][evil][ray], VS, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

– If the target is struck by the ranged touch attack, he/she suffers the following:

a) 1d6 Cold damage (no save);

b) 1d6 Negative Energy damage (no save);

c) 1 + (1 per 4 levels) Strength damage (max 5 points) (FortNeg).

## 3rd Level

### Abjuration

Antidragon Aura(Spell p14)

<Abj, VSM(25gp platinum)/ DF, 1StdAct, Close-range, 1min/lvl>

– One creature per two levels in a 30’ area receive Luck bonus on AC and saving throws vs. the attacks, spells, & special abilities of Dragons.

Level Bonus Level Bonus

up to 8th +2 13th – 16th +4

9th – 12th +3 17th+ +5

Cloak of Bravery(Spell p47)(CWar p117)

<Abj[mind], VS, 1StdAct, 10min/lvl>

– The caster & all allies within a 60’ radius Emanation gain a Morale bonus to saves vs. Fear equal to the Caster level (max +10).

Channeled Divine Shield(PH2 p106)

<Abj, VS, 1 Swift Action, Personal, 1rnd/lvl>

– Caster gains Damage Reduction 2/evil.

-or-

<Abj, VS, 1StdAct, Personal, 1rnd/lvl>

– Caster gains Damage Reduction 5/evil.

-or-

<Abj, VS, 1Round, Personal, 1rnd/lvl>

– Caster gains Damage Reduction 8/evil.

-or-

<Abj, VS, 2Rounds, Personal, 1rnd/lvl>

– Caster gains Damage Reduction 10/evil.

Conviction, Mass(Spell p52)

<Abj, VSM(holy text), 1StdAct, Medium-range, 10min/lvl>

– All allies in a 20’ radius Burst receive a   
+2 +(1 per 6 levels) Morale bonus on all saving throws (max +5 at 18th level).

Dispel Magic(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +10). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Energy Aegis(PH2 p111)

<Abj, VS/DF, 1 Immediate Action, Close-range, until discharged up to 1rnd>

– Target creature receives Energy Resistance 20 vs. an Energy Type of the caster’s choosing. Applies to the next attack that does this type of damage within 1 round.

Energy Vulnerability(PH2 p111)

<Abj, VSM(tiny wooden shield)/DF, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– (2 \* Caster level) HD of creatures (chosen by the caster) in a 10’ radius Burst take +50% damage from one Energy Type for the spell’s duration.

Glyph of Warding(PH p236)

<Abj, VSM(200gp diamond dust, incense), 10Minutes, Touch, until discharged>

– Caster inscribes a one-use almost invisible rune upon an object or area (up to 5 square feet per level) which is set off when anyone (visible or otherwise) touches or passes it. The caster can set criteria which will keep the glyph from discharging, such as a password, the creature’s race or alignment, or even religion (though the spell can be fooled by *Nondetection*, *Polymorph Self*, etc.). If noticed, a *Read Magic* along with Spellcraft check vs. DC 13 will identify the effect contained by the glyph. A glyph can either

a) inflict 1d8 per 2 levels (max 5d8) in a 5’ radius of one energy type (acid, cold, electricity, fire, or sonic) (Ref½) and SR applies; or

b) store one harmful spell up to 3rd level.

Magic Circle against Chaos(PH p249)

<Abj[law], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Chaotic creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Lawful Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[law], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Lawful creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

Magic Circle against Evil(PH p249)

<Abj[good], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Good Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[good], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Good creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

Magic Circle against Good(PH p250)

<Abj[evil], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Good creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Evil Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[evil], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Evil creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

Magic Circle against Law(PH p250)

<Abj[chaos], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Lawful creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Chaotic Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[chaos], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Chaotic creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

Mantle of Chaos(Spell p137)

<Abj[chaos], VS, 1StdAct, Personal, 10min/lvl(D)>

– Caster gains Spell Resistance 12 + Caster level vs. spells with the [law] descriptor.

Mantle of Evil(Spell p137)

<Abj[evil], VS, 1StdAct, Personal, 10min/lvl(D)>

– Caster gains Spell Resistance 12 + Caster level vs. spells with the [good] descriptor.

Mantle of Good(Spell p137)

<Abj[good], VS, 1StdAct, Personal, 10min/lvl(D)>

– Caster gains Spell Resistance 12 + Caster level vs. spells with the [evil] descriptor.

Mantle of Law(Spell p138)

<Abj[law], VS, 1StdAct, Personal, 10min/lvl(D)>

– Caster gains Spell Resistance 12 + Caster level vs. spells with the [chaos] descriptor.

Obscure Object(PH p258)

<Abj, VSM(chameleon skin)/DF, 1StdAct, Touch, 8hrs(D)>

– A touched object of up to 100 pounds per level cannot be found with Divination (scry) spells. If a scrying is targeted nearby, the subject cannot be seen.

Protection from Energy(PH p266)

<Abj, VS/DF, 1StdAct, Touch, until depleted up to 10min/lvl>

– Touched creature is immune to a total of 12 damage per level (max 120 hp) from one Energy Type. Once all the damage has been taken, the spell ends.

Note: This spell takes precedence over *Resist Energy*. Only when this spell is depleted will *Resist Energy* be applied.

Remove Curse(PH p270)

<Abj, VS, 1StdAct, Touch>

– Touched person or object is freed from all curses upon it, assuming the curse doesn’t explicitly say that this spell is ineffective.

This spell Counters & Dispels *Bestow Curse*.

Resist Energy, Mass(CArc p120)

<Abj, VS/DF, 1StdAct, Close-range, 10min/lvl>

– The one subject (& his/her equipment) per level within a 30’ area are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

Lvl # Lvl # Lvl #

up to 6th 10 7th – 10th 20 11th + 30

### Conjuration

Anarchic Storm(Spell p11)

<Conj(creat)[chaotic][water], VSM(vial of anarchic water)/DF, 1StdAct, 1rnd/lvl(D), no save, no SR>

– Creates an immobile downpour in a 20’ radius by 20’ high Cylinder, centered at the caster’s location when he/she cast the spell.

All creatures within the area of effect suffer the following:

a) –4 penalty on Listen, Spot, & Search checks;

b) –4 penalty on ranged attacks going into, out of, or through the area of effect;

c) Lawful Outsiders take 4d6 damage each round. All other Lawful creatures take 2d6 each round; and

d) A random Lawful Outsider in the area of effect takes 5d6 Electrical damage each round.

When the spell ends, all the water disappears.

Axiomatic Storm(Spell p22)

<Conj(creat)[law][water], VSM(vial of axiomatic water)/DF, 1StdAct, 1rnd/lvl(D), no save, no SR>

– Creates an immobile downpour in a 20’ radius by 20’ high Cylinder, centered at the caster’s location when he/she cast the spell.

All creatures within the area of effect suffer the following:

a) –4 penalty on Listen, Spot, & Search checks;

b) –4 penalty on ranged attacks going into, out of, or through the area of effect;

c) Chaotic Outsiders take 4d6 damage each round. All other Chaotic creatures take 2d6 each round; and

d) A random Chaotic Outsider in the area of effect takes 5d6 Acid damage each round.

When the spell ends, all the water disappears.

Create Food and Water(PH p214)

<Conj(creat), VS, 10Min, Close-range, Instantaneous>

– Creates enough simple food & water to feed 3 humans (or 1 horse) per level for 1 day (after which the food goes bad).

Insignia of Healing(RoD p166)

<Conj(heal), VSF(insignia), 1StdAct, Long-range, Instantaneous>

– Each creature wearing an Insignia that matches the spell’s focus is cured 1d8 +1/lvl (max 1d8+10) with Positive Energy.

Invest Moderate Protection(PH2 p115)

<Conj(heal), VS, 1StdAct, Touch, 1min>

– The touched subject receives the following:

a) heals 3d4 + 1 per 2 levels (max 3d4+6) with Positive Energy; &

b) gains Damage Reduction 3 / evil.

If the touched subject is an Undead, instead it:

a) takes 3d4 + 1 per 2 levels (max 3d4+6) Positive Energy dmg (Will½, SR applies); &

b) takes +3 damage from any weapon that can overcome ‘evil’ Damage Reduction.

Ring of Blades(CArc p121)(CArcErrata)+

<Conj(creat), VSM(dagger), Personal, 1min/lvl>

– All hexes adjacent to the caster are filled with moving metal blades that move with the caster. Anything within the blades area at the end of the caster’s turn (starting the round the spell was cast) takes 1d6 + 1 per level (max 1d6+10) damage.

The caster’s alignment determines the type of metal of which the blades are composed:

Alignment Material

Lawful Cold Iron

Chaotic Silver

Neutral Steel

Refreshment(BoED p105)

<Conj(heal)[good], VS, 1StdAct>

– All creatures within a 20’ radius Burst of the caster are healed of all non-lethal damage, including damage cause by starvation, thirst, environmental conditions, etc.

Remedy Moderate Wounds(MoF p113)(MoFe)+

<Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd/lvl>

– The living subject gains Fast Healing 2.

Remove Blindness/Deafness(PH p270)

<Conj(heal), VS, 1StdAct, Touch>

– Cures either Blindness or Deafness in the touched target (magical or otherwise). This spell will repair damaged eyes & ears, but will not replace them if actually missing.

*Remove Disease*(PH p271)

<Conj(heal), VS, 1StdAct, Touch, Instantaneous>

– Cures all diseases affecting subject, as well as parasites, Green Slime, etc.

Remove Nausea(BoED p105)

<Conj(heal), V/DF, 1StdAct, Touch, Instantaneous>

– The touched subject is no longer Nauseated or Sickened.

Summon Monster III(PH p286)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster III 1

Summon Monster II 1d3

Summon Monster I 1d4+1

Summon Undead III(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.

Table #

Summon Undead III 1

Summon Undead II 1d3

Summon Undead I 1d4+1

No summoned Undead may have more Hit Dice than (Caster level + 1).

Updraft(DR314 p40)

<Conj(creat)[air], VSM(tiny propeller), 1Free-Action, Personal, 1min/lvl(D)>

– The caster creates a column of upward moving air beneath himself/herself. On the first round, the caster can move up 30’. On the subsequent rounds, the caster (as a Move Action) has the option of moving up 30’ (to a maximum of 90’), moving down 30’, or moving horizontally up to 30’. If the caster chooses to move horizontally more than 10’, he/she must make a Reflex save with a DC equal to the feet moved at the end of the Move Action. Failure means the caster falls off the column of air.

If the caster fall off, dismisses the spell, or has it dispelled, he/she sinks at a rate of 60’ per round and take no damage.

Attacking from the top of the column results in a cumulative –1 penalty, up to a maximum of –5. A Full Round action can be use to rebalance, decreasing the penalty back to –1.

Vigor(CDiv p186)(DR324 p103)+

<Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd per level (max 25rnds total)>

– Touched living creature gains Fast Healing 2.

Vigor, Mass Lesser(CDiv p186)(DR324 p103)+

<Conj(heal), VS, 1StdAct, 20’ range, 10rnd + 1rnd per level (max 25rnds total)>

– One living creature per two Caster levels in a 30’ area gains Fast Healing 1.

### Divination

Alter Fortune(PH2 p101)

<Div, VX(200), 1 Immediate Action, Close-range, Instantaneous, no save, no SR>

– The target must reroll a roll he/she just made and keep the new result.

Blessed Sight(BoED p92)

<Div, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s eyes glow white & he/she can see the Alignment Aura of Evil creatures, spells, or objects in a 120’ Cone-shaped Emanation. Although similar to *Detect Evil*, this spell does not require concentration & sees the location & strengths of all auras within the emanation on the first round.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

An “Overwhelming” aura may Stun a Good-aligned caster for 1 round.

Chain of Eyes(Spell p45)(CDiv p158)

<Div, VS, 1StdAct, Touch, 1hr/lvl, WillNeg,   
SR applies>

– As a Free Action, the caster may choose to look though the touched target’s eyes instead of his/her own. Note that the caster has no control over the target.

Each time the target touches another creature, the caster has the option of moving the ‘sensor’ to the new creature (thereby seeing through its eyes instead). The new creature is allowed a Will save & an SR check. If either succeeds, the spell ends.

Detect Metal and Minerals(RoF p189)

<Div, VSM(10 lbs of sample metal / mineral), 1StdAct, 60’ range, Concentration up to 10min/lvl(D)>

– The caster locates metal or minerals within 60’ in a 90 degree arc, even through walls, etc. A 10 pound sample of the material must be available, though as a Standard Action, the caster can switch to a different sample (i.e., scan for gold first, and then silver) as long as Concentration is maintained. A worked sample (e.g., coins, weapons, etc.) can only help in the detection of a worked target, and a raw sample (e.g., iron ore) can only help in the detection of an unworked target.

The information gained increases the more rounds spent focusing:

1st rnd – detect presence or absence of the target metal or mineral.

2nd rnd – approximate weight of the target material that was detected.

3rd rnd – the distance & direction to the target

Locate Node(Und p58)

<Div[earth], VSF(pebble from an earth node)/DF, 1StdAct, 1min/lvl>

– The caster may detect the distance and direction all Earth Nodes(Und p49) within   
1 mile per level –or– the distance and direction to a specific, previously visited Earth Node within 2 miles per level.

This spell cannot detect Earth Nodes warded by lead or the spell *Node Lock*.

Locate Object(PH p249)

<Div, VSF(forked twig)/DF, 1StdAct, Long-range, 1min/lvl, no save, no SR>

– Senses direction toward object (specific or type) within range. A unique object can only be located if the caster has personally viewed it (using a scrying spell does not count). This spell is blocked by lead.

Telepathic Bond, Lesser(CDiv p183)

<Div[mind], VS, 1StdAct, 10min/lvl>

– The caster becomes telepathically connected to one willing creature within 30’ that has an Intelligence of at least 6.

Once connected, the subjects can communicate at any range & language is not an issue.

Vision of Fear(DR333 p73)

<Div, VS, 1 Full Round, 60’ range, Instantaneous, WillNeg, SR applies>

– Learn either the ‘greatest’ or ‘most recent’ fear (chosen at casting time) of the target (who must be vulnerable to fear and have at least a 3 Intelligence). If the fear was the result of magic, the caster knows this.

For 24 hours, the caster has a very clear image of the ‘fear’, after which it becomes hazy. The caster may use the image as follows:

Spell within 24 hrs after 24 hrs

*Scry* First-Hand Second-Hand

*Teleport* Studied Carefully Viewed Once

any [fear] –2 penalty on Will n/a

“any [fear]” indicates the target’s penalty on Will saves vs. the caster’s fear spells.

### Enchantment

Aid, Mass(Spell p8)

<Ench(comp)[mind], VS/DF, 1StdAct, Close-range, 1min/lvl>

– Allies in a 30’ area gain the following:

a) +1 Morale bonus to attack & saving throws vs. fear; and

b) 1d8 + 1/lvl (max 1d8+15) Temporary HP.

Awaken Sin(Spell p21)~~(DR315 p30)~~

<Ench(comp)[good][fear][mind], VS/DF, 1StdAct, Touch, Instantaneous, WillNeg, SR applies>

– The touched Evil creature with at least 3 Intelligence takes 1d6 nonlethal damage per level (max 10d6) and is Stunned for 1 round (WillNeg). If the nonlethal damage knocks the target unconscious, the target also takes 1d6 Wisdom damage.

Heart’s Ease(BoED p100)

<Ench(comp)[mind], VS/DF, 1StdAct, Close-range, Permanent>

– Once touched subject per level has ‘emotional wounds’ healed:

a) ends Fear & Despair effects, including any similar [mind] effects (but not (charm) or (comp) effects);

b) Dispels *Confusion* and *Insanity*;

c) restores 2d4 Wisdom damage (but not drain);

d) removes the lingering effects of torture; &

e) generally makes the subject feel good.

Hesitate(PH2 p114)

<Ench(comp)[mind], VS, 1 Immediate Action, Close-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– Target living creature may only make one Move Action each round.

At the start of the target’s turn, he/she may expend a Swift Action to make a new Will save to end the spell.

Insignia of Blessing(RoD p166)

<Ench(comp)[mind], VSF(insignia), 1StdAct, Long-range, 1min/lvl>

– Each creature wearing an Insignia that matches the spell’s focus receives the following:

a) hears a chime in his/her head. It is loud enough to wake the subject from sleep, but not enough to break concentration;

b) receives a +1 Morale bonus on attack rolls and saves vs. Fear effects.

Inspired Aim(BoED p101)

<Ench(comp)[mind][language], V, 1StdAct, Concentration>

– All allies within a 40’ radius Emanation gains a +2 Insight bonus on all ranged attacks.

Prayer(PH p264)

<Ench(comp)[mind], VS/DF, 1StdAct, 1rnd/lvl, no save, SR applies>

– All allies within 40’ radius Burst of the caster gain +1 Luck bonus on attacks, damage, saves, & skill checks.

All enemies within 40’ radius Burst of the caster suffer a –1 Luck penalty on attacks, damage, saves, & skill checks.

### Evocation

Blade of Pain and Fear(Spell p30)

<Evoc, VS/DF, 1StdAct, 1rnd/lvl(D), Will½,   
SR applies>

– The caster gains a touch attack that does   
1d6 +1 per two levels damage (max 1d6+10) (no save) and makes the foe Frightened for 1d4 rounds (WillNeg). The caster’s Strength modifier is not added to the damage.

Bolt of Glory(DR354 p30)

<Evoc[good][ray], VS, 1StdAct, Medium-range, no save, SR applies>

– Deals divine damage based on target:

a) if an Undead vulnerable to sunlight, target takes 1d8/lvl (max 10d8);

b) all other Undead, creatures from the Evil Outer Planes, & creatures from the Negative Energy Plane take 1d6/lvl   
(max 10d6);

c) Constructs & inanimate objects take 1d6/2lvls (max 5d6);

c) Creatures from the Good Outer Planes & from the Positive Energy Plane take no damage;

d) all other targets take 1d8/2lvls (max 5d8).

Checkmate’s Light(Spell p46)

<Evoc[lawful], VS/DF, 1StdAct, Touch, 1rnd/lvl(D)>

– The touched weapon gains the following:

a) +1 Enhancement bonus per 3 levels   
(max +5 at 15th level);

b) does ‘lawful’ damage for purposes of overcoming Damage Reduction;

c) gives off illumination as bright as a Torch;

d) all creatures within 20’ of the weapon gain a +1 Morale bonus on saves vs. Fear.

These effects are Suppressed when not being wielded by the caster or a follower of the caster’s deity.

Continual Flame(PH p213)

<Evoc[light], VSM(50gp ruby dust), 1StdAct, Touch, Permanent>

– Makes a permanent, heatless torch (30’ light).

Corona of Cold(Spell p52)~~(DR312 p63)~~

<Evoc[cold], VS/DF, 1StdAct, 1rnd/lvl(D)>

– The caster is surrounded by a 10’ radius Emanation of cold:

a) caster gains Fire Resistance 10; &

b) all other creatures within the area of effect take 1d12 Cold damage each round (FortNeg, SR applies). If a creature takes damage, it ‘shivers’, receiving a –2 penalty to Strength and Dexterity & moves at ½ speed as long as he/she remains in the area of effect.

Crown of Smiting(PH2 p108)

<Evoc, VSF(25gp 6” silver hoop), 1StdAct, Touch, until discharged up to 1hr/lvl(D)>

– A magical circlet appear on the subject, taking up his/her ‘head’ magic item location. If removed, the spell ends immediately.

The caster designates if this spell will smite ‘chaotic’, ‘evil’, ‘good’, or ‘lawful’ when cast

Once per minute, the subject may designate a melee or ranged attack to be ‘smiting’. If the attack hits and the foe has the designated alignment, the foe takes +2 damage.

As an Immediate Action, the subject can discharge the spell, receiving a +8 damage on the next attack.

Darkfire(Spell p59)~~(MoF p86)(LoD p186)~~

<Evoc[fire], VS, 1StdAct, Personal, 1rnd/lvl(D)>

– An invisible flame appears in the caster’s hand. To darkvision, it appears as bright as a torch (20’ of light). It can be used as a melee touch attack or a ranged touch attack with a range of 120’, doing 1d6 per 2 levels (max 5d6) Fire damage.

Daylight(PH p216)

<Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object gives off bright light in a 60’ radius & dim light for another 60’. The light may be blocked by putting the object in a container.

Treated as ‘sunlight’ for creatures who receive penalties in those conditions, but is not real sunlight so certain Undead are not destroyed.

This spell Suppresses *Deeper Darkness* and is suppressed by it, leaving only the natural illumination in the overlapping area.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Deeper Darkness(PH p217)

<Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 1day/lvl(D), no SR>

– Touched object radiates shadowy illumination in a 60’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

This spell Suppresses *Daylight* and is suppressed by it, leaving only the natural illumination in the overlapping area.

Divine Retaliation(PH2 p110)

<Evoc[force], VS/DF, 1 Swift Action, 1rnd>

– A copy of the caster’s Deity’s Favored Weapon made of Force occupies his/her square and makes one attack for each time the caster is hit in melee for the spell’s duration.

Attack bonus = Caster level + Wisdom modifier –or– Strength modifier (whichever is higher).

Damage & threat range is standard for the Favored Weapon, with a bonus of 1½ x (Wisdom modifier –or– Strength modifier (whichever is higher)).

Flame of Faith(CDiv p166)

<Evoc, VSM(phosphorus), 1StdAct, Touch, 1rnd/lvl>

– Touched non-magical weapon gains the ‘Flaming Burst’ ability, which causes it to do +1d6 Fire damage. On a critical hit, the weapon does an extra +1d10 Fire damage if x2, +2d10 if x3, etc.

Frostbite(DR312 p64)

<Evoc[cold], VS, 1StdAct, Close-range, Fort½, SR applies>

– The target creature becomes extremely cold:

a) 1d6 per 2 levels lethal Cold damage (max 10d6) (no save);

b) 1d4 per 2 levels non-lethal Cold damage (max 10d4) (FortNeg);

c) becomes Fatigued (FortNeg).

Furnace Within(RoE p185)

<Evoc[fire][mindset], VS/DF, 1StdAct, Instantaneous, Ref½, SR applies>

– Everything within a 10’ radius Burst of the casting Dwarf takes 1d8 per two levels (max 5d8) of Fire damage. Everything within the area of effect may also Catch Fire.

If any barrier within the area of effect is destroyed by this spell, anything beyond that barrier within the area of effect also takes fire damage.

Mindset – While this spell is prepared, but not yet cast, the caster’s natural attacks, unarmed attacks, and melee attacks with metallic weapons do +1hp of Fire damage.

Note: This spell may only be cast by a Dwarf.

Handfire(MoF p98)(PGFe)+

<Evoc[light], VS, 1StdAct, until discharged up to 1min/lvl>

– The caster’s hand glow like a candle and can make one touch attack per level.

Target Damage

Living Creatures 1d4 + 1/lvl (max +5)

Undead 1d6 + 1/lvl (max +5)

Constructs —

Helping Hand(PH p239)

<Evoc, VS/DF, 1StdAct, 1hr/lvl, no save, no SR>

– A ghostly hand appears in front of the caster, who describes a person (or creature) to it. The hand then searches for a target matching that description. The distance the hand has to travel determines how long its takes:

Distance Time Distance Time

100’ 1 round 3 miles 2 hours

1,000’ 1 minute 4 miles 3 hours

1 mile 10 minutes 5 miles 4 hours

2 miles 1 hour

If not creature within 5 miles matches the description, the hand returns to the caster, gestures with an open hand to show it did not find anyone, and the spell ends.

Once the hand locates the closest target matching the description, it beckons for the target to follow it, though the target is under no compulsion to do so. The hand remains 10’ in front of the target & matches its speed (up to 240’). Even if it is ignored, the hand will not search for a second target.

The hand is Invisible to everyone except the caster & the subject. It can pass through cracks, but not solid objects.

Ice Axe(DR312 p64)

<Evoc[cold], VSM(shard of ice or glass), 1StdAct, 1min/lvl(D), SR applies>

– A battleaxe-like shard of ice appears in the caster’s hands, which he/she uses as a proficient weapon. The weapon does 1d8 Slashing damage plus 1d8 + (1 per 2 lvls) Cold damage (max 1d8+10). The axe is considered magic, cannot be disarmed or sundered. The caster’s Strength modifier does not apply to the attack or damage rolls.

Invisibility Purge(PH p245)

<Evoc, VS, 1StdAct, Personal, 1min/lvl(D), no SR>

– Invisibility within 5’ per level is Suppressed.

Irian’s Light(RoE p188)

<Evoc, VS/DF, 1StdAct, Medium-range, Instantaneous, no save, SR applies>

– The caster generates up to 3 Rays of (3 rays at 11th, 2 rays at 7th, otherwise 1 ray) that deal 2d8 hp of Positive Energy to one or more targets in a 30’ area.

Note: Aerenal Elf cast this spell at +1 level.

Phantom Plow(LoD p187)

<Evoc[earth], VSM(dried corn), 1StdAct>

– “Plows” a straight furrow in raw earth that is 20’/lvl long by 1’ deep by 6” wide. The furrow is ended if it hits a wall, rock, etc., that is more than 6” wide. Anyone standing in its path must make a Balance check to avoid falling. Underground creatures in the spell’s path take 4d4 damage.

Searing Light(PH p275)

<Evoc[ray], VS, 1StdAct, Medium-range, no save, SR applies>

– Deals divine damage based on target:

a) if an Undead vulnerable to sunlight, target takes 1d8/lvl (max 10d8);

b) all other Undead take 1d6/lvl (max 10d6);

c) Constructs & inanimate objects take 1d6/2lvls (max 5d6);

d) all other targets take 1d8/2lvls (max 5d8).

Snake Shield(DR330 p72)

<Evoc, VSF(a living snake), 1StdAct, Personal, 1rnd/lvl(D)>

– The caster is surrounded by a cloud of ghostly snakes. Any creature that attempts a melee attack on the caster is attacked by the equivalent of the focus snake using it normal bite attack, plus any special abilities, such as poison, constriction, etc. Note that the effect will only grapple and constrict for one round at a time, then will release.

Any number of attackers may be affected by this spell, but each can only be attacked once per round.

Tremor(DR314 p29)

<Evoc[earth], VS/DF, 1StdAct, Medium-range, 1rnd, no SR>

– The ground in a 40’ radius Spread shakes for one round. All creatures in the area must make a Reflex save or fall Prone & become Stunned for 1 round. Casters must make Concentration checks vs. DC 15 + spell level, and any skill check that generates an Attack of Opportunity requires a Concentration check vs. DC 15 or it will automatically fail. Structures are not damaged by this spell.

Wind Wall(PH p302)

<Evoc[air], VSM(tiny fan, exotic feather)/DF, 1StdAct, Medium-range, 1rnd/lvl>

– An Invisible wall of air 2’ wide is created in any continuous shape desired by the caster up to 10’ long per level & 5’ high per level.

The wall is total protection from gases (including some breath weapons), gaseous forms, flying creatures up to Small-size, etc. Arrows & bolts are blocked by the wall, & other ranged weapons have a 30% miss chance. Large ranged weapons, such as a giant’s boulders, are not effected.

The wall may be walked through normally.

### Illusion

Dark Way(Spell p58)~~(MoF p87)~~

<Ill(shadow)[force], VS/DF, 1StdAct, Close-range, 1rnd/lvl>

– Creates a bridge of force that is 5’ wide, 1” thick, & 20’/lvl long. The bridge must be anchored to solid object at both ends & can support 200 pounds per level. Any excess weight sinks through the bridge without breaking it. The caster never sinks through the bridge unless he/she exceeds the bridge’s weight maximum.

Misrepresent Alignment(RoE p188)

<Ill(glamer), VSF(25gp tiny, wavy mirror)/DF, 1StdAct, Close-range, 1hr/lvl(D), WillNeg, SR applies>

– The target creature or object is assigned an alignment by the caster, which can be observed with *Detect Evil*, etc.

Screen of Heat(DR331 p73)

<Ill(glamer), VS/DF, 1StdAct, Medium-range, 1min/lvl, no save, no SR>

– Creates a curtain of visual distortion 1” thick and up to 10’ long per level. The curtain does not damage and does not impede any movement.

At casting time, the caster decides if the curtain causes distortion on both sides or only one. Looking through a distorted side results in Concealment.

### Necromancy

Affliction(BoED p89)

<Necro[good], VS, 1StdAct, Touch, FortNeg, SR applies>

– Infects touched Evil target with chosen Affliction(BoED p34) which takes effect without an incubation period.

Name DC Base Damage

Depraved Decadence 18 1d4 Str

Eternal Torpor 14 1d6 Dex

Raging Desire 15 1d3 Con

Consuming Passion 17 1d4 Int

Haunting Conscience 16 1d4 Wis

Pride in Vain 20 1d6 Cha

The Base Damage has the target’s Charisma modifier added to it. If it is an Evil Elemental or Evil Undead, it takes +1 damage If it is an Evil Outsider or an Evil Cleric of an Evil Deity, it takes +2 damage.

Animate Dead(PH p198)

<Necro[evil], VSM(25gp/HD black onyx), 1StdAct, Touch, Instantaneous>

– Permanently animates skeletons and/or zombies from one or more touched corpses. (2 \* Caster level) HD of Undead may be animated in one casting & a caster may only have 4HD/lvl Undead under control (if exceeded, caster chooses which are “freed”). Undead controlled via Clerical “Rebuke / Control” ability don’t count against this total.

Bestow Curse(PH p203)

<Necro, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– Touched subject is inflicted with one of the following:

a) –6 on one ability (minimum 1);

b) –4 penalty on attacks, saves, and skill checks; or

c) 50% chance of losing each action.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

This spell Counters the spell *Remove Curse.*

Blindness/Deafness(PH p206)

<Necro, V, 1StdAct, Medium-range, Permanent(D), FortNeg, SR applies>

– Living subject become a) Blind; or b) Deaf.

Clutch of Orcus(Spell p49)

<Necro, VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl, FortNeg(repeat), SR applies>

– Target Humanoid is Paralyzed and takes 1d12 damage per round.

If the target is slain by this spell, his/her heart appears in the caster’s hand (which makes the body inappropriate for *Raise Dead*).

Contagion(PH p213)

<Necro[evil], VS, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Infects touched subject with chosen disease which takes effect without an incubation period.

Name DC Dmg

Cackle Fever 16 1d6 Wis

Filth Fever 12 1d3 Dex & 1d3 Con

Mindfire 12 1d4 Int

Red Ache 15 1d6 Str

Shakes 13 1d8 Dex

Slimy Doom 14 1d4 Con

Blinding Sickness 16 1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently Blind.

Crown of the Grave(PH2 p107)

<Div, VSM(grave dirt)F(6” wooden hoop), 1StdAct, Touch, until discharged up to 1hr/lvl(D)>

– A magical circlet appear on the subject, taking up his/her ‘head’ magic item location. If removed, the spell ends immediately.

Once per minute, the subject can cast *Command* on an Undead (even though Undead are usually immune to mind-affecting effects). If a ‘Turn/Rebuke Undead’ attempt is expended as part of the *Command*, its DC is +4.

As an Immediate Action, the subject can discharge the spell, receiving a +4 bonus on one ‘Turn / Rebuke Undead’ attempt.

Delay Death(RoD p165)

<Necro, VS/DF, 1StdAct, Touch, 1rnd/lvl>

– The touched living creature cannot die from hit-point loss while this spell is active. If the subject has less than –9 hit-points when the spell ends, the subject die instantly.

The subject can still enter a Dying state by being reduced to –1 or less hit-points.

This spell does not protect against death from Ability Score Damage, Ability Score Drain, Level Drain, Death Effects, or death due bodily destruction (such as *Disintegrate* or decapitation by a Vorpal weapon).

Handfang(LoD p187)(RoF p190)

<Necro[evil], VS, 1StdAct, Personal, 1rnd/lvl>

– A fanged mouth grows on the caster’s palm. If the caster touches an opponent, it takes 1d8 damage (Ref½). If the opponent fails its saving throw, the caster may initiate a Grapple as a Free Action without generating an attack of opportunity. If a hold is established, the mouth can continue to bite for 1d8 per round.

Inflict Serious Wounds(PH p244)

<Necro, VS, 1StdAct, Touch, Will½, SR applies>

– Target takes 3d8 + 1/lvl (max +15) Negative Energy Damage.

Mark of Doom(PH2 p119)

<Necro, VS/DF, 1StdAct, Medium-range, 1rnd/lvl,   
no save, no SR>

– Target creature takes 1d6 damage each time he/she makes a ranged or melee attack, casts a spell that does damage or disables a creature, or activates a spell-like or supernatural ability to harm creatures.

The target must have at least one alignment component opposite from the caster. If the caster is Neutral, the target can be any non-Neutral creature.

Plague Carrier(RoF p190)

<Necro, VS, 1StdAct, Touch, FortNeg>

– Infects touched subject with chosen disease which takes effect after the incubation period. During the incubation period, the target does not present symptoms, but is transmitting the disease to those who come in contact.

Disease choices are Blinding Sickness, Cackle Fever, Filth Fever, Mind Fire, Red Ache, The Shakes, or Slimy Doom.

Rain of Terror(DR348 p76)

<Necro[fear], VS, 1StdAct, 1min/lvl, no save, no SR>

– An unnatural rain falls in a 100’ radius Emanation around the caster, with the following effects:

a) all creatures in the area of effect (except the caster) receive a –1 per 4 levels penalty on saves vs. Fear effects (max –5);

b) the caster receives a +10 bonus on Intimidate checks;

c) visibility is reduced to 50%;

d) –4 penalty on ranged attacks, Listen, Spot, & Search checks;

e) unprotected flames are put out & protected flames are put out 50% of the time;

f) the rain takes one of following gruesome forms, though all have the same effect (by making a Concentration check vs. DC 20, the caster can choose; otherwise random):

d8 Type of Rain

1 Black, Putrid Water

2 Ash

3 Steaming Blood

4 Toads

5 Dead Bats

6 Snakes

7 Spiders

8 combination of two

Skeletal Hand(DR348 p28)

<Necro, VS, 1StdAct, Medium-range, 1rnd/lvl(D)>

– Creates a floating skeletal hand that can deliver Touch spells of up to 6th level and/or make attacks. The hand has the following:

a) uses your Base Attack Bonus + your Intelligence modifier as its attack bonus (may grant multiple attacks per round);

b) only gets 1 attack on the round it is created and on a round where it moves;

c) the caster can change the hand’s target as a Move Action to any creature within range that he/she can see;

d) can do 1d6 + 1 per 3 levels (max 1d6+5) Slashing damage as a normal attack, though this counts as ‘spell damage’ and ignores Damage Reduction;

e) has Improved Evasion;

f) uses its caster’s Base Save Bonuses;

g) has AC 12 + caster’s Intelligence modifier;

h) has (5 + ½ Caster level) hp;

i) the 1st time a creature gets attacked with the spells, it gets an Spell Resistance check to end this spell.

Skull Watch(PGF p111)

<Necro, VSF(humanoid skull), 1StdAct, Touch, until discharged up to 1hr/lvl, no SR>

– The touched skull levitates 5’ off the ground and faces a direction of the caster’s choice. If any living creature comes into an area 20’ wide by 90’ long in front of the skull’s face, the following happens:

a) The caster knows the skull was triggered;

b) The skull gives off a loud shriek that can be heard within ¼ mile;

c) Everyone within 60’ of the skull becomes Deaf for 1d6 rounds (FortNeg);

d) The spell then ends.

An untriggered skull can be moved from ‘behind’, which does not trigger it.

The skull has AC12, Hardness 1, and 1hp/lvl. Destroying the skull does not trigger it.

Speak with Dead(PH p281)

<Necro[language], VS/DF, 10Minutes, 10’ range, 1min/lvl, no SR>

– The caster may ask a mostly intact corpse one question per two levels within the spell’s duration. If the corpse’s original alignment is different from the caster’s, it gets a Will save (equal to its Will save when it was alive) to avoid answering. The corpse only knows what it did while it was alive & only speaks languages it knew.

Any given corpse can only be targeted with this spell once per week. Corpses that have been turned into Undead are immune.

Wrack(CDiv p190)

<Necro[evil], VS, 1StdAct, Close-range, 1rnd/lvl, FortNeg, SR applies>

– Target humanoid is Blind and Helpless due to pain for 1 round per level.

For the 3d10 minutes after the spell ends, the target receives a –2 penalty on All Actions.

### Transmutation

Air Breathing(Spell p8)~~(Sav p63)~~

<Trans, SM(straw)/DF, 1StdAct, Touch>

– The touched living subjects of the spell can breathe air freely (the subject also keeps any ability to breath underwater it previously had). 2hrs/lvl duration is evenly split between all the subjects.

Attune Form(Spell p17)

<Trans, VSM(dirt from home plane)/DF, 1StdAct, Touch, 24hrs>

– Up to 1 touched creature per 3 levels becomes attuned to the current plane of existence.

Below are some (but not all) possibilities:

Plane-Trait Effects Ignored

Fire 3d10 Fire dmg / round

Water Breath water

Earth Cannot suffocate

Positive Not blinded & stop gaining Temp HP before exploding

Negative No damage / negative levels

Align Weapon, Mass(Spell p9)

<Trans[variable alignment], VS/DF, 1StdAct, Close-range, 1min/lvl> fix!!!

– One manufactured weapon or 50 grouped projectiles per level within a 30’ area doe [chaotic], [evil], [good], or [lawful] damage for the spell’s duration. This only has a noticeable effect if used to attack an opponent vulnerable to one of those types of damage (i.e., a demon is vulnerable to [good] and / or [lawful] damage).

Bladebane(UE p48)

<Trans, VSM(blood, 500gp ruby dust), 1StdAct, Touch, 1rnd/lvl>

– The touched bladed weapon becomes more effective against one type of creature (use the Ranger List for categories). Against a chosen creature, the weapon gains +2 Enhancement bonus that stacks with any base bonus, and an extra +2d6 damage when it hits.

Blindsight(Spell p32)(PGF p100)(Und p56)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– Touched subject gains the Blindsight quality, allowing it to sense creatures within 30’ even if they are Invisible or cloaked in darkness.

Circle Dance(Spell p46)(MoF p84)

<Div, VS, 1Min, Personal, Instantaneous>

– Indicates direction to known target & if that person is unharmed, wounded, dying, etc.

Crown of Might(PH2 p108)

<Trans, VSF(6” copper hoop), 1StdAct, Touch, until discharged up to 1hr/lvl(D)>

– A magical circlet appear on the subject, taking up his/her ‘head’ magic item location. If removed, the spell ends immediately.

The subject receives a +2 Enhancement bonus to Strength.

As an Immediate Action, subject can discharge the spell, receiving a +8 Enhancement bonus to Strength for 1 round.

Crown of Protection(PH2 p108)

<Trans, VSF(6” iron hoop), 1StdAct, Touch, until discharged up to 1hr/lvl(D)>

– A magical circlet appear on the subject, taking up his/her ‘head’ magic item location. If removed, the spell ends immediately.

The subject receives a +1 Deflection bonus to AC –and– a +1 Resistance bonus to all saves.

As an Immediate Action, the subject can discharge the spell, receiving a +4 Deflection bonus to AC –or– a +4 Resistance bonus on all saves for 1 round. At the end of the round, the spell ends.

Curse of Arrow Attraction(PH2 p109)

<Trans, VS, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– Target receive a –5 penalty to AC vs. ranged attacks. Also, any threatened critical with a ranged attack is automatically confirmed.

Energize Potion(BoED p98)

<Trans, VSM(a magic potion), 1StdAct, Ref½, SR applies>

– A touched magical potion can be launched to a spot within Close-range, where it explodes in a 10’ radius Burst, doing 1d6 damage per Spell level of the potion. The damage is of an Energy Type designated at casting time.

Humanoid Essence, Lesser(RoE p187)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– The touched Construct (including a Living Construct) gains the following benefits:

a) gains full benefit from Conjuration(heal) spells.

This spell Counters and Dispels *Lesser* *Construct Essence*.

This spell is negated if cast upon a target under the effect of *Construct Essence* or *Greater Construct Essence*.

Magic Vestment(PH p251)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl>

– Armor, shield, or clothes gain +1 per four levels Enhancement bonus to AC (max +5).

Meld into Stone(PH p252)

<Trans[earth], VS/DF, 1StdAct, Personal, 10min/lvl>

– The caster (& up to 100 pounds of gear) can step into a block of stone that can entirely contains his/her body & equipment. The caster remains just under the surface that was entered & is able to hear what is going on outside the stone (but not see). While in the stone, the caster can target himself/herself with spells. The caster may exit the surface that was entered at any time.

The following effect is inflicted on the caster if the target stone is damaged as listed:

- *Stone Shape*: Take 3d6 damage*.*

- *Passwall:* Expelled.

- *Stone to Flesh* –or– not exiting before the duration ends –or– the spell is Dispelled   
–or– the stone is broken so that the caster can no longer fit within it: Expelled & take 5d6 damage.

- *Transmute Rock to Mud* –or– the stone is totally destroyed: Expelled & Fort save vs. DC 18 or die.

Moonbridge(DR340 p74)

<Trans[good][light], VSM(vial of pure water that has bathed in the light of the full moon for 6 hours), 1StdAct, Close-range, 1rnd/lvl(D)>

– Transform moonlight (including the light created by *Motes of Moonlight*) into a straight, translucent bridge 5’ and up to 10’ per level long (minimum 20’). The entire length of the bridge must be in moonlight. The bridge can be level or have one end up to 25% higher or lower than the other.

Creatures of Good alignment are supported by the bridge, as are Neutral creatures is physical contact with the caster. The bridge is insubstantial to Evil creatures.

Seven Ties of the Moon(DR340 p75)

<Trans, VS, 1StdAct, Close-range, 1min/lvl(D), WillNeg, SR applies>

– The target Lycanthrope receives the following benefits & penalties:

a) receives a +10 bonus on his/her Control Shape check;

b) when in Hybrid or Animal form, the Lycanthrope is Fatigued.

Snowshoes, Mass(DR312 p65)

<Trans, VS, 1StdAct, Close-range, 1hr/lvl(D)>

– One subject per level within a 30’ area receives the following benefits:

a) Can walk on ice without a speed reduction;

b) +5 bonus on Balance checks ore Reflex saves to walk on ice and/or snow & avoid falling through it;

c) Does not leave trails any more noticeable than ‘solid ground’ for purposes of tracking.

Spikes(CDiv p181)

<Trans, VSM(thorn), 1StdAct, Touch, 1hr/lvl>

– Touched wooden Bludgeoning melee weapon gains a +2 Enhancement bonus to attack rolls, +1 damage per level (max +10), and has its critical hit threat range doubled. Its damage is the better of Bludgeoning or Piercing.

Sticks to Snakes(DR317 p70)

<Trans, VS/DF, 1StdAct, Close-range, 1rnd/lvl>

– Up to 1 stick (or arrow, staff, dread branch, etc.) per 4 levels transforms into a Snake. The caster may mentally command the Snakes as a Free Action. If a Snake is reduced to 0 hp, it transforms back to its original object (which is unharmed).

Level Snake

up to 8th Constrictor or Large Viper

9th – 11th Huge Viper

12th – 15th Giant Constrictor (11 HD)

16th – 19th Giant Constrictor (14 HD)

20th + Gargant. Giant Constrictor (20 HD)

Stone Shape(PH p284)(PH3.5e)+

<Trans[earth], VS/AM(clay sculpted into the new shape)/DF, 1StdAct, Touch>

– Permanently reshapes a single piece of stone of up to 10 cubic feet + 1 cubic foot per level into a shape of the caster’s choosing, though fine detail is not possible.

Touch of Blibdoolpoolp(DR342 p76)

<Trans, VS/DF, 1StdAct, Personal, 1min/lvl>

– The caster gains an enormous lobster-like claw, which can be used as a Primary Natural weapon (where it receives +1½ Strength modifier as a bonus to damage rolls) or a Secondary Natural weapon (where it receives +½ Str modifier as a bonus to damage rolls):

Size Damage Reach Size Bonus

Fine 1 0’ –12

Diminutive 1 0’ –8

Tiny 1d3 5’ –4

Small 1d4 5’ +0

Medium 1d6 10’ +4

Large 1d8 15’ +8

Huge 2d6 20’ +12

Gargantuan 2d8 40’ +16

Colossal 4d6 60’ +20

On a successful hit, the caster may begin a Grapple attempt without generating an Attack of Opportunity. On a successful Hold, the claw deals its damage each round.

The claw’s Size Bonus is applied to all Grapple, Disarm, & Trip attempts made with the claw

Note: this spell is normally only available to followers of the Patron Deity of Kuo-Toa.

Visage of the Deity, Lesser(CDiv p187)

<Trans[good], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes more like his/her deity:

a) +4 Enhancement bonus to Charisma;

b) Acid Resistance 10;

c) Cold Resistance 10; &

d) Electricity Resistance 10.

-or-

<Trans[evil], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes more like his/her deity:

a) +4 Enhancement bonus to Charisma;

b) Cold Resistance 10; &

c) Fire Resistance 10.

Water Breathing(PH p300)

<Trans, VSM(straw)/DF, 1StdAct, Touch>

– The touched subjects of the spell can breathe underwater. 2hrs/lvl duration is evenly split between all the subjects.

Water Walk(PH p300)

<Trans[water], VS/DF, 1StdAct, Touch, 10min/lvl(D)>

– The caster can effect 1 touched creature per level. Each subject will hover 1” above any liquid (such as snow, oil, quicksand, etc.) & can treat it as walking on normal ground.

If cast underwater, the subject rises to the surface at 60’ per round.

Weapon of Impact(MoF p134)

<Trans, VS, 1StdAct, Close-range, 10min/lvl>

– One bludgeoning weapon or 50 grouped pieces of bludgeoning ammunition have their threat range doubled.

### Combination

Liferot(DR347 p77)

<Conj/Necro[evil], VS, 1StdAct, Medium-range, 1min/lvl, SR applies>

– The target creature is covered with mold. Any attempt to magically heal the target fails (Will save in order to heal ½).

This spell is not effected by *Dispel Magic*. It can only be removed by *Remove Curse, Remove Disease,* or *Diminish Plants.*

## 4th Level

### Abjuration

Contingent Energy Resistance(Spell p52)

<Abj, VSM(oyster shell), 1Minute, Personal, until discharged up to 1hr/lvl(D)>

– The first time the caster takes damage of an Energy Type after casting the spell, this spell grants the caster Resistance 10 against that Energy Type for 10 minutes per level (up to the original spell’s duration).

A caster may only have one *Contingent Energy Resistance* in effect at any given time.

Dimensional Anchor(PH p221)(PH p250)+

<Abj[ray], VS, 1StdAct, Medium-range, 1min/lvl, no save, no SR>

– Target creature or object is encased in a green glow & cannot travel extradimensionally. This includes spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport,* etc. It does not extend the duration of Summoning spells.

-or-

<Abj, VSF(calling diagram), 1StdAct, Medium-range, 24hrs/lvl, no save, no SR>

– Target creature within the Calling Diagram cannot leave it or travel extradimensionally. This includes spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport,* etc. It does not extend the duration of Summoning spells.

-or-

<Abj, VS, 1StdAct, Medium-range, no save, no SR>

– Target creature within a *Magic Circle against Good*, etc., cannot leave it or travel extradimensionally for the remainder of the Magic Circle’s duration. This includes spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport,* etc. It does not extend the duration of Summoning spells.

Dismissal(PH p222)

<Abj, VS/DF, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– Forces an Extraplanar creature to return to its native plane (80%) or a random plane (20%). The target receives its HD as a bonus to its saving throw & the Caster level as a penalty to its saving throw.

Freedom of Movement(PH p233)

<Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>

– Subject moves normally despite magical impediments (*Web*, *Hold Person*, etc.).

The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin.

While under the effect of this spell, the subject can fight underwater.

Hand of Torm(MoF p99)

<Abj[variable alignment], VS/DF, 1Minute, 1hr/lvl>

– Creates an immobile 10’ radius area with a glowing border & a representation of the appropriate deity’s hand above it. Any creature who worships that deity or it wearing its holy symbol can freely enter, but others must make a Fortitude save each round or become Stunned (those trying to leave the warded do not need to save).

Mystic Aegis(PH2 p120)

<Abj, V/DF, 1 Immediate Action, Personal, Instantaneous>

– Gain Spell Resistance (12 + caster level) against a spell targeting the caster.

Night’s Mantle(LoD p187)

<Abj, VSM(1,000gp ruby dust), 1StdAct, Touch, 10min/lvl(D)>

– The touched creature is protected from the damaging effects of sunlight (i.e., a Vampire would be save from the sun).

Countered or dispelled by a light spell of higher level.

Planar Tolerance(Spell p159)

<Abj, V, 1 Immediate Action, 1hr/lvl>

– One subject per level within 20’ radius Burst of the caster is “attuned” to the current plane of existent, making survival much easier. Below are some (but not all) possibilities:

Plane-Trait Effects Ignored

Fire 3d10 Fire dmg / round

Water Breath water

Earth Cannot suffocate

Positive Not blinded & stop gaining Temporary HP before exploding

Negative Doesn’t take damage / negative levels

Repel Vermin(PH p271)

<Abj, VS/DF, 1StdAct, 10min/lvl(D), SR applies>

– Creates a 10’ radius area around the caster that causes insects & other vermin to stay away. Vermin whose HD are 1/3rd of the caster level or greater are allowed a Will save to enter the area, but even then they take 2d6 damage.

Resurgence, Mass(CDiv p177)

<Abj, VS/DF, 1StdAct, Close-range, Instantaneous>

– Once subject per level in a 30’ area receives a new saving throw against one ongoing spell, spell-like ability, or supernatural ability affecting him/her. The caster chooses one common effect that the new save applies to (i.e., if some subjects are effected by *Baleful Polymorph* and others are effected by *Charm Person*, the caster must choose the targets of one spell or the other to receive the new save)

Only effects which allow a save can be targeted by this spell.

Shield of Faith, Legion’s(Eb p115)

<Abj, VSM(holy writings), 1StdAct, Medium-range, 1min/lvl>

– All allies within a 20’ radius Burst are surrounded by a magical aura that grants a Deflection bonus to AC of 2 +1 per six levels (max total bonus is +5).

Spell Immunity(PH p281)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

– Touched subject gains unbeatable Spell Resistance to one spell per four caster levels. The spell must be 4th level or less & allow an SR check. The subject gains immunity to a spell whether is cast as a spell or used as a spell-like ability.

A given subject may only have a single *Spell Immunity* or *Greater Spell Immunity* in effect at one time.

Wall of Chaos(MoF p131)

<Abj[chaos], VSM/DF, Close-range, 10min/lvl>

– Creates a magical barrier of one 10’ square per level –or– a sphere/hemisphere of 5’ radius per 2 levels. The caster designates a ‘hostile’ side. Crossing from the ‘hostile’ side to the ‘non-hostile’ side has the following effects:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Lawful creatures;

b) hedges out non-Chaotic Summoned & Conjured creatures unless they make a Spell Resistance check.

Wall of Evil(MoF p131)(MoFe)+

<Abj[evil], VSM/DF, Close-range, 10min/lvl>

– Creates a magical barrier of one 10’ square per level –or– a sphere/hemisphere of 5’ radius per 2 levels. The caster designates a ‘hostile’ side. Crossing from the ‘hostile’ side to the ‘non-hostile’ side has the following effects:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Good creatures;

b) hedges out non-Evil Summoned & Conjured creatures unless they make a Spell Resistance check.

Wall of Good(MoF p131)

<Abj[good], VSM/DF, Close-range, 10min/lvl>

– Creates a magical barrier of one 10’ square per level –or– a sphere/hemisphere of 5’ radius per 2 levels. The caster designates a ‘hostile’ side. Crossing from the ‘hostile’ side to the ‘non-hostile’ side has the following effects:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Evil creatures;

b) hedges out non-Good Summoned & Conjured creatures unless they make a Spell Resistance check.

Wall of Law(MoF p132)(MoFe)+

<Abj[law], VSM/DF, Close-range, 10min/lvl>

– Creates a magical barrier of one 10’ square per level –or– a sphere/hemisphere of 5’ radius per 2 levels. The caster designates a ‘hostile’ side. Crossing from the ‘hostile’ side to the ‘non-hostile’ side has the following effects:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Chaotic creatures;

b) hedges out non-Lawful Summoned & Conjured creatures unless they make a Spell Resistance check.

### Conjuration

Aerial Summoning Dance(RoF p189)

<Conj(sum)[air], VSF(bag, candle)/DF, 3Full-Rounds, Close-range, 1rnd/lvl>

– Summons a Large Air Elemental, who fights the caster’s enemies. This spell must be cast by a someone flying, along with the help of at least 4 Aarakocra (i.e., bird-men). Every member of the group is susceptible to Attacks of Opportunity & Concentration checks.

Astral Hospice(Spell p17)

<Conj(teleport), VSM(250gp gem)/DF, 1StdAct, Close-range, 24hrs/lvl>

– When cast on the Astral Plane, opens a portal to a private Demiplane where healing can occur. The Demiplane has a 50’ diameter of flat earth and goes 50’ up. Time, gravity, & magic are identical to that of the Material Plane.

Only those named or indicated by the caster may enter the Demiplane, though its sole entrance / exit is visible in the Astral Plane. Anything still in the Demiplane when the duration ends appears at the portal.

Black Stench of Laogzed(DR342 p74)

<Conj(creat), VSM(troglodyte tail), 1StdAct, Personal, 1rnd/lvl, Fort½, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of black, mostly opaque, foul-smelling fumes that stays centered on the caster. Each round, living creatures within the area of effect are affected as follows:

a) Nauseated until he/she leaves the cloud (FortNeg);

b) takes 1d6 per two caster levels Acid damage (max 5d6) (Fort½); and

c) the creature’s Scent ability (if any) is overwhelmed and unusable (no save).

The caster is immune to being Nauseated & the Acid damage, but still has his/her sight blocked by the Cloud.

Note: this spell is normally only available to followers of the Patron Deity of Troglodytes.

Channeled Divine Health(PH2 p106)

<Conj(heal), VS, 1 Swift Action, Touch, Instantaneous>

– Cures touched subject 1d8 damage with Positive Energy.

-or-

<Conj(heal), VS, 1StdAct, Close-range, Instantaneous>

– Cures subject 1d8+1/lvl dmg (max 1d8+10) with Positive Energy.

-or-

<Conj(heal), VS, 1Round, Medium-range, Instantaneous>

– Cures subject 2d8+1/lvl dmg (max 2d8+15) with Positive Energy.

-or-

<Conj(heal), VS, 2Rounds, Long-range, Instantaneous>

– Cures subject 4d8+1/lvl dmg (max 4d8+20) with Positive Energy.

Cure Critical Wounds(PH p215)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 4d8 +1/level damage (max +20) with Positive Energy.

Embrace of Endless Day(FoE p150)

<Conj, VS/DF, 1Minute, Touch, until discharged up to 1min/lvl>

– The touched creature gains 3 points of Positive Energy per Caster level (max 30). The subject may expend 1 or more points of Positive Energy to heal living creatures or harm Undead as a Standard Action that has a range of Touch. Once all points are expended, the spell ends.

As long as the spell is in effect, the subject gains a +1 Sacred bonus on saves vs. Death effects & Necromancy spells.

Healing Spirit(PH2 p114)

<Conj(heal), VS, 1StdAct, Close-range, 1rnd/2lvls>

– A 1’ diameter ball of light appears within range, with the following abilities:

a) gives off bright light in a 10’ radius & shadowy illumination out to a 20’ radius;

b) can be directed by the caster to fly 30’ per round with Perfect maneuverability as a Free Action;

c) if the ‘healing spirit’ ends its movement in the square of another creature, it is healed 1d8 with Positive Energy. To touch an unwilling target (such as an Undead which will be damaged by touch (Will½ ,SR applies)), make an Incorporeal Touch Attack with an attack bonus of +0.

d) cannot be affected by attacks or spells;

e) if the ‘healing spirit’ moves out of the spell’s range, it ends immediately.

Planar Ally, Lesser(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(100), 10Minutes, no SR>

– The caster requests his/her deity send an Elemental or Outsider of up to 6HD (a specific one may be requested by name).

Once the ‘ally’ arrives, the caster must negotiate what task it should do & what it gets in return. The following table gives an idea of the cost in money, items, etc.

Time Required Payment

up to 1min/lvl 100gp / HD

up to 1hr/lvl 500gp / HD

up to 1day/lvl 1,000 / HD

Difficulty Modifier

Matches Alignment 50% less

Non-hazardous 50% less

Very Dangerous 100% more

Suicidal no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

Neutralize Poison(PH p257)

<Conj(heal), VSM(charcoal)/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject or object has all poison removed from it immediately. If a creature was poisoned, it does not need to make any further saving throws. This spell does not heal ability damage or drain taken from earlier failed saves.

In addition, the subject cannot be poisoned for 10 minutes per level. If the subject is a poisonous creature, it cannot poison anyone for the spell’s duration (WillNeg, SR applies)

Recitation(CDiv p176)(UE p52)

<Conj(creat), VSF(sacred text)/DF, 1StdAct, 1rnd/lvl, no save, SR applies>

– All allies within a 60’ radius Burst of the caster gain a +2 (or +3 if they worship the caster’s deity) Luck bonus on attacks & saving throws, while any enemies in the burst suffer a –2 penalty on attacks & saves.

Restoration(PH p272)

<Conj(heal), VSM(100gp diamond dust), 3Rounds, Touch, Instantaneous>

– Touched creature is restored as follows:

a) all Negative Energy Level are removed;

b) one lost Experience Level is restored if it was drained within 1/day per level;

c) removes all ability penalties and temporary ability Damage;

d) restores all permanently Drained points from one ability score; and

e) eliminates Fatigue and Exhaustion.

Revenance(CDiv p178)(MoF p113)

<Conj(heal), VSM(500gp diamond dust)/DF, 1FullRound, Touch, 1min/lvl>

– The touched ally that was killed within 1rnd/lvl is restored to life for the spell’s duration, and then dies again. The target does not loose a level & is at ½ hp. Against the creature that killed it, the target receives a +1 Morale bonus on All Actions. The spirit must be willing, cannot have died of old age, have been killed by a ‘death effect’, or have been an Undead, Construct, Elemental, or an outsider. The body must be intact.

Rogue Wave(DR314 p46)

<Conj(creat)[water], VS/DF, 1StdAct, Medium-range, Instantaneous, Fort½, no SR>

– The caster creates a wave of water that has its starting point anywhere within range and then moves is a direction the caster chooses. All creatures struck by the wave take 1d6 per two levels (max 10d6) bludgeoning damage (Fort½). If a creature of up to Large-size fails its save, it is knocked Prone.

If cast on dry land, the wave is 20’ wide, 10’ long, & 10’ high and moves 60’.

If cast in the water, the wave is 40’ wide, 10’ long, & 10’ high and moves 120’. Also, all creatures receive a –4 penalty on their save.

Shark Bolt(DR334 p76)

<Conj(creat)[water], VSM(shark teeth), 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>

– Creates 1 Medium-sized Shark made from water for each 5 caster levels (max 5 at 20th). Each ‘shark’ appears next to a target designated at casting time. The ‘shark’ attacks its target once per round at the caster’s highest base attack bonus. A successful hit does 1d6 + 1 per three caster levels (max 1d6 +6 at 18th).

One or more of the ‘sharks’ may be retargeted by the caster with a Move Action. If the shark only moved 30’ to its new target, it may attack the round it moved.

A ‘shark’ may not be damaged, but is dispelled by any [fire] spell that touches it (AC 11). Also, each time a shark hits a creature with Spell Resistance, it must overcome the SR or be dispelled.

Summon Monster IV(PH p286)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster IV 1

Summon Monster III 1d3

Summon Monster II (or lower) 1d4+1

Summon Undead IV(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.

Table #

Summon Undead IV 1

Summon Undead III 1d3

Summon Undead II (or lower) 1d4+1

No summoned Undead may have more Hit Dice than (Caster level + 1).

Wall of Sand(PGF p118)

<Conj(creat)[earth], VSM(sand)/DF, 1StdAct, Medium-range, Concentration + 1rnd/lvl, no save, no SR>

– Creates an opaque wall made from sand, up to one contiguous 5’ square per level, arranged as the caster wishes. The wall has the following properties:

a) blocks ranged attacks;

b) may be moved through by taking a Full-Round Action to make a Strength check. For each 5 points the check exceeds 15, the target may move 5’.

c) any creature within the wall is considered Blind, Deaf, cannot speak or breath, and must hold its breath or start to suffocate.

d) it is possible to attack with a melee weapon at a creature within the wall, but the target has Cover and Total Concealment.

### Divination

Assay Spell Resistance(Spell p17)(CArc p97)

<Div, VS, Swift Action, Personal, 1rnd/lvl>

– Gain a +10 bonus on Caster checks to overcome Spell Resistance against one target, which must be visible when this spell is cast.

Discern Lies(PH p221)

<Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR>

– Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.

Divination(PH p224)

<Div, VSM(incense, 25gp offering), 10Minutes, Personal>

– Learn a useful piece of information concerning a specific goal, event, or activity that will occur within 7 days. Chance of information is 70% + 1%/level, with the caster knowing if the spell failed.

Know Vulnerabilities(MoF p104)

<Div, VS, 1StdAct, Close-range, WillNeg>

– Determine target’s vulnerabilities and resistances.

Status, Greater(BoED p100)

<Div, VS/DF, 1StdAct, Touch, 1hr/lvl>

– Monitors the position (distance & direction) and condition (unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc.) of one touched living subject per 3 levels at any range.

In addition, the caster may cast beneficial ‘touch’ spells of up to 2nd lvl through the link

Tongues(PH p294)

<Div, VM(small clay ziggurat)/DF, 1StdAct, Touch, 10min/lvl, no SR>

– The touched subject can understand & speak any intelligent creature’s language.

Weather Eye(CDiv p189)

<Div, VSM(incense)F(scrying device)/ DF, 1Hour, Instantaneous>

– Accurately predict natural weather in a 1 mile + 1 mile per level radius around the caster for the next 7 days.

If the weather is currently under the effect of magic, this spell identifies that fact in the same way as *Detect Magic*.

### Enchantment

Merrshaulk’s Kiss(DR330 p71)

<Ench, VSF(at least one living snake), 1StdAct, Touch, 1min/lvl>

– Up to one Snake per two levels within a 30’ area receive the following:

a) +1 Morale bonus on attacks, saves, and skill checks;

b) a snake with Poison receives a +2 Morale bonus to the poison’s DC;

c) a snake with the Constriction special ability receives a +2 Morale bonus on Grapple checks.

Sword of Conscience(BoED p109)

<Ench(comp)[good][mind], V/DF, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– Target Evil creature takes Ability Damage to its Wisdom & Charisma determined by it HD and/or Level (as listed below):

Creature 1d6 1d8 2d6 2d8

Cleric of Evil God 0-1 2-4 5-10 11+

Evil Outsider 0-1 2-4 5-10 11+

Evil Elemental 0-2 3-8 9-20 21+

any Undead 0-2 3-8 9-20 21+

other Evil Creature 0-10 11-25 26-50 51+

Torture(DR348 p28)

<Ench(comp)[mind][language], VS, 1Minute,   
Close-range, 1rnd per 2 lvls, SR applies>

– The caster asks the target living, conscious creature one question each round, with one of the following results:

a) if the target does not understand the question / does not know the answer, the caster knows this immediately & the target receives no ill effect;

b) if the target answers truthfully, the target receives no ill effect;

c) if the target lies / does not answer, the target takes 1d6 Constitution damage   
(Will save for 1 Constitution damage).

If the target is ever out of range, the spell ends immediately.

### Evocation

Bleakness(PH2 p104)

<Evoc[darkness][evil], VS/DF, 1StdAct, Close-range, 1rnd/lvl(D), no save, no SR>

– All creatures in a 20’ radius Emanation are affected as follows:

a) living creatures take 1d6 Negative Energy Damage per round;

b) Undead receive Turn Resistance +4 & Fast Healing 3;

Counters & Dispels any [light] spell of an equal or lower level.

Blessing of the Righteous(PH2 p104)

<Evoc [good], VS/DF, 1StdAct, 1rnd/lvl>

– All allies in a 40’ radius Burst around the caster have their melee & ranged attacks do +1d6 Holy damage and are considered ‘good’ for the purpose of overcoming Damage Reduction.

Boccob’s Rolling Cloud(DR338 p49)

<Evoc[fire][electricity], VSM(4 colored stones)/DF, 1StdAct, Close-range, Instantaneous, Ref½ and FortNeg, SR applies>

– All creatures in a Cone-shaped Burst (10’ tall and out to the end of range) take 1d6 per level damage (Ref½). Damage is ¼th Electricity, ¼th Fire, ¼th Positive Energy, & ¼th Negative energy. This form of Positive and Negative energy does damage to all types of creatures and may never heal them.

Any creature that fails its Reflex save is Dazed for one round (FortNeg).

Castigate(Spell p44)~~(CDiv p158)~~

<Evoc[sonic], V, 1StdAct, Instantaneous, Fort½,   
SR applies>

– Enemies within 10’ radius Burst of the caster as affected as follows:

Alignment Damage

Same no damage

Within 1 Step 1d2/lvl (max 10d2) (Fort½)

Further 1d4/lvl (max 10d4) (Fort½)

Celestial Brilliance(BoED p94)

<Evoc[good][light], VS, 1StdAct, Touch, 1day/lvl(D)>

– The touched object gives off very bright light in a 60’ radius & dim light for another 60’.

a) Creatures with Light Sensitivity take 2x their normal penalty;

b) Undead within the 60’ radius take 1d6 damage per round;

c) Undead & Evil Outsiders that take damage from sunlight take 2d6 damage per round that they are within 60’ of the target object

This spell is Suppressed and suppresses any magical darkness within its area of effect.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Divine Power(PH p224)

<Evoc, VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster gains the following:

a) +6 Enhancement bonus to Strength;

b) 1 Temporary HP per level; &

c) a Base Attack Bonus as if the caster was a fighter of his/her Character level.

Energy Vortex(CDiv p164)

<Evoc[variable energy], VS, 1StdAct, Instantaneous, Ref½, SR applies>

– All creatures within a 20’ radius Burst of the caster take damage from one Energy Type chosen at casting time. There are two options:

a) The caster takes no damage and all creatures in the area of effect take 1d8 + 1 per caster level (max 1d8+20); or

b) The caster and all creatures in the area of effect take 2d8 + 2 per caster level (max 2d8+20). In this case, the caster does not get a Reflex save, but SR applies.

Frost Bite(DR312 p64)

<Evoc[cold], VS, 1StdAct, Close-range, Fort½, SR applies>

– The target creature becomes extremely cold:

a) 1d6 per 2 levels lethal Cold damage (max 10d6) (no save);

b) 1d4 per 2 levels non-lethal Cold damage (max 10d4) (FortNeg);

c) becomes Fatigued (FortNeg).

Imbue with Spell Ability(PH p243)

<Evoc, VS/DF, 10Minutes, Touch, until discharged(D)>

– The caster transfers his/her ability to cast one or more spells into another creature. The subject must have an Intelligence of at least 5 and a Wisdom of at least 9. Only cleric spells from the schools of Abjuration, Divination, and Conjuration(healing) can be transferred.

Until the subject casts the imbued spell(s), the caster does not regain the spell slot corresponding to this spell (typically a 4th level slot).

The spells that can be imbued on a subject is based on the subject’s HD:

HD Spells Imbued

1-2 one 1st level spell

3-4 up to two 1st level spells

5+ up to two 1st level & one 2nd level spells

The imbued spells are cast at the caster’s level & the caster is responsible to his/her deity for how the spells are used.

Nchaser’s Glowing Orb(PGF p107)

<Evoc[light], VSF(fist-sized glass orb), 1StdAct, Touch, Permanent>

– Enchants a glass orb to give off light. The controller (by default the caster) can command the orb within 30’ to adjust from no light to any brightness up to its maximum (60’ radius).

If the caster dies, then any Cleric, Sorcerer, or Wizard able to cast 4th level spells can become an orb’s controller by touching it.

Sending(PH p275)

<Evoc, VSM(copper wire)/DF, 10Minutes, no SR>

– Sends a message of 25 words or less to a familiar subject anywhere, who may send back a 25 word response immediately. If the subject is on another plane of existence, there is a 5% chance of the message being lost.

Stars of Arvandor(BoED p108)

<Evoc[good][force], VS, 1StdAct, Close-range, 1min/lvl(D)>

– One twinkling star per level (max 10) floats around the caster’s head.

Once per round, the caster may either take a Free Action to launch one star –or– take a Standard Action to launch up to three stars.

Each star can have a separate target, requires a Ranged Touch attack to hit, & does 1d8 damage (no save, SR applies). If the target is non-Evil, half the damage is non-lethal.

### Illusion

Doomtide(CDiv p163)(MoF p90)

<Ill(pattern), VS/DF, 1StdAct, 80’, 1rnd/lvl, WillNeg, SR applies>

– Create eight 10’ cubes Clouds of black mist. The caster decides if the mist is stationary or moves away at a rate of 10’. Any creature in the mist who fails its Will save is Dazed until clear of the mist. The caster & up to one other touched person can see through the mist freely & are immune to its daze effect.

### Necromancy

Blood of the Martyr(BoED p92)

<Necro(heal)[good], VS, 1StdAct, Medium-range>

– The caster transfers his/her own hit-points (minimum 20) to a willing or unconscious creature. The subject is healed as per a *Cure Wounds* spell, so any excess hp are lost. The caster loses the hp as if he/her had taken damage.

Consumptive Field(Spell p51)

<Necro[death][evil], VS, 1StdAct, 1rnd/lvl, WillNeg, SR applies>

– All creatures within a 30’ radius Emanation around the caster that have less than 0 hp immediately die. A given creature must only save once per casting of this spell.

For each creature that dies due to this spell, the caster gains the following:

a) +2 bonus to Strength;

b) 1d8 Temporary HP;

c) +1 effective Caster level (max +½ spell Caster level).

Death Ward(PH p217)

<Necro, VS/DF, 1StdAct, Touch, 1min/lvl>

– Grants immunity to death spells & effects, gaining Negative Levels, and Negative Energy damage & ability loss.

Inflict Critical Wounds(PH p244)

<Necro, VS, 1StdAct, Touch, Will½, SR applies>

– Target takes 4d8 + 1/lvl (max +20) Negative Energy Damage.

Poison(PH p262)

<Necro, VS/DF, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Touch deals 1d10 Constitution damage, repeats in 1 minute. DC is 10 + ½ caster level + caster’s Wisdom modifier.

### Transmutation

Air Walk(PH p196)

<Trans[air], VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject (up to Gargantuan size) walks on air as if it were solid. Walking “uphill” is limited to 45 degrees at half-movement. Strong winds can aid or hinder the subject depending on their directions.

At the end of this spell, a subject who is still airborne will descend gently at a rate of 60’ per round for 1d6 rounds. After that, the spell is over & a subject not on the ground will fall normally.

A mount that knows the Air Walk Trick will not panic under the effect of this spell.

Blindsight, Greater(Spell p32)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– Touched subject gains the Blindsight quality, allowing it to sense creatures within 60’ even if they are Invisible or cloaked in darkness.

Camel’s Tenacity(DR331 p71)

<Trans, VSM(camel hair), 1StdAct, Touch, 1day/3lvls>

– Up to one touched subject per level does not need to eat or drink for the spell’s duration. This is not protection from magical dehydration.

Control Water(PH p214)

<Trans[water], VSM(dust (to lower) -or- water (to raise))/DF, 1StdAct, Long-range, 10min/lvl(D)>

– Effects 10’/lvl x 10’/lvl x 2’/lvl (shapeable) of water by either:

a) lowering the water by 2’/lvl (min of 1”). In large / deep bodies of water, this forms a whirlpool. This effect will Slow water-based creatures / elementals (WillNeg); or,

b) raising the water by 2’/lvl. Boats will slide off the “hump” of the water.

Dust to Dust(RotW p174)

<Trans[ray], VS/DF, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

– An Undead or an actual corpse struck by this ray takes 1d8 damage per 2 levels (max 10d8). It the target is reduced to 0 (or fewer) hit-points and was up to Large size, it is reduced to dust.

Undead may make a Fortitude save for ½ damage. This spell does not effect anything other than Undead and corpses.

Fang Blade(DR330 p71)

<Trans, VSF(living snake no more than one size category larger than the caster), 1StdAct, Touch, 1min/lvl(D)>

– The focus snake is transformed into the equivalent of a Longsword sized for the caster. The caster is considered proficient with the weapon. On a hit, the foe is affected by the snake’s poison (if any) in addition to the normal Longsword damage.

If anyone other than the caster attempts to wield the weapon, the snake attacks its holder.

The weapon has a Hardness of 8 & the snake’s hp at the time of the casting with regards to Sunder attempts.

At the spell’s end, the snake returns to normal.

Giant Vermin(PH p235)

<Trans, VS/DF, 1StdAct, Close-range, 1min/lvl>

– Enlarge either 3 normal centipedes, 2 normal spiders, or 1 normal scorpion in a 30’ area (all subjects must be the same type). The target vermin will follow the caster’s extremely simple commands (i.e., “Attack”).

Lvl Size Lvl Size

up to 9th Medium 18th – 19th Gargantuan

10th – 13th Large 20th+ Colossal

14th – 17th Huge

Iron Bones(MoF p102)

<Trans, VSF(tiny skull made from iron), 1StdAct, Touch, 10min/lvl>

– Touched corporeal Undead gains +5 Natural Armor bonus due to a hardened skeleton.

Magic Weapon, Greater(PH p251)

<Trans, VSM(powdered lime, carbon)F(weapon)/DF, 1StdAct, Close-range, 1hr/lvl>

– Targeted manufactured weapon –or– a bundled group of 50 projectiles gain an Enhancement bonus to attack & damage of +1 per four levels (max +5).

A Monk’s Unarmed Strike can be the target of this spell.

Remove Fatigue(BoED p105)

<Trans, S, 10Min, Touch, Instantaneous>

– Up to one living subject per two levels gains the benefit of 8 hours of sleep.

If a subject is Exhausted, it is now Fatigued (& 1 hour of rest will remove this state).

If a subject is Fatigued, it is now rested.

If a subject is rested, it does not need to sleep again for 24 hours.

Note: This spell has no effect on restoring spells.

Shape Metal(RoF p191)

<Trans, VSM(wire bent into the new shape)/DF, 1StdAct, Touch, Instantaneous>

– Permanently reshapes a single piece of metal of up to 10 cubic feet + 1 cubic foot per level into a shape of the caster’s choosing, though fine detail is not possible.

This spell can be used to ruin the weapons & armor of an opponent fighting the caster by making a Touch Attack (which generates an Attack of Opportunity). If the caster readies an action to touch the opponent when he/she attacks, then no Attack of Opportunity is generated. The item’s wearer / user gets to make a Fortitude save to negate the effect.

Metal Armor – looses 1d6 of AC bonus.

Partially-Metal Armor (e.g., Studded Leather) – looses 1d3 of AC bonus.

Weapon, Shield, Metallic Creature – takes 1d6 per 2 levels damage, which bypasses Hardness & Damage Reduction.

Stone Metamorphosis(Und p61)(Und p103)+

<Trans[earth], VSM(grain of talc, chip of obsidian), 1StdAct, Touch, Instantaneous>

– 10 cubic feet + 1 cubic foot per level of touched stone is permanently changed into another type of stone. Typically this means changing the stone’s Hardness anywhere from 6 to 9 (see Underdark page 103 for examples).

This spell cannot create gems and does not change the value of stone objects.

Sustain(BoED p109)

<Trans, VSM(wine, bread), 1Round, Touch, 6hrs/lvl>

– One living subject per two levels does not need to eat or drink for the spell’s duration & has any current penalties from starvation removed. The subjects can be of any size.

When the spell ends, a subject’s appetite returns normally (i.e., is not immediately starving). A subject may eat & drink while under the effect of this spell without penalty.

Throwing Arm of Iallanis(DR342 p75)

<Trans, VS/DF, 1StdAct, Touch, 1rnd per 5 levels>

– For 1 round per 5 Caster levels (max 4), a massive rock appears in an empty hand of the touched subject (must be at least Medium-size). The rock may only be used to make a ranged attack, using the stat listed below.

Size Range Increment Damage

up to Small n/a n/a

Medium 120’ 2d6

Large 140’ 2d8

Huge 160’ 3d6

Gargantuan 180’ 3d8

Colossal 200’ 4d6

If the subject has the Rock Throwing racial ability, he/she receive a +4 bonus on the attack roll.

Note: this spell is normally only available to followers of one of the Patron Deities of Giants.

Weapon of the Deity(CDiv p188)

<Trans, V/DF, 1StdAct, Personal, 1rnd/lvl>

– When the caster wields his/her deity’s favored weapon, it gains a +1 Enhancement bonus to attack & damage for every 3 levels starting at 6th (i.e., +2 at 9th, etc.). The caster is considered proficient with the weapon. Only one end of a double weapon is effected.

The weapon gains an additional magical enhancement, such as ‘defending’ or ‘flaming’ that is appropriate for the deity. See Weapons of the Deity Table for the list.

### Combination

Caustic Distain(DR347 p77)

<Ench/Evoc[acid][evil], VS, 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– The target creature is affected as follows:

a) takes 1d6 Acid damage per round (Fort½);

b) is covered with vapors for the spell’s duration (no save);

c) any creature attempting to cast a beneficial spell on the target must make a Will save. If the save fails, the creature casting the spell looses it. If the save is successful, that creature is immune to this effect for the remainder of the spell.

## 5th Level

### Abjuration

Atonement(PH p201)

<Abj, VSM(incense)F(500gp prayer beads)X(up to 500)/DF, 1Hour, Touch, no save, SR applies>

– Removes burden of misdeeds from a truly repentant touched subject. If the misdeeds were committed willingly & knowingly, then the caster must expend 500XP. Uses include:

a) removing magical alignment changes;

b) restoring a paladin, cleric, or druid who had lost his/her class abilities.

c) a fully willing & understanding subject can redeemed/tempted into taking the same alignment as the caster. No duress, compulsion, or magical influence can be involved in making the subject want to be redeemed.

Aura of Evasion(Spell p18)

<Abj, VSM(500gp emerald)/DF, 1min/lvl>

– All creatures within a 10’ radius Emanation of the caster gain the Evasion class ability vs. Breath Weapons (i.e., if the Breath Weapon allows a Reflex save for ½ damage, a successful Reflex save results in no damage).

Any subject that already has the Evasion class ability receives a +4 bonus on Reflex saves vs. Breath Weapons.

Break Enchantment(PH p207)(DR306 p110)+

<Abj, VS, 1Minute, Close-range, no SR>

– Attempts to free 1 subject per level within a 30’ area from all Curses, Enchantments, Transmutations, and Petrifaction. Each effect is subject to a Dispel Check (max +15). Cursed items typically have a DC of 25.

If petrifaction is removed from a creature, it does not need to make a saving throw to survive.

Effects that cannot be removed by *Dispel Magic* can be removed by this spell if their level is no more than 5th.

This spell breaks effects on creatures. A cursed item still have its curse, it just may no longer apply to the subject.

Dispel Chaos(PH p222)

<Abj[law], VS/DF, 1StdAct, Personal, Until Discharged up to 1rnd/lvl>

– The caster gains a blue glow, which provides a +4 Deflection bonus to AC against Chaotic creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

a) touch attack on a Chaotic creature from another plane will force it home if it fails its SR check (if any) and its Will save.

b) touching a Chaotic spell or an enchantment cast by a Chaotic caster ends the spell as per a successful casting of *Dispel Magic*.

Condemnation(PH2 p107)

<Abj, V, 1StdAct, Close-range, 1rnd, WillNeg,   
SR applies>

– The target Outsider is Stunned and has his/her Spell Resistance reduced by 10.

Dispel Evil(PH p222)

<Abj[good], VS/DF, 1StdAct, Personal, until discharged up to 1rnd/lvl>

– The caster gains a white radiance, which provides a +4 Deflection bonus to AC against Evil creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

a) touch attack on an Evil creature from another plane will force it home if it fails its SR check (if any) and its Will save.

b) touching an Evil spell or an enchantment cast by an Evil caster ends the spell as per a successful casting of *Dispel Magic*.

Dispel Good(PH p222)

<Abj[evil], VS/DF, 1StdAct, Personal, Until Discharged up to 1rnd/lvl>

– The caster gains a dark nimbus, which provides a +4 Deflection bonus to AC against Good creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

a) touch attack on a Good creature from another plane will force it home if it fails its SR check (if any) and its Will save.

b) touching a Good spell or an enchantment cast by a Good caster ends the spell as per a successful casting of *Dispel Magic*.

Dispel Law(PH p222)

<Abj[chaotic], VS/DF, 1StdAct, Personal, Until Discharged up to 1rnd/lvl>

– The caster gains a flickering aura, which provides a +4 Deflection bonus to AC against Lawful creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

a) touch attack on a Lawful creature from another plane will force it home if it fails its SR check (if any) and its Will save.

b) touching a Lawful spell or an enchantment cast by a Lawful caster ends the spell as per a successful casting of *Dispel Magic*.

Globe of Radiant Invulnerability, Lesser(DR350 p30)

<Abj[light], VSM(glass bead), 1StdAct, 1rnd/lvl(D)>

– An immobile 10’ radius sphere appears around the caster. Any 0th – 3rd level spell or spell-like abilities cannot enter the sphere, though those already in effect are merely Suppressed while in the area. Area of effect spells do not effect anything within the sphere either, though the rest of the area of effect is targeted normally.

Spells can be cast out of the sphere or through the sphere without penalty. Once in effect, anyone (including the caster) can leave and reenter the sphere.

Once per round as a Free Action, the caster can change the amount of illumination generated by the sphere, from slightly shimmering to as bright as a *Daylight* spell.

As a Standard Action, the caster may end the spell by making it “explode” with light. All creatures within a 20’ radius Burst outside the sphere take damage (see below) (Ref ½, SR applies) and are Blinded (RefNeg, SR applies)

a) Undead & Oozes take 1d6 per level (max 10d6) damage;

b) other creatures which find sunlight harmful take 6d6 damage;

c) all other creatures take 3d6 damage

This spell can be Dispelled by a targeted *Dispel Magic*, but not an area *Dispel Magic*.

Mana Flux(PH2 p119)

<Abj, VS, 1StdAct, Medium-range, 1rnd/lvl, no save, no SR>

– Creates an immobile 20’ radius Emanation which causes the following to have a 20% chance of failing:

a) spells, spell-like abilities, & supernatural abilities;

b) spell completion items, such as a Scroll;

c) manifesting a psionic power.

Spell Resistance(PH p282)

<Abj, VS/DF, 1StdAct, Touch, 1min/lvl>

– Subject gains Spell Resistance of 12 + 1/lvl.

Telepathy Block(BoED p109)

<Abj, VS, 1StdAct, Close-range, 1rnd/lvl(D), no save, no SR>

– All telepathic communicated, including telepathic speech, is blocked in a 80’ radius Emanation from the target. If the spell is cast on a creature or object, the effect moves with the target. If cast on a point in space, the effect is immobile.

Wall of Dispel Magic(Und p63)

<Abj, VS/DF, 1StdAct, Medium-range, 1min/lvl>

– Creates an transparent wall whose area is one 10’ square per level.

When a creature passes through the wall, each ongoing spell effect on the target gets a separate Dispel Check (max +10). If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

The wall cannot be seen with *See Invisibility*, but it can be detected with *Detect Magic* and *True Seeing*.

### Conjuration

Call Zelekhut(Spell p42)

<Conj(call)[law], VSX(100)/DF, 10Minutes, Close-range, Instantaneous>

– A Zelekhut Inevitable (MM p160) (a CR 9 Construct) appears before the caster to do one task which will take no more than 1 hour. The Zelekhut does not need to be paid. A specific Zelekhut may be requested, though it may not be the one that appears.

Crawling Darkness(Spell p55)~~(Sav p64)(MoF p86)(MoFe)+~~

<Conj(creat), VS/DF, 1FulRound, Personal, 1min/lvl(D)>

– The caster is surrounded by a shroud of dark tentacles, that give the following bonuses:

a) hides the caster’s features;

b) grants Concealment;

c) +4 Competence bonus on Grapple, Climb, & Escape Artist checks; and

d) if the caster is attacked, the tentacle makes an attack using the caster’s Base Attack Bonus + the caster’s Wisdom modifier, doing 1d12 damage if it hits.

Cure Light Wounds, Mass(PH p216)

<Conj(heal), VS, 1StdAct, Close-range>

– Cures 1d8 +1/level damage (max +25) to   
one creature per level in a 30’ area with Positive Energy.

Disk of Concordant Opposition(DR338 p48)

<Conj(create), VSM(small iron & electrum wheel)/DF, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

– By making a ranged touch attack, one creature or object is struck. Damage is half Positive Energy and half Negative energy, though neither may heal a creature of any type:

Creature: takes 1d6 per level (max 15d6) (Fort½). If the target is reduced to 0 or fewer hit-points, it is turned to dust.

Object: one object of up to a 5’ cube is disintegrated, or a 5’ cube is disintegrated out of a larger object;

Force Effect: one *Wall of Force* or other force effect is dispelled if the disk’s caster level is equal or higher than the force effect’s caster level.

Note: mainly used by followers of Boccob.

Elemental Guardian(DR347 p71)

<Conj(sum), VSM(container with the desired element), Short-range, 10Minutes, 1day/lvl>

– The caster summons a Lesser Elemental Weird(DR347 p70) of either Air, Earth, Fire, or Water and binds it to a 5’ area comprised of the same element (i.e., a pool for a Lesser Water Weird, etc.). The Weird cannot move more than 100’ from its bind location.

Without additional instructions, the Weird will attack any creature other than the caster who comes within 100’ of its bind location. If the caster speaks its language, he/she can give it more specific instructions.

If the Weird is destroyed, the spell ends.

Energetic Healing(BoED p98)

<Conj(heal), VS/DF, 1StdAct, Touch, until discharged up to 10min/lvl>

– The touched subject gains immunity from magical damage caused by one Energy Type. In addition, 10% of the energy’s damage is converted into healing, up to a total of 2hp per Caster level (max 30hp). Once the spell has healed its maximum amount, the spell is discharged.

Freeze(DR312 p63)

<Conj(create)[cold][ray], VS/DF, 1StdAct, 1rnd per 2levels, Ref½, SR applies>

– Target takes 1d6 + (1 per 2 levels) Cold damage (no save) and becomes incased in a 5 inch thick sheath of ice (RefNeg).

If encased, the target has the following penalties:

a) Takes 1d6 + (1 per 2 levels) Cold damage each round (no save);

b) Cannot move except to make Strength checks vs. DC 26 to break the ice;

c) Cannot speak or cast spells with Verbal or Somatic components;

d) If underwater, the target rises to the surface in the block of ice;

e) The ice blocks ‘Line of Effect’, so the target cannot be targeted with spells;

f) The ice allows the target to breath;

It takes 15 points of damage to break the ice. At the end of the spell’s duration, it melts instantly.

Insect Plague(PH p244)

<Conj(sum), VS/DF, 1Round, Long-range, 1min/lvl, no save, no SR>

– Summons 1 Locust Swarm(PH p239) per three levels (max 6 swarms). The swarms must be contiguous, but not overlapping. Any creature within a swarm is attacked. The swarms are immobile.

Invest Heavy Protection(PH2 p115)

<Conj(heal), VS, 1StdAct, Touch, 1min>

– The touched subject receives the following:

a) heals 5d4 + 1 per 2 levels (max 5d4+12) with Positive Energy; &

b) gains Damage Reduction 5 / evil.

If the touched subject is an Undead, instead it:

a) takes 5d4 + 1 per 2 levels (max 3d4+12) Positive Energy dmg (Will½, SR applies); &

b) takes +5 damage from any weapon that can overcome ‘evil’ Damage Reduction.

Magic Convalescence(PH2 p118)

<Conj(heal), VSM(ointment), 1StdAct, 1rnd/lvl>

– When any creature (including the cater) casts a spell within a 20’ radius Emanation around the caster, the caster heals 1 hit-point per spell level. The hit-points are healed after the spell takes affect.

Monstrous Regeneration(MoF p109)(MoFe)+

<Conj(heal), VS, Touch, 1rnd/2lvls>

– Touched living creature gains the Regeneration ability. Any damage the target takes (except for Acid & Fire) is converted to subdual damage, which is heal at a rate of 4hp per round. Severed body parts can be reattached as a Move-Equivalent action. When the spell ends, all subdual damage from this spell becomes normal damage.

Plane Shift(PH p262)

<Conj(teleport), VSF(plane-specific tuning fork), 1StdAct, Touch, Instantaneous, WillNeg, SR applies>

– Either 1 unwilling target –or– 8 willing targets are sent to another plane of existence.

Raise Dead(PH p268)

<Conj(heal), VSM(5,000gp diamond)/DF, 1Minute, Touch>

– Restores life to an intact corpse who died up to 1 day per level ago, assuming the spirit is willing. Subject cannot have died of old age, been killed by a ‘death effect’, or have been turned into an Undead.

When raised, the subject heals to 1 hp per its HD, plus any ability score at 0 becomes 1. Normal diseases & poisons are also cured.

Subject looses a Non-Recoverable Level.

This spells cannot be used on Constructs, Elementals, or Outsiders.

Revivify(DR342 p31)

<Conj(heal), VSM(1,000gp diamond)/DF, 1StdAct, Touch>

– Restores life to an intact corpse who died up to 1 round ago, assuming the spirit is willing. Subject cannot have died of old age, been killed by a ‘death effect’, or have been turned into an Undead.

When raised, the subject heals to –1 hp, plus any ability score at 0 becomes 1. Normal diseases & poisons are also cured.

Subject does not loose a level or any spells.

This spells cannot be used on Constructs, Elementals, or Outsiders.

Summon Monster V(PH p287)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster V 1

Summon Monster IV 1d3

Summon Monster III (or lower) 1d4+1

Summon Undead V(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.

Table #

Summon Undead V 1

Summon Undead IV 1d3

Summon Undead III (or lower) 1d4+1

No summoned Undead may have more Hit Dice than (Caster level + 1).

Vigor, Greater(CDiv p186)(DR324 p103)+

<Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd per level (max 35rnds total)>

– Touched living creature gains Fast Healing 4.

Wall of Stone(PH p299)

<Conj(creat)[earth], VS/AM(granite)/DF, 1StdAct, Medium-range, Instantaneous, no SR>

– Creates a wall of stone that is one 5’ square per level & 1” thick per 4 levels. The area can be doubled by halving the thickness. The stone has a Hardness 8 & each 5’ square has 15 hit points per inch of thickness.

The wall can be of any shape & will merge into adjoining stone surfaces.

Warding Gems(BoED p111)

<Conj(heal), VSM(one 500gp gem per warding gem), 1StdAct, Close-range, 1hr/lvl>

– The caster creates up to one Warding Gem per three levels. Each gem then floats around the head of its subject (who must be within Close-range). A floating gem has AC 24, Hardness 10, & 10 hp. If destroyed, its magic is lost.

As a Free Action, a subject with a Warding Gem floating around his/her head can discharge it & be healed exactly 10 hp. The gem then turns to dust.

At the end of the spell’s duration, any unused Warding Gem looses its magic & falls to the ground undamaged (i.e.,. it can be reused).

### Divination

Commune(PH p211)

<Div, VSM(holy/unholy water, incense)X(100)/DF, Personal, 1rnd/lvl>

– The caster’s deity answers one yes-or-no question per level. The topic must be within the deity’s area of interest.

Commune with Earth(RoF p189)

<Div, VS, 10Minutes, Personal>

– By becoming “one with the earth”, the caster can know up to 3 facts about the surrounding hills, mountains, or underground areas (e.g., location of water, animal population, presence of powerful unnatural creatures). The caster can learn about an area of ½ mile per level radius above ground & to a depth of ¼ mile per level. Construction, including towns & dungeons, obstructs this spell.

Scrying(PH p274)(PH3.5e)+

<Div(scry), VSF(see below)/AM(eye of an eagle, nitric acid, copper, zinc)/DF, 1Hour, 1min/lvl, WillNeg, SR applies>

– Sends a Magical Sensor to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day.

Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor.

The following spells have a 5%/lvl chance of working through the ‘sensor’: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic,* & *Message*.

Focus is determined by class – Clerics use a Holy Water font (min 100gp), Druids use a natural pool of water, all others uses a 2’x4’ silver mirror (min 1,000gp).

True Seeing(PH p296)

<Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl>

– Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur* & *Displacement*, not effected by Invisibility, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane.

This spell cannot be used in conjunction with scrying magics, such as *Clairaudience / Clairvoyance.*

### Enchantment

Chaav’s Laugh(BoED p94)

<Ench(comp)[good][mind], V, 1StdAct, 1min/lvl, WillNeg, SR applies>

– All creatures within a 40’ radius Spread around the caster that can hear the spell are effected based on their alignment:

Good only:

a) +2 Morale bonus on attack rolls & saves vs. Fear; &

b) 1d8 + 1/lvl (max 1d8+20) Temporary HP.

Evil only:

a) –2 Morale penalty on attack rolls & saves vs. Fear.

Command, Greater(PH p211)

<Ench(comp)[language][mind], V, 1StdAct, Close-range, 1rnd, WillNeg(retry), SR applies>

– One living target per level within a 30’ area obeys one of the following one-word command on its turn for 1 round per level:

“Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.

“Drop” – Drops the objects it is holding & can’t pick them up.

“Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.

“Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.

“Halt” – Take no actions, though he/she is not considered Helpless.

Each target receives the same one-word command.

Targets may attempt their Will save each round until they succeed, ending the effect.

Symbol of Sleep(PH p291)

<Ench(comp)[mind], VSM(1,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures with up to 10HD within a 60’ radius Emanation fall into a catatonic sleep for 3d6x10minutes. Targets cannot be waken without magic. The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

### Evocation

Blistering Radiance(Spell p33)(CArc p99)

<Evoc[fire][light], VSM(lens, tinder), 1StdAct, Long-range, 1rnd/lvl, SR applies>

– A brilliant 50’ radius sphere hovers at the target location for 1 round per level. All creatures within the 50’ radius Spread on the caster’s initiative are Dazzled (no save) and take 2d6 Fire damage (Fort½).

Counters & Dispels any [darkness] spell of an equal or lower level.

Dancing Web(BoED p96)

<Evoc[good], VSM(spider’s web)/DF, 1StdAct, Medium-range, Instantaneous, Ref½, SR applies>

– All creatures in a 20’ radius Burst take 1d6 per level non-lethal damage (max 10d6) (Ref½). Evil creatures within the area of effect become Entangled for 1d6 rounds (RefNeg).

Downdraft(DR314 p40)

<Evoc[air], VSM(wooden bird), 1StdAct, Long-range, Instantaneous, Ref½, SR applies>

– The caster creates a 20’ radius Spread column of downward moving air that is 100’ tall. Any flying creature caught in the column is forced down 100’ (Reflex save to only fall 50’). If a creature hit the ground, it takes 1d6 damage per 10’ it fell.

Any creature on the ground under the column is knocked Prone (RefNeg, save is modified by x4 the target’s size category bonus/penalty (i.e., –4 for Small, +0 for Medium, +4 for Large, etc.).

Dragon Breath(CDiv p164)

<Evoc[good/evil], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster gains one breath weapon (listed below) for the spell’s duration. After it is use, the caster must wait 1d4 rounds before the breath weapon can be used again.

Dragon align Effect Save

Black [evil] 30’ Line of Acid Ref½

Blue [evil] 30’ Line of Electricity Ref½

Brass [good] 15’ Cone of *Sleep* WillNeg

Bronze [good] 30’ Line of Electricity Ref½

Copper [good] 15’ Cone of *Slow* WillNeg

Gold [good] 15’ Cone of Fire Ref½

Green [evil] 15’ Cone of Acid Ref½

Red [evil] 15’ Cone of Fire Ref½

Silver [good] 15’ Cone of Paralysis FortNeg

White [evil] 15’ Cone of Cold Ref½

Energy breath weapons do 1d8 per two levels (max 10d8). Non-energy breath weapons last for 1d6 rounds.

Flame Strike(PH p231)

<Evoc[fire], VS/DF, 1StdAct, Medium-range, Ref½, SR applies>

– A 40’ tall column of fire with a 10’ radius appears. 1d6 damage per level (max 15d6), half of which is Fire damage & the other half is Untyped Damage.

Hallow(PH p238)

<Evoc[good], VSM(herbs & incense worth 1,000gp + 1,000gp per level of the included spell)/DF, Touch, 24Hours, Instantaneous>

– Designates a 40’ radius Emanation from touch spot as Holy. For 1 year, everyone within the Hallowed area has the following benefits:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Evil creatures;

b) Blocks any mind control;

c) Non-Good Summoned & Conjured creatures cannot enter the area unless they make a Spell Resistance check;

d) Dead bodies interred within the area cannot become Undead;

e) One spell from the Hallow / Unhallow Table can be added to the entire Hallowed area for the full year. The spell can be designated to effect only followers of the caster’s faith, only those who do not follow the caster’s faith, creatures that share the caster’s alignment, everyone, etc.

f) If cast by a Cleric, all Charisma checks to Turn / Destroy Undead gain a +4 Sacred bonus & all Charisma checks to Rebuke / Command Undead receive a –4 Sacred penalty (no SR).

This spell Counters *Unhallow*.

Radiance(PH2 p122)

<Evoc[good, light], VS/DF, 1StdAct, 1rnd/lvl(D),   
no save, no SR>

– Caster gives off bright light in a 60’ radius Emanation.

Undead within the emanation are Dazzled as long as they stay within the area-of-effect plus 1d6 rounds.

Treated as ‘sunlight’ for creatures who receive penalties in those conditions, but is not real sunlight so certain Undead are not destroyed.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Stalwart Pact(CDiv p181) (RoD p168)

<Evoc, VS/DF/X(250), 10Minutes, Touch, until discharged then 1rnd/lvl>

– When the touched, willing, living creature is reduced to half his/her hit-points (or less), the target receives the following benefits for 1 round per caster level:

a) 5 Temporary hit-points per caster level;

b) Damage Reduction 5 / magic; &

c) +4 Luck bonus on all saving throws.

Sunlight(DR340 p49)

<Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object gives off bright light in a 60’ radius & dim light for another 60’. The light may be blocked by putting the object in a container.

Treated as ‘sunlight’ for creatures who receive penalties in those conditions. Some creatures, such as Vampires, can even be destroyed by this spell..

This spell Dispels [darkness] spells of equal or lower level. If this spell overlaps with a [darkness] spell of a higher level, the effects of both are suppress, leaving only the natural illumination in the overlapping area.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Unhallow(PH p297)

<Evoc[evil], VSM(herbs & incense worth 1,000gp + 1,000gp per level of the included spell)/DF, Touch, 24Hours, Instantaneous>

– Designates a 40’ radius Emanation from touch spot as Unholy. For 1 year, everyone within the Unhallowed area has the following benefits:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Good creatures;

b) Blocks any mind control;

c) Non-Evil Summoned & Conjured creatures cannot enter the area unless they make a Spell Resistance check;

d) One spell from the Hallow / Unhallow Table can be added to the entire Unhallowed area for the full year. The spell can be designated to effect only followers of the caster’s faith, only those who do not follow the caster’s faith, creatures that share the caster’s alignment, everyone, etc.

e) If cast by a Cleric, all Charisma checks to Rebuke / Command Undead gain a +4 Profane bonus & all Charisma checks to Turn / Destroy Undead receive a –4 Profane penalty.

This spell Counters *Hallow.*

### Necromancy

Contagion, Mass(Spell p51)~~(RoF p190)~~

<Necro[evil], VS, 1StdAct, Medium-range, FortNeg, SR applies>

– Infects all creatures in a 20’ radius Spread with chosen disease which takes effect without an incubation period.

Name DC Dmg

Cackle Fever 16 1d6 Wis

Filth Fever 12 1d3 Dex & 1d3 Con

Mindfire 12 1d4 Int

Red Ache 15 1d6 Str

Shakes 13 1d8 Dex

Slimy Doom 14 1d4 Con

Blinding Sickness 16 1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently Blind.

Curse of Ill Fortune, Mass(Spell p56)

<Necro, VS/DF, 1StdAct, Medium-range, 1min/lvl, WillNeg, SR applies>

– All living enemies in a 20’ radius Burst suffers a –3 penalty on All Actions.

Can be removed by any spell that can remove *Bestow Curse.*

Fallen Soul(DR312 p22)

<Necro[evil], VS/DF, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– The touched living, intelligence creature (which cannot be an Outsider or have the Good subtype) is marked, plus the spell tempts (but does not force) the target to commit evil acts:

a) becomes Nauseated for 1 minute;

b) has an invisible mark on his/her forehead that can automatically be seen by any creatures that gives off a Moderate Alignment Aura of Evil or who can see Invisible. Many such creatures will try to tempt the target into committing evil acts.

c) if the target has a non-Evil alignment, then each time the target willingly commits an evil act, he/she gains a +4 Profane bonus to Strength, Constitution, and Charisma for 1 hour. With enough evil acts, the target’s alignment will change to Evil & this bonus will no longer apply.

d) if the target has an Evil alignment, then each time the target willingly commits a good act, he/she takes 4 points of Strength, Constitution, & Charisma Drain.

This spell can be removed with *Dispel Evil, Limited Wish, Miracle, Wish*, or *Break Enchantment*.

This spell is not effected by *Remove Curse* and cannot be dispelled.

While a creature is under the effect of this spell, *Atonement* will automatically fail on him/her.

Inflict Light Wounds, Mass(PH p244)

<Necro, VS, 1StdAct, Close-range, Will½, SR applies>

– One living target per level within a 30’ area takes 1d8 + 1/lvl (max +25) Negative Energy Damage.

Mark of Justice(PH p252)

<Necro, VS/DF, 10Minutes, Touch, Permanent, no save, SR applies>

– The caster draws an indelible mark on the target & states the behavior that will activate a curse. The caster may choose one of the following curses:

a) –6 on one ability (minimum 1);

b) –4 penalty on attacks, saves, and skill checks; or

c) 50% chance of losing each action.

This spell is not effected by *Dispel Magic*. It can only be removed by *Break Enchantment, Limited Wish, Miracle,* or *Wish.*

This spell can be removed with *Remove Curse* only if its caster level is at least as high as this spell’s caster level*.*

Slay Living(PH p280)

<Necro[death], VS, 1StdAct, Touch, Fort½, SR applies>

– Touched living target dies on a failed saving throw. On success, target takes 3d6 + 1/level.

Soul Scour(UE p52)

<Necro, VSM(lich dust), 1StdAct, Touch>

– The living target’s soul is corrupted:

a) The target must immediately make a Will save or take 2d6 Charisma Damage and 1d6 Wisdom Damage.

b) One minute after being touched, the target must make another Will save or take 1d6 Charisma Damage.

Symbol of Pain(PH p290)

<Necro[evil], VSM(1,000gp of diamond, 1,000gp of opal, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation suffer from wracking pain, receiving a –4 penalty to attacks, skill checks, & ability checks for 1 hour after they leave the area of effect. The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

Touch of the Pharaoh(DR331 p73)

<Necromancy[evil], VS, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– The touched living creature contracts Mummy Rot, taking 1d6 Constitution & 1d6 Charisma damage immediately. This disease does not heal naturally. Magical healing must succeed with a Caster Level check vs. DC 20.

### Transmutation

Convert Wand(BoED p95)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– The touched wand becomes a healing wand for the spell’s duration. Spells cast from the wand are deducted from the wand’s charges as usual. The specific spell is determined by the level of spell in the wand normally:

Lvl Spell

1 *Cure Light Wounds*

2 *Cure Moderate Wounds*

3 *Cure Serious Wounds*

4 *Cure Critical Wounds*

Divine Agility(CDiv p162)

<Trans, VS, 1StdAct, Touch, 1rnd/lvl>

– The touched living subject gains the following:

a) +4 Enhancement bonus to Dexterity;

b) his/her Base Reflex Save raised to that of a Rogue of the Caster’s total character level (if currently lower); and

c) Gains Feat: Spring Attack.

Disrupting Weapon(PH p223)

<Trans, VS, 1StdAct, Touch, 1rnd/lvl>

– The touched melee weapon gains the ‘Disrupting’ property. If an Undead with HD equal or less than the Caster level is hit with the weapon, it must make a Will save or be destroyed (no SR).

Earth Hammer(RoS p162)

<Trans, V, 1 Swift Action, Touch, 1rnd/lvl>

– The touched melee weapon gains the following benefits:

a) does damage as if it were one size category larger;

b) does Bludgeoning damage only; and

c) treated as Adamantine for purposes of overcoming damage reduction. This suppresses the actual material it is made from (such as ‘silver’ or ‘cold iron’).

Easy March(DR317 p78)

<Trans, VS/DF, 10Min, Close-range, 1day/lvl(D)>

– All creatures in a 30’ radius Spread may travel locally & overland at an accelerated rate:

Hustling creatures are treated as only walking, so are not in danger of taking damage or becoming Fatigued.

Forced Marches only require a DC 5 (+1 per additional hour) Constitution check each hour after a day’s initial 8 hours.

This spell does not affect tactical movement (i.e., round to round) or modifiers to speed due to terrain, fatigue, weather, etc.

Etherealness, Swift(PH2 p113)

<Trans, VS, 1 Swift Action, Close-range, 1rnd, WillNeg, SR applies>

– Target becomes ethereal, along with his/her equipment, for 1 round. If the target is within a solid object when the spell ends, he/she is shunted into the nearest open space & takes 1d6 damage per 5’ moved.

Incarnation of SetDR313 p90)

<Trans, VS/DF, 1StdAct, Personal, 10min/lvl(D)>

– The caster’s body changes into a non-unique Animal or Vermin from Tiny-size to Huge-size that is sacred to Set. This list includes Normal, Giant, & Dire varieties of Bears (Black & Brown), Boars, Crocodiles, Donkeys, Hippopotami, Hyenas (treat Dire Hyenas as Dire Wolves), Jackals (treat as Dogs), Saluki (treat as Riding Dogs with the Run feat instead of Alertness), Snakes (Constrictors and Vipers) and Monstrous Scorpions.

The new creature can have a base HD no more than the Caster level (max 15HD). The caster retains his/her Intelligence, Wisdom, & Charisma, but takes the creature’s Strength, Dexterity, and Constitution. It gains the creature’s Extraordinary Special Attacks (such as poison), but not its Extraordinary Special Qualities, Supernatural, or Spell-Like abilities. Also, the caster receives hit-points as if he/she had a night of rest.

Humanoid Essence(RoE p186)

<Trans, VS, 1StdAct, Touch, 1min/lvl, WillNeg, SR applies>

– The touched Construct (including a Living Construct) gains the following benefits & penalties:

a) gains full benefit from Conjuration(heal) spells;

b) Subject to critical hits, Sneak attacks, nonlethal damage, stunning, ability damage, ability drain, death effects, and Necromancy effects;

c) a Warforge targeted with this spell looses its Racial Fortification.

If cast on a target under the effect of *Lesser Construct Essence*, that spell is Dispelled and this one takes effect.

Can Counters and Dispels *Lesser Construct Essence* and *Construct Essence.*

This spell is negated if cast upon a target under the effect of *Greater Construct Essence*.

Meteoric Strike(PH2 p120)

<Trans[fire], VS, 1 Swift Action, until discharged up to 1 round>

– The caster imbues one of his/her melee weapons or his/her unarmed strike with fire. On the next hit (within 1 round), the attack does an extra 1d6 + 1d6 per 4 levels of Fire damage (no save, no SR). All creatures adjacent to the target (except the caster) take half the target’s Fire dmg (Ref½, SR applies).

If the caster’s unarmed strike is targeted, it is treated as an armed attack.

Nails of Luthic(DR342 p75)

<Trans, VS, 1StdAct, Personal, 1min/lvl>

– The caster’s fingernails grow into poisonous slashing weapons that do not interfere with spellcasting or other actions. The nails are a Natural Weapon that does 1d6 + Strength modifier (for Medium) with a Threat Range of 19-20/x2. The nails also extrude an Injury Poison (1d4 Dexterity / 1d4 Dexterity).

Note: this spell is normally only available to followers of one of the Patron Deities of Orcs.

Righteous Might(PH p273)(PH3.5e)+

<Trans, VS/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster & his/her equipment enlarge to the next size category, with the following effects:

a) the caster & his/her equipment enlarge to the next size category, with all the standard bonuses & penalties;

b) +4 Size bonus to Strength;

c) +2 Size bonus to Constitution;

d) gain Damage Reduction which is bypassed by ‘evil’ if you channel Positive Energy or by ‘good’ if you channel Negative Energy.

Caster lvl Damage Reduction

up to 11th 3 / (good or evil)

12th – 14th 6 / (good or evil)

15th + 9 / (good or evil)

Sacred Circle(DR314 p73)

<Trans, VS/DF, 10Minutes, Touch, 10min/lvl, no save, no SR>

– The caster creates an immobile 10’ radius circle around the casting point. All attack generate from this area of effect (melee or ranged) receives a +2 Enhancement bonus & all weapons are considered ‘magic’ for purposes of overcoming Damage Reduction.

Stone Shape, Greater(Und p62)

<Trans[earth], VS/AM(clay sculpted into the new shape)/DF, 1StdAct, Touch, Instantaneous>

– Permanently reshapes a single piece of stone of up to 10 cubic feet + 10 cubic feet per level into a shape of the caster’s choosing, though fine detail is not possible.

Subvert Planar Essence(CDiv p183)

<Trans, VSM(100gp adamantine statuette)/DF, 1StdAct, Medium-range, 1rnd/lvl, FortNeg, SR applies>

– An Outsider within this spell’s immobile 20’ radius Emanation have its Damage Reduction and Spell Resistance reduced by 10 points if its fails its initial Spell Resistance check and saving throw.

A creature that resists the spell in either way can enter and exit its area of effect freely, while one that fails both checks is effected again every time it enters the area of effect within a single occurrence of the spell.

## 6th Level

### Abjuration

Antilife Shell(PH p199)

<Abj, VS/DF, 1Round, 10min/lvl(D), no save, SR applies>

– Creates a 10’ radius Emanation, mobile, invisible sphere around the caster that cannot be entered by Animals, Aberrations, Magical Beasts, Dragons, Fey, Giants, Humanoids, Monstrous Humanoids, Oozes, Plants, & Vermin.

The following creature types are immune: Constructs, Elementals, Outsiders, & Undead.

Banishment(PH p202)

<Abj, VS/AF(object or substance hated by the target), Close-range, WillNeg, SR applies>

– Banishes up to 2 HD per level of Extraplanar creatures in a 30’ area away from the current plane. Extra hated objects give a +1 on SR Checks and +2 to the spell’s DC.

Celestial Blood(BoED p94)

<Abj[good], VSM(holy water), 1Round, Touch, 1min/lvl>

– The touched non-Evil creature gains the following protections:

a) Acid Resistance 10;

b) Cold Resistance 10;

c) Electricity Resistance 10;

d) +4 bonus to saves vs. poison; &

e) Damage Reduction 10 / evil.

Dispel Magic, Greater(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +20). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Energy Immunity(CArc p105)

<Abj, VS, 1StdAct, Touch, 24hrs>

– The touched creature & his/her possessions becomes immune to one type of Energy Damage. Non-damage effects, such as being Deafened by a sonic attack, still apply.

Forbiddance(PH p232)

<Abj, VSM(1,500gp of holy water & incense + 1,500gp per 60’ cube, 1,000gp of additional incense + 1,000gp per 60’ cube if a password is to be added)/DF, 6Rounds, Medium-range, Permanent>

– The caster designated an area of one contiguous 60’ cube per level. Although permanent, the caster has the option of including a password that allows the speaker to avoid effect ‘b)’.

a) The area is sealed against planar travel, blocking *Dimensional Door, Teleport, Plane Shift, Astral Travel, Ethereal Travel,* and all *Summon* spells.

b) When attempting to enter, each creature is effected based on how close their alignment is to the caster’s alignment:

1) same – no save needed to enter.

2) different along the law-chaos axis ‑or‑ the good-evil axis – 6d6 damage & cannot enter (Will½ & SR applies).

3) different along the law-chaos axis ‑and‑ the good-evil axis – 12d6 damage & cannot enter (Will½ & SR applies).

*Dispel Magic* on this spell only works if its caster’s level is at least as high as this spell’s level.

Gate Seal(FR p70)

<Abj, VSM(50gp silver), Close-range, Permanent>

– The targeted *Gate* or *Portal* cannot no longer be used unless this spell is dispelled.

Glyph of Warding, Greater(PH p237)

<Abj, VSM(400gp diamond dust, incense), 10Minutes, Touch, until discharged>

– Caster inscribes a one-use almost invisible rune upon an object or area (up to 5 square feet per level) which is set off when anyone (visible or otherwise) touches or passes it. The caster can set criteria which will keep the glyph from discharging, such as a password, the creature’s race or alignment, or even religion (though the spell can be fooled by *Nondetection*, *Polymorph Self*, etc.). If noticed, a *Read Magic* along with Spellcraft check vs. DC 13 will identify the effect contained by the glyph. A glyph can either

a) inflict 1d8 per 2 levels (max 10d8) in a 5’ radius of one energy type (acid, cold, electricity, fire, or sonic) (Ref½) and SR applies; or

b) store one harmful spell up to 6th level.

Meersalm Skin(DR354 p30)

<Abj, VSM(250gp meersalm), 1StdAct, Touch, until discharged up to 10min/lvl>

– Touched creature gains Damage Reduction 10/adamantine. When 10 hp per level (max 150 hp) have been prevented, the spell is discharged.

If a weapon has all its damage absorbed, the weapon must make a Fortitude save for take 3d6 damage.

Vengeance Halo(BoED p111)

<Abj[good], VS/DF, 1StdAct, Close-range, 1min/lvl>

– The Good subject has a halo over his/her head for the spell’s duration.

If the subject is killed, his/her slayer takes 1d6 per level damage (max 20d6) (Ref½, no SR) & the spell ends.

Note: The caster must abstain from alcohol for one week prior to casting this spell.

### Conjuration

Brain Slave of Ilsensine(DR342 p75)

<Conj(sum), VSM(small amount of humanoid or monstrous humanoid brain)/DF, 1Round, Close-range, 1rnd/lvl(D), Will½, no SR>

– Summons one floating glowing-green brain with two tentacles per two caster levels. Each ‘brain’ hovers around the caster until directed to attack a creature up to Large size within range.

The brain attempts to start a grapple with each of its tentacles. Its touch attack bonus is equal to the caster’s Base Attack Bonus. If a touch attack is successful, the brain makes a Grapple check at +6. If this is successful, a tentacle is attached to the target’s head.

On a round that starts with one tentacle attached, the brain makes a Grapple check to attach the second tentacle.

On a round that starts with both tentacles attached, the brain a Grapple check to pull out the target’s brain, killing him/her.

If at any time after its first attack, the brain is not attached to the target (unable to start either grapple, the target makes an Escape Artist check, etc.), the brain disappears. Note that the brain receives a +2 Circumstance bonus on opposed grapple checks.

Note: this spell is normally only available to followers of the Patron Deity of Mind Flayers.

Call Faithful Servants(BoED p93)

<Conj(call)[good], VS, 1Minute, Close-range, Instantaneous>

– The caster calls 1d4 Lantern Archons (LG), 1d4 Coure Eladrins (CG), or 1d4 Musteval Guardinals (NG) to server as guards, soldiers, spies, etc., for up to 1 year. Only 2HD per Caster level of Celestials can be controlled at any time.

Note: This spell can only be cast by Celestials, and the caster may not have cast a Conjuration spell for 3 days prior to casting this spell.

Cometfall(Spell p50)~~(CDiv p159) (CDivErrata)+~~

<Conj(create), VS/DF, 1StdAct, Medium-range, Instantaneous, Ref½, no SR>

– A 400 pound ball of rock and ice falls 40’+, causing everything in a 5’ radius Burst to take 1d6 per level damage (max 15d6) (Ref ½, no SR) –and– be knocked Prone (RefNeg, no SR).

In addition, the broken comet fills the area-of-effect with Dense Rubble.

Note: if there is not 40’ of clear vertical space above the target, the spell fails.

Cure Moderate Wounds, Mass(PH p216)

<Conj(heal), VS, 1StdAct, Close-range>

– Cures 2d8 +1/level damage (max +30) to   
one creature per level in a 30’ area with Positive Energy.

Heal(PH p239)

<Conj(heal), VS, 1StdAct, Touch>

– Touched subject is infused with Positive Energy, healing 10hp per level (max 150hp) and being immediately cured of the following: Ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, Diseased, Exhausted, Fatigued, *Feeblemind*, Insanity, Nauseated, Sickened, Stunned, and / or being Poisoned.

This spells does not remove Negative Levels, ability Drain, & lost levels.

If an Undead is the target of this spell, it takes 10hp per level (max 150hp) of Positive Energy damage (SR applies). On a successful Will save, the target only takes ½ damage and cannot be brought to less than 1hp.

Heroes’ Feast(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

Planar Ally(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(250), 10Minutes, no SR>

– The caster requests his/her deity send Outsiders or Elementals: either one of up to 12HD or two of the same type whose total HD are not more than 12. Specific ones may be requested by name.

Once the ‘allies’ arrives, the caster must negotiate what task they should do & what they get in return. The following table gives an idea of the cost in money, items, etc.

Time Required Payment

up to 1min/lvl 100gp / HD

up to 1hr/lvl 500gp / HD

up to 1day/lvl 1,000 / HD

Difficulty Modifier

Matches Alignment 50% less

Non-hazardous 50% less

Very Dangerous 100% more

Suicidal no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

Sarcophagus of Stone(DR313 p91)

<Conj(creat)[earth], VSM(piece of a sarcophagus)/DF, 1StdAct, Close-range, Instantaneous, RefNeg,   
no SR>

– Creates an air-tight stone sarcophagus around one target of up to Medium-size. The stone has Hardness 8 and is 1” thick per four Caster levels.

The target must hold its breath or begin to suffocate (DMG p304). The target can attempt to escape by making a Strength check vs. DC 26 or using Natural or Light weapons that were already in hand when the spell was cast. Also, the sarcophagus can be broken from the outside, but the target takes any excess damage beyond what was needed to break the stone.

Summon Monster VI(PH p287)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster VI 1

Summon Monster V 1d3

Summon Monster IV (or lower) 1d4+1

Vigorous Circle(CDiv p187)(DR324 p103)+

<Conj(heal), VS, 1StdAct, 20’ range, 10rnd + 1rnd per level (max 40rnds total)>

– One living creature per two Caster levels in a 30’ area gains Fast Healing 3.

Wall of Tentacles(DR359 p60)

<Conj(creat), VS/ DF, 1StdAct, Medium-range, Instantaneous, no SR>

– Creates a wall of stone that is one 5’ square per level & 1” thick per 4 levels. The area can be doubled by halving the thickness. The stone has a Hardness 8 & each 5’ square has 15 hit points per inch of thickness.

The wall can be of any shape & will merge into adjoining stone surfaces.

Followers of Lolth may pass safely through this wall. All others are attacked by tentacles that have a 30’ reach & attack as a Huge creature with the caster’s BAB & a Strength of 26 (working out to (BAB + 6)) that does 2d6+12 melee damage, has Improved Grab, & does Constriction damage of 2d6+12.

Word of Recall(PH p303)

<Conj[teleport], V, 1StdAct>

– Teleports the caster, his/her Maximum Load, & one willing Medium-sized creature per three levels (or the Creature Equivalent) back to a very familiar place that was designated when the spell was memorized. The start & end locations must be in the same plane of existence.

### Divination

Find the Path(PH p230)

<Div, VSF(rune stones), 3Rounds, 10min/lvl>

– The touched subject knows the shortest, most direct route to the specified location (not objects or people).

The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a *Glyph of Warding*. It does not predict the actions of guardians.

This spell will get a subject out of a *Maze* spell in 1 round.

### Enchantment

Geas/Quest(PH p234)

<Ench(comp)[mind][language], V, 10Minutes, Close-range, until discharged(D), no save, SR applies>

– One subject obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level. Specific tasks must be completed for the spell to be discharged.

If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage each day (no save) & is Sickened (FortNeg). The effects end after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic* or *Break Enchantment*, though it can be ended by *Limited Wish, Miracle,* or *Wish*. *Remove Curse* only works if its Caster level is two higher than this spell’s Caster level.

Symbol of Persuasion(PH p290)

<Ench(charm)[mind], VSM(5,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation become charmed by the caster (i.e., consider him a good friend) for 1 hour per level. The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

### Evocation

Blade Barrier(PH p205)

<Evoc[force], VS, 1StdAct, Medium-range, 1min/lvl(D), SR applies>

– Creates a 20’ tall wall of spinning blades either of 20’ long per level –or– a ringed wall 5’ radius per two levels. Going through the barrier causes 1d6/lvl (max 15d6) (Ref½).

If the barrier is created on top of a creature, it is allowed a Reflex save to get out before it finishes forming (i.e., no damage).

The barrier proves a +4 Cover bonus to AC & a +2 Cover bonus to Reflex saves against attacks made through it.

Bolt of Glory(Spell p35)~~(CDiv p155)~~

<Evoc[good][ray], VS/DF, 1StdAct, Close-range, Instantaneous, no save, SR applies>

– Ray of positive energy effects its target based on its nature & native plane of existence:

Evil Outsiders, Negative Energy Plane natives, and Undead take 1d12 per level (max 15d12).

Material Plane natives, Neutral Outsider and Elemental Plane natives take 1d12 per two levels (max 7d12).

All other creatures, including Good Outsiders and Positive Energy Plane natives, take no damage.

Serpent Storm(DR330 p71)

<Evoc, VSF(living snake no larger than the caster’s size category), 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– A 20’ radius Spread has a “snakes” rain down and form a layer on the ground. This is considered Difficult Terrain.

Each round, any creature in the area of effect takes 1d6 per two level (Ref½) and, if it took at least 1hp of damage, 1d4 Constitution damage (FortNeg).

Note that this is a magical effect. The snakes cannot be injured, charmed, paralyzed, etc. When the spell ends, the “snakes” disappear.

Zealot Pact(CDiv p191)

<Evoc, VS/DF/X(500), 10Minutes, Touch, until discharged then 1rnd/lvl>

– When the touched, willing, living creature hits a creature whose alignment is exactly opposite to that of the deity of the Cleric who cast this spell, the target receives the following benefits for 1 round per caster lvl:

a) +4 bonus on melee attack rolls;

b) double damage;

c) all threatened criticals are automatically confirmed;

d) melee damage receives alignment descriptors that match the deity (i.e., a pact with a Lawful Good deity result in the target’s damage being [lawful][good];

e) the target can see which creatures within 60’ have the opposite alignment of the deity (as per *Detect Evil*, etc.).

f) for the spell’s duration, the target must attack a foe of the opposite alignment each round if possible.

If the pact is with a True Neutral deity, then this spell applies to one of the following alignments (chosen as casting time): Lawful Good, Chaotic Good, Lawful Evil, or Chaotic Evil.

### Necromancy

Barghest’s Feast(Spell p24)

<Necro[evil], VSM(5,000gp diamond), 1Round, Touch, Instantaneous>

– The touched dead body is utterly destroyed. There is only a 50% chance that *Wish, Miracle*, or *True Resurrection* will ever be able to restore the creature to life.

Create Undead(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>

– Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator’s control.

Undead Min Lvl Undead Min Lvl

Ghoul 11 Mummy 15

Ghast 12 Mohrg 18

This spell must be cast at night.

Harm(PH p239)

<Necro, VS, 1StdAct, Touch, Will½, SR applies>

– The touched target is infused with Negative Energy, taking 10hp per level (max 150hp) damage. On a successful save, the target only takes ½ damage and cannot be brought to less than 1hp.

If this spell targets an Undead, the subject is infused with Negative Energy, healing 10hp per level (max 150hp) and being immediately cured of the following: Blindness, Confusion, Dazed, Dazzled, Deafened, *Feeblemind*, and / or insanity.

Inflict Moderate Wounds, Mass(PH p244)

<Necro, VS, 1StdAct, Close-range, Will½, SR applies>

– One living target per level within a 30’ area takes 2d8 + 1/lvl (max +30) Negative Energy Damage.

Opalescent Glare(Spell p150)

<Necro[death][good], VS/DF, 1StdAct, Personal, Instantaneous>

– Gain a Gaze Attack:

Evil creatures with up to 5HD who meet the caster’s gaze die (WillNeg, SR applies). If the creature makes his/her save, it is Panicked for 2d20 rounds unless it makes a second Will save, in which case it is only Shaken for 1 round.

Non-Evil creatures and Evil creatures with more than HD who meet the caster’s gaze must make a Will save to avoid being Panicked for 1rnd/lvl (SR applies).

Secure Corpse(BoED p106)

<Necro, VS/DF, 1StdAct, Close-range, 1day/lvl(D)>

– A target corpse is transformed into divine energy and stored inside the caster’s holy symbol. During this time, the corpse is considered in Stasis.

Symbol of Fear(PH p290)

<Necro[fear][mind], VSM(1,000gp diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation are Panicked for 1rnd/lvl, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not effect 150hp worth of creatures when triggered, it remains active until it effects the remaining hp of creatures, up to 10min/lvl.

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

Undeath to Death(PH p297)

<Necro[death], VSM(500gp of diamond power)/DF, 1StdAct, Medium-range, WillNeg, SR applies>

– Destroys 1d4 HD per level (max 20d4) of Undead in a 40’ radius Burst. The lowest HD creatures in the area are effected first & creatures with 9 or more HD are immune.

### Transmutation

Animate Objects(PH p199)

<Trans, VS, 1StdAct, Medium-range, 1rnd/lvl>

– Animates the equivalent of one Small-sized, non-magical, unattended (i.e., not carried or worn) object per level, which can be used to immediately attack an opponent. Use the Animated Object creature(MM p13) for the items effected by this spell.

The caster may change which objects are animated as a Move Action each round.

The caster may animate larger objects in place of a number of Small objects.

1 Medium = 2 Small 1 Gargantuan = 16 Small

1 Large = 4 Small 1 Colossal = 32 Small

1 Huge = 8 Small

Auril’s Flowers(DR312 p62)

<Trans[cold], VS, 1StdAct, Long-range, Ref½, no SR>

– The targeted area of ground freezes & explodes in a 30’ radius Burst, causing 1d6 per level damage (max 15d6), half of which is Cold damage. The targeted area becomes Dense Rubble (see DMG3.5 p90).

If there is no moisture within 3’ of the surface (such as desert sand or solid stone), this spell has no effect.

Azuth’s Exalted Triad(MoF p78)

<Trans, VS, 1StdAct, Personal>

– One target prepared spell of up to 3rd level is modified so that there are a total of 3 copies in the caster’s memory (as if the caster had 2 extra slots at the target spell’s level). The copies of the target spell are cast normally. When a new spell is prepared in the target spell’s slot, any extra copies that were not used are lost.

Bear’s Endurance, Mass(PH p203)

<Trans, VS/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a   
+4 Enhancement bonus to Constitution.

Bull’s Strength, Mass(PH p207)

<Trans, VSM(bull hair)/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a   
+4 Enhancement bonus to Strength.

Chasing Perfection(PH2 p106)

<Trans, VSM(50gp statuette), 1StdAct, Touch, 1min/lvl>

– Touched subject receives a +4 Enhancement bonus on all six of his/her ability scores.

Eagle’s Splendor, Mass(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a +4 Enhancement bonus to Charisma.

Owl’s Wisdom, Mass(PH p259)

<Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1min/lvl>

– One subject per level in a 30’ area gains a +4 Enhancement bonus to Wisdom.

Stone Body(PGF p113)

<Trans, VSM(stone from a stone golem, a greater earth elemental, or a castle’s outer wall)/DF, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s body becomes living stone, which has the following benefits & penalties:

a) Damage Reduction 10 / adamantine;

b) Immune to Blindness, Criticals, Ability Score Damage, Deafness, Disease, Drowning, Electricity, Poison, & Stunning;

c) Immune to any effects that modify a target’s physiology or respiration. Since the caster cannot breath or drink, he/she cannot play woodwind instruments or drink potions;

d) ½ damage from Acid & Fire;

e) +4 Enhancement bonus to Strength;

f) –4 penalty to Dexterity (min Dex 1) ;

g) ½ movement;

h) –8 Armor Check penalty;

i) 50% Arcane spell failure;

j) 3x normal weight & cannot swim;

k) Fists to 1d6 normal damage (1d4 if Small);

l) If targeted with *Transmute Rock to Mud*, the caster is *Slow*’d fro 2d6 rnds (no save).

m)If targeted with *Stone to Flesh*, the caster loses the spell’s Damage Reduction for one round.

Stone Metamorphosis, Greater(Und p61)(Und p103)+

<Trans[earth], VSM(grain of talc, chip of obsidian), 1StdAct, Touch, Instantaneous>

– 10 cubic feet + 10 cubic feet per level of touched stone is permanently changed into another type of stone. Typically this means changing the stone’s Hardness anywhere from 6 to 9 (see Underdark page 103 for examples).

This spell cannot create gems and does not change the value of stone objects.

Suppress Glyph(MoF p126)

<Trans, VS, 1StdAct, 1min/lvl>

– All magical writing traps (including *Glyph of Warding*, *Explosive Runes, Sepia Snake Sigil,* & *Symbol*) within 100’ radius of the caster glow blue and are suppressed. For the spells duration, they can be passed, the book they guard can be read, etc. At the end of this spell’s duration, the blue light fades & all the traps become active again.

Touch of Adamantine(BoED p110)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– A single touched weapon is considered to be Adamantine. It gains a +1 Enhancement bonus on attacks (as if Masterwork), bypasses Hardness of less than 20, has 30% extra hp, & bypasses certain types of Damage Reduction. If the weapon is already made from a special material (such as Cold Iron or Adamantine), it looses the benefit from the original material for the spell’s duration.

Visage of the Deity(CDiv p187)

<Trans[good], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes a ‘Celestial’:

a) appearance becomes metallic;

b) gain Darkvision 60’;

c) Damage Reduction 10 / magic;

d) Spell Resistance 20.

e) Acid Resistance 20;

f) Cold Resistance 20;

g) Electricity Resistance 20; &

h) Smite Evil (1/day): +Cha bonus on attack roll & +level on damage vs. Evil.

-or-

<Trans[evil], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes ‘Fiendish’:

a) appearance becomes fearsome (horns, fangs, etc);

b) gain Darkvision 60’;

c) Damage Reduction 10 / magic;

d) Spell Resistance 20;

e) Cold Resistance 20;

f) Fire Resistance 20; &

g) Smite Good (1/day): +Cha bonus on attack roll & +level on damage vs. Good.

Wind Walk(PH p302)

<Trans[air], VS/DF, 1StdAct, Touch, 1hr/lvl(D)>

– The caster and one subject per three levels are transformed into a gaseous form, which grants the following:

a) Fly 10’/Perfect;

b) able to slip through any opening;

c) gains Damage Reduction 10/magic;

d) immune to poison & criticals;

e) has an AC based only on Dexterity, size, Deflection bonuses, & armor bonuses due to Force effects;

f) cannot attack

g) can only cast spells with no Verbal, Somatic, Material, or Focus components (due to Metamagics);

h) if wearing white, most viewers will think the subject is a cloud / mist;

i) may invoke a magic wind, which makes the subject Fly speed increase to 60mph with Poor maneuverability;

j) each subject may independently spends 5 rounds to shift back to solid form. At any time before the end of the duration, the subject may spend 5 more rounds shifting back to the wind walk form.

The caster can dismiss the spell for any or all subject at will.

If the spell is within 1 minute of its duration ending, all remaining subjects automatically descend at 60’ per round (or faster if desired) before the spell expires.

### Combination

Storm Slave(DR347 p77)

<Ench/Evoc[electricity][evil], VS, 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– The target creature is engulfed in lightning:

a) takes 2d6 Electricity damage per round (Ref ½); and

b) is Entangled (RefNeg). Can escape by taking a Full Round action to attempt a Strength check vs. DC 25 or an Escape Artist check vs. DC 30;

c) any creature touching the target takes 1d6 Electricity damage (no save).

Once round after the spell is cast, the target is given the option to submit to a *Charm Monster* spell (i.e., purposely fail the Will save) in exchange for the electrical effects to end.

## 7th Level

### Abjuration

Azuth’s Spell Shield(MoF p79)

<Abj, VS/DF, 1StdAct, Close-range>

– One subject per level gains Spell Resistance of 12 + 1/lvl. This spell lasts for 1rnd/lvl divided evenly between all subjects.

Bastion of Good(BoED p92)

<Abj[good], VS, 1StdAct, 1rnd/lvl, no SR>

– The caster is surrounded by a 20’ radius spherical Emanation that protect him/her and anyone else within it.

a) +4 Deflection bonus to AC & +4 Resistance bonus to saves against the attacks & magic of Evil creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed;

c) Keeps non-Good Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

d) Any 0th – 3rd level spell or spell-like abilities cannot enter the sphere, though those already in effect are merely Suppressed while in the area. Area of effect spells do not effect anything within the sphere either, though the rest of the area of effect is targeted normally. Spells can be cast out of the sphere or through the sphere without penalty.

This spell can be Dispelled by a targeted *Dispel Magic*, but not an area *Dispel Magic*.

Note: The caster must fast for 24 hours before being able to cast this spell.

Globe of Radiant Invulnerability, Greater(DR350 p30)

<Abj[light], VSM(glass bead), 1StdAct, 1rnd/lvl(D)>

– An immobile 10’ radius sphere appears around the caster. Any 0th – 4th level spell or spell-like abilities cannot enter the sphere, though those already in effect are merely Suppressed while in the area. Area of effect spells do not effect anything within the sphere either, though the rest of the area of effect is targeted normally.

Spells can be cast out of the sphere or through the sphere without penalty. Once in effect, anyone (including the caster) can leave and reenter the sphere.

Once per round as a Free Action, the caster can change the amount of illumination generated by the sphere, from slightly shimmering to as bright as a *Daylight* spell.

As a Standard Action, the caster may end the spell by making it “explode” with light. All creatures within a 20’ radius Burst outside the sphere take damage (see below) (Ref ½, SR applies) and are Blinded (RefNeg, SR applies)

a) Undead & Oozes take 1d6 per level (max 15d6) damage;

b) other creatures which find sunlight harmful take 12d6 damage;

c) all other creatures take 6d6 damage

This spell can be Dispelled by a targeted *Dispel Magic*, but not an area *Dispel Magic*.

Repulsion(PH p271)

<Abj, VS/AF(2 small iron bars with dog statuettes on the ends)/DF, 1StdAct, 1rnd/lvl(D), WillNeg, SR applies>

– Creatures cannot approach the caster within an invisible circle of up to 10’ radius per level Emanation. The circle moves with the caster, but cannot push creatures back. The caster can still be attacked with spells & ranged weapons.

Spell Resistance, Mass(CDiv p181)

<Abj, VS/DF, 1StdAct, Close-range>

– Up to one subject per caster level within a 30’ area gains Spell Resistance of 12 + 1 per Caster level.

The spell lasts for 1 round per level total, divided evenly between all subjects.

As a Standard Action, a subject can willingly lower his/her Spell Resistance to receive a beneficial spell.

### Conjuration

Call Kolyarut (Spell p42)

<Conj(call)[law], VSX(250)/DF, 10Minutes, Close-range, Instantaneous>

– A Kolyarut Inevitable (MM p159) (a CR 12 Construct) appears before the caster to do one task which will take no more than 1 hour. The Kolyarut does not need to be paid. A specific Kolyarut may be requested, though it may not be the one that appears.

Cure Serious Wounds, Mass(PH p216)

<Conj(heal), VS, 1StdAct, Close-range>

– Cures 3d8 +1/level damage (max +35) to   
one creature per level in a 30’ area with Positive Energy.

Fortunate Fate(MoF p95)

<Conj(heal), VS, 1Minute, Touch, until discharged up to 10min/lvl>

– If the touched target is killed, a *Heal* spell is automatically cast upon him/her to avoid the death. If cast on an Undead, it receives a *Harm* spell instead.

Intensify Manifest Zone(FoE p151)

<Conj(creat), VSF(item connected with Manifest Zone worth 500gp+)/X(500), 8Hours, Close-range, Permanent>

– Increase the effects of a Manifest Zone by one “category” (as determined by the Manifest Zone’s current effects).

Can only be Dispelled with *Wish, Miracle, Limited Wish*, or *Planar Bubble*.

Restoration, Greater(PH p272)

<Conj(heal), VSX(500), 10Minutes, Touch, Instantaneous>

– Touched creature is restored as follows:

a) all Negative Energy Level are removed;

b) all lost Experience Level are restored if that were drained within 1/week per level;

c) removes all ability penalties and temporary ability Damage;

d) restores all permanently Drained points;

e) eliminates Fatigue and Exhaustion; and

f) removes insanity, *Confusion*, & similar mental effects.

Refuge(PH p270)

<Conj[teleport], VSM(1,500gp trigger object), 1StdAct, Touch, until discharged>

– A preset teleportation is activated when the trigger object is broken at the same time the command word is spoken. The caster presets the object to either

a) teleport the breaker to the caster’s sanctum; or

b) teleport the caster to the breaker’s location.

Regenerate(PH p270)

<Conj(heal), VS/DF, 3Rounds, Touch, Instantaneous>

– Touched living subject’s missing limbs are restored. If the severed limb is touching the subject, then it takes 1 round to heal, otherwise the limb regrows in 2d10 rounds.

The subject is also healed 4d8 + 1/lvl (max +35) hit points, is no longer Fatigued or Exhausted, & all subdual damage is restored.

This spell cannot target Undead.

Renewal Pact(CDiv p177)

<Conj(heal), VSX(500)/DF, 10Minutes, Touch, until triggered>

– The touched, willing, living creature becomes the target of a *Heal* spell when one or more of the following conditions apply to the subject: Ability Damage, Blinded, Confused, Dazed, Dazzled, Deafened, Diseased, Exhausted, Fatigued, *Feebleminded*, Insanity, Nauseated, Sickened, Stunned, or Poisoned.

Any given creature may only have one *Renewal Pact* in effect on him/her at a given time.

Resurrection(PH p273)

<Conj(heal), VSM(holy water, 10,000gp diamond)/DF, 10Minutes, Touch>

– Restores life to someone who died up to 10 years per level ago, assuming the spirit is willing. Subject cannot have died of old age.

When resurrected, the subject has all his/her hp and ability scores restored & is cured of diseases & poisons.

Subject looses a Non-Recoverable Level.

This spells cannot be used on Constructs, Elementals, or Outsiders.

Slime Wave(CDiv p180) (CDivErrata)+

<Conj(sum), VSM(stagnant water), 1StdAct, Close-range, 1rnd/lvl, RefNeg, no SR>

– A 15’ radius Spread is splattered with Green Slime. Each creature or object receives one Patch of Green Slime.

A Green Slim Patch does 1d6 Constitution damage to flesh –or– 2d6 damage to wood & metal (whose Hardness it ignores) each round

If not scraped off on its 1st round, the slime must be destroyed with heat, cold, sunlight, *Remove Disease*, or being cut away.

At the end of the spell’s duration, the Green Slime disappears.

Summon Monster VII(PH p287)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster VII 1

Summon Monster VI 1d3

Summon Monster V (or lower) 1d4+1

### Divination

Brain Spider(Spell p38)(CDiv p156)

<Div[mind], VSM(spider)/DF, 1Round, Long-range, 1min/lvl, WillNeg, SR applies>

– The caster may eavesdrop on the thoughts of up to 8 targets who fail their Will save & SR check. It is not necessary to know the target’s language to use this spell. Each round as a Standard Action, the caster may do one of the following:

a) View the group’s surface thoughts;

b) View trains of thoughts;

c) Gain information about one topic across all the minds; or

d) Study the thoughts & memories of one target.

If the caster does a) – c) during the round, then he/she can also attempt a *Suggestion* on one of the targets, though it gets an additional saving throw (with any special resistance to Enchantment spells being applied).

Scrying, Greater(PH p275)(PH3.5e)+

<Div(scry), VS, 1Hour, 1hr/lvl, WillNeg, SR applies>

– Sends a Magical Sensor to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day.

Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor. In addition, the caster can use the following: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic, Message, Read Magic*, and *Tongues*.

### Enchantment

Righteous Wrath of the Faithful(CDiv p178)(CDivErrata)+

<Ench(comp)[mind], VS/DF, 1StdAct, 1rnd/lvl>

– All allies within a 30’ radius Burst of the caster are filled with a divine fury whose strength depends on the subject’s religion:

a) Subjects who worship the same deity as the caster:

1) One extra attack per round at his/her highest attack bonus.

2) +2 Morale bonus to attacks, damage, & saves.

3) +3 Morale bonus on saves vs. Mind-Affecting spells & effects.

4) 2d8 Temporary HP.

5) At the end of the spell, the subject is Fatigued for 10 minutes.

b) Others:

1) +1 Morale bonus on attacks & saving throws vs. Fear spells & effects.

2) 1d8 Temporary HP.

Symbol of Stunning(PH p291)

<Ench(comp)[mind], VSM(5,000gp diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation are Stunned for 1d6rnds, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not effect 150hp worth of creatures when triggered, it remains active until it effects the remaining hp of creatures, up to 10min/lvl.

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

### Evocation

Blasphemy(PH p205)(PH3.5e)+

<Evoc[evil][sonic], V, 1StdAct, SR applies>

– Any non-Evil creatures within a 40’ radius Spread who can hear the ‘blasphemy’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Dazed for 1 round.

up to Caster lvl - 1: Weakened for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes  
& above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Evil Extraplanar creature in the area of effect (even if the ‘blasphemy’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a   
–4 penalty).

Dictum(PH p220)

<Evoc[lawful][sonic], V, 1StdAct, SR applies>

– Any non-Lawful creatures within a 40’ radius Spread who can hear the ‘dictum’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Deafened for 1d4rnds.

up to Caster lvl - 1: Slowed for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes   
& above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Lawful Extraplanar creature in the area of effect (even if the ‘dictum’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

Holy Word(PH p242)

<Evoc[good][sonic], V, 1StdAct, SR applies>

– Any non-Good creatures within a 40’ radius Spread who can hear the ‘holy word’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Deafened for 1d4rnds.

up to Caster lvl - 1: Blinded for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes & above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Good Extraplanar creature in the area of effect (even if the ‘holy word’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

Righteous Smite(BoED p106)

<Evoc[good], VS, 1StdAct, Medium-range, SR applies>

– All creatures within a 20’ radius Spread are affected as per their alignment / creature type:

Evil Outsider: 1d8/lvl (max 20d8) (Will½) & Blind for 1d4rnd (WillNeg)

other Evil: 1d6/lvl (max 20d6) (Will½) & Blind for 1d4rnd (WillNeg)

Neutral: 1d4/lvl (max 20d4) (Will½).

Good: No effect.

Word of Chaos(PH p303)

<Evoc[chaotic][sonic], V, 1StdAct, SR applies>

– Any non-Chaotic creatures within a 40’ radius Spread who can hear the ‘word of chaos’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Deafened for 1d4rnds.

up to Caster lvl - 1: Stunned for 1 round  
& above.

up to Caster lvl - 5: Confused for 1d10 min  
& above.

up to Caster lvl - 10: Dead / Destroyed.

In addition, if the caster is on his/her home plane of existence, any non-Chaotic Extraplanar creature in the area of effect (even if the ‘word of chaos’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

### Necromancy

Blood to Water(Spell p33)~~(DR314 p45)~~

<Necro[water], VS, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

– The caster transmutes a portion of the blood of up to five living creatures in a 30’ area into water. Each target takes 2d6 Constitution damage (Fort½).

Creatures with the [fire] or [water] subtype are immune.

Consumptive Field, Greater(Spell p51)

<Necro[death][evil], VS, 1StdAct, 1rnd/lvl, WillNeg, SR applies>

– All creatures within a 30’ radius Emanation around the caster that have less than 10 hp immediately die. A given creature must only save once per casting of this spell.

For each creature that dies due to this spell, the caster gains the following:

a) +2 bonus to Strength;

b) 1d8 Temporary HP;

c) +1 effective Caster level (max +½ spell Caster level).

Death Dragon(MoF p88)

<Necro[evil][fear][mind], VS/DF, 1FullRound, Personal, 1rnd/lvl(D)>

– The caster is surrounded by the image of a Dragon made from bone & negative energy with the following benefits:

a) +4 Natural Armor bonus to AC;

b) +4 Deflection bonus to AC;

c) +1 Temporary hp per level (max +20);

d) Can make armed attacks as if wielding short shorts in one or both hands;

e) *Inflict Critical Wounds* as a Touch Attack by using a Standard Action; and

f) *Fear*, as a Standard Action;

The caster cannot cast spells with Somatic, Material, or Focus requirements (Verbal & Divine Focus are alright).

Destruction(PH p218)

<Necro[death], VSF(500gp custom silver religious symbol), 1StdAct, Close-range, Fort½, SR applies>

– The target dies & its body ceases to exist. The target’s equipment & possession are left behind. On a successful save, target takes 10d6 damage.

Inflict Serious Wounds, Mass(PH p244)

<Necro, VS, 1StdAct, Close-range, Will½, SR applies>

– One living target per level within a 30’ area takes 3d8 + 1/lvl (max +35) Negative Energy Damage.

Plague(PH2 p121)

<Necro[evil], VS, 1StdAct, Close-range, 1rnd/lvl, FortNeg, SR applies>

– One living target per level in a 30’ area has the chosen disease which takes effect without an incubation period & requiring a new save each round:

Name Damage

Cackle Fever 1d6 Wis

Filth Fever 1d3 Dex & 1d3 Con

Mindfire 1d4 Int

Red Ache 1d6 Str

Shakes 1d8 Dex

Slimy Doom 1d4 Con

Blinding Sickness 1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently Blind.

Pulse of Hate(PH2 p122)

<Necro[evil], VSM(heart-shaped locket, pin), 1StdAct, 1rnd/lvl, Will½, SR applies>

– All enemies in a 20’ radius Emanation of the caster take 2d6 Unholy damage each round on the caster’s turn.

Righteous Glare(BoED p105)

<Necro[good][death], VS, 1StdAct, Personal, 1rnd/lvl>

– The caster gets a Gaze attack with a 60’ range:

Evil creatures with 5HD or less: Make a Will save or die. On a successful save, Panicked for 2d10 rounds.

Evil creatures with more than 5HD –or– Neutral creatures: Panicked for 2d10 rounds (WillNeg).

Symbol of Weakness(PH p291)

<Necro, VSM(5,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation take 3d6 Strength Damage. Targets cannot be waken without magic. The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

Withering Palm(Eb p117)(CArc p130)

<Necro, VS, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– The touched living subject takes damage to his/her Strength and Constitution equal to one per two levels.

If the touch attack was a Critical Hit, the ability loss is a Drain instead of Damage.

### Transmutation

Animalistic Power, Mass(PH2 p101)

<Trans, VSM(animal fur), 1StdAct, Close-range, 1min/lvl>

– One creature per level within a 30’ area receive a +2 Enhancement bonus to Strength, Dexterity, & Constitution.

As the Frost(PH2 p101)

<Trans[cold], VSM(ice or crystal), 1StdAct, Personal, 1rnd/lvl>

– The caster changes into a creature of cold:

a) Creature type changes to ‘Outsider’;

b) gains Immunity to Cold;

c) gains DR 10 / magic and piercing;

d) all creatures within a 15’ radius take 2d6 Cold damage per round (no save, SR applies). If a creature takes Cold damage, it is Slowed for the spell’s duration (FortNeg).

Bestow Curse, Greater(Spell p27) ~~(RoD p164) (CDiv p153)~~

<Trans, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– Touched subject is inflicted with one of the following (caster’s choice):

a) One ability score reduced to 1;

b) Two ability scores receive a –6 penalty (min 1);

c) –8 penalty on All Actions; or

d) 75% chance of losing each action.

This spell is not effected by *Dispel Magic, Break Enchantment*, or *Limited Wish*. It can only be removed with a *Wish, Miracle,* or *Remove Curse* cast at 17th + caster level*.*

Brilliant Blade(Spell p40)(CArc p100)

<Trans, VS, 1StdAct, Close-range, 1min/lvl>

– One melee weapon, one thrown weapon, –or– 50 grouped pieces of ammunition gain the Brilliant Energy weapon enhancement:

a) gives off 20’ radius of light;

b) ignores nonliving matter (ignore an opponent’s Armor bonus to AC); &

c) cannot harm Undead, Construct, or objects

Control Weather(PH p214)

<Trans, VS, 10Minutes, 4d12hours>

– The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season Weather Choices

Spring Tornado, Thunderstorm, Hot

Summer Rain, Heat Wave, Hailstorm

Autumn Hot, Cold, Fog, Sleet

Winter Frigid Cold, Blizzard, Thaw

Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

Ethereal Jaunt(PH p227)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster become ethereal, along with his/her equipment.

Humanoid Essence, Greater(RoE p186)

<Trans, VS, 1StdAct, Touch, 1min/lvl, WillNeg, SR applies>

– The touched Construct (including a Living Construct) gains the following benefits & penalties:

a) creature type changes from Construct to Humanoid;

b) gains full benefit from Conjuration(heal) spells;

c) Subject to critical hits, sneak attacks, nonlethal damage, stunning, ability damage, ability drain, death effects, Necromancy effects, fatigue, exhaustion, energy drain, mind-affecting spells & effects, poison, paralysis, disease;

d) a Warforge targeted with this spell looses its Racial Fortification;

e) can be targeted with spells that effect Humanoids (such as *Charm Person*)

If cast on a target under the effect of *Lesser Construct Essence* or *Construct Essence*, that spell is Dispelled and this one takes effect.

Can Counters and Dispels *Lesser Construct Essence*, *Construct Essence,* and *Greater Construct Essence.*

This spell is negated if cast upon a target under the effect of *Greater Construct Essence*.

Tomb of Light(BoED p110)

<Trans[good], VSM(50gp clear gem), 1Round, Touch, Concentration, Fort½, SR applies>

– The touched Evil Extraplanar Creature is Paralyzed if it fails its initial Fortitude save.

Each round that the caster maintains the spell after the first, the target gets a new Fortitude save. If successful, the spell ends & the target is no longer paralyzed. Otherwise, the target takes 1d6 Constitution Drain & the caster takes 1d6 non-lethal damage.

## 8th Level

### Abjuration

Antimagic Field(PH p200)

<Abj, VSM(iron powder)/DF, 1StdAct, 10min/lvl(D), no save>

– Almost all magical effects, spells, spell-like abilities, supernatural abilities, and magic items are suppressed (but not dispelled) within 10’ radius Emanation of the caster. Summoned, conjured, & incorporeal creatures ‘wink out’ until the antimagic field stops overlapping with their last location, at which point they return. Time spent suppressed counts against duration. The field is invisible & moves with the caster.

Magical creatures, such as Elementals & Golems, can enter the field & even fight, but they cannot use their supernatural & spell-like abilities

Some spells, such as *Wall of Force* & *Prismatic Sphere* are specifically immune to this spell.

Cloak of Chaos(PH p210)

<Abj[chaotic], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster is engulfed in random patterns, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Lawful spells & spells cast by Lawful creatures.

d) Blocks any mind control.

e) If a Lawful creature hits the subject in melee, the attacker becomes Confused for 1 round (WillNeg).

Chain Dispel(PH2 p105)

<Abj, VSM(two 6” bronze nails)/DF, 1StdAct, Close-range, Instantaneous, no save, no SR>

– One or more creatures in a 30’ area have each ongoing spell effect upon him/her receive a Dispel Check (max +25) to end the effect (effects caused by magic items are suppressed for 1d4 rounds).

Dimensional Lock(PH p221)

<Abj, VS, 1StdAct, Medium-range, 1day/lvl, no save, SR applies>

– An immobile 20’ radius Emanation with a glowing green border is blocked from extradimensionally into or out of that area. Spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport,* etc., are blocked. It does not extend the duration of Summoning spells.

Holy Aura(PH p241)

<Abj[good], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster gains a radiance, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Evil spells & spells cast by Evil creatures.

d) Blocks any mind control.

e) If an Evil creatures successfully hits someone with the aura in melee, the attacker becomes permanently Blind (FortNeg).

Shield of Law(PH p278)

<Abj[lawful], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster is surrounded by a blue glow, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Chaotic spells & spells cast by Chaotic creatures.

d) Blocks any mind control.

e) If a Chaotic creatures successfully hits someone with the aura in melee, the attacker becomes Slowed for 1rnd/lvl (WillNeg).

Spell Immunity, Greater(PH p281)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

– Touched subject gains unbeatable Spell Resistance to one spell per four caster levels. The spell must be 8th level or less & allow an SR check. The subject gains immunity to a spell whether is cast as a spell or used as a spell-like ability.

A given subject may only have a single *Spell Immunity* or *Greater Spell Immunity* in effect at one time.

Unholy Aura(PH p297)

<Abj[evil], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster is shrouded in gloom, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Good spells & spells cast by Good creatures.

d) Blocks any mind control.

e) If a Good creatures successfully hits someone with the aura in melee, the attacker takes 1d6 Strength Damage (FortNeg).

Wall of Greater Dispel Magic(Und p63)

<Abj, VS/DF, 1StdAct, Medium-range, 1min/lvl>

– Creates an transparent wall whose area is one 10’ square per level.

When a creature passes through the wall, each ongoing spell effect on the target gets a separate Dispel Check (max +20). If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

The wall cannot be seen with *See Invisibility*, but it can be detected with *Detect Magic* and *True Seeing*.

### Conjuration

Cure Critical Wounds, Mass(PH p215)

<Conj(heal), VS, 1StdAct, Close-range>

– Cures 4d8 +1/level damage (max +40) to   
one creature per level in a 30’ area with Positive Energy.

Planar Ally, Greater(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(500), 10Minutes, no SR>

– The caster requests his/her deity send Outsiders or Elementals: either one of up to 18HD or up to three of the same type whose total HD are not more than 18. Specific ones may be requested by name.

Once the ‘allies’ arrives, the caster must negotiate what task they should do & what they get in return. The following table gives an idea of the cost in money, items, etc.

Time Required Payment

up to 1min/lvl 100gp / HD

up to 1hr/lvl 500gp / HD

up to 1day/lvl 1,000 / HD

Difficulty Modifier

Matches Alignment 50% less

Non-hazardous 50% less

Very Dangerous 100% more

Suicidal no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

Summon Avatar of Elemental Evil(DR347 p78)

<Conj(sum)[variable element][evil], VS/DF, 1Round, Medium-range, Concentration up to 1rnd/lvl>

– Summons one of the following creatures to fight the caster’s enemies. The creature can attack on the caster’s initiative starting their first round. Min

Creature Ref Type Lvl

Black Rock Triskelion (MM4 p8) [earth] 18th

Cyclonic Ravager (MM4 p10) [air] 16th

Holocaust Disiple (MM4 p11) [fire] 16th

Waterveiled Assassin (MM4 p13) [water] 16th

Summon Monster VIII(PH p287)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster VIII 1

Summon Monster VII 1d3

Summon Monster VI (or lower) 1d4+1

### Divination

Discern Location(PH p222)

<Div, VS/DF, 10Minutes, no save, no SR>

– Finds a named creature or object, no mater where it is located (even on other planes!). The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.

This spell bypasses most anti-scrying protections and can only be blocked *Mind Blank*.

### Enchantment

Spread of Contentment(BoED p107)

<Ench(comp)[mind], VSM(feather of a lammasu), 1Hour, Long-range, 1hr/lvl(D), no save, SR applies>

– Non-summoned creatures in a 10’ per level radius Burst become calm & more pleasant.

Old Attitude New Attitude

Hostile Indifferent

Unfriendly Indifferent

Indifferent Friendly

Friendly Helpful

Creatures that have been magically enrages & forced to attack have that effect cancelled.

This spell Counters *Spread of Savagery* (from Book of Vile Darkness).

Symbol of Insanity(PH p290)

<Ench(comp)[mind], VSM(5,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation become permanently Confused (see *Insanity* for methods of removing this effect). The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

Symbol of Spell Loss(MoF p127)

<Ench[mind], VSM(5,000gp of diamond powder, 5,000gp of opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation loose their high level prepared spell or spell slot (WillNeg), up to 30 spell levels. Until it depletes 30 spell levels, the symbol remains active, up to 10min/lvl.

Any creature within the 60’ radius must make a new save every round.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

### Evocation

Earthquake(PH p225)

<Evoc[earth], VS/DF, 1StdAct, Long-range, 1rnd, no SR>

– Intense tremor shakes a 80’ radius Spread (shapeable). The effect depends on the terrain. The result in [brackets] is halved / avoided with a Reflex save vs. DC 15.

Terrain Effect

Cave Roof collapses [8d6 damage to anyone below & ‘pinned beneath rubble’].

Cliff Landslide that goes horizontally as far as it fell vertically [8d6 damage & ‘pinned beneath rubble’].

Open [Fall down]. 25% chance of falling in a fissure (Reflex save vs. DC 20 to get out before it closes & kills anyone still trapped).

Building Takes 100hp damage (no Hardness) [8d6 damage to all within & ‘pinned beneath rubble’].

Marsh Fissures drain the water. [Sink in mud / quicksand].

Anyone ‘pinned beneath rubble’ takes 1d6 subdual damage each minute. If he/she goes unconscious, make a Constitution check vs. DC 15 or take 1d6 lethal damage per minute.

Fire Storm(PH p231)

<Evoc[fire], VS, 1Round, Medium-range, Ref½, SR applies>

– The caster designates 2 contiguous 10’ cubes per level are filled with flame, doing 1d6 fire damage per level (max 20d6). Natural vegetation & any other plant life are not effected by the flames, and the caster has the option of making Plant Creatures immune too.

Illusion Purge(RoE p187)

<Evoc, VS, 1StdAct, Personal, 1min/lvl(D), no SR>

– All Illusions of 7th level or lower within 5’ per level of the caster are negated.

### Necromancy

Bodak’s Glare(Spell p34)

<Necro[death][evil], VSF(500gp black onyx), 1StdAct, 30’ range, Instantaneous, FortNeg, SR applies>

– The target living creature that can see the caster dies (the target does not need to see the caster’s eyes).

If the target was a Humanoid, then it rises as a Bodak twenty-four hours later. The caster may attempt to control the Bodak normally.

The Template for creating a Bodak can be found in the Template Index.

Create Greater Undead(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>

– Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator’s control.

Undead Min Lvl Undead Min Lvl

Shadow 15 Spectre 18

Wraith 16 Devourer 20

This spell must be cast at night.

Death Pact(CDiv p161)(MoF p88)

<Necro[evil], VSM(500gp diamond)X(250)/DF, 10Minutes, Touch, until discharged>

– When killed, the touched, living, willing subject is teleported to a safe location (designated at casting time), subject to a *Raise Dead* spell, followed by a *Heal*. The subject must sacrifice 2 points of Constitution (non-recoverable) when targeted by this spell. The Constitution is still lost even if this spell is dispelled before it discharges.

Death Symbol of Bane(MoF p127)

<Necro[death][evil], VSM(30HD of Intelligence creatures must be sacrificed, 5,000gp of diamond powder, 5,000gp of opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then until depleted, FortNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation die, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not slay 150hp worth of creatures when triggered, it remains active until it slays the remaining hp of creatures, however long that takes.

Each creature also takes 1d12 Cold damage (FortNeg) and suffers a –2 Morale penalty on All Actions and damage rolls (FortNeg).

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc. All creatures wearing Bane’s Holy Symbol are automatically considered attuned.

The symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

General of Undeath(PGF p103)

<Necro[evil], VS/DF, 1StdAct, Personal, 1day/lvl>

– The Caster increases his/her maximum HD of controlled Undead by five times the Caster level.

Heat Leech(DR312 p64)

<Necro[cold], VS/DF, 1StdAct, Close-range, FortNeg, SR applies>

– All living targets within a 30’ area (except the caster) take 1d4 per 4 levels Cold damage (max 5d4).

The caster absorbs all the hit-point damage that is done as healing. If there are hit-points in excess to the caster’s full hp, the remainder become Temporary HP for 1 minute per level

Inflict Critical Wounds, Mass(PH p244)

<Necro, VS, 1StdAct, Close-range, Will½, SR applies>

– One living target per level within a 30’ area takes 4d8 + 1/lvl (max +40) Negative Energy Damage.

Symbol of Death(PH p289)

<Necro[death], VSM(5,000gp of diamond powder, 5,000gp of opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation die, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not slay 150hp worth of creatures when triggered, it remains active until it slays the remaining hp of creatures, up to 10min/lvl.

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

### Transmutation

Brilliant Aura(Spell p39)~~(CDiv p157)(MoF p83)(MoFe)+~~

<Trans, VS, 1StdAct, Close-range, 1rnd/lvl>

– All the weapons of 1 creature per 2 levels in a 30’ area gain the following:

a) gives off 20’ radius of light;

b) ignores nonliving matter (ignore an opponent’s Armor bonus to AC); &

c) cannot harm Undead, Construct, or objects

Golem Immunity(RoE p186)

<Trans, VS, 1StdAct, Touch, 1min/lvl, WillNeg,   
SR applies>

– The touched Construct gains the immunities of a Golem chosen at casting time. In addition to being covered by a think layer of the material listed below, it has the following benefits:

Clay – gain the following:

a) unless listed below, the target is immune to any spell or spell-like ability that allows Spell Resistance;

b) for each 3 hp of magically-generated Acid damage the target would have taken, it is healed 1 hp. If already at full hp, the excess becomes Temporary HP;

c) a *Move Earth* spell deals 3d12 damage and moves the target back 120’ (no save);

d) a *Disintegrate* spell deals 1d12 damage and Slowed for 1d6 rounds (no save);

e) an *Earthquake* spell cast directly at the target deals 5d10 damage and the target cannot move next turn (no save).

Flesh – gain the following:

a) unless listed below, the target is immune to any spell or spell-like ability that allows Spell Resistance;

b) for each 3 hp of magically-generated Electrical damage the target would have taken, it is healed 1 hp & ends any Slow effect caused by Cold or Fire damage. If already at full hp, the excess becomes Temporary HP;

c) magically generated Cold or Fire damage instead causes the target to be Slowed for 2d6 rounds (no save).

Iron – gain the following:

a) unless listed below, the target is immune to any spell or spell-like ability that allows Spell Resistance;

b) for each 3 hp of magically-generated Fire damage the target would have taken, it is healed 1 hp & ends any Slow effect caused by Electricity damage. If already at full hp, the excess becomes Temporary HP;

c) magically generated Electricity damage instead causes the target to be Slowed for 3 rounds (no save);

d) effected by *Rusting Grasp* and a Rust Monster’s attack as if it were iron.

Stone – gain the following:

a) unless listed below, the target is immune to any spell or spell-like ability that allows Spell Resistance;

b) a *Transmute Mud to Rock* spell causes the target to be effected with a *Total Repair* spell;

c) a *Transmute Rock to Mud* spell causes the target to be Slowed for 2d6 rnds (no save);

d) a *Stone to Flesh* spell causes the target to lose its immunity to magic for 1 Full Round.

Stormrage(CDiv p182)(MoF p125)

<Trans[electricity], VS/DF, 1StdAct, Personal, 1min/lvl(D)>

– The caster embodies the power of a storm:

a) Caster Flies at a speed of 90’ (60’ if in medium or heavy armor) with Average maneuverability. ½ speed going up, 2x speed going down. If spells expires/is dispelled, subject descends at 60’ per round for 1d6 rounds before falling.

b) An invisible wall of air 2’ wide is created around the caster on all sides. The wall is total protection from arrows, bolts, gases (including some breath weapons), gaseous forms, birds, etc. Larger ranged weapons have a 30% miss chance, but large weapons, such as giant’s boulders, are not effected. The wall may be walked through normally.

c) Caster is unaffected by normal & magical winds.

d) Has a pool of one 1d6 per Caster level (max 20d6). As a Standard Action, the caster may strike a single opponent within 100’ with a stroke of electricity by making a ranged touch attack (+3 bonus if the target has a large amount of metal). The caster expends the dice in the pool to do the damage, allowing many little attacks, one big one, etc.

## 9th Level

### Abjuration

Sublime Revelry(BoED p109)

<Abj, VS/DF, 1Round, Close-range, 1min/lvl(D)>

– One subject per level in a 30’ area feels extremely good:

a) Any lingering pain effects are ended, including those from *Symbol of Pain*, etc. It does not dispel ongoing magical pain effects.

b) Becomes immune to new [mind] spells & effects. Any already in effect are Suppressed;

c) Only takes ½ damage from melee & ranged attacks.

### Conjuration

Call Marut(Spell p42)

<Conj(call)[law], VSX(500)/DF, 10Minutes, Close-range, Instantaneous>

– A Marut Inevitable (MM p159) (a CR 15 Construct) appears before the caster to do one task which will take no more than 1 hour. The Marut does not need to be paid. A specific Marut may be requested, though it may not be the one that appears.

Feast of Champions(Eb p111)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, heals 2d8 +1 per level (max +20), gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to magical fear & gains a +1 Morale bonus to attacks, saving throws, skill checks and ability checks.

Gate(PH p234)

<Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

– Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.

-or-

<Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR>

– Calls & controls one or more Outsiders to perform a task. The caster may target:

a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.

b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.

c) a single non-unique / divine Outsider of more than 2x the Caster level can be called but not controlled.

d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is never controlled.

A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be “immediate” or “contractual” term:

a) Any task which requires no more than 1rnd/lvl to complete can be assigned without a ‘contract’ (i.e., no payment).

b) A “long term” task requires a ‘contract’, which entitles the summoned creature(s) to be fairly paid when the task is completed.

Heal, Mass(PH p239)

<Conj(heal), VS, 1StdAct, Close-range>

– One subject per level within a 30’ area is infused with Positive Energy, healing 10hp per level (max 250hp) and being immediately cured of the following: ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, diseased, Exhausted, Fatigued, *Feeblemind*, insanity, Nauseated, Sickened, Stunned, and / or being poisoned.

This spells does not remove Negative Levels, ability Drain, & lost levels.

If an Undead is a target of this spell, it takes 10hp per level (max 250hp) of Positive Energy damage (SR applies). On a successful Will save, the target only takes ½ damage and cannot be brought to less than 1hp.

Storm of Vengeance(PH p285)

<Conj(sum), VS, 1Round, Long-range, Concentration up to 10rnds, SR applies>

– Creates a storm cloud that is 360’ radius wide. Unless indicated otherwise, everyone in the area takes the following effects on the specified round:

Rnd 1 – Thunder: Deaf 1d4x10min (FortNeg)

Rnd 2 – Acid Rain: 1d6 Acid dmg (no save)

Rnd 3 – Lightning: 6 targets of the caster’s choice take 10d6 Electrical dmg (Ref ½)

Rnd 4 – Hail: 5d6 bludgeoning dmg (no save)

Rnd 5-10 – Downpour: Concealment at 5’, Total Concealment at 10’, movement at ¼, no ranged attacks, spells require Concentration checks vs. DC (spell DC + level of spell being cast).

Summon Elemental Monolith(CArc p124)

<Conj(sum)[variable element], VSM(100gp gem)/DF, 1Round, Medium-range, Concentration up to 1rnd/lvl>

– Summons one Elemental Monolith (CArc p156), a CR17 Gargantuan Elemental, of Air, Earth, Fire, or Water. It attacks immediately on the turn that the caster finishes the spell under the verbal direction of the caster.

The material component determines which type of elemental is summoned: Aquamarine for Air, Tourmaline for Earth, Garnet for Fire, & Pearl for Water.

Summon Monster IX(PH p288)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster IX 1

Summon Monster VIII 1d3

Summon Monster VII (or lower) 1d4+1

True Resurrection(PH p296)

<Conj(heal), VSM(holy water, 25,000gp diamond)/DF, 10Minutes, Touch>

– Restores life to someone who has been dead for up to 10 years per level, assuming the spirit is willing. Subject cannot have died of old age. No body parts are needed as long as the person is unambiguously identified.

When resurrected, the subject has all his/her hp and ability scores restored & is cured of diseases & poisons.

Subject does not looses a Non-Recoverable Level.

This spells cannot be used on Constructs, Elementals, or Outsiders.

### Enchantment

End to Strife(BoED p98)

<Ench(comp)[mind], VS/DF, 1StdAct, 1rnd/lvl, no save, SR applies>

– All intelligent creatures in an 80’ radius Emanation from the caster are under the following effects:

a) Know that if they attack anything, they will suffer “dire consequences”;

b) For each attack a creature within the area of effect makes, it takes 20d6 damage.

The caster determines if damage taken will be lethal or non-lethal at casting time.

### Evocation

Implosion(PH p243)

<Evoc, VS, 1StdAct, Close-range, Concentration up to 4 rounds, FortNeg, SR applies>

– One targeted corporal creature per round must save or die from its body imploding. A given creature can only be targeted once per casting

Miracle(PH p254)

<Evoc, VSX(up to 5,000XP), 1StdAct>

– The caster requests his/her deity’s intercession, which it has the option of rejecting. Requested effects can include:

a) duplicating a clerical spell of up to 8th level

b) duplicating any spell of up to 7th level,

c) removing a permanent harmful effect,

d) asking for a favor in line with the deity’s philosophy. This costs 5,000XP.

### Necromancy

Astral Projection(PH p201)

<Necro, VSM(1,000gp jacinth, 5gp silver per subject), 30Minutes, Touch>

– The caster and up to 1 willing, touched subject per 2 levels have their souls projected into the Astral Plane. While traveling, their bodies are in Suspended Animation. The travelers have astral copies of all their equipment. Travel can continue until a subject decides to return to his/her body, the effect is ended with *Dispel Magic*, or the subject’s body is slain (which kills the subject).

Energy Drain(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Target gains 2d4 Negative Levels.

Undead targeted with this spell gain (2d4 \* 5) Temporary HP for 1 hour.

Soul Bind(PH p281)

<Necro, VSF(black sapphire worth 1,000gp per HD of target), 1StdAct, Close-range, Permanent, WillNeg, no SR>

– When cast on a body which has been dead no more than 1rnd/lvl, the body’s soul becomes trapped in the focus gem. If the gem is not worth 1,000gp per HD of the target, it shatters & the spell fails.

Once the soul is trapped, the spells *Clone, Raise Dead, Reincarnation, Resurrection*, etc., cannot be successfully cast on the target until this spell is Dispelled, or the gem is shattered.

### Transmutation

Awaken Construct(Spell p21)(Sav p63)

<Trans, VSM(fresh humanoid brain)X(5,000), 8Hours, Touch, Instantaneous>

– The touched humanoid-shaped Construct gains human-like sentience (3d6 Intelligence, Wisdom, & Charisma). It is independent of both the caster and its original creator, but initially it feels friendly toward both.

Etherealness(PH p228)

<Trans, VS, 1StdAct, Touch, 1min/lvl(D)>

– The caster & up to 1 subject per 3 levels becomes ethereal, along with their equipment.

Raise from the Deep(DR314 p46)

<Trans[water], V, 1Minute, Long-range, 1hr/lvl, FortNeg, SR applies>

– The targeted creature or object becomes magically buoyant for the spells duration. If it is underwater, the target rises at a rate of 150’ & is immune to damage due to water pressure changes. Water breathing creatures can still breath water while on the surface.

This spell is specially designed for raising sunken ships. If the history of the targeted ship is known, the vertical distance to the ship is not a factor & all the surviving ship’s fragments are brought to the surface, along with any loose objects within the ship.

Visage of the Deity, Greater(CDiv p187)

<Trans[good], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes a ‘Half-Celestial’:

a) creature type changes to Outsider (but the caster can be brought back from the dead);

b) +4 bonus to Strength;

c) +2 bonus to Dexterity;

d) +4 bonus to Constitution;

e) +2 bonus to Intelligence;

f) +4 bonus to Wisdom;

g) +4 bonus to Charisma;

h) +1 increase of Natural Armor;

i) gain Low-light Vision;

j) Acid Resistance 10;

k) Cold Resistance 10;

l) Electrical Resistance 10;

m)Spell Resistance 25;

n) Damage Reduction 10 / magic;

o) gain immunity to diseases;

p) +4 Racial bonus on saves vs. poison; &

q) gain feathery wings which let the caster Fly at twice his/her ground movement with Good maneuverability.

-or-

<Trans[evil], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes a ‘Half-Fiend’:

a) creature type changes to Outsider (but the caster can be brought back from the dead);

b) +4 bonus to Strength;

c) +4 bonus to Dexterity;

d) +2 bonus to Constitution;

e) +4 bonus to Intelligence;

f) +4 bonus to Wisdom;

g) +2 bonus to Charisma;

h) +1 increase of Natural Armor;

i) gain Darkvision 60’;

j) Acid Resistance 10;

k) Cold Resistance 10;

l) Electricity Resistance 10;

m)Fire Resistance 10;

n) Spell Resistance 25;

o) Damage Reduction 10 / magic;

p) gain Poison Immunity;

q) gain 1 Bite & 2 Claw attacks (if Medium, Bite does 1d6 & each claw does 1d4; if Small, Bite & each Claw each do 1d3); &

r) gain bat-like wings which let the caster Fly at ground movement with Average maneuverability.

# 

# Druid Spell List

Wisdom-based Prepared Divine Spells

## 0th Level

### Abjuration

Dawn(Spell p59)

<Abj, V, 1 Swift Action, Instantaneous>

– All sleeping creatures within a 15’ radius Burst of the caster wake up. If a creature was unconscious due to nonlethal damage, he/she is Staggered.

Resistance(PH p272)

<Abj, VS/AM(cloth)/DF, 1StdAct, Touch, 1min>

– Subject gains +1 Resistance bonus on all saves.

### Conjuration

Create Water(PH p215)

<Conj(creat), VS, 1StdAct, Close-range, Instantaneous>

– Creates 2 gallons/level of pure water.

Cure Minor Wounds(PH p216)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 1 point of damage with Positive Energy.

### Divination

Detect Crossroad(MoF p88)

<Div, VS, 1StdAct, 1 mile range, Concentration up to 10min/lvl>

– Sense the direction of a Fey Crossroads within 1 mile. The caster may identify it when it is within 60’ and unobstructed.

Detect Magic(PH p219)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

– The caster can see the Magic Aura of a spell or item in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of magic.

2nd round – number of magic auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.

3rd round – strength & location of each aura. If an aura is within line-of-sight, the caster can identify its school with a Spellcraft check vs. DC 15 + spell level.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Detect Poison(PH p219)

<Div, VS/DF, 1StdAct, Close-range, Instantaneous, no save, no SR>

– Determines if one creature, one object, or one 5’ cube is poisonous, has been poisoned, or contains poison.

Identifying the type of poison requires a Wisdom check vs. DC 20. If the caster has ranks in Craft(alchemy), he/she may also make a check with that skill vs. DC 20.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Guidance(PH p238)

<Div, VS, 1StdAct, Touch, until discharged up to 1min>

– Subject can designate one attack roll, saving throw, or skill check on which to receive a   
+1 Competence bonus, chosen before the roll.

Know Direction(PH p246)

<Div, VS, 1StdAct, Personal, Instantaneous>

– The caster knows which direction is North.

Read Magic(PH p269)

<Div, VSF(prism), 1StdAct, Personal, 10min/lvl>

– Reads scrolls & spell books at 1 page per min.

### Enchantment

Vengeful Mount(DR326 p74)

<Ench(comp)[mind], VSM(riding crop or willow switch), 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– The target Animal will shy away from anyone attempting to make a Ride check or a Handle Animal check with it. If mounted, the rider must immediately make a Ride check vs. DC 10 to stay on.

### Evocation

Flare(PH p232)

<Evoc[light], V, 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>

– Target with sight is Dazzled for 1 minute.

Light(PH p248)

<Evoc[light], VM(firefly)/DF, 1StdAct, 10min/lv(D)>

– Object touched gives off bright light in a 20’ radius & dim light for another 20’.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

### Necromancy

Naturewatch(CDiv p170)(MoF p110)

<Necro, S, 1StdAct, Close-range, 10min/lvl, no save, no SR>

– Determine the health of animals & plants in a 90 degree arc. Choices are ‘dead’, ‘fragile’, ‘alive’, ‘needs to be watered’, ‘hungry’, etc.

### Transmutation

Ground Smoke(DR326 p73)

<Trans, VS, 1StdAct, Close-range, 8 hours>

– One 5’ square target fire has its smoke dissipate close to the ground.

Mending(PH p253)

<Trans, VS, 1StdAct, 10’ range, Instantaneous>

– Repairs one object of up to 1 pound.

Purify Food and Drink(PH p267)

<Trans, VS, 1StdAct, 10’ range, Instantaneous>

– Purifies 1 cubic foot of food/water per level.

Ram’s Might(MoF p112)

<Trans, VS, 1StdAct, Personal, 1min/lvl>

– The caster’s unarmed attacks inflict normal damage (instead of nonlethal) & the caster is considered ‘armed’.

Snowshoes(DR312 p65)

<Trans, VS, 1StdAct, Touch, 1hr/lvl(D)>

– The touched subject receives these benefits:

a) Can walk on ice without a speed reduction;

b) +5 bonus on Balance checks ore Reflex saves to walk on ice and/or snow & avoid falling through it;

c) Does not leave trails any more noticeable than ‘solid ground’ for purposes of tracking.

Virtue(PH p298)

<Trans, VS/DF, 1StdAct, Touch, 1min>

– Touched subject gains 1 Temporary HP.

## 1st Level

### Abjuration

Aura against Flame(Spell p18)~~(MoF p78)~~

<Abj, VS, 1StdAct, Personal, 1rnd/lvl>

– Ignore 10 Fire damage/round. If the aura comes in contact with a fire that can do up to 10hp of Fire damage/rnd, it is extinguished. As a Standard Action, the caster may touch an on-going magical fire (such as *Wall of Fire*) or ready a “counter-spell” against instantaneous magical fires (such as *Fireball*). In either case, make a Dispel Check (max +10). If successful, both the magical fire & the Aura are dispelled; otherwise both remain.

Endure Elements(PH p226)

<Abj, VS, 1StdAct, Touch, 24hrs>

– Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50.

Hide from Animals(PH p241)

<Abj, S/DF, 1StdAct, Touch, 10min/lvl(D), no save, SR applies>

– One touched subject per level cannot be perceived by Animals. Effected senses include Blindsense, Blindsight, Scent, Tremorsense, Sight, Hearing, or Smell.

If any of the spell’s subject touches or attacks (including with spells) any creature, the spell ends for all the subjects.

Resist Planar Alignment(Spell p174)

<Abj VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched creature takes only half the penalty to his/her Charisma, Wisdom, & Intelligence checks when on a Strongly Aligned planes whose alignment is different, and has no alignment-based penalties on a Mildly Aligned Plane.

### Conjuration

Beget Bogun(Spell p26)(CDiv p152)

<Conj(creat), VSM(form to be animated),X(25), 1StdAct, Touch, Instantaneous>

– Last step in creating a Bogun(CDiv p152), a Tiny-sized Construct that serves its creator.

Cure Light Wounds(PH p215)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 1d8 +1/level damage (max +5) with Positive Energy.

Deep Breath(DR314 p46)

<Conj(creat)[water], V, 1Free-Action, Personal, 1rnd/lvl>

– The caster’s lungs are constantly refilled with air, so he/she has no danger of drowning.

Healing Rest(CAdv p151)

<Conj(heal), VS, 10Minutes, Close-range, 24hrs>

– Up to 1 creature per level in a 30’ area has it natural healing rate doubled.

Obscuring Mist(PH p258)

<Conj(creat), VS, 1StdAct, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of fog centered around the caster.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round. Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

Summon Nature’s Ally I(PH p288)

<Conj(sum), VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one creature from the ‘Summon Nature’s Ally I’ Table to fight the caster’s enemies. The creature can attack on the caster’s initiative starting its first round.

Vigor, Lesser(CDiv p186)(DR324 p103)+

<Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd per level (max 15rnds total)>

– Touched living creature gains Fast Healing 1.

Wood Wose(CDiv p190)

<Conj(creat), VS/DF, 1StdAct, Close-range, 1hr/lvl>

– Summon a translucent nature spirit that can do simple outdoor tasks, like feeding animals, catching fish, building a campfire, etc. It has a Strength of 2 (so it can lift 20 lbs.) & a movement of 15’, but must stay in range. It cannot be targeted by spells, but is destroyed if it takes 6hp of area of effect damage.

### Divination

Detect Animals or Plants(PH p218)

<Div, VS, 1StdAct, Long-range, Concentrations up to 10min/lvl, no SR>

– Caster can detect a specific animal or plant in Cone-shaped Emanation each round. The caster can change the animal / plant being looked for each round.

The information gained increases each round spent focusing on a single target:

1st round – detect the target’s presence or absence.

2nd round – number of individual targets & the healthiest one’s condition. If not in line-of-sight, the caster only knows the direction.

3rd round – condition & location of each individual target.

Possible conditions are ‘normal’, ‘fair’, ‘poor’, & ‘weak’.

This spell works through minor barriers, up to 3’ of wood / dirt, 1’ of stone, 1” of metal, but it is blocked by any amount of lead.

Detect Manifest Zone(FoE p150)

<Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>

– The caster can sense the presence of Manifest Zones (i.e., planar overlaps / gates) in a 120’ radius Emanation around himself/herself

The information gained increases each round:

1st round – presence of one (or more) Manifest Zones. If not in line-of-sight, the caster only knows the direction.

2nd round – general age of each Manifest Zone –and– if it will fade within 24 hours.

3rd round – learn the Plane of Existence to which the Manifest Zone connects –and– any boundaries of the zone that lie within the area-of-effect.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Detect Snares and Pits(PH p220)

<Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>

– The caster can see pits, deadfalls, snares, quicksand, a sinkhole, etc, in a 60’ Cone-shaped Emanation. This spell does not locate items that are obscured (i.e., behind boxes or under a rug).

The information gained increases each round:

1st round – presence of a hazard.

2nd round – number of hazards & the location of each one. If not in line-of-sight, the caster only knows the direction.

3rd+ rounds – type & triggering method of one specific hazard.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Guiding Star(DR340 p73)

<Div, VS, 1StdAct, Personal, 1min/lvl>

– A mote of light orbits the caster’s head, giving off light as a candle.

The caster can command the mote to lead him/her to a location the caster has been to previously. The mote stops orbiting and hovers a few inches from the caster’s head in the direction of the desired location. It always leads in a straight line, even if there are obstacles in the way.

Omen of Peril(CDiv p171) (RoD p166)

<Div, VF(25gp marked sticks), 1Round, Personal, Instantaneous>

– The caster gains a momentary vision which vaguely indicates the level of danger he/she is in for the next hour. The chance of the vision being correct is 70% + 1% per caster level (max 90%), rolled secretly by the DM.

The three possible answers the caster will receive are ‘Safety’, ‘Peril’, or ‘Great Danger’. If the success roll failed, the caster will randomly get one of the two incorrect answers.

The vision is specific to the religion of the caster and does not provide additional information.

Speak with Animals(PH p281)

<Div, VS, 1StdAct, Personal, 1min/lvl>

– The caster may communicate with Animals, though the spell does not change their intelligence or attitude.

Vine Strike(CAdv p158)

<Div, V/DF, 1 Swift Action, Personal, 1rnd>

– The caster treats Plant creatures as if they were not immune to Sneak Attacks, though all requirements for Sneak Attacks still apply.

Note: This spell does not give the caster the ability to overcome Damage Reduction or inflict Critical Hits.

### Enchantment

Beastland Ferocity(Spell p25)

<Ench(comp)[mind], VS/DF, 1StdAct, Touch, 1min/lvl>

– When the touched creature is Dying (–1 to –9 hp), he/she receives the following:

a) can continue to fight / take other actions without penalty; and

b) receive a +4 Enhancement bonus to Strength.

Calm Animals(PH p207)

<Ench(comp)[mind], VS, 1StdAct, Close-range, 1min/lvl, SR applies>

– Calms 2d4 + 1/lvl HD of Animals, though all targets must be the same type of Animal. Any threat to a target will end the effect. Only Animals trained to attack or guard and Dire Animals are allowed a Will save to negate.

Charm Animal(PH p208)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, SR applies>

– One Animal considers the caster its ally. Anything the casters does will be treated the same way as if someone friendly has done it.

If the target is in a threatening situation when the spell is cast, it gets a +5 on the save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

### Evocation

Buoyant Lifting(Spell p40)

<Evoc, S/DF, 1 Immediate Action, Close-range, 1min/lvl(D)>

– One willing subject per level in a 20’ area who is in liquid rises to the surface at a rate of 60’ per round. Air breathers have their faces lifted above the surface.

For the spell’s duration, each subject remains on the surface, though leaving the liquid ends the spell for that subject immediately.

Cloudburst(Spell p49)(CDiv p158)(MoF p84)(MoFe)+

<Evoc, VS, 1StdAct, Long-range, 10min/lvl(D)>

– Rain falls in a 100’ radius Emanation, producing the following penalties:

a) visibility reduced by 50%;

b) –4 penalty on Listen, Spot, & Search checks;

c) –4 penalty on ranged attacks;

d) unprotected flames are extinguished & protected flames have a 50% chance of going out.

10 minutes after the spell ends, all the water disappears, so it cannot be used for plants or drinking.

Note: this spell can only be used outdoors in a non-desert environment.

Faerie Fire(PH p229)

<Evoc[light], VS/DF, 1StdAct, Long-range, 1min/lvl(D), no save, SR applies>

– All objects in a 5’ radius Burst are outlined in the caster’s choice of a blue, green, or violet glow, which is as bright as a candle. This negates Concealment due to darkness, *Blur, Displacement, Invisibility,* etc.

Magical darkness spell of 2nd level or higher Suppress this spell.

Motes of Moonlight(DR340 p74)

<Evoc[light], VS, 1StdAct, Close-range, 1hr/lvl(D)>

– Creates a 5’ wide Line of bright illumination that extends from the caster to a point within range. Shadowy illumination extends for 5’ beyond the line.

The light location is fixed and does not move with the caster.

Produce Flame(PH p265)

<Evoc[fire], VS, 1StdAct, Personal, 1min/lvl(D), no save, SR applies>

– A flame as bright as a torch (20’ of light) appears in the caster’s hand.

The caster can attack with the flame as either a touch attack or an energy missile with a range of 120’. The flame does 1d6 + 1/level (max +5) Fire damage & can be used every round.

Each attack removes 1 minute of duration from the spell. If the spell is brought to 0 duration, the spell ends after the damage is applied.

Sandblast(CDiv p178)

<Evoc, VS/DF, 1StdAct, Instantaneous, Ref½, SR applies>

– All targets within 10’ half-circle Burst from the caster’s hands take 1d6 nonlethal damage from hot sand. Any target failing its saving throw is also Stunned for 1 round.

Sun Father’s Face(DR346 p30)

<Evoc[light], VS/DF, 1 Swift Action, Personal, until discharged up to 1min>

– The caster begins to glow, giving off light as bright as a candle.

Before rolling, the caster can choose to add a +4 Sacred bonus on one Turn check or Wild Empathy check. This ends the spell.

Note: Used by followers of Pelor.

### Transmutation

Animate Fire(Spell p12) ~~(CArc p96)~~

<Trans[fire], VSM(ash,sulfur), 1 Round, Close-range, Concentration up to 1rnd/lvl>

– Transform up to a 5’ cube of fire into a Small Fire Elemental under the caster’s control. The Elemental must stay within Close-range of its source fire.

Animate Water(Spell p13) ~~(CArc p96)~~

<Trans[water], VSM(water, cinnabar oil), 1 Round, Close-range, Concentration up to 1rnd/lvl>

– Transform 4 cubic feet of water into a Small Water Elemental under the caster’s control. The Elemental must stay within Close-range of its source water.

Animate Wood(Spell p13)(CArc p96)

<Trans, VSM(powdered cinnabar, ground peach pit),   
1 Round, Touch, Concentration up to 1rnd/lvl>

– Transform one unattended wooden object of up to Small size into a Small Animated Object with Hardness 5.

Aspect of the Wolf(Spell p16) ~~(DR320 p91)~~

<Trans, VSM(wolf’s wisker)/DF, 1StdAct, Personal, 10min/lvl(D)>

– The caster polymorphs into a Wolf:

a) type changes to Animal;

b) size becomes Medium;

c) Strength 13;

d) Dexterity 15;

e) Constitution 15;

f) Land speed 50’;

g) Low-Light Vision;

h) Scent ability;

i) +2 Natural Armor bonus to AC;

j) one Bite attacks that do 1d6+1;

k) gain the Trip extraordinary attack, granting a free Trip attempt on a successful Bite;

l) the caster cannot speak, so is unable to cast spells (unless he/she has Feat: Natural Spell);

m) the caster’s equipment melts into the Wolf’s body.

Babau Slime(Spell p22)

<Trans, VSM(drop of babau slime)/DF, 1StdAct, Touch, 1min/lvl>

– The touched creature is covered with red slime, which does 1d8 Acid damage to any creature that strikes the target with an Unarmed Strike, Natural Weapon, Touch Attack, or is in a Grapple with the target.

Beast Claws(Spell p25)~~(CDiv p151)~~

<Trans, VSM(bird claw), 1StdAct, Personal, 1hr/lvl>

– The caster’s hands become 1d4 Slashing weapons (critical threat 19-20/x2) & are an armed attack.

The Claws are treated as natural weapons, so the caster may make one Claw attack as a Standard Action or two Claw attacks as a Full Round Action (with neither claw being treated as a Secondary Attack). The two Claw attacks do not receive a penalty for two-weapon fighting. A Base Attack Bonus of +6 or higher does not grant extra attacks.

The claws do not interfere with spell casting.

Branch to Branch(Spell p38)~~(CAdv p144)(MoF p83)~~

<Trans, VS, 1StdAct, Personal, 1hr/lvl(D)>

– Gain a +10 Competence bonus to Climb checks made in trees. While at least 10’ above the ground in Medium or Dense Forest, the caster may swing from branch to branch at his/her Land speed + 10’ Enhancement bonus. The caster may make a Charge action, but not a Run action. The caster ignores hampered movement penalties for undergrowth and other terrain features.

Breath of the Jungle(Spell p39)

<Trans, VS/DF, 1StdAct, Medium-range, 1min/lvl,   
no save, no SR>

– Any Fortitude save vs. Disease or Poison done within the 40’ radius by 20’ high Spread has its DC increased by 2.

The area-of-effect has a thin mist which does not provide Concealment.

Camouflage(Spell p43)(CDiv p157)(Und p56)

<Trans, VS, 1StdAct, Personal, 10min/lvl>

– +10 Circumstance bonus on Hide checks.

Claws of the Bear(Spell p47)~~(PGF p101)~~

<Trans, VS, 1StdAct, Personal, 1rnd/lvl>

– The caster’s hands become 1d8 Slashing weapons (if Medium sized, Small: 1d6. Large: 2d6) (critical threat 20/x2) & are an armed attack.

The Claws are treated as natural weapons, so the caster may make one Claw attack as a Standard Action or two Claw attacks as a Full Round Action (with neither claw being treated as a Secondary Attack). The two Claw attacks do not receive a penalty for two-weapon fighting. A Base Attack Bonus of +6 or higher does not grant extra attacks.

The claws do not interfere with spell casting.

Climb Walls(Spell p47)

<Trans, VSM(tree sap), 1StdAct, Touch, 1min/lvl(D)>

– Touched subject gains an Enhancement bonus on Climb checks:

Level Bonus Level Bonus Level Bonus

1st – 4th +10 5th – 8th +20 9th + +30

Cold Fire(Spell p50)(DR312 p62)

<Trans[cold], VS/DF, 1StdAct, Close-range, 1min/lvl(D)>

– Change a fire source (including magical fires) up to a 20’ cube into ‘Cold Fire’, which is blue & white and does Cold damage.

-or-

<Trans[cold], VS/DF, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

– The targeted creature with either the ‘Fire’ subtype or Cold Vulnerability takes 1d6 damage per two levels (max 5d6).

Crabwalk(Spell p53)

<Trans, VSM(crab’s leg), 1StdAct, Touch, 1min/lvl>

– When the touched subject makes a Charge action, he/she receives a +4 on attack & no penalty to AC (instead of +2 on attack & –2 to AC). The attack bonus only applies to the first attack at the end of the Charge (in the case of a creature with Pounce).

Entangle(PH p227)

<Trans, VS/DF, 1StdAct, Long-range, 1min/lvl, RefNeg, no SR>

– All plants in a 40’ radius Spread Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a Full-Round Strength or Escape Artist check vs. DC 20. Anyone not entangled (including a target that has just broken free) may move ½ speed through the area of effect. On the caster’s action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

Extend Shifting(RoE p185)

<Trans, V, 1 Swift Action, Personal, Instantaneous>

– If cast while the caster is using the Shifter Racial ability ‘Shifting’, the duration is increased by 4 rounds.

After the Shifting ends, the caster is Fatigued for 10 minutes. If he/she was already Fatigued, he/she becomes Exhausted.

Goodberry(PH p237)

<Trans, VS/DF, 1StdAct, Touch, 1day/lvl>

– When cast on a handful of freshly picked berries, 2d4 become ‘good berries’. Each can cure 1 hp (max 8 hp per 24 hours) & is as nourishing as a normal meal.

Hawkeye(CDiv p166)(CAdv p151)

<Trans, V, 1StdAct, Personal, 10min/lvl(D)>

– Gain a +5 Competence bonus on Spot checks and all projectile weapon range increments are increased by 50%.

Jump(PH p246)

<Trans, VSM(grasshopper leg), 1StdAct, Touch, 1min/lvl(D)>

– Touched subject gains an Enhancement bonus on Jump checks:

Level Bonus Level Bonus Level Bonus

1st – 4th +10 5th – 8th +20 9th + +30

Longstrider(PH p249)

<Trans, VSM(dirt), 1StdAct, Personal, 1hr/lvl(D)>

– The caster gains a +10’ Enhancement bonus to his/her land movement. Does not effect the speed of burrowing, climbing, flying, or swimming.

Magic Fang(PH p250)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– One natural weapon of touched creature (including Humanoids) gets +1 Enhancement bonus to attack and damage.

Magic Stone(PH p251)

<Trans, VS/DF, 1StdAct, Touch, until discharged up to 30min>

– Up to 3 pebbles gain a +1 Enhancement bonus to attack & deal 1d6 +1 damage (double vs. Undead). Range increment is 20’.

Pass without Trace(PH p259)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl(D)>

– One subject/lvl leaves no tracks or scent trail.

Raging Flame(DR314 p21)

<Trans[fire], VS/AM(alchemist’s fire)/DF, 1StdAct, Medium-range, Instantaneous, no save, no SR>

– All non-magical fires in a 30’ Burst flare up:

a) burn twice as bright & give off light in 2x the normal radius;

b) burn twice as hot & deal 2x damage (i.e., a creature who has Caught Fire takes 2d6 damage per round if caught in the area of effect);

c) consumes its fuel twice as quickly (an effected torch would only last 30 minutes).

This spell Counters and Dispels *Slow Burn.*

Raptor’s Sight(RotW p175)

<Trans, VS/DF, 1StdAct, Personal, 1hr/lvl(D)>

– The caster receives the following:

a) +5 Competence bonus on Spot checks; &

b) If the caster has at least 5 ranks in Spot, he/she only receives –1 penalty per range increment on ranged attacks (normally –2).

Ride of the Valenar(RoE p189)

<Trans, VS, 1StdAct, Personal, 10min/lvl>

– The caster gains +5 Competence bonus on Ride checks.

If the mount is the caster’s Animal Companion, the bonus increases to +10.

Note: Elves from Valenar cast this spell at +1 Caster level.

Shifter Prowess(RoE p190)

<Trans, V, 1 Swift Action, Personal>

– If cast while the caster is using the Shifter Racial ability ‘Shifting’, this spell lasts until the Shifting is complete. The caster receives the following benefit:

a) the caster’s racial bonus on Balance, Climb, & Jump checks increase to +8.

Shillelagh(PH p278)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– A touched, non-magical club or staff made entirely from oak gains a +1 Enhancement bonus to attack & damage, and its base damage improves as if the weapon was two size categories larger (i.e., Small ‘shillelagh’ does 1d8, a Medium one does 2d6, and a Large does 3d6).

A quarterstaff targeted by this spell gains the bonus on both striking surfaces.

The target weapons only gains its bonuses when wielded by the caster.

Silvered Claws(BoED p107)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– All of the living subject’s natural attacks are considered to be Silver for purposes of overcoming Damage Reduction.

Slow Burn(DR314 p21)

<Trans[fire], VS/AM(oil-filled hourglass)/DF, 1StdAct, Medium-range, Instantaneous, no save, no SR>

– All non-magical fires in a 30’ Burst are magically fueled:

a) burn twice as long while consuming the same amount of fuel (a torch would burn for 2 hours while giving normal light);

b) twice as hard to put out (if a roll is needed to put a fire out, roll twice & take the worst roll).

This spell Counters and Dispels *Raging Flame.*

Speed Swim(MoF p121)

<Trans, VSF(tiny wooden paddle), 1StdAct, Close-range, 1min/lvl(D)>

– Subject gains a swim speed of 30’ without needing to make a Swim check.

Spider Hand(DR343 p71)

<Trans, VS, 1StdAct, Personal, Concentration up to 1min/lvl>

– Caster detaches his/her hand, which becomes a Small Monstrous Spider(MM p210) under his/her command, though it must stay within 20’/lvl. The caster can see through its eyes. If the spider returns to the caster before the spell ends, it reattaches. Otherwise, the caster takes 1d6 damage when the hand reappears (this happens if the spider is killed).

Stonemantle(DR314 p29)

<Trans[earth], VSM(powdered marble), 1StdAct, Close-range, 10min/lvl>

– One or more target objects within range gain the resilience of stone (i.e., Hardness 8, 15 hp per inch). The caster can effect 1 Tiny-sized object per level or the Object Equivalence. All effected object have a dull-gray tint for the spell’s duration.

Traveler’s Mount(CDiv p184)

<Trans, VS, 1StdAct, Touch, 1hr/lvl>

– The touched Animal or Magical Beast receives the following benefits:

a) +10’ Enhancement bonus to movement;

b) can Hustle without taking damage or becoming Fatigued;

c) cannot make attack rolls.

## 2nd Level

### Abjuration

Avoid Planar Effects(Spell p19)

<Abj, V, 1 Immediate Action, 1min/lvl>

– One subject per level within 20’ radius Burst of the caster is “attuned” to the current plane of existent, making survival much easier. Below are some (but not all) possibilities:

Plane-Trait Effects Ignored

Fire 3d10 Fire dmg / round

Water Breath water

Earth Cannot suffocate

Positive Not blinded & stop gaining Temp HP before exploding

Negative No damage / negative levels

Countermoon(Spell p53)

<Abj, VSM(hair or scale from the target), 1StdAct, Close-range, 12hrs(D), WillNeg, SR applies>

– The target Lycanthrope is forced back to its natural form and cannot voluntarily or involuntarily change due to its Lycanthropy.

Daggerspell Stance(Spell p57)(CAdv p145)

<Abj, VF(2 daggers), 1 Swift Action, Personal, 1rnd/lvl(D)>

– When wielding a dagger in each hand, the caster gains the following:

a) if making a Full Round Attack, the caster gains a +2 Insight bonus on attacks & damage;

b) if Fighting Defensively, the caster gains Spell Resistance (5 + Caster level);

c) if making a Total Defense Action, the caster gains Spell Resistance (5 + Caster level) –and– Damage Reduction 5/magic.

Earthen Grace(DR314 p28)

<Abj[earth], VSM(1 pound granite, 100gp powdered gems), 1StdAct, Touch, 1min/lvl>

– The touched creature take nonlethal damage from the natural attacks from creatures made of earth or stone, creatures with the [earth] subtype, falling damage into the ground, weapons with stone heads, etc.

If the target’s nonlethal damage ever becomes equal to its current hit-points, the spell ends.

Easy Trail(CAdv p147)~~(MoF p91)~~

<Abj, VS, 1StdAct, 1hr/lvl(D)>

– All plants (but not Plant Creatures) within a 40’ radius Emanation of the caster are moved aside, creating a temporary trail. This reduces the penalties for moving through Dense Vegetation(PH p164). Once the area of effect has past, the plants return to normal, hiding the trail (+5 DC to Track checks).

Fire Trap(PH p231)

<Abj[fire], VSM(25gp gold), 10Minutes, Touch, until discharged(D), Ref½, SR applies>

– Sets a one-time trap on a closable item. If anyone besides the caster & those who know its password open the item, it explodes with a 5’ radius, doing 1d4 + 1/level (max +20) Fire damage. The item itself is unharmed.

Resist Energy(PH p272)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject & his/her equipment are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

Lvl # Lvl # Lvl #

up to 6th 10 7th – 10th 20 11th + 30

### Conjuration

Delay Poison(PH p217)

<Conj(healing), VS/DF, 1StdAct, Touch, 1hr/lvl>

– Touched creature suppresses the effects of current or new poisons in its body until the spell ends.

Estanna’s Stew(BoED p99)

<Conj(heal), VSF(50gp engraved stew pot), 1Round>

– The held stew pot if filled with one serving per two levels (max 5 servings) of healing stew, which disappears after 1 hour. Each creature who consumes a serving (as a Standard Action) is healed 1d6+1 hp.

An Undead within 10’ that is splashed with the stew takes 1d6+1 Positive damage per serving still in the pot (Will½, SR applies).

Fog Cloud(PH p232)

<Conj(creat), VS, 1StdAct, Medium-range, 10min/lvl>

– Creates a 20’ radius Spread by 20’ high Cloud of fog.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

Remedy Moderate Wounds(MoF p113)(MoFe)+

<Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd/lvl>

– The living subject gains Fast Healing 2.

Remove Addiction(BoED p105)

<Conj(heal), VS, 1StdAct, Touch, Instantaneous>

– The touched subject is cured of all addictions.

Restoration, Lesser(PH p272)

<Conj(heal), VS, 3Rounds, Touch, Instantaneous>

– Touched creature has penalties on one ability score removed -or- has 1d4 ability Damage cured from one ability score.

Also, the subject has Fatigue removed or has Exhaustion upgraded to Fatigue.

This spell cannot heal permanent ability Drain.

Summon Nature’s Ally II(PH p288)

<Conj(sum), VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Nature’s Ally II 1

Summon Nature’s Ally I 1d3

Summon Swarm(PH p289)

<Conj(sum), VS/AM(red cloth)/DF, 1Round, Close-range, Concentration+2rnds, no save, no SR>

– Summons either a Swarm of Bats(MM p237), a Swarm of Rats(MM p239), or a Swarm of Spiders(MM p239). The swarm attacks any creatures that are within its area. If there is no creature to attack, the swarm moves to the nearest creature. The caster has no control over the swarm’s movement or target.

### Divination

Balancing Lorecall(Spell p23)(CAdv p143)

<Div, VSM(3” wood dowel)/DF, 1StdAct, Personal, 1min/lvl(D)>

– The caster gains a +4 Insight bonus on Balance checks.

If the caster has 5+ ranks in Balance, the slope of the surface being balance upon no longer matters, even if the surface is vertical.

If the caster has 10+ ranks in Balance, he/she can “balance” on liquids, including mud & snow. Each round the caster balances on a substance that cannot normally hold his/her weight, the DC to continue “balancing” increases by +5.

When under the effect of this spell, the DC for balancing on “impossible” surfaces is 20.

Healing Lorecall(CAdv p151)

<Div, VSM(mint leaf), 1StdAct, Personal, 1min/lvl>

– When the caster casts healing spells while this spell is in effect, the following bonuses apply:

a) the caster may use his/her ranks in Heal as the caster level of healing spells;

b) if the caster has 5+ ranks in Heal, one of the following conditions may be removed from the target of a healing spell: Dazed, Dazzled, or Fatigued;

c) if the caster has 10+ ranks in Heal, one of the following conditions may be removed from the target of a healing spell: Exhausted, Nauseated, or Sickened (or one of the conditions listed above).

Linked Perception(PH2 p117)

<Div, V/DF, 1StdAct, 1min/lvl(D)>

– All allies within a 20’ radius Emanation around the caster receive a cumulative +2 per spell subject (including the caster) on Listen & Spot checks.

Listening Lorecall(CAdv p154)

<Div, VS/DF, 1StdAct, Personal, 10min/lvl>

– The caster’s listening improves:

a) +4 Insight bonus on Listen checks;

b) if the caster has 5+ ranks in Listen, he/she gains Blindsense 30’;

c) if the caster has 10+ ranks in Listen, he/she gains Blindsight 30’.

If the caster is in an area of magical *Silence*, effects b) & c) are suppressed.

Locate Node(Und p58)

<Div[earth], VSF(pebble from an earth node)/DF, 1StdAct, 1min/lvl>

– The caster may detect the distance and direction all Earth Nodes(Und p49) within   
1 mile per level –or– the distance and direction to a specific, previously visited Earth Node within 2 miles per level.

This spell cannot detect Earth Nodes warded by lead or the spell *Node Lock*.

Share Husk(MoF p116)

<Div, VSM(food for the subject animal), 1StdAct, Touch, Concentration>

– The caster can use the subject animal’s sense of sight, hearing, & smell, including making Spot & Listen checks, as a Free Action.

Wild Instincts(RoE p191)

<Div[mindset], VS/DF, 1 Swift Action, Personal, 1min/lvl>

– The caster gains the following:

a) +10 Insight bonus on Listen & Spot checks;

b) retain your Dexterity bonus to AC even if Flat-Footed and/or attacked by an unseen opponent.

Mindset – When the caster has this spell prepared, but not cast, he/she gains a +1 Insight bonus on Listen and Spot checks (Shifter gain a +2 Insight bonus).

### Enchantment

Animal Messenger(PH p198)

<Ench(comp)[mind], VSM(food), 1StdAct, Close-range, 1day/lvl>

– Sends a Tiny animal to a specific place known to the caster. Once there, the animal waits until the end of the duration. This spell cannot target an animal trained or under the control of someone else (such as a Familiar).

Typically used to carry a written message.

Animal Trance(PH p198)

<Ench(comp)[mind][sonic], VS, 1StdAct, Close-range, Concentration, WillNeg (see below)>

– 2d6 HD of Animals or Magical Beasts with Intelligence of 1 or 2 stop what they are doing and watch the caster for the spell’s duration. Animals not trained to guard or attack do not get a save, though all other effected creatures do. An effected creature is treated as Fascinated.

Hold Animal(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One Animal is Held. It gets a new Will save each round to end the spell.

Train Animal(CAdv p157)

<Ench(charm)[mind], VS/DF, 10Minutes, Touch, 1hrd/lvl>

– The touched Animal gains ½ Caster level of Tricks (max +5). This spell does not modify the Animal’s attitude or guarantee its cooperation.

### Evocation

Drifts of the Shalm(PH2 p111)

<Evoc, VS, 1StdAct, Medium-range, 1rnd/lvl>

– Cover one contiguous 5’ square per Caster level with Ash, Leaves, –or– Snow. The material is 3’ deep and costs 2 squares of movement to enter, plus the following:

Ash – does 3 hp of Fire damage per round.

Leaves – if ignited, all creatures in the area   
of effect instantly take 2d6 Fire damage.

Snow – does 3 hp of Cold damage per round.

Flame Blade(PH p231)

<Evoc[fire], VS/DF, 1StdAct, Personal, 1min/lvl(D), no save, SR applies>

– A scimitar made of flames appears in the caster’s hand which does touch attacks that deals 1d8 + 1 per 2 levels Fire damage (max 1d8+10), but no Strength modifier.

Flaming Sphere(PH p232)

<Evoc[fire], VS/AM(tallow, brimstone, iron dust)/DF, 1StdAct, Medium-range, 1rnd/lvl, RefNeg, SR applies>

– Creates a 5’ diameter ball of fire, which can roll/jump 30’ per round. If the sphere enters a hex per a creature, it stops for that round & does 2d6 Fire damage, unless the target makes a Reflex save for no damage.

The caster can move the sphere as a Move Action & it can go over barriers no more than 4’ high.

Gust of Wind(PH p238)

<Evoc[air], VSF(tiny bellows), 1StdAct, 1rnd, FortNeg, no SR>

– Creates a powerful Line of air 10’ wide by 10’ high by 60’ long starting at the caster. All Listen checks & ranged attacks within the area of the spell receive a –4 penalty, and open flames are extinguished.

The effect of the wind on creatures & objects is based on their size.

Size Flying? Blown Back Subdual

up to Tiny Yes 2d6 x 10’ 2d6

up to Tiny No 1d4 x 10’ 1d4 per 10’

Small Yes 1d6 x 10’ —

Small No Prone —

Medium Yes 1d6 x 5’ —

Medium No 0’, but can’t advance

Large + — No effect

Heartfire(DR314 p20)

<Evoc[light][fire], VS/DF, 1StdAct, Close-range, 1rnd/lvl, SR applies>

– Intelligent creatures in a 5’ radius Burst are outlined with red fire, with the following effects:

a) gives off light as a Torch;

b) does not benefit from Concealment unless it is generated by a [darkness] effect of 3rd level or higher;

c) does not benefit from *Blur, Displacement, Invisibility,* etc.

d) takes 1d4 Fire damage each round (Fort½);

e) casting a spell requires a Concentration check vs. continuous damage.

The fire can be extinguished by normal means, which ends the spell.

Nature’s Favor(CAdv p155) ~~(CDiv p170) (CDivErrata)+~~

<Evoc, VS/DF, 1StdAct, Touch, 1min>

– The touched Animal gains a Luck bonus of +1 per 3 levels to attacks & damage (max +5).

Sunmace(DR346 p30)

<Evoc[light], VS/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– The caster summons a mace made from Light. The weapon has the same threat range & critical multiplier of 20 / x2. Damage is based on the creature being struck:

a) an Undead takes 2d6 +1 per 3 levels (max 2d6 + 5) Fire damage –and– is Blinded for 1 round (WillNeg). If vulnerable to sunlight (such as a Vampire), the Undead receives a –2 penalty on its save;

b) a non-Undead takes 1d8 +1 per 3 levels (max 1d8 + 5) Fire damage –and– is Dazzled for 1 round (WillNeg).

The weapon attacks a designated opponent with the caster’s base attack bonus (including multiple attacks if high enough level). On the first round and any round it changes targets, the weapon only gets 1 attack. The caster must spend a Move Action to change targets, but otherwise does not have to concentrate on the weapon.

The weapon must attack from the caster’s direction, gets no flanking bonuses, cannot give someone else a flanking bonus, & cannot be damaged. An opponent with Spell Resistance receives one SR check the first time attack by the spell. If successful, this spell ends.

Dispelled by *Deeper Darkness* (which also ends immediately).

Note: Used by followers of Pelor.

Venomous Volley(DR330 p73)

<Evoc, VSF(living snake), 1StdAct, Instantaneous,   
SR applies>

– Every creature within a 15’ Cone-shaped Burst receives the following:

a) 1d6 damage per two Caster levels (max 5d6) (Ref½, SR applies); &

b) –4 penalties on Fortitude saving throws vs. Poison for 1 minute per Caster level (no save, SR applies).

### Illusion

Woodland Veil(RotW p176)

<Ill(glamer), VS, 1StdAct, Close-range, 10min/lvl(D)>

– All creatures in a 30’ area receive a +5 Competence bonus on Hide and Move Silently checks while outdoors in a natural setting. All subjects can see each other as if not under the effect of the spell.

If a subject moves more than 30’ from all other subjects of the spell, the spell ends for that one creature.

### Necromancy

Curse of the Gypsies(DR348 p75)

<Necro, V, 1StdAct, Close-range, Permanent, WillNeg, SR applies>

– The target is effected by the caster’s choice of the following curses:

Bad Luck ­– when the target rolls a ‘natural 20’, he/she must reroll the die (though a subsequent ‘natural 20’ may be kept).

Mark of the Gypsies – the target receives a mark on his/her forehead that can only be seen by the caster’s clan, *Detect Magic,* or *True Seeing* (though those using the later two methods may not know the symbol’s meaning). Members of the caster’s clan react badly to the target.

Unnatural Aura ­– any animal within 30’ of the target becomes Panicked.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

Note: this spell is usually only available to select clans.

Decomposition(CDiv p161)

<Necro, VS/DF, 1StdAct, 1rnd/lvl, no save, SR applies>

– Any enemy within 50’ of the caster who takes any lethal damage looses 1hp per round for the spell’s duration. The damage can be canceled with a Heal check vs. DC 15 or magical healing.

Wracking Touch(CAdv p158)

<Necro, VS, 1StdAct, Touch, Instantaneous, Fort½,   
SR applies>

– Touch attack does 1d6 + 1 per level (max 1d6 + 10) damage –and– the target takes damage as if the caster made a Sneak Attack on it (if vulnerable).

### Transmutation

Align Fang(Spell p9)

<Trans[variable alignment], VS/DF, 1StdAct, Touch, 1min/lvl>

– The touched living creature’s Natural Weapons do [chaotic], [evil], [good], or [lawful] damage for the spell’s duration. This only has a noticeable effect if used to attack an opponent vulnerable to one of those types of damage (i.e., a demon is vulnerable to [good] and / or [lawful] damage).

Animalistic Power(PH2 p101)

<Trans, VSM(animal fur), 1StdAct, Touch, 1min/lvl>

– Touched creature receives a +2 Enhancement bonus to Strength, Dexterity, & Constitution.

Barkskin(PH p202)

<Trans, VS/DF, 1StdAct, Touch, 10min/lvl>

– Touched living subject gains an Enhancement bonus to his/her Natural Armor bonus to AC of 2 + 1 per 3 levels after 3rd (max +5).

Bear’s Endurance(PH p203)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Constitution.

Bite of the Wererat(Spell p28)

<Trans, VSM(rat’s tail), 1StdAct, Personal, 1rnd/lvl>

– Caster becomes rat-like:

a) +6 Enhancement bonus to Dexterity;

b) +2 Enhancement bonus to Constitution;

c) +3 Enhancement bonus to Natural Armor;

d) gain Feat: Weapon Finesse; and

e) a Medium-sized caster gains one 1d4 + 1½ Str Bite attack. Damage for Small-size is 1d3. BAB of +6 or higher does not grant extra attacks.

Blinding Spittle(Spell p32)(PGF p100)(MoF p82)

<Trans, VS, 1StdAct, Close-range, Instantaneous,   
no save, SR applies>

– Ranged touch attack at a –4 penalty that Blinds the target’s eyes until they can be washed out (a Standard Action that requires clean liquid).

Blood Frenzy(Spell p33)~~(MoF p82)~~

<Trans, VS, 1StdAct, Touch, WillNeg, SR applies>

– Touched creature that has the Rage class ability (typically a Barbarian) enters a Rage immediately. This Rage does not count against the subject’s daily number of Rages.

Body of the Sun(Spell p35)~~(CDiv p155)~~

<Trans[fire], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– All creatures within a 5’ radius Emanation of the caster take 1d4 per 2 levels Fire damage (max 5d4) (Ref½, SR applies) each round.

Brambles(Spell p38)(CDiv p156)

<Trans, VSM(thorn), 1StdAct, Touch, 1rnd/lvl>

– Touched wooden Bludgeoning melee weapon gains the following:

a) +1 Enhancement bonus to attack rolls;

b) +1 per level Enhancement bonus to damage (max +10); and

c) does Bludgeoning –and– Piercing damage.

Briar Web(Spell p39)~~(CDiv p156)~~

<Trans, VS/DF, 1StdAct, Medium-range, 1min/lvl,   
no save, no SR>

– The plants in a 40’ radius Spread cause the following effects:

a) treated as Difficult Terrain;

b) creatures move through the area at ½ speed;

c) for each 5’ moved through the area-of-effect, the creature takes 1 hp of non-magical Piercing damage.

Creatures with the Woodland Stride class ability or under the effect of *Freedom of Movement* are not affected by this spell.

Bull’s Strength(PH p207)

<Trans, VSM(bull hair)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Strength.

Burrow(Spell p41)~~(Und p56)~~

<Trans, VSF(claw from burrowing creature)/DF, 1StdAct, Touch, 1min/lvl(D)>

– The subject gains a Burrow speed of 30’ through earth, sand, clay, & gravel , but not solid stone. Movement is reduced to 20’ if in Medium (or heavier) armor or having Medium (or heavier) encumbrance.

Camouflage, Mass(Spell p43)(CDiv p157)(MoF p106)(MoFe)+

<Trans, VS, 1StdAct, Medium-range, 10min/lvl>

– +10 Circumstance bonus on Hide checks for any number of creatures, no two of which can be more than 60’ apart. If a subject leaves the “pack”, then the spell ends for that person

Cat’s Grace(PH p208)

<Trans, VSM(cat hair), 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Dexterity.

Chill Metal(PH p209)

<Trans[cold], VS/DF, 1StdAct, Close-range, 7rnds, SR applies>

– The caster causes targeted metal to become freezing cold, after which it thaws. The metal of 1 creature per 2 levels may be targeted as long as they are within 30’, or the caster may target 25 lbs. per level. Magic or attended metal get a Will saves to negate. Damage is determined by the round & the amount of contact (min damage for just touching, normal damage for wearing):  
Rnd 1 – none Rnd 6 – 1d4   
Rnd 2 – 1d4 Rnd 7 – none  
Rnd 3-5 – 2d4

This spell Counters and Dispels *Heat Metal.*

Cloud Wings(Spell p49)

<Trans, VS, 1StdAct, Touch, 1hr/lvl>

– Touched creature with a Flying speed has its flying speed increased by 30’.

Creeping Cold(Spell p55)(CDiv p159)

<Trans[cold], VSF(25gp bottle with water), 1StdAct, Close-range, 3rnds, Fort½, SR applies>

– Turns the target’s skin ice-cold for 3 rounds. If the target makes the initial save, it takes ½ damage for all the rounds.   
Rnd 1 – 1d6 damage  
Rnd 2 – 2d6 damage  
Rnd 3 – 3d6 damage

Earthfast(MoF p90)

<Trans, VS, 1StdAct, Close-range, 10min/lvl(D)>

– One stone structure or rock formation (but not a Construct) of up to 25 cubic feet per level has its Hardness & hit-points doubled. The spell ends if the caster moves out of range.

Embrace the Wild(CAdv p147)~~(MotW p87)(Sav p65)~~

<Trans, V, 1StdAct, Personal, 10min/lvl(D)>

– Gain the natural & extraordinary senses of an Animal with no more HD than the caster level, plus its base Listen and Spot modifiers (if higher than the caster’s).

Natural & extraordinary senses include Blindsense, Blindsight, Darkvision, Low-Light Vision, & Scent

For example, a Wolverine has Low-Light Vision, Scent, and Listen & Spot check modifiers of +6.

Eyes of the Avoral(BoED p99)

<Trans, S, 1StdAct, Touch, 10min/lvl>

– Subject gains +8 Racial bonus on Spot checks.

Fly, Swift(CAdv p149)

<Trans, V, 1 Swift Action, Personal, 1 round>

– The caster flies at a speed of 60’ (40’ if in Medium or Heavy Armor –or– if carrying a Medium or Heavy load) with Good maneuverability. ½ speed going up, 2x speed going down.

If spells expires/is dispelled, subject descends   
at 60’ per round for 1d6 rounds before falling.

Heat Metal(PH p239)

<Trans[fire], VS/DF, 1StdAct, Close-range, 7rnds, SR applies>

– The caster causes targeted metal to become burning hot, after which it cools. The metal of 1 creature per 2 levels may be targeted as long as they are within 30’, or the caster may target 25 lbs. per level. Magic or attended metal get a Will saves to negate. Damage is determined by the round & the amount of contact (min damage for just touching, normal damage for wearing):  
Rnd 1 – none Rnd 6 – 1d4   
Rnd 2 – 1d4 Rnd 7 – none  
Rnd 3-5 – 2d4

This spell Counters and Dispels *Chill Metal.*

Mark of the Outcast(Und p59)

<Necro, VS/DF, 1StdAct, Close-range, Permanent, WillNeg, SR applies>

– The target’s face is marred by a mark visible to normal, low-light, and dark vision. The target receives a –5 Circumstance penalty on Bluff and Diplomacy checks and a –2 penalty to AC.

This spell cannot be dispelled. It can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish*.

Master Air(MoF p107)

<Trans, VSF(feather or wing bone)/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster grows insubstantial wings & flies at a speed of 90’ (60’ if in medium or heavy armor) with Good maneuverability. ½ speed going up, 2x speed going down. If spells expires/is dispelled, subject descends at 60’ per round for 1d6 rounds before falling.

Mountain Stance(DR314 p28)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– The touched creature can ‘root’ itself to the ground as Free-Action. When rooted, any attempt to move the subject must overcome a DC of (12 + Caster level). This include checks to Grapple, Lift, Push, Bull Rush, Overrun, Throw, Trip, etc.

If the subject is moved against his/her will, the spell ends.

The subject can voluntarily move, though he/she is then no longer rooted. The subject can still ‘re-root’ as a Free-Action.

One with the Land(MoF p111)

<Trans, VS, 1StdAct, Personal, 1hr/lvl>

– Link with nature gives a +2 Competence bonus on Handle Animal, Hide, Move Silently, Search, and Survival checks.

Owl’s Wisdom(PH p259)

<Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Wisdom.

Pillar of Sand(DR351 p30)

<Trans[earth], VSF(lots of sand), 1StdAct, Touch, 1rnd/lvl(D)>

– The sand in a 10’ radius under the touched target raised up to 10’ per Caster level. Creatures witin the radius can get off the pilar before it rises by making a Reflex save (no SR).

The caster can control the pilar as a Free Action. If the caster does not excert control, then the target can control the pilar as a Free Action.

Whomever is in control of the pilar may make it increase / descrease its height by 10’ per round (up to the maximum of 10’ per Caster level) and/or make it move horizontally at the rate of 10’ per 5 Caster levels (max 40’). The pilar may not cross water or enter an occupied square.

If a creature enters the pilar’s square (it is only solid at the top), he/she takes 1d4 damage per round (Ref½, no SR) and is Blinded for 1d6 minutes (RefNeg, no SR).

The pilar collapses if targeted by *Move Earth*, taking (10 hp per Caster level) damage (Hardness 5, AC 9 + Intelligence modifier), or if the target steps off. Anyone still on the pilar when it collapses takes the appropriate falling damage.

Note: 500 cubic feet of sand must be available for each 10’ of height.

Reachwalker’s Wariness(RoE p189)

<Trans, VS, 1StdAct, 10min/lvl>

– The caster can sense any Aberration within a 30’ radius spherical Emanation as if he/she has the Blindsense ability.

Note: Shifters cast this spell at +1 Caster level.

Reduce Animal(PH p269)

<Trans, VS, 1StdAct, Touch, 1hr/lvl(D)>

– One willing Animal of whose size is between Small & Huge becomes 1 Size category smaller. Subject gains +2 Size bonus to Dexterity, –2 Size penalty to Strength, and +1 bonus on attacks & AC. A subject who becomes Tiny-size have a reach of 0’ & must enter an opponent’s hex to attack.

Scent(CDiv p178) (CDivErrata)+

<Trans, VSM(mustard, pepper, sweat), 1StdAct, Touch, 10min/lvl>

– The subject gains the Scent Ability.

Snowshoes, Mass(DR312 p65)

<Trans, VS, 1StdAct, Close-range, 1hr/lvl(D)>

– One subject per level within a 30’ area receives the following benefits:

a) Can walk on ice without a speed reduction;

b) +5 bonus on Balance checks ore Reflex saves to walk on ice and/or snow & avoid falling through it;

c) Does not leave trails any more noticeable than ‘solid ground’ for purposes of tracking.

Soften Earth and Stone(PH p280)

<Trans[earth], VS/DF, 1StdAct, Close-range, Instantaneous, no SR>

– Softens one 10’ square per level of earth or unworked stone to a depth of 1’-4’.

Wet Earth → Mud: Ref save or stuck for 1d2 rounds (unable to move, attack, or cast spells). Those who save can move through the area at ½ speed & can’t run or charge.

Dry Earth → Loose Dirt: ½ speed & cannot run or charge through the effected area.

Unworked Stone → Clay: does not effect movement, but is easier to work / destroy.

Spider Climb(PH p283)

<Trans, VSM(live spider, drop of bitumen), 1StdAct, Touch, 10min/lvl>

– Touched creature can travel along walls & ceilings like a spider (20’ movement). The subject does not loose his/her Dex bonus to AC while climbing, nor do opponents gain a bonus to attack the subject.

The subject must have bare hands & feet.

Swim(CArc p125)

<Trans[water], VSM(goldfish scale), 1Round, Close-range, 10min/lvl(D)>

– The subject gains swimming ability:

a) can swim at his/her normal land speed;

b) gains a +8 Competence bonus on Swim checks to perform special actions or avoid hazards, with standard penalties;

c) can “Take 10” on Swim checks under rushed or threatened conditions; &

d) can take a “Run” action while swimming.

Limitations:

a) this spell does not grant water breathing; &

b) if carrying more than a Light Load, the subject must make a Swim check to move at his/her normal land speed.

Tree Shape(PH p296)

<Trans, VS/DF, 1StdAct, Personal, 1hr/lvl(D)>

– The caster becomes a Large-sized tree, shrub, or even a dead log. While in this form, the caster continues to have all his/her senses, gains a +10 Natural Armor bonus to AC, is immune to criticals, has an effective Dexterity of 0 & a movement of 0’.

This spell may be dismissed as a Free Action.

Warp Wood(PH p300)

<Trans, VS, 1StdAct, Close-range, Instantaneous>

– One Small-sized wooden object per level (or the Object Equivalent) in a 20’ radius may be either

a) ruined by warping (melee weapons have a –4 attack penalty, etc.); or

b) straighten wood that was warped magically or naturally.

Wood Shape(PH p303)

<Trans, VS/DF, 1StdAct, Touch, Instantaneous>

– Permanently reshapes a single piece of wood of up to 10 cubic feet + 1 cubic foot per level into a shape of the caster’s choosing, though fine detail is not possible.

## 3rd Level

### Abjuration

Protection from Energy(PH p266)

<Abj, VS/DF, 1StdAct, Touch, until depleted up to 10min/lvl>

– Touched creature is immune to a total of 12 damage per level (max 120 hp) from one Energy Type. Once all the damage has been taken, the spell ends.

Note: This spell takes precedence over *Resist Energy*. Only when this spell is depleted will *Resist Energy* be applied.

Tortoise Shell(MoF p127)

<Abj, VSF(tortoise shell), 1StdAct, Close-range, 10min/lvl>

– Creates a 5’ diameter ‘tortoise shell’ made from mystic energy. The caster can have it stand vertically, thus providing Cover from half the battle field, hide under it (up to 2 Medium-sized creatures will fit), or even use it as a small boat. The ‘shell’ has Hardness 10, 100hp, & weights 500 pounds (though the caster can carry it as if it weighed 10 pounds).

Resist Energy, Mass(CArc p120)

<Abj, VS/DF, 1StdAct, Close-range, 10min/lvl>

– The one subject (& his/her equipment) per level within a 30’ area are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

Lvl # Lvl # Lvl #

up to 6th 10 7th – 10th 20 11th + 30

### Conjuration

Bottle of Smoke(Spell p37)(CDiv p155)

<Conj(creat), VSF(50gp bottle)M(smoke), 10Minutes, 1hr/lvl of riding time within 24 hours>

– Smoke stored in the bottle can be released as a Move Action to form an immaterial ‘horse’. Only the person holding the bottle can touch the ‘horse’. It cannot be attacked or hurt, except by Severer Wind or magical wind, which destroys it. The bottle-holder must make a Ride check vs. DC 10 to mount it. The ‘horse’ has a movement of 20’/lvl (240’ max). At the rider’s option, the ‘horse’ leaves a 20’ tall by 5’ wide trail of smoke that lasts for 10 minutes (unless blown away) which provides Concealment.

The ‘horse’ remains for 1hr/lvl, but time the horse spends in the bottle does not count (returning the ‘horse’ to the bottle is a Move Action). The spell ends 24 hours after cast whether all the riding time is use up.

Crushing Coils(DR330 p70)

<Conj[teleport], VSF(living constrictor snake no more than one size category larger than the caster), 1StdAct, Medium-range, 1rnd/lvl>

– The caster may teleport the focus snake that he/she is touching into any hex within range. If that hex contains a creature, the snake may immediately attempt a Grapple check without provoking an Attack of Opportunity. If the snake is successful, it immediately establishes a hold and can immediately constrict.

If the snake fails to grapple, it ends up in an adjacent hex and attempts to use its Improved Grapple ability on the target each round.

As a Move Action, the caster can tell the snake to crawl back to him/her at full movement. Once touched again, the caster may teleport the snake as long as the duration has not been exceeded.

For the duration of the spell, the snake gains the following:

a) Damage Reduction 10 / magic;

b) bonus on Grapple checks and constriction damage equal to ½ Caster level.

Cure Moderate Wounds(PH p216)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 2d8 +1/level damage (max +10) with Positive Energy.

Dust Storm(DR331 p71)

<Conj(creat), VS, 1StdAct, Medium-range, 1rnd/lvl, no save, no SR>

– Everything within a 60’ diameter by 30’ tall cylinder are affect as follows:

a) Anything with 5’ has Concealment, while anything farther has Total Concealment;

b) Anything ending its round within the cylinder takes 1d6 Slashing damage.

Neutralize Poison(PH p257)

<Conj(heal), VSM(charcoal)/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject or object has all poison removed from it immediately. If a creature was poisoned, it does not need to make any further saving throws. This spell does not heal ability damage or drain taken from earlier failed saves.

In addition, the subject cannot be poisoned for 10 minutes per level. If the subject is a poisonous creature, it cannot poison anyone for the spell’s duration (WillNeg, SR applies)

*Remove Disease*(PH p271)

<Conj(heal), VS, 1StdAct, Touch, Instantaneous>

– Cures all diseases affecting subject, as well as parasites, Green Slime, etc.

Rogue Wave(DR314 p46)

<Conj(creat)[water], VS/DF, 1StdAct, Medium-range, Instantaneous, Fort½, no SR>

– The caster creates a wave of water that has its starting point anywhere within range and then moves is a direction the caster chooses. All creatures struck by the wave take 1d6 per two levels (max 10d6) bludgeoning damage (Fort½). If a creature of up to Large-size fails its save, it is knocked Prone.

If cast on dry land, the wave is 20’ wide, 10’ long, & 10’ high and moves 60’.

If cast in the water, the wave is 40’ wide, 10’ long, & 10’ high and moves 120’. Also, all creatures receive a –4 penalty on their save.

Sleet Storm(PH p280)

<Conj(creat)[cold], VSM(dust, water)/DF, 1StdAct, Long-range, 1rnd/lvl, no save, no SR>

– Blocks all vision in a 40’ radius Spread by 20’ high cylinder. Moving in the area of effect requires a Balance check vs. DC 10. Success allows ½ movement, while failing by 5 or more causes the target to fall down.

Summon Nature’s Ally III(PH p288)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Nature’s Ally III 1

Summon Nature’s Ally II 1d3

Summon Nature’s Ally I 1d4+1

Updraft(DR314 p40)

<Conj(creat)[air], VSM(tiny propeller), 1Free-Action, Personal, 1min/lvl(D)>

– The caster creates a column of upward moving air beneath himself/herself. On the first round, the caster can move up 30’. On the subsequent rounds, the caster (as a Move Action) has the option of moving up 30’ (to a maximum of 90’), moving down 30’, or moving horizontally up to 30’. If the caster chooses to move horizontally more than 10’, he/she must make a Reflex save with a DC equal to the feet moved at the end of the Move Action. Failure means the caster falls off the column of air.

If the caster fall off, dismisses the spell, or has it dispelled, he/she sinks at a rate of 60’ per round and take no damage.

Attacking from the top of the column results in a cumulative –1 penalty, up to a maximum of –5. A Full Round action can be use to rebalance, decreasing the penalty back to –1.

Vigor(CDiv p186)(DR324 p103)+

<Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd per level (max 25rnds total)>

– Touched living creature gains Fast Healing 2.

Vigor, Mass Lesser(CDiv p186)(DR324 p103)+

<Conj(heal), VS, 1StdAct, 20’ range, 10rnd + 1rnd per level (max 25rnds total)>

– One living creature per two Caster levels in a 30’ area gains Fast Healing 1.

### Divination

Alter Fortune(PH2 p101)

<Div, VX(200), 1 Immediate Action, Close-range, Instantaneous, no save, no SR>

– The target must reroll a roll he/she just made and keep the new result.

Circle Dance(Spell p46)(MoF p84)

<Div, VS, 1Min, Personal, Instantaneous>

– Indicates direction to known target & if that person is unharmed, wounded, dying, etc.

Crown of Clarity(PH2 p107)

<Div, VSF(6” pewter hoop), 1StdAct, Touch, until discharged up to 1hr/lvl(D)>

– A magical circlet appear on the subject, taking up his/her ‘head’ magic item location. If removed, the spell ends immediately.

The subject receives a +2 Competence bonus on Listen and Spot checks.

As an Immediate Action, the subject can discharge the spell, receiving a +8 bonus on one Listen or Spot check, after which the spell ends.

Speak with Plants(PH p282)

<Div, VS, 1StdAct, Personal, 1min/lvl>

– The caster may communicate with plants & Plant Creatures, though the spell does not change their attitude towards the caster.

Weather Eye(CDiv p189)

<Div, VSM(incense)F(scrying device)/ DF, 1Hour, Instantaneous>

– Accurately predict natural weather in a 1 mile + 1 mile per level radius around the caster for the next 7 days.

If the weather is currently under the effect of magic, this spell identifies that fact in the same way as *Detect Magic*.

### Enchantment

Dominate Animal(PH p224)

<Ench(comp)[mind], VS, 1Round, Close-range, 1rnd/lvl, WillNeg, SR applies>

– Telepathically control one Animal with simple commands. Self-destructive orders are ignored. The caster can mentally command the target as a Move Action provided they are within Close-range of each other.

Merrshaulk’s Kiss(DR330 p71)

<Ench, VSF(at least one living snake), 1StdAct, Touch, 1min/lvl>

– Up to one Snake per two levels within a 30’ area receive the following:

a) +1 Morale bonus on attacks, saves, and skill checks;

b) a snake with Poison receives a +2 Morale bonus to the poison’s DC;

c) a snake with the Constriction special ability receives a +2 Morale bonus on Grapple checks.

### Evocation

Call Lightning(PH p207)

<Evoc[electricity], VS, 1Round, Medium-range, 1min/lvl, Ref½, SR applies>

– The caster can call down one 5’ wide by 30’ tall bolt of lightning per level (max 10 bolts). The caster has the option of calling the first bolt as part of the spell’s casting. After that, the caster must use a Standard Action to create the bolt. The bolts can be called down any time within the spell’s duration. In between bolts, the caster can take other actions, including casting other spells.

If cast outside during a storm (or even a Large Air Elemental or Djinni’s whirlwind), each bolt does 3d10 Electricity damage. Otherwise each bolt does 3d6 Electricity damage. This spell may be used indoors.

Capricious Zephyr(Spell p43)~~(DR314 p38)~~

<Evoc[air], VS, 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– Creates a 5’ diameter sphere of powerful wind that the caster can move up to 30’ per round as a Move Action. If the sphere comes in contact with a creature, its movement for that round end. The target is subjected to a Bull Rush action at +6 in a random direction as far as possible. If pushed, the target is also knocked Prone (RefNeg).

Corona of Cold(Spell p52)~~(DR312 p63)~~

<Evoc[cold], VS/DF, 1StdAct, 1rnd/lvl(D)>

– The caster is surrounded by a 10’ radius Emanation of cold:

a) caster gains Fire Resistance 10; &

b) all other creatures within the area of effect take 1d12 Cold damage each round (FortNeg, SR applies). If a creature takes damage, it ‘shivers’, receiving a –2 penalty to Strength and Dexterity & moves at ½ speed as long as he/she remains in the area of effect.

Daylight(PH p216)

<Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object gives off bright light in a 60’ radius & dim light for another 60’. The light may be blocked by putting the object in a container.

Treated as ‘sunlight’ for creatures who receive penalties in those conditions, but is not real sunlight so certain Undead are not destroyed.

This spell Suppresses *Deeper Darkness* and is suppressed by it, leaving only the natural illumination in the overlapping area.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Geyser(DR334 p75)

<Evoc[water][ray], VS, 1StdAct, Close-range, Instantaneous, Ref½, SR applies>

– The ray of water does the following if it hits:

a) 2d6 non-lethal damage + 1d6 per 2 levels (i.e., 5d6 at 6th) (max 8d6) (no save); &

b) target is knocked Prone (RefNeg).

Greenfire(UE p50)

<Evoc[acid], VS/DF, 1StdAct, Medium-range, 1rnd>

– One contiguous 5’ cube per level is filled with green energy that churns up from the earth for 1 round. Any creature in the area when the spell is cast takes 2d6 + 1/lvl (max +10) acid damage (Ref½). A creature that travels through the area of effect during the round also takes damage, but gets no saving throw.

The caster has the option of doing no damage to natural vegetation, ground cover, & plant creatures.

Frost Breath(DR312 p64)

<Evoc[cold], VSM(water), 1StdAct, Ref½, SR applies>

– All creatures in a Close-range Cone take 1d4 per 2 levels Cold damage (max 5d4) (Ref½) and becomes Dazed for 1 round (RefNeg).

Phantom Plow(LoD p187)

<Evoc[earth], VSM(dried corn), 1StdAct>

– “Plows” a straight furrow in raw earth that is 20’/lvl long by 1’ deep by 6” wide. The furrow is ended if it hits a wall, rock, etc., that is more than 6” wide. Anyone standing in its path must make a Balance check to avoid falling. Underground creatures in the spell’s path take 4d4 damage.

Shooting Stars(DR340 p75)

<Evoc[fire], VSM(white rock, glass lens), 1StdAct, Medium-range, Instantaneous, Ref½, SR applies>

– The caster drops balls of fire on one target per three levels (max 6 targets at 18th level). All targets must be in a 30’ area & no creature may be targeted more than once.

Each target takes 2d6 Fire damage (Ref½) and is knocked Prone (RefNeg) (creatures of Huge size or greater are not effected by this).

This spell may only be cast when under the open sky.

Snake Shield(DR330 p72)

<Evoc, VSF(a living snake), 1StdAct, Personal, 1rnd/lvl(D)>

– The caster is surrounded by a cloud of ghostly snakes. Any creature that attempts a melee attack on the caster is attacked by the equivalent of the focus snake using it normal bite attack, plus any special abilities, such as poison, constriction, etc. Note that the effect will only grapple and constrict for one round at a time, then will release.

Any number of attackers may be affected by this spell, but each can only be attacked once per round.

Tremor(DR314 p29)

<Evoc[earth], VS/DF, 1StdAct, Medium-range, 1rnd, no SR>

– The ground in a 40’ radius Spread shakes for one round. All creatures in the area must make a Reflex save or fall Prone & become Stunned for 1 round. Casters must make Concentration checks vs. DC 15 + spell level, and any skill check that generates an Attack of Opportunity requires a Concentration check vs. DC 15 or it will automatically fail. Structures are not damaged by this spell.

Wind Wall(PH p302)

<Evoc[air], VSM(tiny fan, exotic feather)/DF, 1StdAct, Medium-range, 1rnd/lvl>

– An Invisible wall of air 2’ wide is created in any continuous shape desired by the caster up to 10’ long per level & 5’ high per level.

The wall is total protection from gases (including some breath weapons), gaseous forms, flying creatures up to Small-size, etc. Arrows & bolts are blocked by the wall, & other ranged weapons have a 30% miss chance. Large ranged weapons, such as a giant’s boulders, are not effected.

The wall may be walked through normally.

### Illusion

Creaking Cacophony(Spell p55)

<Ill(figment)[sonic], VS, 1StdAct, Medium-range, 1rnd/lv, no save, SR applies>

– Creates a 40’ radius Spread of extremely loud noise, causing all creatures in the area of effect to receive the following:

a) –4 penalty on Listen checks;

b) casting spells requires a Concentration check vs. DC (this spell’s DC + the level of the spell being cast); &

c) Sonic Vulnerability (i.e., +50% Sonic damage).

Outside the area of effect is noisy, but has no magical effects.

Screen of Heat(DR331 p73)

<Ill(glamer), VS/DF, 1StdAct, Medium-range, 1min/lvl, no save, no SR>

– Creates a curtain of visual distortion 1” thick and up to 10’ long per level. The curtain does not damage and does not impede any movement.

At casting time, the caster decides if the curtain causes distortion on both sides or only one. Looking through a distorted side results in Concealment.

### Necromancy

Affliction(BoED p89)

<Necro[good], VS, 1StdAct, Touch, FortNeg, SR applies>

– Infects touched Evil target with chosen Affliction(BoED p34) which takes effect without an incubation period.

Name DC Base Damage

Depraved Decadence 18 1d4 Str

Eternal Torpor 14 1d6 Dex

Raging Desire 15 1d3 Con

Consuming Passion 17 1d4 Int

Haunting Conscience 16 1d4 Wis

Pride in Vain 20 1d6 Cha

The Base Damage has the target’s Charisma modifier added to it. If it is an Evil Elemental or Evil Undead, it takes +1 damage If it is an Evil Outsider or an Evil Cleric of an Evil Deity, it takes +2 damage.

Contagion(PH p213)

<Necro[evil], VS, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Infects touched subject with chosen disease which takes effect without an incubation period.

Name DC Dmg

Cackle Fever 16 1d6 Wis

Filth Fever 12 1d3 Dex & 1d3 Con

Mindfire 12 1d4 Int

Red Ache 15 1d6 Str

Shakes 13 1d8 Dex

Slimy Doom 14 1d4 Con

Blinding Sickness 16 1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently Blind.

Healing Sting(MoF p100)

<Necro, VSM(dried wasps), 1StdAct, Touch, FortNeg>

– Touched living creature takes 1d6 + 1/lvl dmg. The caster healed the same number of hp.

Infestation of Maggots(CDiv p166)(MoF p102)

<Necro, VSM(dried flies), 1StdAct, Touch, up to 1 round per 2 levels, FortNeg(retry), SR applies>

– The touched target must make a Fortitude save each round or take 1d4 Constitution damage. Once the target makes a single saving throw, the spell ends.

Dispelled by *Cure Disease* or *Heal*.

Plague Carrier(RoF p190)

<Necro, VS, 1StdAct, Touch, FortNeg>

– Infects touched subject with chosen disease which takes effect after the incubation period. During the incubation period, the target does not present symptoms, but is transmitting the disease to those who come in contact.

Disease choices are Blinding Sickness, Cackle Fever, Filth Fever, Mind Fire, Red Ache, The Shakes, or Slimy Doom.

Poison(PH p262)

<Necro, VS/DF, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Touch deals 1d10 Constitution damage, repeats in 1 minute. DC is 10 + ½ caster level + caster’s Wisdom modifier.

Rain of Terror(DR348 p76)

<Necro[fear], VS, 1StdAct, 1min/lvl, no save, no SR>

– An unnatural rain falls in a 100’ radius Emanation around the caster, with the following effects:

a) all creatures in the area of effect (except the caster) receive a –1 per 4 levels penalty on saves vs. Fear effects (max –5);

b) the caster receives a +10 bonus on Intimidate checks;

c) visibility is reduced to 50%;

d) –4 penalty on ranged attacks, Listen, Spot, & Search checks;

e) unprotected flames are put out & protected flames are put out 50% of the time;

f) the rain takes one of following gruesome forms, though all have the same effect (by making a Concentration check vs. DC 20, the caster can choose; otherwise random):

d8 Type of Rain

1 Black, Putrid Water

2 Ash

3 Steaming Blood

4 Toads

5 Dead Bats

6 Snakes

7 Spiders

8 combination of two

### Transmutation

Air Breathing(Spell p8)~~(Sav p63)~~

<Trans, SM(straw)/DF, 1StdAct, Touch>

– The touched living subjects of the spell can breathe air freely (the subject also keeps any ability to breath underwater it previously had). 2hrs/lvl duration is evenly split between all the subjects.

Align Fang, Mass(Spell p9)

<Trans[variable alignment], VS/DF, 1StdAct, Close-range, 1min/lvl>

– One living creature per level in a 30’ area has its Natural Weapons do [chaotic], [evil], [good], or [lawful] damage for the spell’s duration. This only has a noticeable effect if used to attack an opponent vulnerable to one of those types of damage (i.e., a demon is vulnerable to [good] and / or [lawful] damage).

Attune Form(Spell p17)

<Trans, VSM(earth from home plane)/DF, 1StdAct, Touch, 24hrs>

– Up to 1 touched creature per 3 levels becomes attuned to the current plane of existence.

Below are some (but not all) possibilities:

Plane-Trait Effects Ignored

Fire 3d10 Fire dmg / round

Water Breath water

Earth Cannot suffocate

Positive Not blinded & stop gaining Temp HP before exploding

Negative No damage / negative levels

Bite of the Werewolf(Spell p29)

<Trans, VSM(wolf’s tooth), 1StdAct, Personal, 1rnd/lvl>

– Caster becomes wolf-like:

a) +2 Enhancement bonus to Strength;

b) +4 Enhancement bonus to Dexterity;

c) +4 Enhancement bonus to Constitution;

d) +4 Enhancement bonus to Natural Armor;

e) gain Feat: Blind-Fight; and

f) a Medium-sized caster gains a 1d6 + ½ Str Bite attack. Damage for Small-size is 1d4. BAB of +6 or higher does not grant extra attacks.

Blindsight(Spell p32)(PGF p100)(Und p56)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– Touched subject gains the Blindsight quality, allowing it to sense creatures within 30’ even if they are Invisible or cloaked in darkness.

Camel’s Tenacity(DR331 p71)

<Trans, VSM(camel hair), 1StdAct, Touch, 1day/3lvls>

– Up to one touched subject per level does not need to eat or drink for the spell’s duration. This is not protection from magical dehydration.

Charge of the Triceratops(Spell p45)~~(DR318 p72)~~

<Trans, VS/DF, 1StdAct, Touch, 1rnd/lvl(D)>

– The touched creature gains the following:

a) +4 Enhancement bonus to Natural Armor;

b) a Gore attack that does 1d8 + Strength modifier if used as a Primary Natural Attack, or 1d8 + ½ Strength modifier if used as a Secondary Natural Attack (also at –5 on the attack roll) (Small-sized creatures do 1d6 base damage, while Large-sized creatures do 2d6 base);

c) if the Gore attack is used at the end of a Charge, it does 2x damage.

Diminish Plants(PH p221)

<Trans, VS/DF, 1StdAct, Instantaneous>

– This spell either

a) “prunes” vegetation to 1/3 its normal size in a 100’ radius circle, a 150’ radius half-circle, or a 200’ radius quarter circle (caster may choose plants to be excluded). The area of effect must be within Long-range; or

b) blights vegetation within ½ mile to produce 1/3 of its normal output in the next year.

Neither use effects Plant Creatures in any way.

This spell Counters Plant Growth.

Energize Potion(BoED p98)

<Trans, VSM(a magic potion), 1StdAct, Ref½, SR applies>

– A touched magical potion can be launched to a spot within Close-range, where it explodes in a 10’ radius Burst, doing 1d6 damage per Spell level of the potion. The damage is of an Energy Type designated at casting time.

Enhanced Shifting(RoE p184)

<Trans, V, 1 Swift Action, Personal>

– If cast while the caster is using the Shifter Racial ability ‘Shifting’, this spell lasts until the Shifting is complete. The caster receives the following benefits:

a) the ability score bonus receives from Shifting increases from +2 to +4;

b) if Shifting granted the caster a Natural Weapon, that weapon gains a bonus to damage of +1 per 5 caster levels (max +5);

c) the duration of the Shifting increases by 1 round per 4 caster levels (max +5 rounds).

Entangling Staff(CAdv p147)

<Trans, VF(quarterstaff), 1 Swift Action, Touch, 1rnd/lvl(D)>

– The quarterstaff wielded by the caster grows vines that can be used to grab foes.

When the Quarterstaff makes a successful melee attack, it deals normal damage and then can start a Grapple as a Free Action without provoking an Attack of Opportunity. The Grapple attempt has a +8 bonus and can be used on creatures up to one size larger than the caster.

If the Grapple check is successful, the foe takes 2d6 damage due to constriction (the caster can chose the damage to be lethal or nonlethal).

After doing damage, the caster has the option of releasing the foe, which leaves it Entangled. If the grapple is maintained, the caster has the opportunity to do constriction damage once per round on a successful Grapple check.

Evard’s Menacing Tentacles(PH2 p113)

<Trans, VSM(octopus or squid tentacle), 1StdAct, Personal, 1rnd/lvl>

– The caster grows two tentacles, which grant the following:

a) each tentacle may attack each round as a Free Action –and– make one Attack of Opportunity;

b) has a reach of 10’ & threatens everything within its reach;

c) has an attack bonus of (caster’s Base   
Attack Bonus + caster’s Strength modifier);

d) does Bludgeoning damage equal to (1d8 + caster’s Strength modifier);

e) the tentacles also grant the caster a +4 bonus on Climb checks.

Fang Blade(DR330 p71)

<Trans, VSF(living snake no more than one size category larger than the caster), 1StdAct, Touch, 1min/lvl(D)>

– The focus snake is transformed into the equivalent of a Longsword sized for the caster. The caster is considered proficient with the weapon. On a hit, the foe is affected by the snake’s poison (if any) in addition to the normal Longsword damage.

If anyone other than the caster attempts to wield the weapon, the snake attacks its holder.

The weapon has a Hardness of 8 & the snake’s hp at the time of the casting with regards to Sunder attempts.

At the spell’s end, the snake returns to normal.

Fire Wings(CDiv p165)

<Evoc[fire], VSM(bird feather)F(gold phoenix amulet), 1Round, Personal, 1min/lvl>

– The caster’s arms become fiery wings, with the following effects:

a) The caster gains a Flying speed of 60’ (40’ if in Medium or Heavy Armor) with Good maneuverability. ½ speed going up, 2x speed going down. Able to Charge. Can only carry a Light load.

b) Any worn magic items are still in effect, but the caster cannot hold anything in his/her ‘hands’ & cannot cast spells with somatic components.

c) The caster may make an Unarmed Attack with the wings at a –4 penalty. The wings do the caster’s normal Unarmed Strike damage +2d6 Fire damage.

If spells expires/is dispelled, the caster descends at 60’ per round for 1d6 rounds before falling

Lash of the Kraken(DR334 p75)

<Trans, VS, 1StdAct, Personal, 1min/lvl>

– The caster gains a barb-covered tentacle:

a) may be used as a primary natural weapon or a secondary natural weapon (with a standard –5 penalty);

b) if the tentacle hits, it does damage (below) plus Strength modifier and can start a Grapple without generating an attack of opportunity. If successful, the caster may constrict for standard damage.

Size Dmg Reach Size Dmg Reach

Fine 1 0’ Large 1d8 15’

Dimin. 1 0’ Huge 2d6 20’

Tiny 1d3 5’ Garg. 2d8 40’

Small 1d4 5’ Colos 4d6 60’

Medium 1d6 10’

Magic Fang, Greater(PH p250)

<Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl>

– One living creature (including a Humanoid) gains one of the following:

a) one natural weapon gets an Enhancement bonus to attack and damage of +1 per 4 levels (max +5); or

b) all natural weapons get a +1 Enhancement bonus on attacks and damage.

Meld into Stone(PH p252)

<Trans[earth], VS/DF, 1StdAct, Personal, 10min/lvl>

– The caster (& up to 100 pounds of gear) can step into a block of stone that can entirely contains his/her body & equipment. The caster remains just under the surface that was entered & is able to hear what is going on outside the stone (but not see). While in the stone, the caster can target himself/herself with spells. The caster may exit the surface that was entered at any time.

The following effect is inflicted on the caster if the target stone is damaged as listed:

- *Stone Shape*: Take 3d6 damage*.*

- *Passwall:* Expelled.

- *Stone to Flesh* –or– not exiting before the duration ends –or– the spell is Dispelled   
–or– the stone is broken so that the caster can no longer fit within it: Expelled & take 5d6 damage.

- *Transmute Rock to Mud* –or– the stone is totally destroyed: Expelled & Fort save vs. DC 18 or die.

Moonbridge(DR340 p74)

<Trans[good][light], VSM(vial of pure water that has bathed in the light of the full moon for 6 hours), 1StdAct, Close-range, 1rnd/lvl(D)>

– Transform moonlight (including the light created by *Motes of Moonlight*) into a straight, translucent bridge 5’ and up to 10’ per level long (minimum 20’). The entire length of the bridge must be in moonlight. The bridge can be level or have one end up to 25% higher or lower than the other.

Creatures of Good alignment are supported by the bridge, as are Neutral creatures is physical contact with the caster. The bridge is insubstantial to Evil creatures.

Moon’s Change(DR340 p57)

<Trans, VSM(blood from a creature with the ‘shape-changer’ subtype), 1StdAct, Touch, 1rnd/lvl>

– The touched creaure receives Enhancement bonuses to Strength, Dexterity, and Constitution.

During the 1st and last rounds, the bonus is +2. During the 2nd and second-to-last rounds, the bonus is +4. In all other rounds, the bonus is +6.

Plant Growth(PH p262)

<Trans, VS/DF, 1StdAct, Instantaneous>

– This spell either

a) causes vegetation to grow thick & overgrown in a 100’ radius circle, a 150’ radius half-circle, or a 200’ radius quarter circle (caster may choose plants to be excluded). The area of effect must be within Long-range. Movement through the overgrown area is reduced to 5’ (or 10’ for creatures of at least Large size); or

b) enhances vegetation within ½ mile to produce exceed its normal production by 1/3 in the next year.

This spell Counters *Diminish Plants*.

Quench(PH p267)

<Trans, VS/DF, 1StdAct, Medium-range>

– This spell extinguishes fires, which can be used in several ways:

a) Put out fires in a one contiguous 20’ cube per level. Normal fire is automatically extinguished, fire spells are put out with a Dispel Check (max +15), and Elemental (fire) creatures 1d6 per caster level (max 15d6) (no save, SR applies).

b) A targeted magic item that creates / controls flames (including a Wand of Fireball or a Flaming Weapon) has all its fire ability Suppressed for 1d4 hours unless the object makes a Will save.

Quillfire(MoF p112)

<Trans, VS, 1StdAct, Personal, 1rnd>

– The caster’s hands grow poisonous quills that can be used either for a melee or ranged attack (10’ range increment). The quills do 1d8 + 1/2lvls (max +5) & are coated with poison (1d6 Str / 1d6 Str DC18).

Seven Ties of the Moon(DR340 p75)

<Trans, VS, 1StdAct, Close-range, 1min/lvl(D), WillNeg, SR applies>

– The target Lycanthrope receives the following benefits & penalties:

a) receives a +10 bonus on his/her Control Shape check;

b) when in Hybrid or Animal form, the Lycanthrope is Fatigued.

Snakebite(MoF p120)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>

– Your arm turns into poisonous snake that you can use as a weapon. The snake does 1d3 damage and has a (1d6Con+1d4rnd Paralysis)/ (1d6Con+1d4rnd Paralysis) poison whose DC is (10 + ½ caster level + caster’s Wisdom modifier).

Snare(PH p280)

<Trans, VS/DF, 3Rounds, Touch, until triggered, no save, no SR>

– Creates a magical booby trap out of a rope, vine, etc. (Search vs. DC 23 for a Rogue to locate). Anyone who puts a limb into the snare’s loop is Entangled.

If attached to a supple tree, the person is also lifted off the ground & takes 1d6 damage.

To escape, make a Strength or Escape Artist check vs. DC 23 or do 5hp damage to the snare (AC 7).

Spiderskin(Und p61)

<Trans, VSM(bit of spider)/DF, 1StdAct, Touch, 10min/lvl>

– Touched subject’s skin becomes tougher. This grants a ‘+n’ bonus to the following, where ‘+n’ is +1 at 3rd level, +2 at 6th level, up to +5 at 12th level:

a) +n Enhancement bonus to the subject’s Natural Armor;

b) +n Racial bonus on saves vs. poison; &

c) +n Racial bonus on Hide checks.

Spike Growth(PH p283)

<Trans, VS/DF, 1StdAct, Medium-range, 1hr/lvl(D), Ref½, SR applies>

– The ground vegetation (roots, grasses, etc.) in one 20’ square per level becomes magically sharp. For each 5’ that a creature walks / runs through the area of effect, it takes 1d4 damage (no save) & have its movement reduced to ½ due to foot injuries (RefNeg).

The movement penalty lasts until a) the target receives healing magics; b) a Heal check vs. the spell’s DC; or c) 24 hours go by.

Spikes(CDiv p181)

<Trans, VSM(thorn), 1StdAct, Touch, 1hr/lvl>

– Touched wooden Bludgeoning melee weapon gains a +2 Enhancement bonus to attack rolls, +1 damage per level (max +10), and has its critical hit threat range doubled. Its damage is the better of Bludgeoning or Piercing.

Standing Wave(CDiv p182)

<Trans, VS/DF, 1StdAct, Close-range, 10min/lvl, RefNeg, SR applies>

– The targeted water lifts and moves any creature or object within it along the surface at 60’ per round in a direction designated at cast time for the spell’s duration. If the water comes in contact with land, it lowers what it is carrying onto the shore gently.

The limit of what the wave can carry is determined by Caster level:  
Lvl Max Size Carried Lvl Max Size   
5th up to Medium 11th Gargantuan  
7th Large 13th Colossal  
9th Huge

Sticks to Snakes(DR317 p70)

<Trans, VS/DF, 1StdAct, Close-range, 1rnd/lvl>

– Up to 1 stick (or arrow, staff, dread branch, etc.) per 4 levels transforms into a Snake. The caster may mentally command the Snakes as a Free Action. If a Snake is reduced to 0 hp, it transforms back to its original object (which is unharmed).

Level Snake

up to 8th Constrictor or Large Viper

9th – 11th Huge Viper

12th – 15th Giant Constrictor (11 HD)

16th – 19th Giant Constrictor (14 HD)

20th + Gargant. Giant Constrictor (20 HD)

Stone Shape(PH p284)(PH3.5e)+

<Trans[earth], VS/AM(clay sculpted into the new shape)/DF, 1StdAct, Touch>

– Permanently reshapes a single piece of stone of up to 10 cubic feet + 1 cubic foot per level into a shape of the caster’s choosing, though fine detail is not possible.

Touch of Blibdoolpoolp(DR342 p76)

<Trans, VS/DF, 1StdAct, Personal, 1min/lvl>

– The caster gains an enormous lobster-like claw, which can be used as a Primary Natural weapon (where it receives +1½ Strength modifier as a bonus to damage rolls) or a Secondary Natural weapon (where it receives +½ Str modifier as a bonus to damage rolls):

Size Damage Reach Size Bonus

Fine 1 0’ –12

Diminutive 1 0’ –8

Tiny 1d3 5’ –4

Small 1d4 5’ +0

Medium 1d6 10’ +4

Large 1d8 15’ +8

Huge 2d6 20’ +12

Gargantuan 2d8 40’ +16

Colossal 4d6 60’ +20

On a successful hit, the caster may begin a Grapple attempt without generating an Attack of Opportunity. On a successful Hold, the claw deals its damage each round.

The claw’s Size Bonus is applied to all Grapple, Disarm, & Trip attempts made with the claw

Note: this spell is normally only available to followers of the Patron Deity of Kuo-Toa.

Thornskin(CArc p127)

<Trans, VSM(thorn), 1StdAct, Personal, 1rnd/lvl>

– The caster’s skin grows thorns:

a) the caster’s Unarmed Strike’s damage is lethal and does a +1d6 Piercing;

b) if an opponent strikes the caster with a Natural Weapon, an Unarmed Strike, or a Grapple, the opponent takes 5hp of Piercing damage.

Walk the Mountain’s Path(RoS p163)

<Trans, VSM(pebble from a mountain top), 1StdAct, Touch, 10min/lvl>

– Touched creature gains the following benefits:

a) not slowed by slopes;

b) gains a Climb speed equal to his/her base Land Speed; and

c) +10 Enhancement bonus on Balance and Jump checks.

Water Breathing(PH p300)

<Trans, VSM(straw)/DF, 1StdAct, Touch>

– The touched subjects of the spell can breathe underwater. 2hrs/lvl duration is evenly split between all the subjects.

## 4th Level

### Abjuration

Antiplant Shell(PH p200)

<Abj, VS/DF, 1StdAct, 10min/lvl(D), no save, SR applies>

– Creates a 10’ radius, mobile, invisible sphere around the caster that cannot be entered by Plant creatures or animated plants.

Contingent Energy Resistance(Spell p52)

<Abj, VSM(oyster shell), 1Minute, Personal, until discharged up to 1hr/lvl(D)>

– The first time the caster takes damage of an Energy Type after casting the spell, this spell grants the caster Resistance 10 against that Energy Type for 10 minutes per level (up to the original spell’s duration).

A caster may only have one *Contingent Energy Resistance* in effect at any given time.

Dispel Magic(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +10). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Eye of the Hurricane(DR314 p38)

<Abj[air], VS, 1StdAct, Personal, 1rnd/lvl, SR applies>

– Creates a 40’ radius sphere-shaped Emanation storm centered on the caster with a 10’ radius “quiet area” around the caster. The area of effect stays centered on the caster while he/she moves.

The winds are Hurricane-force, making normal ranged attack into the area of effect impossible. Even siege weapons & giant boulders receive a –8 attack penalty.

Any creature in the area of effect (either from the outside or from the “quiet area” inside) on their round must make a Fortitude save or take the following effects:

Size Flying? Effect

up to Med. No Blown back 1d4x10’, 1d4 nonlethal dmg/10’, Prone.

up to Med. Yes Blown back 2d6x10’,   
2d6 nonlethal dmg.

Large No Prone.

Large Yes Blown back 1d6x10’.

Huge No No movement.

Huge Yes Blown back 1d6x5’.

Gargantuan — n/a

Freedom of Movement(PH p233)

<Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>

– Subject moves normally despite magical impediments (*Web*, *Hold Person*, etc.).

The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin.

While under the effect of this spell, the subject can fight underwater.

Land Womb(MoF p104)

<Abj, VS, 1StdAct, Touch, 10min/lvl(D)>

– The caster and one creature/level sink into natural earth, stopping 10’ below the ground. There is enough air for the duration, but spells with Somatic components cannot be cast. Only Divinations of 5th level or higher can detect the “womb”.

Planar Tolerance(Spell p159)

<Abj, V, 1 Immediate Action, 1hr/lvl>

– One subject per level within 20’ radius Burst of the caster is “attuned” to the current plane of existent, making survival much easier. Below are some (but not all) possibilities:

Plane-Trait Effects Ignored

Fire 3d10 Fire dmg / round

Water Breath water

Earth Cannot suffocate

Positive Not blinded & stop gaining Temporary HP before exploding

Negative Doesn’t take damage / negative levels

Repel Vermin(PH p271)

<Abj, VS/DF, 1StdAct, 10min/lvl(D), SR applies>

– Creates a 10’ radius area around the caster that causes insects & other vermin to stay away. Vermin whose HD are 1/3rd of the caster level or greater are allowed a Will save to enter the area, but even then they take 2d6 damage.

### Conjuration

Arc of Lightning(Spell p15)(CArc p97)

<Conj(create)[electricity], VSM(2 small iron rods), 1StdAct, Close-range, Instantaneous, Ref½, no SR>

– Two creatures within range, and all creatures in a Line between them, take 1d6 Electricity damage per level (max 15d6).

Cure Serious Wounds(PH p216)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 3d8 +1/level damage (max +15) with Positive Energy.

Elemental Guardian(DR347 p71)

<Conj(sum), VSM(container with the desired element), Short-range, 10Minutes, 1day/lvl>

– The caster summons a Lesser Elemental Weird(DR347 p70) of either Air, Earth, Fire, or Water and binds it to a 5’ area comprised of the same element (i.e., a pool for a Lesser Water Weird, etc.). The Weird cannot move more than 100’ from its bind location.

Without additional instructions, the Weird will attack any creature other than the caster who comes within 100’ of its bind location. If the caster speaks its language, he/she can give it more specific instructions.

If the Weird is destroyed, the spell ends.

Freeze(DR312 p63)

<Conj(create)[cold][ray], VS/DF, 1StdAct, 1rnd per 2levels, Ref½, SR applies>

– Target takes 1d6 + (1 per 2 levels) Cold damage (no save) and becomes incased in a 5 inch thick sheath of ice (RefNeg).

If encased, the target has the following penalties:

a) Takes 1d6 + (1 per 2 levels) Cold damage each round (no save);

b) Cannot move except to make Strength checks vs. DC 26 to break the ice;

c) Cannot speak or cast spells with Verbal or Somatic components;

d) If underwater, the target rises to the surface in the block of ice;

e) The ice blocks ‘Line of Effect’, so the target cannot be targeted with spells;

f) The ice allows the target to breath;

It takes 15 points of damage to break the ice. At the end of the spell’s duration, it melts instantly.

Healing Spirit(PH2 p114)

<Conj(heal), VS, 1StdAct, Close-range, 1rnd/2lvls>

– A 1’ diameter ball of light appears within range, with the following abilities:

a) gives off bright light in a 10’ radius & shadowy illumination out to a 20’ radius;

b) can be directed by the caster to fly 30’ per round with Perfect maneuverability as a Free Action;

c) if the ‘healing spirit’ ends its movement in the square of another creature, it is healed 1d8 with Positive Energy. To touch an unwilling target (such as an Undead which will be damaged by touch (Will½ ,SR applies)), make an Incorporeal Touch Attack with an attack bonus of +0.

d) cannot be affected by attacks or spells;

e) if the ‘healing spirit’ moves out of the spell’s range, it ends immediately.

Summon Nature’s Ally IV(PH p288)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Nature’s Ally IV 1

Summon Nature’s Ally III 1d3

Summon Nature’s Ally II (or less) 1d4+1

Wall of Water(DR314 p47)

<Conj(creat)[water], VSM(sponge), 1StdAct, Medium-range, 10min/lvl, no SR>

– The caster creates a transparent wall of fresh or sea water of up to one 10’ cube per level, shaped as the caster desires. The water forms around creatures, who are allowed a Reflex save to get out of the area of effect before the wall finishes forming.

The wall has the following properties:

a) cannot be destroyed or drained (any water taken from the wall disappears & is instantly replaced);

b) creatures can move through the wall by making a Swim check as if swimming through calm water;

c) any creature with the [fire] subtype takes 2d6 + 1/lvl damage each round he/she is partially or entirely within the wall;

d) creatures within the wall have Cover with respect to those outside of the wall.

### Divination

Chain of Eyes(Spell p45)(CDiv p158)

<Div, VS, 1StdAct, Touch, 1hr/lvl, WillNeg,   
SR applies>

– As a Free Action, the caster may choose to look though the touched target’s eyes instead of his/her own. Note that the caster has no control over the target.

Each time the target touches another creature, the caster has the option of moving the ‘sensor’ to the new creature (thereby seeing through its eyes instead). The new creature is allowed a Will save & an SR check. If either succeeds, the spell ends.

Scrying(PH p274)(PH3.5e)+

<Div(scry), VSF(see below)/AM(eye of an eagle, nitric acid, copper, zinc)/DF, 1Hour, 1min/lvl, WillNeg, SR applies>

– Sends a Magical Sensor to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day.

Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor.

The following spells have a 5%/lvl chance of working through the ‘sensor’: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic,* & *Message*.

Focus is determined by class – Clerics use a Holy Water font (min 100gp), Druids use a natural pool of water, all others uses a 2’x4’ silver mirror (min 1,000gp).

### Evocation

Desert Burial(DR331 p71)

<Evoc, VSM(paper, sand), 1StdAct, Medium-range, Instantaneous, RefNeg, no SR>

– All creatures in a 20’ radius Spread that are standing upon loose earth, mud, or sand sink into it up to their necks (i.e., their breathing is not restricted).

While trapped, a target is considered Helpless, though a caster may use spells that do not have Somatic components if the Material components are in hand.

To free oneself from the loose earth requires either a Strength or Escape Artist check vs. DC (15 + 1 per two caster levels) as a Full Round Action. Untrapped creatures may aid in this attempt.

Energy Vortex(CDiv p164)

<Evoc[variable energy], VS, 1StdAct, Instantaneous, Ref½, SR applies>

– All creatures within a 20’ radius Burst of the caster take damage from one Energy Type chosen at casting time. There are two options:

a) The caster takes no damage and all creatures in the area of effect take 1d8 + 1 per caster level (max 1d8+20); or

b) The caster and all creatures in the area of effect take 2d8 + 2 per caster level (max 2d8+20). In this case, the caster does not get a Reflex save, but SR applies.

Flame Strike(PH p231)

<Evoc[fire], VS/DF, 1StdAct, Medium-range, Ref½, SR applies>

– A 40’ tall column of fire with a 10’ radius appears. 1d6 damage per level (max 15d6), half of which is Fire damage & the other half is Untyped Damage.

Frost Bite(DR312 p64)

<Evoc[cold], VS, 1StdAct, Close-range, Fort½, SR applies>

– The target creature becomes extremely cold:

a) 1d6 per 2 levels lethal Cold damage (max 10d6) (no save);

b) 1d4 per 2 levels non-lethal Cold damage (max 10d4) (FortNeg);

c) becomes Fatigued (FortNeg).

Ice Storm(PH p243)

<Evoc[cold], VSM(dust, water)/DF, 1Round, Long-range, Instantaneous, no save, SR applies>

– Hail deals 3d6 Bludgeoning damage + 2d6 Cold damage in a 20’ radius by 40’ high cylinder. Listen checks receive a –4 penalty during the round of hail & movement through the target area is halved.

Murderous Mist(CDiv p169)(MoF p109)(MoFe)+

<Evoc, VS, 1StdAct, Close-range, 1rnd/lvl>

– Create a scalding hot cloud of steam that has a 30’ radius & is 20’ high. The cloud moves in a straight line away from the caster at a rate of 10’ per round.

Anyone within the steam takes 2d6 Fire dmg (Ref½) & is permanently Blind (RefNeg).

The steam provides Concealment for any creature within it.

Stars of Arvandor(BoED p108)

<Evoc[good][force], VS, 1StdAct, Close-range, 1min/lvl(D)>

– One twinkling star per level (max 10) floats around the caster’s head.

Once per round, the caster may either take a Free Action to launch one star –or– take a Standard Action to launch up to three stars.

Each star can have a separate target, requires a Ranged Touch attack to hit, & does 1d8 damage (no save, SR applies). If the target is non-Evil, half the damage is non-lethal.

Wind at Back(MoF p134)

<Evoc, VS, 1StdAct, Medium-range, 1day>

– Two targets per level within a 50’ area have their overland (but not tactical) movement rate doubled. All target must be traveling in the same direction.

### Necromancy

Blight(PH p206)

<Necro, VS/DF, 1StdAct, Touch, SR applies>

– The touched Plant Creature takes 1d6 damage per level (max 15d6), Fortitude save for ½. If a plant or tree that isn’t considered a creature is targeted by this spell, it dies immediately.

Contagious Touch(Spell p52)(Cdiv p159)

<Necro[evil], VS, 1StdAct, Touch, 1rnd/lvl, FortNeg, SR applies>

– Infects one touched target per round with chosen disease which takes effect without an incubation period.

Name DC Dmg

Cackle Fever 16 1d6 Wis

Filth Fever 12 1d3 Dex & 1d3 Con

Mindfire 12 1d4 Int

Red Ache 15 1d6 Str

Shakes 13 1d8 Dex

Slimy Doom 14 1d4 Con

Blinding Sickness 16 1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently Blind.

Last Breath(CDiv p167)

<Necro, VS, 1StdAct, Touch, Instantaneous>

– Touched creature killed within 1 round returns to 0 hp. The caster takes 1d4 damage per HD of the creature revived. The touched body must be whole, though this spell will heal ability damage up to 1, cures normal poisons & diseases. Creatures killed by [death] effects cannot be brought back by this spell. The subject looses 1 level and must want & be able to return.

### Transmutation

Air Walk(PH p196)

<Trans[air], VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject (up to Gargantuan size) walks on air as if it were solid. Walking “uphill” is limited to 45 degrees at half-movement. Strong winds can aid or hinder the subject depending on their directions.

At the end of this spell, a subject who is still airborne will descend gently at a rate of 60’ per round for 1d6 rounds. After that, the spell is over & a subject not on the ground will fall normally.

A mount that knows the Air Walk Trick will not panic under the effect of this spell.

Aspect of the Werebeast(RoE p183)

<Trans[mindset], VS, 1 Full Round, Personal, 1rnd/lvl>

– When a Shifter casts this spell upon himself / herself, he/she abilities associated with one of the following animals (chosen at casting time). Only one instance of this spell may be in effect on the caster at a time.

Bear – gain the following:

a) +4 Enhancement bonus to Strength and Constitution; and

b) if the caster has a natural Claw attack (such as being a Razorclaw Shifter), he/she gains Improved Grab special ability, allowing the caster automatically attempt a Grapple on a creature at least one size category smaller than him/her when he/she hits with a Claw attack.

Tiger – gain the following:

a) +4 Enhancement bonus to Strength and Dexterity; and

b) gain the Pounce special ability, allowing the caster to make a Full Round Attack at the end of a charge.

Wolf – gain the following:

a) +4 Enhancement bonus to Dexterity and Constitution;

b) +10’ Enhancement bonus to Land Speed; and

c) if the caster has a natural Bite attack (such as being a Longtooth Shifter), he/she gains Improved Trip special ability, allowing the caster automatically attempt a Trip attempt when he/she hits with a Bite attack.

Mindset - When the caster has this spell prepared, but not cast, the duration of his/her Shifts lasts +1 round.

Bite of the Wereboar(Spell p28)

<Trans, VSM(rat’s tail), 1StdAct, Personal, 1rnd/lvl>

– Caster becomes boar-like:

a) +4 Enhancement bonus to Strength;

b) +6 Enhancement bonus to Constitution;

c) +8 Enhancement bonus to Natural Armor;

d) gain Feat: Blind-Fight; and

e) a Medium-sized caster gains a 1d8 + 1½ Str Bite attack. Damage for Small-size is 1d6. BAB of +6 or higher does not grant extra attacks.

Blinding Beauty(BoED p92)

<Trans[good], VS, 1StdAct, Personal, 1rnd/lvl>

– The caster gains the beauty of a Nymph. Any Humanoid within 60’ that looks at the caster becomes permanently Blind (FortNeg). The caster can suppress & unsuppress this ability as a Free Action.

Note: The caster must abstain from sexual intercourse of one week in order to be able to cast this spell.

Blindsight, Greater(Spell p32)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– Touched subject gains the Blindsight quality, allowing it to sense creatures within 60’ even if they are Invisible or cloaked in darkness.

Burrow, Mass(Spell p41)~~(Und p56)~~

<Trans, VS/AF(claw from burrowing creature)/DF, 1StdAct, Close-range, 1min/lvl(D)>

– One subject per level within a 30’ area gains a Burrow speed of 30’ through earth, sand, clay, & gravel , but not solid stone. Speed is reduced to 20’ if in Medium (or heavier) armor or having Medium (or heavier) encumbrance.

Command Plants(PH p211)

<Trans, V, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

– Up to (2 \* Caster level) HD of plant creatures in a 30’ area become friendly towards the caster and will not attack him/her. Any attempt to give the creatures orders requires a successful Charisma check.

Control Water(PH p214)

<Trans[water], VSM(dust (to lower) -or- water (to raise))/DF, 1StdAct, Long-range, 10min/lvl(D)>

– Effects 10’/lvl x 10’/lvl x 2’/lvl (shapeable) of water by either:

a) lowering the water by 2’/lvl (min of 1”). In large / deep bodies of water, this forms a whirlpool. This effect will Slow water-based creatures / elementals (WillNeg); or,

b) raising the water by 2’/lvl. Boats will slide off the “hump” of the water.

Creeping Cold, Greater(Spell p56)(CDiv p160)

<Trans[cold], VSF(25gp bottle with water), 1StdAct, Close-range, Fort½, SR applies>

– Turns the target’s skin ice-cold for at least 4 rounds. At 15th level, the damage lasts for a 5th round & at 20th, the damage lasts for a 6th. If the target makes the initial save, it takes ½ damage for all the rounds.   
Rnd 1 – 1d6 damage  
Rnd 2 – 2d6 damage  
Rnd 3 – 3d6 damage  
Rnd 4 – 4d6 damage  
(Rnd 5 – 5d6 damage)  
(Rnd 6 – 6d6 damage)

Forestfold(CAdv p149)~~(CDiv p166)~~

<Trans, VS, 1StdAct, Personal, 10min/lvl(D)>

– At casting time, the caster chooses one of the following types of terrain: Aquatic, Desert, Plains, Forest, Hills, Mountains, Marsh, or Underground. When in that type of terrain, the caster gains a +20 Competence bonus on Hide & Move Silently checks.

Giant Vermin(PH p235)

<Trans, VS/DF, 1StdAct, Close-range, 1min/lvl>

– Enlarge either 3 normal centipedes, 2 normal spiders, or 1 normal scorpion in a 30’ area (all subjects must be the same type). The target vermin will follow the caster’s extremely simple commands (i.e., “Attack”).

Lvl Size Lvl Size

up to 9th Medium 18th – 19th Gargantuan

10th – 13th Large 20th+ Colossal

14th – 17th Huge

Icelance(PGF p105)

<Trans, VSM(10 pounds of ice or snow), 1StdAct, Medium-range, Instantaneous, SR applies>

– The material component ice/show becomes a spear made from ice, which is magically launched at a target. The caster must make a ranged attack roll (with a +4 bonus). If successful, the target takes 5d6 damage (½ Piercing damage, ½ Cold damage) and becomes Stunned for 1d4 rounds (FortNeg).

The spell *Ice Storm* can be used to create this spell’s material component.

Jaws of the Wolf(MoF p102)

<Trans, VSF(wood carvings), 1StdAct, Close-range, 1rnd/lvl(D)>

– Transforms one wooden carving per 2 levels into a wolf that obeys the caster’s mental commands. In addition to their standard abilities, the wolves have Spell Resistance 13 & the Frightful Presence special ability.

Languor(CDiv p167)

<Trans[ray], VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– The target is slowed and weakened:

a) may only take one Standard Action or Move Action each round;

b) suffers a –1 penalty to AC, attacks, & Reflex saves;

c) has its movement halved.

d) Enhancement penalty to Strength of (1d6-1) per 2 levels (min 0, max –10). If the target’s Strength is below 1, it is Helpless.

This spell counters *Haste*.

Effects a) – c) are countered by *Haste*.

Meteoric Strike(PH2 p120)

<Trans[fire], VS, 1 Swift Action, until discharged up to 1 round>

– The caster imbues one of his/her melee weapons or his/her unarmed strike with fire. On the next hit (within 1 round), the attack does an extra 1d6 + 1d6 per 4 levels of Fire damage (no save, no SR). All creatures adjacent to the target (except the caster) take half the target’s Fire dmg (Ref½, SR applies).

If the caster’s unarmed strike is targeted, it is treated as an armed attack.

Nature’s Balance(PGF p107)

<Trans, VS, 1StdAct, Touch, 10min/lvl>

– The caster takes a –4 penalty to an ability score of his/her choice and the touched subject receives a +4 Enhancement bonus to the same ability score. Each time this spell is cast (after the first) within 1 hour, the caster takes 2d20 damage.

Perinarch(Spell p153)

<Trans, VS/DF 1StdAct, Close-range, 1rnd/lvl>

– When on the Plane of Limbo, the caster may attempt to “stabilize” an area up to Close-range in radius that is not already under someone/something’s control. Each round, the caster may add or remove one of the four elements. The initial goal is usually a chunk of rock surrounded by air.

Reincarnate(PH p270)

<Trans, VSM(1,000 rare oils & unguents)/DF, Instantaneous, Touch>

– If cast on a body dead up to one week whose soul is willing & able to return, then a new Humanoid body of a random type is mystically created for the soul to enter. The target retains his/her Intelligence, Wisdom, Charisma, and memories. The target loose one class level, but retains all other level-based advantages (including skill ranks, base attack bonus, base hit points, etc.). The new body’s Strength, Dexterity, & Constitution is determined by removing any previous Racial Modifiers & applying the new body’s Racial Modifiers (see the Reincarnation Forms Table in the Creature Index).

Rusting Grasp(PH p273)

<Trans,VS/DF, 1StdAct, Touch, 1rnd/lvl, no save, no SR>

– The caster’s touch corrodes non-magic iron and alloys, causing one of the following effects per round:

a) a touch attack on a ferrous creature does 3d6+ 1/lvl (max +15);

b) a melee touch attack vs. a non-magic metal weapon destroys the weapon;

c) a melee touch vs. non-magic metal armor destroys 1d6 of its AC bonus; or

d) up to a 3’ radius of a non-magic metal touched is destroyed.

Slow(PH p280)

<Trans, VSM(molasses), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– One subject per level within a 30’ area:

a) may only take one Standard Action or Move Action each round;

b) suffers a –1 penalty to AC, attacks, & Reflex saves;

c) has its movement halved.

This spell Counters & Dispels *Haste*.

Spike Stones(PH p283)

<Trans[earth], VS/DF, 1StdAct, Medium-range, 1hr/lvl(D), Ref½, SR applies>

– One 20’ square per level of rocky ground (or a stone floor) does damage to those walking across it. For each 5’ that a creature walks / runs through the area of effect, it takes 1d8 damage (no save) & have its movement reduced to ½ due to foot injuries (RefNeg).

The movement penalty lasts until a) the target receives healing magics; b) a Heal check vs. the spell’s DC; or c) 24 hours go by.

Spitting Cobra(DR330 p73)

<Trans, VSF(willing snake no larger than the caster’s size category), 1StdAct, Personal, 1min/lvl(D)>

– The caster gains a ranged touch attack that can be used up to once per round. The maximum range is 120’. If hit, the target is inflicted with the same type of poison as the focus snake (i.e., same initial & secondary damage, same DC).

Each use of the ranged attack reduces the spell’s duration by 2 minutes. If this would reduce the remaining duration to 0 minutes (or less), the spell ends after the final attack is resolved.

For the duration of the spell, the focus snake loses its poison attack. If it did not have any poison, then the spell fails.

Stone Metamorphosis(Und p61)(Und p103)+

<Trans[earth], VSM(grain of talc, chip of obsidian), 1StdAct, Touch, Instantaneous>

– 10 cubic feet + 1 cubic foot per level of touched stone is permanently changed into another type of stone. Typically this means changing the stone’s Hardness anywhere from 6 to 9 (see Underdark page 103 for examples).

This spell cannot create gems and does not change the value of stone objects.

## 5th Level

### Abjuration

Anticold Sphere(Spell p13)

<Abj[cold], VS, 1StdAct, 10min/lvl(D)>

– A 10’ radius Emanation around the caster grants the following:

a) all creatures in the area of effect gain Cold immunity;

b) creatures with the [cold] subtype are pushed out of the sphere at the time of casting (no save, SR applies);

c) creatures with the [cold] subtype cannot enter the area of effect (no save, SR applies).

Atonement(PH p201)

<Abj, VSM(incense)F(500gp prayer beads)X(up to 500)/DF, 1Hour, Touch, no save, SR applies>

– Removes burden of misdeeds from a truly repentant touched subject. If the misdeeds were committed willingly & knowingly, then the caster must expend 500XP. Uses include:

a) removing magical alignment changes;

b) restoring a paladin, cleric, or druid who had lost his/her class abilities.

c) a fully willing & understanding subject can redeemed/tempted into taking the same alignment as the caster. No duress, compulsion, or magical influence can be involved in making the subject want to be redeemed.

Dance of the Unicorn(Spell p58)~~(CDiv p161)~~

<Abj, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster is surrounded by a a 5’ per level radius Emanation purifying transparent mist. Within the area-of-effect, the following apply:

a) all nonmagical air-born contaminants (including inhaled poison) are negated;

b) all creatures receive a +4 bonus on saves vs. magical / supernatural air-born contaminants (such as Green Dragon breath, *Acid Fog*, etc.).

c) everything becomes damp.

Stoneskin(PH p284)

<Abj, VSM(250gp diamond, granite), 1StdAct, Touch, until discharged up to 10min/lvl>

– Touched creature gains Damage Reduction 10/adamantine. When 10 hp per level (max 150 hp) have been prevented, the spell is discharged.

Wall of Dispel Magic(Und p63)

<Abj, VS/DF, 1StdAct, Medium-range, 1min/lvl>

– Creates an transparent wall whose area is one 10’ square per level.

When a creature passes through the wall, each ongoing spell effect on the target gets a separate Dispel Check (max +10). If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

The wall cannot be seen with *See Invisibility*, but it can be detected with *Detect Magic* and *True Seeing*.

### Conjuration

Blood Creepers(PH2 p104)

<Conj(creat), VS/DF, 1StdAct, Medium-range, 1rnd/lvl, FortNeg, SR applies>

– The target takes 1 hp per level of Piercing damage (max 15 hp), is Entangled, and Immobile.

Each round, the target an addition 1 hp per level of Piercing damage (max 15 hp). The target may attempt to free himself/herself (and thus end the spell) by making a Strength check vs. DC 20 –or– an Escape Artist check vs. DC 25. Allies may take an ‘Aid Other’ check to help –or– they may attempt to destroy the wood-hard barbed vines (Hardness 5, 30 hp).

Cure Critical Wounds(PH p215)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 4d8 +1/level damage (max +20) with Positive Energy.

Energetic Healing(BoED p98)

<Conj(heal), VS/DF, 1StdAct, Touch, until discharged up to 10min/lvl>

– The touched subject gains immunity from magical damage caused by one Energy Type. In addition, 10% of the energy’s damage is converted into healing, up to a total of 2hp per Caster level (max 30hp). Once the spell has healed its maximum amount, the spell is discharged.

Insect Plague(PH p244)

<Conj(sum), VS/DF, 1Round, Long-range, 1min/lvl, no save, no SR>

– Summons 1 Locust Swarm(PH p239) per three levels (max 6 swarms). The swarms must be contiguous, but not overlapping. Any creature within a swarm is attacked. The swarms are immobile.

Magic Convalescence(PH2 p118)

<Conj(heal), VSM(ointment), 1StdAct, 1rnd/lvl>

– When any creature (including the cater) casts a spell within a 20’ radius Emanation around the caster, the caster heals 1 hit-point per spell level. The hit-points are healed after the spell takes affect.

Phantom Stag(CDiv p174) TBD

<Con(creat), VS/DF, 1StdAct, 0’ range, 1hr/lvl(D)>

– The caster conjures a quasi-real stag-like creature that can be used for riding or combat. The stag has the following stats:

a) AC 20;

b) 40 + 5/lvl hp;

c) moves at 20’/lvl (max 300’). Its hooves hover above the ground, so it is not slowed by terrain such as undergrowth, rubble, etc.;

d) attacks with its antlers with a +10 bonus & does 1d8+9 damage (x2 on a Charge);

e) can Trample foes of up to Medium-size by passing through the hex. The foe takes 1d6+9 damage (RefNeg);

f) able to carry its rider plus 10 lbs./lvl.

The stag gains additional abilities at higher caster levels (abilities are cumulative):

12th *Air Walk*, at will for 1 round at a time & gains a +2 Deflection bonus to AC.

14th Movement is now Flying with Average maneuverability & gains a +4 Deflection bonus to AC.

16th Antlers gain the ‘Ghost Touch’ and ‘Wounding’ weapon abilities & gains a +6 Deflection bonus to AC.

18th *Etherealness* & gains a +8 Deflection bonus to AC.

Quill Blast(CDiv p176)

<Conj(creat), VSM(porcupine quill), 1StdAct, Instantaneous, Ref½, SR applies>

– Needle-sharp quills strike all creatures in a 20’ radius Spread around the caster. Each creature is struck by a number of quills determined by its size (a successful reflex save results in ½ as many quills).

Size #Quills Size #Quills

Up to Tiny 1 Large 3d6

Small 1d4 Huge+ 4d6

Medium 2d6

Each quill does 1d6 Piercing damage and lodges in the flesh of its living target. The target takes a –1 cumulative penalty to attacks, saves, & checks for each quill embedded in it. One quill can be pulled out as a Standard Action, causing 1d6 damage if the extractor fails on a Heal check vs. DC 20.

Rejuvenation Cocoon(CDiv p177)

<Conj(heal), VSM(butterfly cocoon), 1StdAct, Touch, 2 rounds>

– The willing subject of this spell is surrounded by a yellow-green cocoon of force. The cocoon allows the subject to move his/her limbs, cast a spell with a somatic component, draw a weapon, reach into a backpack, etc. The subject cannot leave his/her current location before the two round duration ends unless the cocoon being destroyed (Hardness 10 & 10hp/lvl) or the subject can teleport.

One round after the cocoon forms, the subject heals 10hp per caster level and is cured of poisons & diseases. At the end of the second round, the cocoon dissipates & the spell ends.

Spore Cloak(RoF p191)

<Conj(create), VS, 1StdAct, Personal, 1min/lvl>

– The caster is surrounded by a cloud of Yellow Mold spores.

a) Gain Concealment.

b) Anyone who enters the caster’s hex (due to a Grapple attack, an Overrun attack, etc.) is affected by 1d6 Con / 2d6 Con Poison. Direct sunlight ends this effect.

c) The caster is immune to the spore attacks of Yellow Mold, Brown Mold, & the rotting touch of Violet Fungus. Direct sunlight ends this effect.

If the caster fails a saving throw against a ‘fire’ spell or effect, this spell ends.

Summon Nature’s Ally V(PH p289)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Nature’s Ally V 1

Summon Nature’s Ally IV 1d3

Summon Nature’s Ally III (or less) 1d4+1

Tree Stride(PH p296)

<Conj[teleport], VS/DF, 1StdAct, Personal, until depleted up to 1hr/lvl>

– The caster may enter a living tree large enough to fully contains his/her body. The caster then knows the location of all trees of the same type within range.

As a Full-Round action, the caster has the option of teleporting to one of those trees, which counts as one ‘stride’. The spell is depleted when the caster has made 1 ‘stride’ per level.

Type of Tree Range Type of Tree Range

oak, ash, yew 3,000’ other Deciduous 1,500’

elm, linden 2,000’ any other Tree 500’

While the spell has duration remaining & has not been depleted, the caster may enter & leave trees at will.

Vigor, Greater(CDiv p186)(DR324 p103)+

<Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd per level (max 35rnds total)>

– Touched living creature gains Fast Healing 4.

Vine Mine(MoF p130)

<Conj(creat), VSF(crown of ivy leaves), 1StdAct, Medium-range, 10min/lvl>

– Creates & controls vines in a 10’ radius per level spread. The vines are ‘assigned’ one of the following effects (the caster can ‘assign’ a new effect as a Standard Action):

a) the vines Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a full-round Strength or Escape Artist check vs. DC 20. Anyone not entangled may move ½ speed through the area of effect. On the caster’s action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again;

b) make the vines climbable (equivalent to knotted rope);

c) binds Helpless targets (DC 25 to escape);

d) slows movement as ‘heavy undergrowth’;

e) camouflage (+4 Competence bonus to Hide checks).

Wall of Sand(PGF p118)

<Conj(creat)[earth], VSM(sand)/DF, 1StdAct, Medium-range, Concentration + 1rnd/lvl, no save, no SR>

– Creates an opaque wall made from sand, up to one contiguous 5’ square per level, arranged as the caster wishes. The wall has the following properties:

a) blocks ranged attacks;

b) may be moved through by taking a Full-Round Action to make a Strength check. For each 5 points the check exceeds 15, the target may move 5’.

c) any creature within the wall is considered Blind, Deaf, cannot speak or breath, and must hold its breath or start to suffocate.

d) it is possible to attack with a melee weapon at a creature within the wall, but the target has Cover and Total Concealment.

Wall of Thorns(PH p300)

<Conj(creat), VS, 1StdAct, Medium-range, 10min/lvl(D), no save, no SR>

– Creates one contiguous 10’ cube of brambles per level, shaped as the caster desires. The wall’s width can be reduced to 5’ in order to double the amount of area covered. The caster may target the wall to trap creatures within it.

Each round spent moving while in the wall causes 25hp of damage minus the creature’s AC (not including Dexterity & Dodge bonuses). A creature may move through the wall by making a Strength check as a Full-Round Action. For each 5 points the check exceeds 20, the creature may move 5’ (but still takes damage).

It takes 10 minutes to chop a 1’ safe passage through the wall. The thorns are immune to normal fire, but magic fire will burn down an area in 10 minutes.

Creatures who can pass through overgrown area unhindered can walk though the wall at normal speed without taking damage.

### Divination

Commune with Earth(RoF p189)

<Div, VS, 10Minutes, Personal>

– By becoming “one with the earth”, the caster can know up to 3 facts about the surrounding hills, mountains, or underground areas (e.g., location of water, animal population, presence of powerful unnatural creatures). The caster can learn about an area of ½ mile per level radius above ground & to a depth of ¼ mile per level. Construction, including towns & dungeons, obstructs this spell.

Commune with Nature(PH p211)

<Div, VS, 10Minutes, Personal>

– By becoming “one with nature”, the caster can know up to 3 facts about the surrounding natural terrain (e.g., location of water, animal population, presence of powerful unnatural creatures). The caster can learn about an area of 1 mile/level radius above ground & 100’ /level below ground. Construction, including towns & dungeons, obstructs this spell.

Echo Skull(MoF p91)

<Div, VSF(animal skull), 1SdAct, Touch, 1hr/lvl(D)>

– The caster may see, hear, & speak through the touched animal skull (unlimited range). In addition, any spell that has range greater than ‘touch’ that has no material components or focuses can be cast through the skull at a cost of 10 XP per spell level.

### Evocation

Binding Winds(Spell p27) ~~(MoF p80)(CDiv p153)~~

<Evoc[air], VS, 1StdAct, Medium-range, Concentration, RefNeg, SR applies>

– Creates an immobile barrier of wind that has the following effects on one target:

a) the target cannot move through the wind barrier (i.e., it is held in place). A flying target is held in mid-air;

b) no sounds of any type can cross the barrier;

c) sonic & language-dependant spells and effects cannot cross in or out of the barrier;

d) to cast a spell, the target must make a Concentration check vs. DC (this spell’s DC + spell being cast’s DC); and

e) ranged attacks in or out of the barrier receive a –2 penalty to hit.

Call Lightning Storm(PH p207)

<Evoc[electricity], VS, 1Round, Long-range, 1min/lvl, Ref½, SR applies>

– The caster can call down one 5’ wide by 30’ tall bolt of lightning per level (max 15 bolts). The caster has the option of calling the first bolt as part of the spell’s casting. After that, the caster must use a Standard Action to create the bolt. The bolts can be called down any time within the spell’s duration. In between bolts, the caster can take other actions, including casting other spells.

If cast outside during a storm (or even a Large Air Elemental or Djinni’s whirlwind), each bolt does 5d10 Electricity damage. Otherwise each bolt does 5d6 Electricity damage. This spell may be used indoors.

Dancing Web(BoED p96)

<Evoc[good], VSM(spider’s web)/DF, 1StdAct, Medium-range, Instantaneous, Ref½, SR applies>

– All creatures in a 20’ radius Burst take 1d6 per level non-lethal damage (max 10d6) (Ref½). Evil creatures within the area of effect become Entangled for 1d6 rounds (RefNeg).

Downdraft(DR314 p40)

<Evoc[air], VSM(wooden bird), 1StdAct, Long-range, Instantaneous, Ref½, SR applies>

– The caster creates a 20’ radius Spread column of downward moving air that is 100’ tall. Any flying creature caught in the column is forced down 100’ (Reflex save to only fall 50’). If a creature hit the ground, it takes 1d6 damage per 10’ it fell.

Any creature on the ground under the column is knocked Prone (RefNeg, save is modified by x4 the target’s size category bonus/penalty (i.e., –4 for Small, +0 for Medium, +4 for Large, etc.).

Hallow(PH p238)

<Evoc[good], VSM(herbs & incense worth 1,000gp + 1,000gp per level of the included spell)/DF, Touch, 24Hours, Instantaneous>

– Designates a 40’ radius Emanation from touch spot as Holy. For 1 year, everyone within the Hallowed area has the following benefits:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Evil creatures;

b) Blocks any mind control;

c) Non-Good Summoned & Conjured creatures cannot enter the area unless they make a Spell Resistance check;

d) Dead bodies interred within the area cannot become Undead;

e) One spell from the Hallow / Unhallow Table can be added to the entire Hallowed area for the full year. The spell can be designated to effect only followers of the caster’s faith, only those who do not follow the caster’s faith, creatures that share the caster’s alignment, everyone, etc.

f) If cast by a Cleric, all Charisma checks to Turn / Destroy Undead gain a +4 Sacred bonus & all Charisma checks to Rebuke / Command Undead receive a –4 Sacred penalty (no SR).

This spell Counters *Unhallow.*

Radiance(PH2 p122)

<Evoc[good, light], VS/DF, 1StdAct, 1rnd/lvl(D),   
no save, no SR>

– Caster gives off bright light in a 60’ radius Emanation.

Undead within the emanation are Dazzled as long as they stay within the area-of-effect plus 1d6 rounds.

Treated as ‘sunlight’ for creatures who receive penalties in those conditions, but is not real sunlight so certain Undead are not destroyed.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Memory Rot(MoF p108)

<Evoc, VS, 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>

– The brain of a living target is infested by spores, causing Intelligence Drain (1d6 the first round, 1 each round following). Each round, the target is allowed a new Fortitude save. Once a single save is made, the effect ends.

Serpent Storm(DR330 p71)

<Evoc, VSF(living snake no larger than the caster’s size category), 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– A 20’ radius Spread has a “snakes” rain down and form a layer on the ground. This is considered Difficult Terrain.

Each round, any creature in the area of effect takes 1d6 per two level (Ref½) and, if it took at least 1hp of damage, 1d4 Constitution damage (FortNeg).

Note that this is a magical effect. The snakes cannot be injured, charmed, paralyzed, etc. When the spell ends, the “snakes” disappear.

Sunlight(DR340 p49)

<Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object gives off bright light in a 60’ radius & dim light for another 60’. The light may be blocked by putting the object in a container.

Treated as ‘sunlight’ for creatures who receive penalties in those conditions. Some creatures, such as Vampires, can even be destroyed by this spell..

This spell Dispels [darkness] spells of equal or lower level. If this spell overlaps with a [darkness] spell of a higher level, the effects of both are suppress, leaving only the natural illumination in the overlapping area.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Unhallow(PH p297)

<Evoc[evil], VSM(herbs & incense worth 1,000gp + 1,000gp per level of the included spell)/DF, Touch, 24Hours, Instantaneous>

– Designates a 40’ radius Emanation from touch spot as Unholy. For 1 year, everyone within the Unhallowed area has the following benefits:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Good creatures;

b) Blocks any mind control;

c) Non-Evil Summoned & Conjured creatures cannot enter the area unless they make a Spell Resistance check;

d) One spell from the Hallow / Unhallow Table can be added to the entire Unhallowed area for the full year. The spell can be designated to effect only followers of the caster’s faith, only those who do not follow the caster’s faith, creatures that share the caster’s alignment, everyone, etc.

e) If cast by a Cleric, all Charisma checks to Rebuke / Command Undead gain a +4 Profane bonus & all Charisma checks to Turn / Destroy Undead receive a –4 Profane penalty.

This spell Counters *Hallow.*

Wall of Fire(PH p298)

<Evoc[fire], VS/AM(phosphorus)/DF, 1StdAct, Medium-range, Concentrations + 1rnd/lvl, SR applies>

– Creates a opaque 20’ tall wall of violet fire that is either 20’ long per level & straight –or– a ring 5’ radius per 2 levels. One side (caster’s choice) causes 2d4 fire damage within 10’ and 1d4 fire damage between 10’ & 20’. Going through the wall does 2d6 + 1/lvl (max +20) Fire damage (2x to Undead).

If the wall is created on top of someone, the target gets a Reflex save to jump to one side (taking damage if the wrong side is chosen).

20hp of Cold damage in one round will extinguish a 5’ length of wall.

Wind Tunnel(MoF p134)

<Evoc, VS, 1StdAct, Close-range, 1rnd/lvl>

– The ranged attacks of 1 subject per level improve due to favorable winds:

a) +10 Competence bonus on ranged attacks;

b) the range increment of subject’s weapon is doubled.

### Necromancy

Contagion, Mass(Spell p51)~~(RoF p190)~~

<Necro[evil], VS, 1StdAct, Medium-range, FortNeg, SR applies>

– Infects all creatures in a 20’ radius Spread with chosen disease which takes effect without an incubation period.

Name DC Dmg

Cackle Fever 16 1d6 Wis

Filth Fever 12 1d3 Dex & 1d3 Con

Mindfire 12 1d4 Int

Red Ache 15 1d6 Str

Shakes 13 1d8 Dex

Slimy Doom 14 1d4 Con

Blinding Sickness 16 1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently Blind.

Death Ward(PH p217)

<Necro, VS/DF, 1StdAct, Touch, 1min/lvl>

– Grants immunity to death spells & effects, gaining Negative Levels, and Negative Energy damage & ability loss.

### Transmutation

Animal Growth(PH p198)

<Trans, VS, 1StdAct, Medium-range, 1min/lvl, FortNeg, SR applies>

– One animal per two levels in a 30’ area is increased to the next larger Size Category. The targets also gain Damage Reduction 10/magic and a +4 Resistance bonus to Saving Throws.

This spell does not grant the caster special influence over the target animals.

Auril’s Flowers(DR312 p62)

<Trans[cold], VS, 1StdAct, Long-range, Ref½, no SR>

– The targeted area of ground freezes & explodes in a 30’ radius Burst, causing 1d6 per level damage (max 15d6), half of which is Cold damage. The targeted area becomes Dense Rubble (see DMG3.5 p90).

If there is no moisture within 3’ of the surface (such as desert sand or solid stone), this spell has no effect.

Awaken(PH p202)(DR330 p81)+

<Trans, VSF(animal/tree)X(250), 1Day, Touch>

– The touched animal or tree gains sentience.

Animal - The caster must make a Will save vs. DC 10 + target’s HD. If successful, the animal gains the following:

a) an Intelligence of 3d6;

b) +1d3 Charisma;

c) +2HD;

d) the ability to speak 1 language + 1 per Intelligence modifier (all languages must be known by the caster).

Tree – The caster must make a Will save vs. DC of the HD the tree will have once awakened. If successful, the tree gains the following:

a) an Intelligence of 3d6;

b) a Wisdom of 3d6;

c) a Charisma of 3d6;

d) gains skill points & feats appropriate for an ‘aberration’ of its HD;

e) gains the ability to speak 1 language + 1 per Intelligence modifier (all languages must be known by the caster).

f) other ability scores appropriate for an animate object of its size;

g) gains the ability to move;

h) gains senses similar to a human’s.

Baleful Polymorph(PH p202)

<Trans, VS, 1StdAct, Close-range, Permanent, WillNeg, SR applies>

– The target is permanently transformed into a 1HD animal of up to Small size (such as a dog, lizard, monkey, etc.). If the caster attempts to transform the target into a form that will be fatal (i.e., a fish on dry land), the target receives a +4 bonus on its save.

If the target is transformed, it must make a Will save to resist becoming the target animal mentally too.

Bite of the Weretiger(Spell p28)

<Trans, VSM(tiger’s claw), 1StdAct, Personal, 1rnd/lvl>

– Caster becomes tiger-like:

a) +12 Enhancement bonus to Strength;

b) +4 Enhancement bonus to Dexterity;

c) +6 Enhancement bonus to Constitution;

d) +5 Enhancement bonus to Natural Armor;

e) gain Feat: Blind-Fight &, Power Attack, & Multiattack; and

f) a Medium-sized caster gains two 1d8 + Str Claw attacks and one 2d8 + ½ Str Bite attack. Damage for Small-size is 1d6 and 2d6 respectively. BAB of +6 or higher does not grant extra attacks.

Call to Stone(PH2 p105)

<Trans, VS, 1StdAct, Medium-range, 1rnd/2lvls,   
SR applies>

– The target is slowly changed to stone. Each round, the target must make a Fortitude save or take a cumulative –2 penalty to Dexterity   
–and– a –10’ penalty to movement for the spell’s duration.

If the target fails 4 saving throws total, he/she is transformed into stone permanently. This effect can be cancelled by any spell that can remove *Flesh to Stone*.

Cloak of the Sea(Spell p48)(CAdv p144)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl(D)>

– The touched subject takes one a watery appearance.

While underwater, the subject is under the effect of *Blur, Freedom of Movement, Water Breathing*, is immune to subdual damage due to water pressure or hypothermia.

Leaving water suppresses the effects (except for *Water Breathing)*, though the return when the subject is submerged again.

Cold Snap(Spell p50)~~(DR312 p62)~~

<Trans[cold], VS, 1Minute, 2d4 hours, no save, no SR>

– The temperature in a one mile radius lowers by 5 degrees Fahrenheit per level (max 50 degrees), down to –20 degrees maximum. See ‘Cold Dangers’ in DMG3.5 p302.

Spells with the [cold] subtype do +1 hp of damage per die witin the area-of-effect.

Control Winds(PH p214)

<Trans[air], VS, 1StdAct, 10min/lvl, FortNeg>

– The caster gains control of the direction & strength of the winds in up to a 40’ per level radius around him. The caster has the option of leaving up to a 40’ radius “eye” of calm air around himself.

Direction Choices:

- Outward from the caster

- Inward to the caster, but going up at the edge of the “eye”, if any.

- Clockwise

- Counter-clockwise.

- Straight, from any one side to the other

Strength Choices – increase / decrease by 1 category for each 3 levels:

Category mph Effect

Strong 21+ Difficult sailing

Severe 31+ Minor ship / building dmg

Windstorm51+ Grounds flyers, uproots trees, flattens light wood buildings

Hurricane 75+ Flattens all wood buildings, ships start taking on water

Tornado 175+ Flattens non-fortified buildings, uproots big trees

Fireward(PGF p102)

<Trans, VS/DF, 1StdAct, Medium-range, 1hr/lvl>

– This spell extinguishes fires, which can be used in several ways:

a) Put out fires in a one contiguous 20’ cube per level, connected as the caster desires. Normal fire is automatically extinguished. Spells with the [fire] subtype are suppressed automatically within the area of effect.

b) Elemental (fire) creatures take 1d6 per caster level (max 15d6) (no save, no SR).

c) A targeted magic item that creates / controls flames (including a Wand of Fireball or a Flaming Weapon) has all its fire ability Suppressed for 1d4 hours unless the object makes a Will save.

Inferno(PGF p105)

<Trans[fire], VSM(bee’s wax), 1StdAct, Close-range, up to 1rnd/lvl(D), FortNeg, SR applies>

– The target & its non-magical equipment take 6d6 Fire damage the first round, 5d6 Fire damage the second round, and so on, until the target takes 1d6 damage on the sixth and all following rounds. The target’s flammable, nonmagical equipment automatically fails it save vs. the fire damage.

As a Full Round Action, the target can try to put the fire out (Reflex save, +2 bonus if the target rolls on the ground). Enough water also puts out the fire.

Longstrider, Mass(PH2 p117)

<Trans, V, 1 Swift Action, 1hr/lvl(D)>

– All allies within a 60’ radius Emanation of the caster gain a +10’ Enhancement bonus to his/her land movement. Does not effect the speed of burrowing, climbing, flying, or swimming.

Owl’s Insight(MoF p111)

<Trans, VS, 1StdAct, Touch, 1hr>

– Subject gains half the caster’s level as an Enhancement bonus to Wisdom.

Poison Thorns(CDiv p175)

<Trans, VM(black rose), 1StdAct, Personal, 1rnd/lvl(D)>

– Poisonous thorns grow from the caster’s body. Any creature that attacks the caster with a non-reach weapon or whom grapples the caster takes (1d6 + Strength modifier) damage and is exposed to Poison that does 1d4Str/1d4Str damage (DC = 10 + ½ Caster level + Wisdom modifier).

Rushing Waters(Und p61)

<Conj(sum)[water], VS/DF, 1StdAct, Medium-range, Instantaneous>

– A great wave of water is generated from the spell’s target point out in a 15’ radius Spread. All creatures in the area of effect are targeted with a Bull Rush with a +30 bonus. Each target that looses its Strength check moves 5’ + 5’ per 5 points which it lost the check. Any creature moved 5’ or more must make a Reflex save or fall prone.

Any normal fire in the area of effect, up to a bonfire, is extinguished.

Spear of Valarian(BoED p107)

<Trans, VS, 1StdAct, Touch, 1rnd/lvl(D)>

– A touched non-magical weapon becomes a +1 Silver Magical-Beast-Bane Spear. If the weapon is dropped or sundered, the spell ends

Stone Shape, Greater(Und p62)

<Trans[earth], VS/AM(clay sculpted into the new shape)/DF, 1StdAct, Touch, Instantaneous>

– Permanently reshapes a single piece of stone of up to 10 cubic feet + 10 cubic feet per level into a shape of the caster’s choosing, though fine detail is not possible.

Throwing Arm of Iallanis(DR342 p75)

<Trans, VS/DF, 1StdAct, Touch, 1rnd per 5 levels>

– For 1 round per 5 Caster levels (max 4), a massive rock appears in an empty hand of the touched subject (must be at least Medium-size). The rock may only be used to make a ranged attack, using the stat listed below.

Size Range Increment Damage

up to Small n/a n/a

Medium 120’ 2d6

Large 140’ 2d8

Huge 160’ 3d6

Gargantuan 180’ 3d8

Colossal 200’ 4d6

If the subject has the Rock Throwing racial ability, he/she receive a +4 bonus on the attack roll.

Note: this spell is normally only available to followers of one of the Patron Deities of Giants.

Transmute Mud to Rock(PH p295)

<Trans[earth], VSM(sand, lime, water)/DF, 1StdAct, Medium-range, Permanent, no SR>

– Transforms two contiguous 10’ cubes per level of mud or quicksand into sandstone. Anyone in the mud is allowed a Reflex save to escape before it hardens.

This spell Counters & Dispels *Transmute Rock to Mud*.

Transmute Rock to Mud(PH p295)

<Trans[earth], VSM(clay, water)/DF, 1StdAct, Medium-range, Permanent, no SR>

– Transforms two contiguous 10’ cubes per level of non-magical, unworked stone into mud.

a) If cast on the ground, the depth of mud cannot exceed 10’. Movement through the mud is reduced to 5’ & the target receives a –2 penalty on attacks & AC.

b) If cast on the ceiling, the mud falls (doing 8d6 Ref½, no SR) & pools 5’ deep on the floor.

If this spell is not dispelled, the mud dries naturally into dirt.

This spell Counters & Dispels *Transmute Mud to Rock*.

Wood Rot(CArc p130)

<Trans, VSM(live termite), 1StdAct, Touch, Instantaneous, no save, no SR>

– The caster can instantly destroy a touched non-magical wooden object. of up to 6’ in diameter or a 3’ radius of a larger wooden object (such as a door). The caster may attempt to sunder a wooden weapon, though this typically generates an attack of opportunity. If a magical wooden weapon is touched, the spell is discharged with no effect.

-or-

<Trans, VSM(live termite), 1StdAct, Touch, 1rnd/lvl, no save, no SR>

– The caster’s touch attack does 3d6 + 1 per level (max 3d6+15) to Plant creatures. The touch attack can be used once per round. Once used on a Plant creature, the spell cannot be used to destroy a wooden object.

## 6th Level

### Abjuration

Antilife Shell(PH p199)

<Abj, VS/DF, 1Round, 10min/lvl(D), no save, SR applies>

– Creates a 10’ radius Emanation, mobile, invisible sphere around the caster that cannot be entered by Animals, Aberrations, Magical Beasts, Dragons, Fey, Giants, Humanoids, Monstrous Humanoids, Oozes, Plants, & Vermin.

The following creature types are immune: Constructs, Elementals, Outsiders, & Undead.

Dispel Magic, Greater(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +20). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Energy Immunity(CArc p105)

<Abj, VS, 1StdAct, Touch, 24hrs>

– The touched creature & his/her possessions becomes immune to one type of Energy Damage. Non-damage effects, such as being Deafened by a sonic attack, still apply.

Gate Seal(FR p70)

<Abj, VSM(50gp silver), Close-range, Permanent>

– The targeted *Gate* or *Portal* cannot no longer be used unless this spell is dispelled.

### Conjuration

Bones of the Earth(PH2 p104)

<Conj(create)[earth], VS/DF, 1StdAct, 60’ range, 1rnd/2lvls(D)>

– Each round, the caster has the option of using a Standard Action to cause a pillar of stone to extend up from the a stone or earthen floor or out from a stone or earthen wall. Each pillar is a 5’ square and 20’ long (although it is stopped by a solid barrier). Once created, the pillar is permanent, with Hardness 8, 900 hp, and AC 3.

If a pillar is targeted beneath a creature of up to Large size, the target is lifted by the pillar (RefNeg, no SR). If the pillar collides with the ceiling, the target takes 4d6 damage. Otherwise, it must make a Balance check vs. DC 20 to avoid slipping off and falling 20’ (which causes 2d6 damage).

If the pillar extends from a wall at a target, it takes 2d6 damage and is knocked Prone (RefNeg, no SR).

Cometfall(Spell p50)~~(CDiv p159) (CDivErrata)+~~

<Conj(create), VS/DF, 1StdAct, Medium-range, Instantaneous, Ref½, no SR>

– A 400 pound ball of rock and ice falls 40’+, causing everything in a 5’ radius Burst to take 1d6 per level damage (max 15d6) (Ref ½, no SR) –and– be knocked Prone (RefNeg, no SR).

In addition, the broken comet fills the area-of-effect with Dense Rubble.

Note: if there is not 40’ of clear vertical space above the target, the spell fails.

Cure Light Wounds, Mass(PH p216)

<Conj(heal), VS, 1StdAct, Close-range>

– Cures 1d8 +1/level damage (max +25) to   
one creature per level in a 30’ area with Positive Energy.

Drown(Und p58)

<Conj(creat)[water], VS/DF, 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>

– One living target has its lungs filled with water & begins drowning (DMG p304).

1st round – Target’s hp drop to 0 & he/she is Unconscious.

2nd round – Target’s hp drop to –1 & he/she is Dying.

3rd round – Target is Dead.

The water cannot be forced from the target’s lungs, but the target can be Stabilized with a Heal check vs. DC 15.

Fire Seeds(PH p230)

<Conj(creat)[fire], VSM(up to 4 acorns –or– up to 8 holly berries), Touch, 1StdAct per acorn/holy berry, until detonated up to 10min/lvl>

– Create one of the following:

Acorn Grenades: Up to 4 touched acorns become throwable weapons. Requires a ranged touch attack with a maximum range of 100’. The acorns do a total of 1d6/lvl Fire damage (max 20d6), divided up between the acorns as the caster desires. If hit, the target does not get a saving throw. Everything within 10’ of where the acorn hits takes 1hp per die of damage that acorn does (Ref½);

Holly Berry Bombs: Up to 8 touched holly berries become voice activated bombs (200’ range). On command, each berry does 1d8 + 1/level Fire damage to everything within 5’ (Ref½).

Stonehold(MoF p124)

<Conj(creat)[earth], VS, 1StdAct, Medium-range, 1day/lvl>

– Creates 1 stone arm per level distributed as the caster desires within range. Each arm must be in its own 10’ x 10’ area, which must contain rock or stone formations. Before attacking, each arm hides (Search check vs. DC 31 to find one). Any creature that comes within an arm’s 10’ x 10’ area is grappled.

Each arm has the following capabilities:

a) considered Medium-size with Str 20;

b) attack bonus of 1 per Caster level + 5 (Strength modifier);

c) AC 18, Hardness 8, & 1hp per Caster level;

d) automatic grapple damage of 1d6+5/rnd;

e) uses its caster’s saving throws; &

f) keeps grappling, even if the opponent is dead.

Summon Nature’s Ally VI(PH p289)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Nature’s Ally VI 1

Summon Nature’s Ally V 1d3

Summon Nature’s Ally IV (or less) 1d4+1

Transport via Plants(PH p295)(PH3.5e)+

<Conj[teleport], VS, 1StdAct, Personal>

– The caster can enter a living plant of at least Medium-size that is not considered a creature & teleport to another plant of the same type any distance away. The caster either needs to be familiar with the target area or provide directions (i.e., “200 miles north”) and the spell will find the closest appropriate plant.

The caster can carry up to his/her Maximum Load, plus one Medium-sized creature per three Caster levels (or the Creature Equivalent).

Vigorous Circle(CDiv p187)(DR324 p103)+

<Conj(heal), VS, 1StdAct, 20’ range, 10rnd + 1rnd per level (max 40rnds total)>

– One living creature per two Caster levels in a 30’ area gains Fast Healing 3.

Wall of Stone(PH p299)

<Conj(creat)[earth], VS/AM(granite)/DF, 1StdAct, Medium-range, Instantaneous, no SR>

– Creates a wall of stone that is one 5’ square per level & 1” thick per 4 levels. The area can be doubled by halving the thickness. The stone has a Hardness 8 & each 5’ square has 15 hit points per inch of thickness.

The wall can be of any shape & will merge into adjoining stone surfaces.

### Divination

Find the Path(PH p230)

<Div, VSF(rune stones), 3Rounds, 10min/lvl>

– The touched subject knows the shortest, most direct route to the specified location (not objects or people).

The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a *Glyph of Warding*. It does not predict the actions of guardians.

This spell will get a subject out of a *Maze* spell in 1 round.

Stone Tell(PH p284)

<Div, VS/DF, 10Minutes, Personal, 1min/lvl>

– The caster can speak to natural or worked stone about what has come into contact with it, what is behind it, etc.

### Enchantment

Lunacy(DR340 p73)

<Ench(comp)[mind], VSM(blood from a natural lycanthrope), 1StdAct, Medium-range, Instantaneous, WillNeg, SR applies>

– The living target acts insane on the night of the full moon (even if the target cannot see the moon).

The caster must designated a possible, non-suicidal task that will end this effect, which is immediately known to the target. Other than accomplishing this task, the only ways to end this effect are *Break Enchantment, Miracle*, or *Wish*.

Roll a different madness for each full moon. Effect lasts all night:

d% Behavior

01–05 Act Normally

06–15 Delusion – spend night talking to an inanimate object

16–25 Fixation – stay in one spot

26–35 Flee – move in random direction

36–50 Schizophrenia – alignment changes to its opposite (random in case of Neutral)

51–65 Catatonia – unconscious

66–75 Rage – destroys unattended objects

76–85 Murderous – attacks nearest creatures

86-95 Suicidal – Will save each hour to avoid trying to kill self

96-00 Blackout – no memory of actions

### Evocation

Anger of the Noonday Sun(Spell p11) ~~(CDiv p150)~~

<Evoc[light], VS, 1StdAct, Instantaneous, RefNeg,   
SR applies>

– All creatures in a 20’ radius Burst around the caster that can see are Blinded for 1 minute per Caster level (RefNeg).

In addition, Undead and Oozes take 1d6 dmg per two Caster levels (max 10d6) (Ref½). Undead that take special damage from sunlight are Destroyed (RefNeg).

Blood Sirocco(Spell p33)

<Evoc, VS, 1StdAct, 1rnd/lvl, FortNeg, SR applies>

– Generates a 60’ long Cone-shaped Emanation from the caster in a direction of his/her choice:

a) any living creature in the area-of-effect takes 2 hp of damage each round due to dehydration (FortNeg each round);

b) any creature in the area-of-effect is blow away from its point of origin (FortNeg each round).

Size Effect

up to Small Prone and pushed 1d4 x 10’ away (1d4 nonlethal / 10’)

Medium Prone

Large + Cannot move towards the point of origin

c) all unprotected flames are extinguished automatically, while protected flames go out 50% of the time.

Enveloping Cocoon(CDiv p164)

<Evoc[force], VSM(live caterpillar), 1StdAct, Medium-range, 1rnd/lvl(D), RefNeg, SR applies>

– A target creature of up to Large-size is trapped in a blue-green cocoon of Force. The target cannot move, cast spells with a somatic component, or attack (except to damage the cocoon with a Natural or Light weapon). The cocoon has Hardness 10 & 10hp per caster lvl

The caster has the option of casting an second spell (from the list below) on the cocoon. If the cocoon is Dismissed or the duration ends (but not if the cocoon is destroyed), the target is effected by the second spell and receives no saving throw (but SR still applies as usual)

The choice of spell is as follows: *Baleful Polymorph*, *Blight, Contagion, Dominate Animal, Flame Strike, Infestation of Maggots, Languor, Miasma, Phantasmal Disorientation, Poison* (target still get his/her secondary save).

Fires of Purity(CDiv p165)

<Evoc[fire], VS/DF, 1StdAct, Touch, 1rnd/lvl, RefNeg, SR applies>

– The touched (usually willing) creature is engulfed in magical flames that do not harm it and gains the following benefits:

a) melee attacks do +1d6 + 1 per caster level (max +1d6+15) Fire damage (no save, SR applies) and Catches Fire (RefNeg);

b) any creature that strikes the subject with a non-reach weapon 1d6 + 1/lvl (max 1d6+15) Fire damage (no save, SR applies) and Catches Fire (RefNeg);

c) subject takes half damage from Fire-based attacks. If the attack allows a Reflex save, the subject takes no damage on a successful save.

Miasma(CDiv p168)(CDivErrata)+

<Evoc, VS/DF, 1StdAct, Close-range, 3rnds/lvl, FortNeg, SR applies>

– A breathing target has its mouth & throat filled with unbreathable gas if it fails its Fortitude save.

To avoid suffocating, it must hold its breath by making a Constitution check vs. DC 10 + 1 per previous success. A creature can only hold its breath a maximum of 2 rounds per Constitution point. On a failed check, the target begins to suffocate:  
1st round – at 0 hp & Unconscious.  
2nd round – at –1 hp & Dying.  
3rd round – Dead.

Tidal Surge(CDiv p183) (CDivErrata)+

<Evoc[water], VS, 1StdAct, Medium-range, Instantaneous, Ref½, SR applies>

– If the caster is within Medium-range of a large, natural source of water, then he/she creates a wave of water with the following effects:

a) targets all creatures within a 20’ radius Burst;

b) each target takes 1d8 per two caster levels (max 7d8);

c) each target receives a Bull Rush at +9. If successful, the target is moved 5’ + 5’ per 5 points that the wave’s check was greater than the target’s check.

If the caster is not within range of a water source, the spell has the following effects:

a) targets a single creature;

b) the target still takes 1d8 per two caster levels (max 7d8);

c) the target receives a Bull Rush at +3. If successful, the target is moved 5’ + 5’ per 5 points that the wave’s check was greater than the target’s check.

In either case, all non-magical exposed flames up to Large-size within a 20’ radius Burst are put out. Magical fires are dispelled on a successful Dispel Check (max +10).

### Illusion

Phantasmal Disorientation(CDiv p172)

<Ill(phantasm)[mind], VS, 1StdAct, Medium-range, 10min/lvl(D), WillNeg, SR applies>

– The caster causes one living creature to see its surroundings twist and move around. Any attempt to move around requires a Survival check vs. DC 20 to go in the desired direction (recheck each round). Failure means that the target actually moved 90 degrees to the left or right of the desired direction.

The target’s ability to fight, cast spells, etc., is not effected by this spell.

### Transmutation

Animate Snow(Spell p12)

<Trans[cold], VS, 1StdAct, Medium-range, 1rnd/lvl>

– Transform a 20’ cube of snow into 1d3+2 Large, 1d3 Huge, or 1 Gargantuan Animated Objects under the caster’s control.

The animated snow differs from standard Animated Objects in the following ways:

a) has Hardness 0;

b) movement 30’;

c) Blind special ability (MM p13);

d) has the [cold] creature subtype;

e) attacks do +1d6 Cold damage; and

f) takes 1d6 damage per round if in an area above freezing temperature.

Aspect of the Earth Hunter(Spell p16) ~~(DR320 p90)~~

<Trans, VSM(piece of Bulette shell)/DF, 1StdAct, Personal, 10min/lvl(D)>

– The caster polymorphs into a Bulette:

a) type changes to Magical Beast;

b) size becomes Huge, granting 10’ reach;

c) Strength 27;

d) Dexterity 15;

e) Constitution 20;

f) Land speed 40’;

g) Burrow speed 10’;

h) Darkvision 60’;

i) Low-Light Vision;

j) Scent ability;

k) Tremorsense 60’;

l) +12 Natural Armor bonus to AC;

m) two claw attacks that do 2d8+8;

n) gain the Leap extraordinary attack, granting four claw attacks on a leap;

o) the caster cannot speak, so is unable to cast spells (unless he/she has Feat: Natural Spell);

p) the caster’s equipment melts into the Bulette’s body.

Bear’s Endurance, Mass(PH p203)

<Trans, VS/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a   
+4 Enhancement bonus to Constitution.

Bite of the Werebear(Spell p28)

<Trans, VSM(bear fur), 1StdAct, Personal, 1rnd/lvl>

– Caster becomes bear-like:

a) +16 Enhancement bonus to Strength;

b) +2 Enhancement bonus to Dexterity;

c) +8 Enhancement bonus to Constitution;

d) +7 Enhancement bonus to Natural Armor;

e) gain Feat: Blind-Fight, Power Attack, & Multiattack; and

f) a Medium-sized caster gains two 1d8 + Str Claw attacks and one 2d8 + ½ Str Bite attack. Damage for Small-size is 1d6 and 2d6 respectively. BAB of +6 or higher does not grant extra attacks.

Bull’s Strength, Mass(PH p207)

<Trans, VSM(bull hair)/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a   
+4 Enhancement bonus to Strength.

Cat’s Grace, Mass(PH p208)

<Trans, VSM(cat hair), 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a   
+4 Enhancement bonus to Dexterity.

Chasing Perfection(PH2 p106)

<Trans, VSM(50gp statuette), 1StdAct, Touch, 1min/lvl>

– Touched subject receives a +4 Enhancement bonus on all six of his/her ability scores.

Cold Snap(Spell p50)~~(DR312 p62)~~

<Trans[cold], VS, 1Minute, 2d4 hours, no save, no SR>

– The temperature in a one mile radius lowers by 5 degrees Fahrenheit per level (max 50 degrees), down to –20 degrees maximum. See ‘Cold Dangers’ in DMG3.5 p302.

Spells with the [cold] subtype do +1 hp of damage per die witin the area-of-effect.

Crumble(Spell p56)~~(CDiv p160)(MoF p86)~~

<Trans, VS, 1StdAct, Medium-range, Instantaneous, Fort½ (object), SR applies>

– One manufacture structure or Construct takes 1d8/lvl (max 10d8) that bypasses Hardness.

The largest object that can be affected is based on caster level:

Level Max Size Level Max Size

up to 9th Large 16th – 18th Gargantuan

10th – 15th Huge 19th + Colossal

Curse of Spilt Water(DR334 p74)

<Trans[water], VSM(rag doll, sea water), 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>

– The target and any equipment he/she is wearing are changed into an identical volume of water. If an open container is within 5’ of the target, the caster may have the water fall into it.

*Break Enchantment* restores the target if cast before the water evaporate or mixes with a larger body of water.

Extract Water Elemental(DR314 p46)

<Trans[water], VS, 1StdAct, Short-range, Instantaneous, Fort½, SR applies>

– The targeted living creature has the water pulled from his/her body, causing 1d6 damage per level (max 20d6) (Fort½).

If the target is slain, a Water Elemental of the same size category as the target is formed. The Elemental is free willed and has no obligation towards the caster.

Creatures with the [fire] or [water] subtype cannot be targeted by this spell.

Ironwood(PH p246)

<Trans, VS, 1Minute per pound, Touch, 1day/lvl(D)>

– 5 pounds of touched wood per level becomes like iron. Its Hardness increases to 10, it has 30hp per inch, & no longer burns. Armor & weapons made from ‘ironwood’ can be use by Druids.

If only 2½ pounds of wood per level is targeted, the resulting weapon or armor has a +1 Enhancement bonus.

Liveoak(PH p248)

<Trans, VS, 10Minutes, Touch, 1day/lvl(D)>

– The touched Huge oak tree becomes a Treant when triggered. The trigger condition can have up to 1 word per caster level. The trigger instruction also tell the Treant what to do (often attacking).

The caster may only have one pending *Liveoak* spell at a time & can only cast it on a tree that is near his/her dwelling, a location sacred to the caster, or within 300’ of something the caster wants to guard.

Move Earth(PH p257)

<Trans[earth], VSM(dirt, iron blade), 10Minutes per 150’square, Long-range>

– For each 10 minutes of cast time, 150’ square (up to 10’ deep) of dirt, sand, etc., if moved, up to a maximum of 750’ x 750’ (which would have a casting time of 4hrs 10min). The movement is smooth, so buildings, trees, etc. are not toppled by this spell, though they may be raised or lowered. This spell cannot be used to tunnel.

Owl’s Wisdom, Mass(PH p259)

<Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1min/lvl>

– One subject per level in a 30’ area gains a +4 Enhancement bonus to Wisdom.

Repel Wood(PH p271)

<Trans, VS, 1StdAct, 1min/lvl(D), no save, no SR>

– All wooden objects in a 60’ Line are pushed away from the caster. Wooden objects move 40’ per round. If unable to move, objects less than 3” in diameter snap. If a creature holds onto a wooden object as it is pushed away, it is dragged along.

The location & direction of the line of force fixed at casting time & cannot be changed.

Stone Metamorphosis, Greater(Und p61)(Und p103)+

<Trans[earth], VSM(grain of talc, chip of obsidian), 1StdAct, Touch, Instantaneous>

– 10 cubic feet + 10 cubic feet per level of touched stone is permanently changed into another type of stone. Typically this means changing the stone’s Hardness anywhere from 6 to 9 (see Underdark page 103 for examples).

This spell cannot create gems and does not change the value of stone objects.

Spellstaff(PH p282)

<Trans, VSF(staff), 10Minutes, Touch, until discharged(D)>

– The caster “casts” ones of his/her spells into the staff for later use (much like a scroll).

Any given caster may have only one spellstaff at any time.

Tortoise Shell(CDiv p184)

<Tans, VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched living creature receives the armor plating & thick skin of a tortoise:

a) Enhancement bonus to the target’s Natural AC of +6 + (1 per 3 levels above 11th).

b) target’s movement slows to its Heavy Armor movement rate, though it does not have any other Heavy Armor penalties.

Touch of Adamantine(BoED p110)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– A single touched weapon is considered to be Adamantine. It gains a +1 Enhancement bonus on attacks (as if Masterwork), bypasses Hardness of less than 20, has 30% extra hp, & bypasses certain types of Damage Reduction. If the weapon is already made from a special material (such as Cold Iron or Adamantine), it looses the benefit from the original material for the spell’s duration.

## 7th Level

### Abjuration

Storm Tower(CDiv p182)(MoF p125)

<Abj, VS, 1FullRound, Long-range, 1rnd/lvl(D)>

– Creates a 20’ radius Spread by 100’ tall cylinder of swirling clouds:

a) absorbs any electricity;

b) negates *Magic Missiles* cast into, out of, or within the tower;

c) winds speeds within the tower are 60mph, making ranged attacks impossible;

d) moving within the tower is normal, but it can only be entered or existed by a creature of at least Gargantuan size;

e) creatures within the tower have Concealment from those outside the tower;

f) all creatures within 50’ of the tower receives a –10 penalty on Listen checks.

### Conjuration

Create Crossroads and Backroad(MoF p86)

<Conj(create), VSX(3,500)/DF, 1Day, Touch>

– Links two locations by magical path & summons a guardian to maintain them. Details are on MoF p44.

Creeping Doom(PH p214)

<Conj(sum), VS, 1Round, Close-range, 1min/lvl, no save, no SR>

– Summons one Centipede Swarm(MM p238) per 2 Caster levels (max 10 swarms), each of which appears where the caster designates within Close-range. The swarms attack any creature with which they come in contact (they may even be summoned around a creature).

As a Standard Action, the caster can direct one or more swarms to move towards any opponent within 100’ of the caster. If the caster is ever more that 100’ away from a swarm, it will continue to attack any opponent in its area, but will remain stationary until the caster returns.

Cure Moderate Wounds, Mass(PH p216)

<Conj(heal), VS, 1StdAct, Close-range>

– Cures 2d8 +1/level damage (max +30) to   
one creature per level in a 30’ area with Positive Energy.

Heal(PH p239)

<Conj(heal), VS, 1StdAct, Touch>

– Touched subject is infused with Positive Energy, healing 10hp per level (max 150hp) and being immediately cured of the following: Ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, Diseased, Exhausted, Fatigued, *Feeblemind*, Insanity, Nauseated, Sickened, Stunned, and / or being Poisoned.

This spells does not remove Negative Levels, ability Drain, & lost levels.

If an Undead is the target of this spell, it takes 10hp per level (max 150hp) of Positive Energy damage (SR applies). On a successful Will save, the target only takes ½ damage and cannot be brought to less than 1hp.

Intensify Manifest Zone(FoE p151)

<Conj(creat), VSF(item connected with Manifest Zone worth 500gp+)/X(500), 8Hours, Close-range, Permanent>

– Increase the effects of a Manifest Zone by one “category” (as determined by the Manifest Zone’s current effects).

Can only be Dispelled with *Wish, Miracle, Limited Wish*, or *Planar Bubble*.

Poison Vines(CDiv p175) (CDivErrata)+

<Conj(creat), VS/DF, 1StdAct, Long-range, 1min/lvl, RefNeg, no SR>

– All plants in a 40’ radius Spread Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a full-round Strength or Escape Artist check vs. DC 20. Anyone not entangled (including a target that has just broken free) may move ½ speed through the area of effect. On the caster’s action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

The vines are coated with a Contact Poison that does 1d6 Dex / 2d6 Dex damage. The caster plus up to (caster level) allies are immune to the poison.

Slime Wave(CDiv p180) (CDivErrata)+

<Conj(sum), VSM(stagnant water), 1StdAct, Close-range, 1rnd/lvl, RefNeg, no SR>

– A 15’ radius Spread is splattered with Green Slime. Each creature or object receives one Patch of Green Slime.

A Green Slim Patch does 1d6 Constitution damage to flesh –or– 2d6 damage to wood & metal (whose Hardness it ignores) each round

If not scraped off on its 1st round, the slime must be destroyed with heat, cold, sunlight, *Remove Disease*, or being cut away.

At the end of the spell’s duration, the Green Slime disappears.

Summon Nature’s Ally VII(PH p289)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Nature’s Ally VII 1

Summon Nature’s Ally VI 1d3

Summon Nature’s Ally V (or less) 1d4+1

### Divination

Scrying, Greater(PH p275)(PH3.5e)+

<Div(scry), VS, 1Hour, 1hr/lvl, WillNeg, SR applies>

– Sends a Magical Sensor to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day.

Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor. In addition, the caster can use the following: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic, Message, Read Magic*, and *Tongues*.

True Seeing(PH p296)

<Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl>

– Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur* & *Displacement*, not effected by Invisibility, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane.

This spell cannot be used in conjunction with scrying magics, such as *Clairaudience / Clairvoyance.*

### Evocation

Fire Storm(PH p231)

<Evoc[fire], VS, 1Round, Medium-range, Ref½, SR applies>

– The caster designates 2 contiguous 10’ cubes per level are filled with flame, doing 1d6 fire damage per level (max 20d6). Natural vegetation & any other plant life are not effected by the flames, and the caster has the option of making Plant Creatures immune too.

Rain of Red Roses(BoED p105)

<Evoc[good], VSM(a red rose), 1StdAct, Long-range, 1rnd/lvl(D), Fort½, SR applies>

– Red roses fall in a 80’ radius by 80’ high Cylinder. Each Evil creature in the area of effect takes 1d4 Wisdom damage per round (no save) and is Sickened (FortNeg) as long as it remains in the area of effect.

Submersion Treatment(DR339 p78)

<Evoc, VSM(water, blood), 1StdAct, Medium-range, 1rnd/lvl, RefNeg, SR applies>

– The target is trapped in a column of freezing cold water, with the following effects:

a) gains +6 bonus to AC;

b) takes 1d6 Cold damage each round; &

c) may take no actions; &

d) must Hold Breath.

The target can be pulled out of the column by a creature outside of it by making a Strength check vs. the spell’s DC.

Sunbeam(PH p289)

<Evoc[light], VS/DF, 1StdAct, until depleted up to 1rnd/lvl, SR applies>

– As a Standard Action, the caster can generate one sunbeam per round, up to a total of 1 per 3 levels (max 6 sunbeams). The beam is a 60’ long Line.

Damage is based on creature type:

Type Effect

Undead 1d6/lvl (max 20d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg) & Blind (RefNeg).

Oozes 1d6/lvl (max 20d6) (Ref½).

others 4d6 (Ref½) & Blind (RefNeg).

Word of Balance(Und p63)

<Evoc[sonic], V, 1StdAct, SR applies>

– Any Lawful Good, Chaotic Good, Lawful Evil, or Chaotic Evil creatures within a 30’ radius Spread who hears ‘word of balance’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Nauseated for 1 round.

up to Caster lvl - 1: Weakened for 2d4 rnds  
& above.

up to Caster lvl - 5: Paralyzed for 1d10 min  
& above.

up to Caster lvl - 10: Dead / Destroyed.

In addition, if the caster is on his/her home plane of existence, any LG, CG, LE, or CE Extraplanar creature in the area of effect (even if the ‘word of chaos’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

### Transmutation

Animalistic Power, Mass(PH2 p101)

<Trans, VSM(animal fur), 1StdAct, Close-range, 1min/lvl>

– One creature per level within a 30’ area receive a +2 Enhancement bonus to Strength, Dexterity, & Constitution.

Animate Plants(PH p199)

<Trans, V, 1StdAct, Close-range, 1rnd/lvl>

– One Large-sized plant per three levels is animated & can be directed to attack the caster’s opponents. As a Move Action, the caster can change which plants he/she animates.

The caster may animate bigger plants in place of a number of Large plants.

1 Huge = 2 Large 1 Colossal = 8 Large

1 Gargantuan = 4 Large

-or-

<Trans, V, 1StdAct, Close-range, 1hr/lvl, no SR>

– All plants within Close-range Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a Full-Round Strength or Escape Artist check vs. DC 20. Anyone not entangled may move ½ speed through the area of effect. On the caster’s action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

As the Frost(PH2 p101)

<Trans[cold], VSM(ice or crystal), 1StdAct, Personal, 1rnd/lvl>

– The caster changes into a creature of cold:

a) Creature type changes to ‘Outsider’;

b) gains Immunity to Cold;

c) gains DR 10 / magic and piercing;

d) all creatures within a 15’ radius take 2d6 Cold damage per round (no save, SR applies). If a creature takes Cold damage, it is Slowed for the spell’s duration (FortNeg).

Aura of Vitality(Spell p18)~~(MoF p78)~~

<Trans, VS, 1StdAct, Close-range, 1rnd/lvl>

– One subject per 3 levels in a 30’ area gain   
+4 Morale bonuses to Strength, Dexterity, and Constitution.

Brilliant Blade(Spell p40)(CArc p100)

<Trans, VS, 1StdAct, Close-range, 1min/lvl>

– One melee weapon, one thrown weapon, –or– 50 grouped pieces of ammunition gain the Brilliant Energy weapon enhancement:

a) gives off 20’ radius of light;

b) ignores nonliving matter (ignore an opponent’s Armor bonus to AC); &

c) cannot harm Undead, Construct, or objects

Changestaff(PH p207)

<Trans, VSF(specially carved staff), 1Round, Touch, 1hr/lvl(D)>

– The caster’s focus staff transforms into a Huge Treant, which follows the caster’s instructions (though it cannot animate or control other trees). If the Treant is every destroyed, the focus staff is destroyed too.

The caster must personally spend 28 days preparing & carving the focus staff.

Changestones(Und p57)

<Trans, VSF(prepared stone (see below)), 1Round, Touch, 1hour/lvl(D)>

– One or more specially prepared focus stones (see below) become Liths(Und p93), except they are “stone-born” and have no psionics or ability to speak.

For the spell’s duration, the Stone-Born Liths will obey the caster’s commands, including attacking his/her foes. If destroyed, the focus stone is destroyed too. Otherwise, the focus can be used over and over again, each time becoming a Stone-Born Lith with full hp.

A caster may have one focus stone per four caster levels (max 5). Preparing each stone require 200 gp of materials and 1 full day, after which is can be used over and over.

Cloud-Walkers(Spell p49) ~~(CDiv p159)~~

<Trans, VS/DF, 1StdAct, Touch, 10min/lvl(D)>

– One subject per level gains Fly 60’ (Perfect maneuverability), but outdoors only.

A subject may cancel the spell on himself as a Standard Action. The caster may dismiss the spell normally, but this effects all subjects.

Control Weather(PH p214)

<Trans, VS, 10Minutes, 4d12hours>

– The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season Weather Choices

Spring Tornado, Thunderstorm, Hot

Summer Rain, Heat Wave, Hailstorm

Autumn Hot, Cold, Fog, Sleet

Winter Frigid Cold, Blizzard, Thaw

Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

Master Earth(MoF p107)

<Trans, VSF(fossil of an animal), 1StdAct, Personal>

– Travel instantly through the earth to any location the caster can mentally picture.

Transmute Metal to Wood(PH p294)

<Trans, VS/DF, 1StdAct, Long-range, Instantaneous, no save, SR applies>

– All metal objects in a 40’ radius Burst are turned to wood. Any magic item made from metal is considered to have an Spell Resistance of 20 + its caster level, which must be overcome for it to be effected.

Restoring an object can only be done with a *Limited Wish, Wish,* or *Miracle*.

Waterspout(FR p75) (CDiv p187)(CDivErrata)+

<Conj(creat), VS/DF, 1Round, Long-range, 1rnd/lvl>

– Create a 10’ wide by 80’ tall waterspout.

a) must be cast in a body of water at least 20’ deep & more than 10’ wide.

b) can move up to 30’ per round either under the caster’s direction (which requires Concentration) or following a simple program (e.g., go in a circle, etc.). Changing the program is a Standard Action.

c) creatures & objects touched by the waterspout (or those flying / swimming within 10’ of it) must make a Reflex save (SR applies) or take 3d8 damage. In addition, Medium-size or smaller targets that fail their save are pulled into the waterspout for 1d3 rounds (automatically taking 2d6 per round) before being ejected 1d8 x 5’ above the waterspout’s base.

Wind Walk(PH p302)

<Trans[air], VS/DF, 1StdAct, Touch, 1hr/lvl(D)>

– The caster and one subject per three levels are transformed into a gaseous form, which grants the following:

a) Fly 10’/Perfect;

b) able to slip through any opening;

c) gains Damage Reduction 10/magic;

d) immune to poison & criticals;

e) has an AC based only on Dexterity, size, Deflection bonuses, & armor bonuses due to Force effects;

f) cannot attack

g) can only cast spells with no Verbal, Somatic, Material, or Focus components (due to Metamagics);

h) if wearing white, most viewers will think the subject is a cloud / mist;

i) may invoke a magic wind, which makes the subject Fly speed increase to 60mph with Poor maneuverability;

j) each subject may independently spends 5 rounds to shift back to solid form. At any time before the end of the duration, the subject may spend 5 more rounds shifting back to the wind walk form.

The caster can dismiss the spell for any or all subject at will.

If the spell is within 1 minute of its duration ending, all remaining subjects automatically descend at 60’ per round (or faster if desired) before the spell expires.

## 8th Level

### Abjuration

Repel Metal or Stone(PH p271)

<Abj[earth], VS, 1StdAct, 1rnd/lvl(D), no save, no SR>

– All metal & stone objects in a 60’ Line are pushed away from the caster. Objects less then 500 pounds move 40’ per round. If unable to move, objects less than 3” in diameter break or bend. If a creature holds onto an effected object as it is pushed away, it is dragged along.

The location & direction of the line of force fixed at casting time & cannot be changed.

Wall of Greater Dispel Magic(Und p63)

<Abj, VS/DF, 1StdAct, Medium-range, 1min/lvl>

– Creates an transparent wall whose area is one 10’ square per level.

When a creature passes through the wall, each ongoing spell effect on the target gets a separate Dispel Check (max +20). If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

The wall cannot be seen with *See Invisibility*, but it can be detected with *Detect Magic* and *True Seeing*.

### Conjuration

Bombardment(PGF p100)

<Conj(creat), VSF(quarts crystal embedded in a rock), Long-range, Ref½, SR applies>

– Rocks rain down on a 15’ radius Burst. All creatures in the area of effect take 1d8 per level (max 20d8) (Ref½) and are buried (RefNeg). A buried creature beings to suffocate unless it takes a Full Round Action to get free.

Cocoon(Spell p49)~~(MoF p85)~~

<Conj(create), VSM(silkworm cocoon)X(250), 1FullRound, Close-range, Instantaneous>

– A cocoon forms around the target corpse that has been dead up to 1 round per caster level.

If the corpse is targeted with *Raise Dead, Resurrection, Reincarnation*, or any of their varients within 7 days, the target creature does not loose a level or any Constitution.

After 7 days, the target creature is automatically affected by *Reincarnation*.

Cure Serious Wounds, Mass(PH p216)

<Conj(heal), VS, 1StdAct, Close-range>

– Cures 3d8 +1/level damage (max +35) to   
one creature per level in a 30’ area with Positive Energy.

Deadfall(Spell p59)

<Conj(creat), VS, Long-range, Instantaneous, Ref½,   
no SR>

– A mass of dead wood appears 40’ above a 20’ radius cylinder and falls. Everything in the area of effect takes 1d6 per level (max 20d6) (no save) and is knocked Prone (RefNeg).

The dead wood remains, filling the 20’ radius area 5’ deep (treat as Dense Rubble).

Maelstrom(FR p72) (CDiv p168)(CDivErrata)+

<Conj(creat), VS/DF, 1FullRond, Long-range, 1rnd/lvl>

– Create a 120’ wide by 60’ deep whirlpool.

a) must be cast in a body of water at least 60’ deep & more than 120’ wide.

b) creatures & objects within 50’ of the whirlpool must make a Reflex save or take 3d8 damage & be pulled in for 2d4 rounds (automatically taking 3d8 per round) before being ejected. Large-size and smaller creatures are ejected from the whirlpool’s bottom, while larger creatures are ejected from its top.

Note that targets have the option of making a Swim check vs. the spell’s DC instead of a Reflex save.

Phantom Wolf(CDiv p174)

<Conj(sum), VS/DF, 1Round, Medium-range, Concentration up to 1rnd/lvl, no save, no SR>

– The caster summons a Large, Incorporeal, 12HD Wolf to attack his/her foes.

Storm of Elemental Fury(CDiv p182)

<Conj(sum), VS, 1Round, Long-range, Concentration up to 4 rounds, SR applies>

– A 40’ radius black cloud appears 200’ over the target location. After the first round, the cloud can be moved laterally 40’ as a Move Action (in addition to the Standard Action to maintain Concentration).

Those below the cloud receive the following:

Round 1: The area from the cloud down to the ground is effected by a Whirling Wind-storm(DMG p94), which requires Fortitude saves to avoid being knocked down, negates ranged attacks, spells require Concentration checks, etc.

Round 2: All targets in the area of effect take 5d6 Bludgeoning damage from falling rocks (no save).

Round 3: Torrential rain falls, reducing visibility to 5’, extinguishing unprotected flames, and reducing movement to ½;

Round 4: All target in the area of effect take 1d6 per level Fire damage (Ref½).

Summon Nature’s Ally VIII(PH p289)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Nature’s Ally VIII 1

Summon Nature’s Ally VII 1d3

Summon Nature’s Ally VI (or less) 1d4+1

Word of Recall(PH p303)

<Conj[teleport], V, 1StdAct>

– Teleports the caster, his/her Maximum Load, & one willing Medium-sized creature per three levels (or the Creature Equivalent) back to a very familiar place that was designated when the spell was memorized. The start & end locations must be in the same plane of existence.

### Evocation

Earthquake(PH p225)

<Evoc[earth], VS/DF, 1StdAct, Long-range, 1rnd, no SR>

– Intense tremor shakes a 80’ radius Spread (shapeable). The effect depends on the terrain. The result in [brackets] is halved / avoided with a Reflex save vs. DC 15.

Terrain Effect

Cave Roof collapses [8d6 damage to anyone below & ‘pinned beneath rubble’].

Cliff Landslide that goes horizontally as far as it fell vertically [8d6 damage & ‘pinned beneath rubble’].

Open [Fall down]. 25% chance of falling in a fissure (Reflex save vs. DC 20 to get out before it closes & kills anyone still trapped).

Building Takes 100hp damage (no Hardness) [8d6 damage to all within & ‘pinned beneath rubble’].

Marsh Fissures drain the water. [Sink in mud / quicksand].

Anyone ‘pinned beneath rubble’ takes 1d6 subdual damage each minute. If he/she goes unconscious, make a Constitution check vs. DC 15 or take 1d6 lethal damage per minute.

Leonal’s Roar(BoED p102)

<Evoc[good][sonic], V, 1StdAct, SR applies>

– Any non-Good creatures within a 40’ radius Spread who can hear the ‘roar’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Deafened for 1d4rnds.

up to Caster lvl - 1: Blinded for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes & above.

up to Caster lvl - 10: Dead & above.

Also, every non-Good creature in the area of effect takes 2d6 Sonic damage (FortNeg).

In addition, if the caster is on his/her home plane of existence, any non-Good Extraplanar creature in the area of effect (even if the ‘holy word’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

Sunburst(PH p289)

<Evoc[light], VSM(sunstone, fire)/DF, 1StdAct, Long-range, Instantaneous, SR applies>

– A 80’ radius Burst of light is centered on the caster. Damage is based on creature type:

Type Effect

Undead 1d6/lvl (max 25d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg) & Blind (RefNeg).

Oozes 1d6/lvl (max 25d6) (Ref½).

others 6d6 (Ref½) & Blind (RefNeg).

This spell Dispels any spells with the [darkness] subtype within its area of effect.

Whirlwind(PH p301)

<Evoc[air], VS/DF, 1StdAct, Long-range, 1rnd/lvl(D)>

– Creates a 30’ tall cyclone that is 30’ wide at the top & 10’ wide at the base. As a Standard Action, the caster can “program” the cyclone to move when & where he/she desires at a movement of 60’ (& can change it again as another Standard Action).

Any creature that comes in contact with the cyclone who is Large-sized or smaller takes 3d6 damage (RefNeg, SR applies). If a Medium-sized or smaller creature fails its first save, it must make a second Reflex save or be picked up by the cyclone & carried with it (taking 1d8 damage per round) until the spell ends or the caster directs the cyclone to put the target down.

If the whirlwind moves out of range, it goes out of control. For 1d3 rounds, it moves randomly & then dissipates.

### Necromancy

Finger of Death(PH p230)

<Necro[death], VS, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

– The living target dies on a failed saving throw. On success, target takes 3d6 + 1/level (max +25).

Plague(PH2 p121)

<Necro[evil], VS, 1StdAct, Close-range, 1rnd/lvl, FortNeg, SR applies>

– One living target per level in a 30’ area has the chosen disease which takes effect without an incubation period & requiring a new save each round:

Name Damage

Cackle Fever 1d6 Wis

Filth Fever 1d3 Dex & 1d3 Con

Mindfire 1d4 Int

Red Ache 1d6 Str

Shakes 1d8 Dex

Slimy Doom 1d4 Con

Blinding Sickness 1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently Blind.

### Transmutation

Animal Shapes(PH p198)

<Trans(polymorph), VS/DF, 1StdAct, Close-range, 1hr/lvl(D)>

– One willing subject per level in a 30’ area are polymorphed into an animal of the caster’s choice. All subject must be turned into the same type of animal. The caster may dismiss the spell on all of the subjects, or an individual subject may dismiss the spell from himself as a Full-Round Action. See the Polymorph Table for details.

Awaken, Mass(Spell p21)(CDiv p151)

<Trans, VSF(animal/tree)X(250 per target), 24Hrs, Instantaneous>

– The one animal or tree per three levels in a 30’ area gains sentience. All targets must be the same type of creature or tree.

Animal - The caster must make a Will save vs. DC 10 + highest target HD. If successful, each animal gains the following:

a) an Intelligence of 3d6;

b) +1d3 Charisma;

c) +2HD;

d) the ability to speak 1 language + 1 per Intelligence modifier (all languages must be known by the caster).

Tree – The caster must make a Will save vs. DC = to the HD the greatest target tree will have once awakened. If successful, each tree gains the following:

a) an Intelligence of 3d6;

b) a Wisdom of 3d6;

c) a Charisma of 3d6;

d) gains skill points & feats appropriate for an ‘aberration’ of its HD;

e) gains the ability to speak 1 language + 1 per Intelligence modifier (all languages must be known by the caster).

f) other ability scores appropriate for an animate object of its size;

g) gains the ability to move;

h) gains senses similar to a human’s.

Brilliant Aura(Spell p39)~~(CDiv p157)(MoF p83)(MoFe)+~~

<Trans, VS, 1StdAct, Close-range, 1rnd/lvl>

– All the weapons of 1 creature per 2 levels in a 30’ area gain the following:

a) gives off 20’ radius of light;

b) ignores nonliving matter (ignore an opponent’s Armor bonus to AC); &

c) cannot harm Undead, Construct, or objects

Control Plants(PH p213)

<Trans, VS/DF, 1StdAct, Close-range, 1min/lvl, WillNeg, no SR>

– Up to 2HD per level of Plant Creatures in a 30’ area understand the caster’s commands and will not attack. The targets will even try to obey orders that are not suicidal.

Earth Glide(RoS p162)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– The touched creature may move through earth and stone at its Land Speed like a fish swims through water. The creature leaves no sign of its passing, nor can make a tunnel for others to follow it.

If the area the subject is within is targeted with a *Move Earth* spell, the subject moves back 30’ and is Stunned for 1 round (FortNeg DC15).

Reverse Gravity(PH p273)

<Trans, VSM(loadstone, iron filing)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), no save, no SR>

– All unattached objects & creatures in one contiguous 10’ cube per 2 levels falls up. If an attached object is available, a target can attempt a Reflex save to grab onto it. Targets only “fall” to the limit of the area of effect & hover there until the spell ends. Any ability to fly or levitate makes this spell ineffective.

Stormrage(CDiv p182)(MoF p125)

<Trans[electricity], VS/DF, 1StdAct, Personal, 1min/lvl(D)>

– The caster embodies the power of a storm:

a) Caster Flies at a speed of 90’ (60’ if in medium or heavy armor) with Average maneuverability. ½ speed going up, 2x speed going down. If spells expires/is dispelled, subject descends at 60’ per round for 1d6 rounds before falling.

b) An invisible wall of air 2’ wide is created around the caster on all sides. The wall is total protection from arrows, bolts, gases (including some breath weapons), gaseous forms, birds, etc. Larger ranged weapons have a 30% miss chance, but large weapons, such as giant’s boulders, are not effected. The wall may be walked through normally.

c) Caster is unaffected by normal & magical winds.

d) Has a pool of one 1d6 per Caster level (max 20d6). As a Standard Action, the caster may strike a single opponent within 100’ with a stroke of electricity by making a ranged touch attack (+3 bonus if the target has a large amount of metal). The caster expends the dice in the pool to do the damage, allowing many little attacks, one big one, etc.

Unearthly Beauty(BoED p110)

<Trans[good], VS, 1StdAct, Personal, 1rnd/lvl>

– The caster gains the beauty of a Nymph. Any Humanoid within 60’ that looks at the caster becomes permanently Blind (FortNeg). The caster can suppress & unsuppress this ability as a Free Action.

Also as a Free Action, the caster can cause all creature within 30’ that are looking at him/her to die (WillNeg).

Note: The caster must abstain from sexual intercourse of one month in order to be able to cast this spell.

## 9th Level

### Conjuration

Cure Critical Wounds, Mass(PH p215)

<Conj(heal), VS, 1StdAct, Close-range>

– Cures 4d8 +1/level damage (max +40) to   
one creature per level in a 30’ area with Positive Energy.

Drown, Mass(Und p58)

<Conj(creat)[water], VS/DF, 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>

– Any number of living target in a 30’ area have their lungs filled with water & begins to drown (DMG p304).

1st round – Target’s hp drop to 0 & he/she is Unconscious.

2nd round – Target’s hp drop to –1 & he/she is Dying.

3rd round – Target is Dead.

The water cannot be forced from a target’s lungs, but a target can be Stabilized with a Heal check vs. DC 15.

Elemental Swarm(PH p226)

<Conj(sum)[variable element], VS, 10Minutes, Medium-range, 10min/lvl(D), no SR>

– Designate whether this casting of the spell will connect with the Plane of Air, Earth, Fire, or Water. Summons 2d4 Large Elementals from that Plane. Ten minutes after the spell is completed, 1d4 Huge Elementals arrive. Twenty minutes after the spell is completed, 1 Greater Elemental appears. All the Elementals serve the caster for the duration of the spell. The caster can dismissed any / all the Elementals as desired.

Phantom Bear(CDiv p173)

<Conj(sum), VS/DF, 1Round, Medium-range, Concentration up to 1rnd/lvl, no save, no SR>

– The caster summons a Huge, Incorporeal, 14HD Bear to attack his/her foes.

Regenerate(PH p270)

<Conj(heal), VS/DF, 3Rounds, Touch, Instantaneous>

– Touched living subject’s missing limbs are restored. If the severed limb is touching the subject, then it takes 1 round to heal, otherwise the limb regrows in 2d10 rounds.

The subject is also healed 4d8 + 1/lvl (max +35) hit points, is no longer Fatigued or Exhausted, & all subdual damage is restored.

This spell cannot target Undead.

Shambler(PH p277)

<Conj(creat), VS, 1StdAct, Medium-range>

– Creates 1d4+2 11HD Shambling Mounds within a 30’ area. The caster can either use them as guards or to perform tasks, in which case they remain for 7 days, or to guard a location within range, in which case they remain for 7 months. In either case, the creatures are dismissible by the caster.

The Shambling Mounds only have their standard fire resistance if they reside in rainy or marshy terrain.

Storm of Vengeance(PH p285)

<Conj(sum), VS, 1Round, Long-range, Concentration up to 10rnds, SR applies>

– Creates a storm cloud that is 360’ radius wide. Unless indicated otherwise, everyone in the area takes the following effects on the specified round:

Rnd 1 – Thunder: Deaf 1d4x10min (FortNeg)

Rnd 2 – Acid Rain: 1d6 Acid dmg (no save)

Rnd 3 – Lightning: 6 targets of the caster’s choice take 10d6 Electrical dmg (Ref ½)

Rnd 4 – Hail: 5d6 bludgeoning dmg (no save)

Rnd 5-10 – Downpour: Concealment at 5’, Total Concealment at 10’, movement at ¼, no ranged attacks, spells require Concentration checks vs. DC (spell DC + level of spell being cast).

Summon Elemental Monolith(CArc p124)

<Conj(sum)[variable element], VSM(100gp gem)/DF, 1Round, Medium-range, Concentration up to 1rnd/lvl>

– Summons one Elemental Monolith (CArc p156), a CR17 Gargantuan Elemental, of Air, Earth, Fire, or Water. It attacks immediately on the turn that the caster finishes the spell under the verbal direction of the caster.

The material component determines which type of elemental is summoned: Aquamarine for Air, Tourmaline for Earth, Garnet for Fire, & Pearl for Water.

Summon Nature’s Ally IX(PH p289)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Nature’s Ally IX 1

Summon Nature’s Ally VIII 1d3

Summon Nature’s Ally VII (or less) 1d4+1

Tsunami(DR314 p47)

<Conj(creat)[water], VSF(5,000gp crown of coral & pearls), 1Round, Long-range, 1rnd/lvl(C), Fort½, no SR>

– The caster creates a wave of water that has its starting point anywhere within range and then moves is a direction the caster chooses. All creatures struck by the wave take 1d6/lvl (max 20d6) bludgeoning damage (Fort½). If a creature of up to Huge-size fails its save, it is pulled into the wave & takes damage each round (but gets a new Fortitude save each round for half damage).

If cast on dry land, the wave is 20’/lvl wide, 10’ long, & 40’ high and moves 60’.

If cast in the water, the wave is 40’/lvl wide, 10’ long, & 40’ high and moves 60’. Also, all creatures receive a –4 penalty on their save.

### Divination

Foresight(PH p233)

<Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl>

– The caster receives mental warnings about what may harm the touched subject.

If the caster placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as “close your eyes”, “jump”, “run”).

If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

### Enchantment

Antipathy(PH p200)

<Ench(comp)[mind], VSM(alum, vinegar)/DF, 1Hour, Close-range, 2hrs/lvl, Will½, SR applies>

– Target object or location (up to 10’ cube per level) is avoided by a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can enter the area or touch the object, but even this causes a –4 penalty to Dexterity due to the discomfort of the act.

This spell Counters and Dispels *Sympathy*.

Sympathy(PH p292)

<Ench(comp)[mind], VSM(1,500gp of pearls, honey)/DF, 1Hour, Close-range, 2hrs/lvl, Will½, SR applies>

– Target object or location (up to 10’ cube per level) attracts a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can leave the area or object, but must make an other save 10-60 minutes later or feel the urge to return.

This spell Counters and Dispels *Antipathy*.

### Evocation

Nature’s Avatar(CDiv p170)

<Evoc, VS/DF, 1StdAct, Touch, 1min/lvl>

– Touched animal gains the following:

a) +10 Morale bonus to attack & damage;

b) +1d8 per level of Temporary hit points;

c) +1 Dodge bonus to AC;

d) +30’ Enhancement bonus to all forms of movement (land, climb, swim, burrow, fly), up to double the base movement;

e) when making a Full-Round Attack, the subject gets an additional attack at his/her best attack bonus.

Rain of Black Tulips(BoED p104)

<Evoc[good], VSM(a black tulip), 1StdAct, Long-range, 1rnd/lvl(D), Fort½, SR applies>

– Black tulips fall in a 80’ radius by 80’ high Cylinder. Each Evil creature in the area of effect takes 5d6 damage per round (no save) and is Nauseated (FortNeg) as long as it remains in the area of effect.

Whirlwind, Greater(Spell p238) ~~(CDiv p189)~~

<Evoc[air], VS/DF, 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– Creates a cyclone that is 20’ radius from top to bottom and 5’ per level tall As a Move Action, the caster can move the cyclone 60’.

a) Ranged attacks cannot pass through the cyclone;

b) it extinguishes all flames;

c) Listen check fail within the cyclone;

d) it uproots trees & vegetation and leaves a trail of Dense Rubble in its wake.

e) structures within the cyclone’s radius take 2d6 x 10 hp of damage each round.

Creatures within range the cyclone are pulled towards it by the distant listed (FortNeg):

Size Flying? Range Distance

up to Large No 60’ 1d4 x 10’ +1d4 non-lethal / 10’

Huge No 40’ Prone

Gargantuan+ No 40’ Can’t move away

up to Huge Yes 60’ 60’ + 2d6 dmg

Gargantuan Yes 60’ 1d6 x 10’

Colossal Yes 60’ 1d6 x 5’

A creature up to Huge size that come into contact with the spell’s 20’ radius must make a Reflex save or take 3d6 damage. If a creature fails the first save, it must make a second Reflex save or be picked up by the winds and held there for three rounds before being ejected.

Creature that start their round within the cyclone take 6d6 dmg per round (no save) and may not move, cast spells, or attack.

A creature ejected from the cyclone is thrown 4d6 x 5’ horizontally & 4d6 x 5’ vertically (taking falling damage if can’t fly).

### Illusion

Shadow Landscape(CDiv p178)

<Ill(shadow), VS/DF, 1Hour, Long-range, 1day/lvl(D), SR applies>

– Causes natural terrain in a 1 mile radius Spread is infused with energy from the Plane of Shadow to become more dangerous:

-all-: Roll twice for all weather condition (three times for Plains) and take the worst result.

Desert: Average temperature becomes more extreme by 30 degrees and sandstorms blow through hourly.

Forest: The canopy of leaves block the sun, Light Undergrowth becomes Heavy Undergrowth, & Heavy Undergrowth becomes *Entangle*.

Hill: Light Undergrowth becomes Heavy Undergrowth, it takes two movement to go up a Gradual Slope, four movement to go up a Steep Slope, and cliffs require a Climb check vs. DC 25 to go up or down.

Marsh: Half the terrain is considered Quicksand.

Mountain: Cliffs require a Climb check vs. DC 25 to go up or down, Avalanches are 10% likely to occur when there is a loud noise, and the altitude effects are one category worse.

Plains: Half the spaces with Undergrowth are treated like *Entangle* and there are more tornados & thunderstorms.

Underground: Naturally occurring caverns require 4 movement to enter & 10% of the floor is covered by stalagmites.

The caster and one creature per 4 caster levels can be designated a ‘Traveler’ & is not effected by the special traits of the landscape (but weather effects still apply).

One HD per caster level of Animal, Plants, or Magical Beasts native to the target area can be designated ‘Shadow Guardians’. While in the area of effect, the Shadow Guardians are Friendly toward the ‘Travelers’, gain Low-Light Vision, Darkvision 60’, Resist Cold 10, Damage Reduction 10/magic, & Evasion.

### Transmutation

Cast in Stone(Spell p43)~~(MoF p83)(MoFe)+~~

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster gains a Gaze Attack with 30’ range:

a) any creature that looks at the caster is turned to stone (FortNeg, no SR). A creature may avert his/her eyes (which grants the caster Concealment and provides a 50% chance of not needed to make a save) or close his/her eyes (which grants the caster Total Concealment and negates the need to make a save).

b) as a Standard Action, the caster may turn a creature within 30’ to stone (FortNeg,   
no SR). The target does not need to see the caster for this to occur.

The caster may restore any creature that he/she turns to stone with a command word of his/her choosing.

Perinarch, Planar(Spell p154)

<Trans, VS/DF 1StdAct, Close-range, 1rnd/lvl>

– When on any Plane of Existence that is ‘highly morphic’ or ‘divinely morphic’, the caster may attempt to “stabilize” an area up to Close-range in radius that is not already under someone/something’s control. Each round, the caster may add or remove one of the four elements. The initial goal is usually a chunk of rock surrounded by air.

Shapechange(PH p277)(PH3.5e)+

<Trans(polymorph), VSF(1500gp jade circlet), 1StdAct, Personal, 10min/lvl(D)>

– The caster takes a new form, which can be changed each round as Free Action, which:

a) can by any creature type, including those which has Incorporeal or Gaseous forms;

b) cannot have more HD than the Caster level (max 25HD);

c) may be as small as Fine-size & as large as Colossal-size.

The caster gets the following from the new form:

a) Strength, Dexterity, & Constitution;

b) Extraordinary & Supernatural attacks & qualities.

The caster keeps the following from its original form:

a) Intelligence, Wisdom, & Charisma;

b) hit points (ignore new Constitution score);

c) level, class, & alignment;

d) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con); and

e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);

b) the caster’s equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;

c) +10 bonus on Disguise checks;

d) gain 1 day’s natural healing of hit-points only; and

e) if slain, return to original form.

Undermaster(Und p62)

<Trans[earth], VX(1,000), 1StdAct, Personal, 1rnd/lvl>

– While the caster stand upon or below the earth, he/she can use any of the following as a spell-like ability as a Standard Action (even if the normal casting time is longer): *Burrow, Earthquake, Excavate, Flesh to Stone, Meld into Stone, Move Earth, Reverse Gravity, Soften Earth and Stone, Statue, Stone Shape, Stone Sphere, Stone Tell, Stone to Flesh, Transmute Mud to Rock, Transmute Rock to Mud,* and *Wall of Stone.*

Unyielding Roots(CDiv p185)(DR324 p103)+

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl(D)>

– The touched willing creature grows roots into the ground, with the following effects:

a) subject cannot move or be moved from his/her current location;

b) heals 30 hp per round;

c) neutralizes poisons automatically;

d) removes Negative Levels automatically;

e) +4 bonus to Fortitude & Will saves;

f) –4 penalty to Reflex saves; and

g) any attempt to Overrun the subject fails and grants the subject an opposed Strength check (vs. the enemy’s Strength or Dexterity) to knock the enemy Prone.

# 

# Paladin Spell List

Wisdom-based Prepared Divine Spells

Note that a Paladin’s Caster Level is half his/her Paladin Class Level.

## 1st Level

### Abjuration

Clear Mind(Spell p47)

<Abj, VS/DF, 1StdAct, Personal, 10min/lvl>

– Caster gains a +4 Sacred bonus on save vs. Mind-Affecting spells & effects.

Endure Elements(PH p226)

<Abj, VS, 1StdAct, Touch, 24hrs>

– Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50.

Protection from Evil(PH p266)

<Abj[good], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Good Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

Resist Planar Alignment(Spell p174)

<Abj VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched creature takes only half the penalty to his/her Charisma, Wisdom, & Intelligence checks when on a Strongly Aligned planes whose alignment is different, and has no alignment-based penalties on a Mildly Aligned Plane.

Resistance(PH p272)

<Abj, VS/AM(cloth)/DF, 1StdAct, Touch, 1min>

– Subject gains +1 Resistance bonus on all saves.

Resurgence(CDiv p177)

<Abj, VS/DF, 1StdAct, Touch, Instantaneous>

– The touched creature receives a new saving throw against one ongoing spell, spell-like ability, or supernatural ability affecting him/her. If the subject has more than one ongoing effect, the caster chooses which one the save applies to.

Only effects which allow a save can be targeted by this spell.

Strategic Charge(MoF p125)

<Abj, VDF, 1StdAct, Personal, 1rnd/lvl>

– The caster gains Feat: Mobility.

### Conjuration

Create Water(PH p215)

<Conj(creat), VS, 1StdAct, Close-range, Instantaneous>

– Creates 2 gallons/level of pure water.

Cure Light Wounds(PH p215)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 1d8 +1/level damage (max +5) with Positive Energy.

Faith Healing(MoF p93)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 8 +1/level damage (max +5) to a worshiper of the caster’s patron deity.

Golden Barding(CDiv p166)

<Conj(creat)[force], V/DF, 1StdAct, Touch, 1hr/lvl>

– The caster’s touched Special Mount is garbed in force-based golden barding that does not impede its movement.

Lvl AC Bonus Appearance

2-3 +4 Scale Mail Barding

4-5 +5 Chainmail Barding

6-7 +6 Splint Mail Barding

8-9 +7 Half-Plate Barding

10+ +8 Full Plate Barding

Restoration, Lesser(PH p272)

<Conj(heal), VS, 3Rounds, Touch, Instantaneous>

– Touched creature has penalties on one ability score removed -or- has 1d4 ability Damage cured from one ability score.

Also, the subject has Fatigue removed or has Exhaustion upgraded to Fatigue.

This spell cannot heal permanent ability Drain.

### Divination

Blessed Aim(Spell p31)~~(CDiv p154)~~

<Div, VS, 1StdAct, 1min/lvl>

– All allies within a 50’radius Spread of the caster receive a +2 Morale bonus on ranged attacks.

Detect Manifest Zone(FoE p150)

<Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>

– The caster can sense the presence of Manifest Zones (i.e., planar overlaps / gates) in a 120’ radius Emanation around himself/herself

The information gained increases each round:

1st round – presence of one (or more) Manifest Zones. If not in line-of-sight, the caster only knows the direction.

2nd round – general age of each Manifest Zone –and– if it will fade within 24 hours.

3rd round – learn the Plane of Existence to which the Manifest Zone connects –and– any boundaries of the zone that lie within the area-of-effect.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Detect Night Creature(DR340 p49)

<Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>

– The caster can see the Night Creature Aura (see page ) of any Undead, Evil Outsider, or creature that is harmed / hindered by sunlight in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of Night Creatures.

2nd round – number of Night Creatures auras & the strength of the most powerful aura.

3rd round – strength & location of each aura. If not in line-of-sight, the caster only knows the direction.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

This spell is not affected by *Undetectable Alignment* and similar spells & effects.

Detect Poison(PH p219)

<Div, VS/DF, 1StdAct, Close-range, Instantaneous, no save, no SR>

– Determines if one creature, one object, or one 5’ cube is poisonous, has been poisoned, or contains poison.

Identifying the type of poison requires a Wisdom check vs. DC 20. If the caster has ranks in Craft(alchemy), he/she may also make a check with that skill vs. DC 20.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Detect Undead(PH p220)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

– The caster can see the Undead Aura of any Undead in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of Undead.

2nd round – number of Undead auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.

3rd round – strength & location of each aura.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Grave Strike(CAdv p150)

<Div[good], V/DF, 1 Swift Action, Personal, 1rnd>

– The caster treats Undead as if they were not immune to Sneak Attacks, though all requirements for Sneak Attacks still apply.

Note: This spell does not give the caster the ability to overcome Damage Reduction.

Read Magic(PH p269)

<Div, VSF(prism), 1StdAct, Personal, 10min/lvl>

– Reads scrolls & spell books at 1 page per min.

Vision of Glory(MoF p131)

<Div, VS/DF, 1StdAct, Touch, until discharged up to 1min>

– Target gains +1 Morale bonus on one saving throw.

### Enchantment

Bless(PH p205)

<Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl>

– All allies within a 50’ radius Burst gain a +1 Morale bonus on attacks & +1 Morale bonus on saves vs. fear.

This spell Counters and Dispels the spell *Bane*.

### Evocation

Divine Favor(PH p224)

<Evoc, VS/DF, 1StdAct, Personal, 1min>

– The caster gains a Luck bonus of +1 per 3 levels (min +1, max +6) to attacks & weapon damage.

Divine Sacrifice(CDiv p163)

<Evoc, VS, 1StdAct, Personal, 1rnd/lvl>

– While this spell is in effect, the caster can sacrifice hit points once per round as a Free Action to do extra damage on his/her next successful attack (within the spell’s duration). For each 2 hp sacrificed (up to 10hp), the caster does +1d6 damage (max +5d6).

Lantern Light(BoED p101)

<Evoc[good][light][ray], S, 1StdAct, Close-range, up to 1rnd/lvl, no save, SR applies>

– One 1d6 damage ray may be fired each round, up to one ray per two Caster levels.

Note: The caster may not have engaged in sexual congress for 24 hours before casting this spell.

Sun Father’s Face(DR346 p30)

<Evoc[light], VS/DF, 1 Swift Action, Personal, until discharged up to 1min>

– The caster begins to glow, giving off light as bright as a candle.

Before rolling, the caster can choose to add a +4 Sacred bonus on one Turn check or Wild Empathy check. This ends the spell.

Note: Used by followers of Pelor.

### Necromancy

Divine Sacrifice(BoED p97)

<Necro, VS, 1StdAct, Personal, until discharged up to 1rnd/lvl>

– At casting time, the caster takes up to 10 hp of damage. For each 2 hp, the caster does +1d6 damage on the next successful attack (within the spell’s duration).

### Transmutation

Axiomatic Water(Spell p22)

<Trans[lawful], VSM(25gp silver & iron)/DF, 1Minute, Touch, Instantaneous>

– Transforms the touched flask of water into Axiomatic Water.

The flask of Axiomatic Water may be thrown as a splash weapon with a 10’ range increment. To be used on an Incorporeal creature, the flask must be opened and the contents poured on the target (equivalent to a ranged attack on an adjacent foe which does not provoke an attack of opportunity).

A direct hit on a Chaotic Outsider does 2d4 damage. A Chaotic Outsider within 5’ of the location of impact takes 1 hp of damage.

Bless Water(PH p205)

<Trans[good], VSM(25gp silver), 1Minute, Touch, Instantaneous>

– Transforms 1 flask of water into Holy Water.

Bless Weapon(PH p205)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– Touched weapon gains special abilities against an Evil opponent only:

a) all “threats” become criticals (this does not apply to weapons with critical-related effects, such as a Vorpal weapon);

b) is a ‘good’ and ‘magic’ weapon for purposes of bypassing Damage Reduction.

c) can hit Incorporeal opponents as if it had a +1 Enhancement bonus.

Bless Weapon, Swift(Spell p31)

<Trans, VS, 1 Swift Action, Touch, 1rnd>

– Touched weapon gains special abilities against an Evil opponent only:

a) all “threats” become criticals (this does not apply to weapons with critical-related effects, such as a Vorpal weapon);

b) is a ‘good’ and ‘magic’ weapon for purposes of bypassing Damage Reduction.

c) can hit Incorporeal opponents as if it had a +1 Enhancement bonus.

Deafening Clang(Spell p59)~~(MoF p87)~~

<Trans[sonic], VS/DF, 1 Swift Action, Touch, 1rnd,   
Fort½, no SR>

– The caster’s weapon does +1d6 Sonic damage (no save) and a struck foe becomes Deaf for 1 minute (FortNeg).

Magic Weapon(PH p251)

<Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>

– Touched manufactured weapon gains a +1 Enhancement bonus to attack & damage.

A Monk’s Unarmed Strike can be the target of this spell.

Rhino’s Rush(Spell p176)

<Trans, VS, 1 Swift Action, Personal, 1rnd>

– The first Charge attack made by the caster within the spell’s duration does double damage.

Second Wind(BoED p106)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl>

– Subject gains Feat: Endurance with regards to long-tern strenuous activity.

Silverbeard(MoF p117)

<Trans, VDF, 1StdAct, Personal, 1min/lvl>

– The caster grows a hard silver beard that gives a +2 bonus to AC (that stacks armor) & gains a +2 Circumstance bonus on Diplomacy checks vs. Dwarves.

Silvered Weapon(BoED p107)

<Trans, VS, 1StdAct, Touch, 1round/lvl>

– A single touched weapon or projectile is considered to be Silver for purposes of overcoming Damage Reduction. If the weapon is already made from a special material (such as Cold Iron or Adamantine), it looses the benefit from the original material for the spell’s duration.

Traveler’s Mount(CDiv p184)

<Trans, VS, 1StdAct, Touch, 1hr/lvl>

– The touched Animal or Magical Beast receives the following benefits:

a) +10’ Enhancement bonus to movement;

b) can Hustle without taking damage or becoming Fatigued;

c) cannot make attack rolls.

Virtue(PH p298)

<Trans, VS/DF, 1StdAct, Touch, 1min>

– Touched subject gains 1 Temporary HP.

Warning Shout(MoF p132)

<Trans[sonic], V, 1StdAct, ½ mile>

– All living creatures within half a mile hear up to 5 words that the caster speaks. Those in normal sleep wake to hear the message.

### Universal

## 2nd Level

### Abjuration

Angelskin(Spell p11)

<Abj[good], VS/DF, 1StdAct, Touch, 1rnd/lvl>

– The touched Lawful Good creature gains Damage Reduction 5 / evil.

Cloak of Bravery(Spell p47)(CWar p117)

<Abj[mind], VS, 1StdAct, 10min/lvl>

– The caster & all allies within a 60’ radius Emanation gain a Morale bonus to saves vs. Fear equal to the Caster level (max +10).

Insignia of Alarm(RoD p166)

<Abj, VSF(insignia), 1StdAct, Long-range, Instantaneous>

– Each creature wearing an Insignia that matches the spell’s focus hears a chime in his/her head. It is loud enough to wake the subject from sleep, but not enough to break concentration.

Moment of Clarity(BoED p103)

<Abj, VS/DF, 1StdAct, Touch>

– Touched subjects gains a new save against a current mind-affecting spell or effect. The effect must allow a save or this spell is wasted.

Resist Energy(PH p272)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject & his/her equipment are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

Lvl # Lvl # Lvl #

up to 6th 10 7th – 10th 20 11th + 30

Shield of Heironeous(DR354 p30)

<Abj[force], VS, 1StdAct, Personal, 1min/lvl(D)>

– An almost transparent disc of force grants the caster a +4 Shield bonus to AC (no matter from which direction the attack originates) & negates any *Magic Missile* that targets the caster. The ‘shield’ has the symbol of Heironeous on its front.

Shield Other(PH p278)

<Abj, VSF(two 50gp platinum rings that must be worn by caster & target), 1StdAct, Close-range, 1hr/lvl(D)>

– Target gains a +1 Deflection bonus to AC & a +1 Resistance bonus to saves. Half of all hit-point damage that the target takes is actually taken by the caster. The spell ends immediately if target leaves Close-range.

Undetectable Alignment(PH p297)

<Abj, VS, 1StdAct, Close-range, 24hrs>

– The target creature or object cannot have its alignment detected.

Zeal(CDiv p191)

<Abj, VS, 1StdAct, Personal, 1rnd/lvl>

– The caster designates a foe. Against all enemies except the designated foe, the caster gain a +4 Deflection bonus to AC against Attacks of Opportunity.

The caster also may move through opponent’s spaces as if they were allies as long as he/she ends the movement closer to the designated foe than he/she started.

### Conjuration

Call Mount(BoED p93)

<Conj(call)[good], V, 1Round, 10’ range, 1hr/lvl(D)>

– The caster summons his/her special mount for the spell’s duration. This is the same as the Call Mount class ability, but can be used in addition to that ability.

Delay Poison(PH p217)

<Conj(healing), VS/DF, 1StdAct, Touch, 1hr/lvl>

– Touched creature suppresses the effects of current or new poisons in its body until the spell ends.

Estanna’s Stew(BoED p99)

<Conj(heal), VSF(50gp engraved stew pot), 1Round>

– The held stew pot if filled with one serving per two levels (max 5 servings) of healing stew, which disappears after 1 hour. Each creature who consumes a serving (as a Standard Action) is healed 1d6+1 hp.

An Undead within 10’ that is splashed with the stew takes 1d6+1 Positive damage per serving still in the pot (Will½, SR applies).

### Divination

Clarity of Mind(Spell p46)(Und p57)

<Abj, VS/DF, 1StdAct, Touch, 1hour/lvl>

– The touched living creature gains the following:

a) +4 Insight bonus on saving throws vs. spells with the Charm, Compulsion, and Glamer sub-schools;

b) The miss chance cause by any Glamer spells (such as *Blur* or *Displacement*) is reduced by 10%.

Divine Insight(CAdv p147)

<Div, VS/DF, 1StdAct, Personal, until discharged up to 1hr/lvl>

– As an Immediate Action, the caster may   
receive an Insight bonus of (5 + Caster level) (max +15) on any single skill check (before   
the check is rolled). This discharges the spell.

A creature may only have one *Divine Insight* in effect at a time.

Remove Paralysis(PH p271)

<Conj(heal), VS, 1StdAct, Close-range, Instantaneous>

– Helps frees up to 4 creatures in a 30’ area from the effects of paralysis, being Held, or the effects of a *Slow* spell. Effect is based on the number of subjects.

# Effect

1 Paralysis automatically removed

2 new save with +4 Resistance bonus

3-4 new save with +2 Resistance bonus

### Enchantment

Awaken Sin(Spell p21)~~(DR315 p30)~~

<Ench(comp)[good][fear][mind], VS/DF, 1StdAct, Touch, Instantaneous, WillNeg, SR applies>

– The touched Evil creature with at least 3 Intelligence takes 1d6 nonlethal damage per level (max 10d6) and is Stunned for 1 round (WillNeg). If the nonlethal damage knocks the target unconscious, the target also takes 1d6 Wisdom damage.

Zone of Truth(PH p303)

<Ench(comp)[mind], VS/DF, Close-range,   
1min/lvl, WillNeg, SR applies>

– Creatures in a 20’ radius Emanation that fail their save cannot lie. All subject know that the zone is in effect & have the option of not speaking or being evasive.

### Evocation

Checkmate’s Light(Spell p46)

<Evoc[lawful], VS/DF, 1StdAct, Touch, 1rnd/lvl(D)>

– The touched weapon gains the following:

a) +1 Enhancement bonus per 3 levels   
(max +5 at 15th level);

b) does ‘lawful’ damage for purposes of overcoming Damage Reduction;

c) gives off illumination as bright as a Torch;

d) all creatures within 20’ of the weapon gain a +1 Morale bonus on saves vs. Fear.

These effects are Suppressed when not being wielded by the caster or a follower of the caster’s deity.

Crown of Smiting(PH2 p108)

<Evoc, VSF(25gp 6” silver hoop), 1StdAct, Touch, until discharged up to 1hr/lvl(D)>

– A magical circlet appear on the subject, taking up his/her ‘head’ magic item location. If removed, the spell ends immediately.

The caster designates if this spell will smite ‘chaotic’, ‘evil’, ‘good’, or ‘lawful’ when cast

Once per minute, the subject may designate a melee or ranged attack to be ‘smiting’. If the attack hits and the foe has the designated alignment, the foe takes +2 damage.

As an Immediate Action, the subject can discharge the spell, receiving a +8 damage on the next attack.

Hand of Divinity(MoF p98)(MoFe)+

<Evoc[good], VS/DF, Touch, 1min/lvl>

– Touched target who worships the same non-Evil deity as the caster -or- has the same alignment as the caster gains a +2 Sacred bonus on all saving throws.

### Necromancy

Mark of Doom(PH2 p119)

<Necro, VS/DF, 1StdAct, Medium-range, 1rnd/lvl,   
no save, no SR>

– Target creature takes 1d6 damage each time he/she makes a ranged or melee attack, casts a spell that does damage or disables a creature, or activates a spell-like or supernatural ability to harm creatures.

The target must have at least one alignment component opposite from the caster. If the caster is Neutral, the target can be any non-Neutral creature.

### Transmutation

Aura of Glory(Spell p18)~~(MoF p78)~~

<Trans, V/DF, 1 Swift Action, Instantaneous>

– All allies within the caster’s Aura of Courage have all Fear effects removed.

Bladebane(UE p48)

<Trans, VSM(blood, 500gp ruby dust), 1StdAct, Touch, 1rnd/lvl>

– The touched bladed weapon becomes more effective against one type of creature (use the Ranger List for categories). Against a chosen creature, the weapon gains +2 Enhancement bonus that stacks with any base bonus, and an extra +2d6 damage when it hits.

Bull’s Strength(PH p207)

<Trans, VSM(bull hair)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Strength.

Eagle’s Splendor(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Charisma.

Owl’s Wisdom(PH p259)

<Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Wisdom.

Righteous Fury(MoF p114)

<Trans, VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster gains the following benefits:

a) +1d4 temporary hp per level (max 10d4);

b) +2 Natural Armor bonus to AC;

c) +2 Enhancement bonus to Strength;

d) +2 Enhancement bonus to Dexterity;

e) +2 Sacred bonus on Fortitude saves;

f) any Undead that touches the caster (including slam, bite, etc., attacks) takes 1hp damage from positive energy.

Stone Fist(RoS p163)

<Trans, VS/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster’s fists turn stone-like, gaining the following benefits:

a) treated as ‘armed’ for purposes of generating Attacks of Opportunity;

b) does lethal Bludgeoning damage;

c) if Medium size, the caster’s fists do 2d6 damage (unless normal damage is higher) (Small-sized casters do 1d8 damage); and

d) if the caster is a Dwarf or a Goliath, his/her unarmed attacks are treated as ‘Cold Iron’ for purposes of overcoming damage reduction.

Strength of Stone(MoF p125)

<Trans, VS/DF, 1StdAct, Personal, up to 1hr/lvl>

– 1d4+1 Enhancement bonus to Strength that ends if the caster looses contact with the ground (natural stone walls & caverns are alright). The following acts are assumed to cause the caster to loose contact: jumping, tumbling, charging, & running.

## 3rd Level

### Abjuration

Blessing of Bahamut(Spell p31)(CDiv p154)

<Abj[good], VM(feather), 1StdAct, Personal, 1rnd/lvl>

– The caster’s skin gains a platinum sheen & he/she gains Damage Reduction 10 / magic.

Dispel Magic(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +10). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Forceward(PGF p102)

<Abj, VS/DF, 1FullRound, 1min/lvl, WillNeg>

– Creates an immobile 10’ radius Emanation sphere around the caster which gives off enough light to see inside the sphere & 5’ past its edge.

In order to enter the sphere, a creature must make a Will save (SR applies). Anyone (including the caster) can freely leave, but must make the save to enter. The sphere does not prevent the entry of spells, projectiles, or even weapons.

The Caster and all of his/her allies that are within the area of effect gain a +2 Sacred bonus on saving throws against effects created by Evil creatures.

Insignia of Blessing(RoD p166)

<Abj, VSF(insignia), 1StdAct, Long-range, 1min/lvl>

– Each creature wearing an Insignia that matches the spell’s focus receives the following:

a) hears a chime in his/her head. It is loud enough to wake the subject from sleep, but not enough to break concentration;

b) receives a +1 Divine bonus to AC and on Fortitude saves.

Loyal Vassal(MoF p106)

<Abj[lawful], VS/DF, 1StdAct, Touch, 10min/lvl>

– One touched subject per 3 caster levels gain the following benefits:

a) +3 Sacred bonus on saves against mind-affecting effects;

b) if the subject ends up under a mind-affecting magic & is ordered to harm the caster or any other subject of this spell, that command is considered the same as a “suicidal order”, typically allowing a new saving throw;

c) if within sight of the caster, each subject gains a +1 Morale bonus to attacks & +1 Morale bonus on saves vs. fear.

Magic Circle against Chaos(PH p249)

<Abj[law], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Chaotic creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Lawful Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[law], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Lawful creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

Magic Circle against Evil(PH p249)

<Abj[good], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Good Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[good], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Good creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

Mantle of Good(Spell p137)

<Abj[good], VS, 1StdAct, Personal, 10min/lvl(D)>

– Caster gains Spell Resistance 12 + Caster level vs. spells with the [evil] descriptor.

Mantle of Law(Spell p138)

<Abj[law], VS, 1StdAct, Personal, 10min/lvl(D)>

– Caster gains Spell Resistance 12 + Caster level vs. spells with the [chaos] descriptor.

Remove Curse(PH p270)

<Abj, VS, 1StdAct, Touch>

– Touched person or object is freed from all curses upon it, assuming the curse doesn’t explicitly say that this spell is ineffective.

This spell Counters & Dispels *Bestow Curse*.

Resurgence, Mass(CDiv p177)

<Abj, VS/DF, 1StdAct, Close-range, Instantaneous>

– Once subject per level in a 30’ area receives a new saving throw against one ongoing spell, spell-like ability, or supernatural ability affecting him/her. The caster chooses one common effect that the new save applies to (i.e., if some subjects are effected by *Baleful Polymorph* and others are effected by *Charm Person*, the caster must choose the targets of one spell or the other to receive the new save)

Only effects which allow a save can be targeted by this spell.

### Conjuration

Axiomatic Storm(Spell p22)

<Conj(creat)[law][water], VSM(vial of axiomatic water)/DF, 1StdAct, 1rnd/lvl(D), no save, no SR>

– Creates an immobile downpour in a 20’ radius by 20’ high Cylinder, centered at the caster’s location when he/she cast the spell.

All creatures within the area of effect suffer the following:

a) –4 penalty on Listen, Spot, & Search checks;

b) –4 penalty on ranged attacks going into, out of, or through the area of effect;

c) Chaotic Outsiders take 4d6 damage each round. All other Chaotic creatures take 2d6 each round; and

d) A random Chaotic Outsider in the area of effect takes 5d6 Acid damage each round.

When the spell ends, all the water disappears.

Cure Moderate Wounds(PH p216)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 2d8 +1/level damage (max +10) with Positive Energy.

Embrace of Endless Day(FoE p150)

<Conj, VS/DF, 1Minute, Touch, until discharged up to 1min/lvl>

– The touched creature gains 3 points of Positive Energy per Caster level (max 30). The subject may expend 1 or more points of Positive Energy to heal living creatures or harm Undead as a Standard Action that has a range of Touch. Once all points are expended, the spell ends.

As long as the spell is in effect, the subject gains a +1 Sacred bonus on saves vs. Death effects & Necromancy spells.

Heal Mount(PH p239)

<Conj(heal), VS, 1StdAct, Touch>

– By touching the caster’s paladin mount, it is infused with Positive Energy, healing 10hp per level (max 150hp) and being immediately cured of the following: ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, diseased, Exhausted, Fatigued, *Feeblemind*, insanity, Nauseated, Sickened, Stunned, and / or being poisoned.

This spells does not remove Negative Levels, ability Drain, & lost levels.

Healing Spirit(PH2 p114)

<Conj(heal), VS, 1StdAct, Close-range, 1rnd/2lvls>

– A 1’ diameter ball of light appears within range, with the following abilities:

a) gives off bright light in a 10’ radius & shadowy illumination out to a 20’ radius;

b) can be directed by the caster to fly 30’ per round with Perfect maneuverability as a Free Action;

c) if the ‘healing spirit’ ends its movement in the square of another creature, it is healed 1d8 with Positive Energy. To touch an unwilling target (such as an Undead which will be damaged by touch (Will½ ,SR applies)), make an Incorporeal Touch Attack with an attack bonus of +0.

d) cannot be affected by attacks or spells;

e) if the ‘healing spirit’ moves out of the spell’s range, it ends immediately.

Remove Blindness/Deafness(PH p270)

<Conj(heal), VS, 1StdAct, Touch>

– Cures either Blindness or Deafness in the touched target (magical or otherwise). This spell will repair damaged eyes & ears, but will not replace them if actually missing.

Smite Heretic(BoED p107)

<Conj, VS/DF, 1StdAct, Personal, 10min/lvl>

– If the caster uses his/her ‘Smite Evil’ class ability against an Evil creature that can cast Divine spells, the caster gains a +2 Sacred bonus to attack & does +2 hp per Paladin level (instead of +1 hp per lvl).

### Divination

Blessed Sight(BoED p92)

<Div, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s eyes glow white & he/she can see the Alignment Aura of Evil creatures, spells, or objects in a 120’ Cone-shaped Emanation. Although similar to *Detect Evil*, this spell does not require concentration & sees the location & strengths of all auras within the emanation on the first round.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

An “Overwhelming” aura may Stun a Good-aligned caster for 1 round.

Discern Lies(PH p221)

<Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR>

– Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.

Know Greatest Enemy(MoF p103)

<Div, V/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl>

– Determines relative power level of creatures within a quarter circle extending out to the end of Close-range. In effect, the caster knows the Challenge Rating of each creature.

This spell can be blocked by any magic of 3rd level or higher that blocks scrying.

Mark of the Hunter(CDiv p168)

<Div, VSM(a bit of skin or bone from relevant favored enemy), 1StdAct, Medium-range, 10min/lvl, WillNeg, SR applies>

– One target creature who is a Favored Enemy of the caster becomes easier for him/her to fight:

a) the caster’s Favored Enemy bonus against the target improves by +4;

b) the target looses the AC bonus of Cover (but not Total Cover) against the caster;

c) the target looses the Miss Chance of Concealment (but not Total Concealment) against the caster.

Mind Bond(BoED p102)

<Div, VS/DF, 1StdAct, Close-range, 1rnd/lvl(D)>

– The caster and his/her Special Mount gain an advantage in combat:

a) When the caster & the Special Mount flank an opponent, each gains a +4 bonus to their attack rolls (instead of a +2);

b) The Special Mount gains a +1 Competence bonus on attack rolls for every three Paladin levels the caster has (max +5) as long as it remains within Close-range.

### Enchantment

Insignia of Blessing(RoD p166)

<Ench(comp)[mind], VSF(insignia), 1StdAct, Long-range, 1min/lvl>

– Each creature wearing an Insignia that matches the spell’s focus receives the following:

a) hears a chime in his/her head. It is loud enough to wake the subject from sleep, but not enough to break concentration;

b) receives a +1 Morale bonus on attack rolls and saves vs. Fear effects.

Prayer(PH p264)

<Ench(comp)[mind], VS/DF, 1StdAct, 1rnd/lvl, no save, SR applies>

– All allies within 40’ radius Burst of the caster gain +1 Luck bonus on attacks, damage, saves, & skill checks.

All enemies within 40’ radius Burst of the caster suffer a –1 Luck penalty on attacks, damage, saves, & skill checks.

### Evocation

Daylight(PH p216)

<Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object gives off bright light in a 60’ radius & dim light for another 60’. The light may be blocked by putting the object in a container.

Treated as ‘sunlight’ for creatures who receive penalties in those conditions, but is not real sunlight so certain Undead are not destroyed.

This spell Suppresses *Deeper Darkness* and is suppressed by it, leaving only the natural illumination in the overlapping area.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

### Transmutation

Earth Hammer(RoS p162)

<Trans, V, 1 Swift Action, Touch, 1rnd/lvl>

– The touched melee weapon gains the following benefits:

a) does damage as if it were one size category larger;

b) does Bludgeoning damage only; and

c) treated as Adamantine for purposes of overcoming damage reduction. This suppresses the actual material it is made from (such as ‘silver’ or ‘cold iron’).

Magic Weapon, Greater(PH p251)

<Trans, VSM(powdered lime, carbon)F(weapon)/DF, 1StdAct, Close-range, 1hr/lvl>

– Targeted manufactured weapon –or– a bundled group of 50 projectiles gain an Enhancement bonus to attack & damage of +1 per four levels (max +5).

A Monk’s Unarmed Strike can be the target of this spell.

Undead Bane Weapon(PGF p117)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– One touched weapon or 50 grouped projectiles becomes ‘Undead Bane’:

a) an extra +2 to hit & +2d6 damage when attacking an Undead;

b) damage is considered ‘good’ for purposes of overcoming Damage Reduction;

c) gives off gray light as bright as a candle;

d) if the caster level is 9th or higher, the touched weapon also gains a +1 Enhancement bonus (assuming it is not already magical).

## 4th Level

### Abjuration

Break Enchantment(PH p207)(DR306 p110)+

<Abj, VS, 1Minute, Close-range, no SR>

– Attempts to free 1 subject per level within a 30’ area from all Curses, Enchantments, Transmutations, and Petrifaction. Each effect is subject to a Dispel Check (max +15). Cursed items typically have a DC of 25.

If petrifaction is removed from a creature, it does not need to make a saving throw to survive.

Effects that cannot be removed by *Dispel Magic* can be removed by this spell if their level is no more than 5th.

This spell breaks effects on creatures. A cursed item still have its curse, it just may no longer apply to the subject.

Dispel Chaos(PH p222)

<Abj[law], VS/DF, 1StdAct, Personal, Until Discharged up to 1rnd/lvl>

– The caster gains a blue glow, which provides a +4 Deflection bonus to AC against Chaotic creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

a) touch attack on a Chaotic creature from another plane will force it home if it fails its SR check (if any) and its Will save.

b) touching a Chaotic spell or an enchantment cast by a Chaotic caster ends the spell as per a successful casting of *Dispel Magic*.

Dispel Evil(PH p222)

<Abj[good], VS/DF, 1StdAct, Personal, until discharged up to 1rnd/lvl>

– The caster gains a white radiance, which provides a +4 Deflection bonus to AC against Evil creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

a) touch attack on an Evil creature from another plane will force it home if it fails its SR check (if any) and its Will save.

b) touching an Evil spell or an enchantment cast by an Evil caster ends the spell as per a successful casting of *Dispel Magic*.

Glory of the Marty(BoED p99)

<Abj[good], VSF(50gp platinum rings that must be worn by caster & each subject), 1StdAct, Close-range, 1hr/lvl(D)>

– One subject per Caster level gains a +1 Deflection bonus to AC & a +1 Resistance bonus to saves. Half of all hit-point damage that each target takes is actually taken by the caster.

If the caster dies while under the effect of this spell, each remaining subject is healed 1d8hp.

The spell ends for any subject that leaves Close-range.

Hand of Torm(MoF p99)

<Abj[variable alignment], VS/DF, 1Minute, 1hr/lvl>

– Creates an immobile 10’ radius area with a glowing border & a representation of the appropriate deity’s hand above it. Any creature who worships that deity or it wearing its holy symbol can freely enter, but others must make a Fortitude save each round or become Stunned (those trying to leave the warded do not need to save).

Sacred Haven(CDiv p178)(BoED p106)

<Abj, VS/DF, 1StdAct, Touch, 1min/lvl>

– One touched creatures gains an aura of light:

a) +2 Sacred bonus to AC;

b) does not loose Dexterity modifier to AC when Flat-Footed;

c) The caster knows the subject’s position (distance & direction) and condition (unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc.);

d) The caster can use his/her ‘Lay on Hands’ ability on the subject at any range.

### Conjuration

Cure Serious Wounds(PH p216)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 3d8 +1/level damage (max +15) with Positive Energy.

Neutralize Poison(PH p257)

<Conj(heal), VSM(charcoal)/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject or object has all poison removed from it immediately. If a creature was poisoned, it does not need to make any further saving throws. This spell does not heal ability damage or drain taken from earlier failed saves.

In addition, the subject cannot be poisoned for 10 minutes per level. If the subject is a poisonous creature, it cannot poison anyone for the spell’s duration (WillNeg, SR applies)

Restoration(PH p272)

<Conj(heal), VSM(100gp diamond dust), 3Rounds, Touch, Instantaneous>

– Touched creature is restored as follows:

a) all Negative Energy Level are removed;

b) one lost Experience Level is restored if it was drained within 1/day per level;

c) removes all ability penalties and temporary ability Damage;

d) restores all permanently Drained points from one ability score; and

e) eliminates Fatigue and Exhaustion.

Revenance(CDiv p178)(MoF p113)

<Conj(heal), VSM(500gp diamond dust)/DF, 1FullRound, Touch, 1min/lvl>

– The touched ally that was killed within 1rnd/lvl is restored to life for the spell’s duration, and then dies again. The target does not loose a level & is at ½ hp. Against the creature that killed it, the target receives a +1 Morale bonus on All Actions. The spirit must be willing, cannot have died of old age, have been killed by a ‘death effect’, or have been an Undead, Construct, Elemental, or an outsider. The body must be intact.

Seek Eternal Rest(MoF p115)

<Conj(heal), V/DF, 1StdAct, Personal, 10min/lvl>

– The caster is considered 2 levels higher for purposes of Turning or Destroying Undead.

Spiritual Chariot(CDiv p181)

<Conj(creat)[force], VS/DF, 1StdAct, Close-range, 1hr/lvl>

– A weightless chariot made of force appears harnessed to the caster’s Special Mount. It can hold the caster and one Medium-sized passenger (or 2 Small-sized). The chariot negates the weight of the passengers, allowing the mount to travel at its normal movement.

The passengers have Cover. The driver gains a +4 Sacred bonus on Handle Animal checks.

If the chariot is unhitched from the mount, the spell ends.

### Enchantment

Sword of Conscience(BoED p109)

<Ench(comp)[good][mind], V/DF, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– Target Evil creature takes Ability Damage to its Wisdom & Charisma determined by it HD and/or Level (as listed below):

Creature 1d6 1d8 2d6 2d8

Cleric of Evil God 0-1 2-4 5-10 11+

Evil Outsider 0-1 2-4 5-10 11+

Evil Elemental 0-2 3-8 9-20 21+

any Undead 0-2 3-8 9-20 21+

other Evil Creature 0-10 11-25 26-50 51+

### Evocation

Blessing of the Righteous(PH2 p104)

<Evoc [good], VS/DF, 1StdAct, 1rnd/lvl>

– All allies in a 40’ radius Burst around the caster have their melee & ranged attacks do +1d6 Holy damage and are considered ‘good’ for the purpose of overcoming Damage Reduction.

Castigate(Spell p44)~~(CDiv p158)~~

<Evoc[sonic], V, 1StdAct, Instantaneous, Fort½,   
SR applies>

– Enemies within 10’ radius Burst of the caster as affected as follows:

Alignment Damage

Same no damage

Within 1 Step 1d2/lvl (max 10d2) (Fort½)

Further 1d4/lvl (max 10d4) (Fort½)

Divine Retaliation(PH2 p110)

<Evoc[force], VS/DF, 1 Swift Action, 1rnd>

– A copy of the caster’s Deity’s Favored Weapon made of Force occupies his/her square and makes one attack for each time the caster is hit in melee for the spell’s duration.

Attack bonus = Caster level + Wisdom modifier –or– Strength modifier (whichever is higher).

Damage & threat range is standard for the Favored Weapon, with a bonus of 1½ x (Wisdom modifier –or– Strength modifier (whichever is higher)).

Holy Sword(PH p242)

<Evoc[good], VS, 1StdAct, Touch, 1rnd/lvl>

– Touched melee weapon gains the following:

a) +5 Enhancement bonus to attacks & dmg;

b) +2d6 damage to Evil opponents

c) the weapon’s damage is treated as ‘good’ for purposes of overcoming Damage Reduction.

d) generates a *Magic Circle against Evil*. If the effect is dispelled or ends in any other way, the caster may reactivate it as a Free Action on his/her turn. The effect ends 1rnd after the weapon leaves his/her hand.

This spell Suppresses all other enhancements & spells on the target weapon.

Lawful Sword(PGF p105)

<Evoc[law], VS, 1StdAct, Touch, 1rnd/lvl>

– Touched melee weapon gains the following:

a) +5 Enhancement bonus to attacks & dmg;

b) +2d6 damage to Evil opponents.

c) the weapon’s damage is treated as ‘lawful’ for purposes of overcoming Damage Reduction.

d) generates a *Magic Circle against Chaos*. If the effect is dispelled or ends in any other way, the caster may reactivate it as a Free Action on his/her turn. The effect ends 1rnd after the weapon leaves his/her hand.

This spell Suppresses all other enhancements & spells on the target weapon.

Lawful Sword(PGF p105)(RoF p190)

<Evoc, VS, 1StdAct, Touch, 1rnd/lvl>

– Touched weapon gains a +5 Enhancement bonus to attacks, does double damage to Chaotic opponents, and generates a *Magic Circle against Chaos* as long as the weapon remains in its caster’s hand. This spell suppresses any other spells or magics of the touched weapon.

Sunlight(DR340 p49)

<Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object gives off bright light in a 60’ radius & dim light for another 60’. The light may be blocked by putting the object in a container.

Treated as ‘sunlight’ for creatures who receive penalties in those conditions. Some creatures, such as Vampires, can even be destroyed by this spell..

This spell Dispels [darkness] spells of equal or lower level. If this spell overlaps with a [darkness] spell of a higher level, the effects of both are suppress, leaving only the natural illumination in the overlapping area.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

### Necromancy

Blood of the Martyr(BoED p92)

<Necro(heal)[good], VS, 1StdAct, Medium-range>

– The caster transfers his/her own hit-points (minimum 20) to a willing or unconscious creature. The subject is healed as per a *Cure Wounds* spell, so any excess hp are lost. The caster loses the hp as if he/her had taken damage.

Curse of Impending Blades, Mass(Spell p57)

<Necro, VSM(nail, leather)/DF, 1StdAct, Medium-range, 1mn/lvl, no save, SR applies>

– The enemies in a 20’ radius Burst receive a –2 penalty to AC.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

Death Ward(PH p217)

<Necro, VS/DF, 1StdAct, Touch, 1min/lvl>

– Grants immunity to death spells & effects, gaining Negative Levels, and Negative Energy damage & ability loss.

Favor of Ilmater(PGF p102)

<Necro, VS, 1StdAct, Medium-range, 1min/lvl>

– The following effects on the subject are suppressed for the spell’s duration (whether they were in effect before this spell or happen during it): Subdual damage, Charm effects, Compulsions, attack that functions by causing pain, Dazed, Exhausted, Fatigued, Nauseated, Sickened, Staggered, or Stunned. Also, the target remains conscious & able to take a single action if between –1 to –9 hp.   
The subject also gain Feat: Endurance.

Mark of Justice(PH p252)

<Necro, VS/DF, 10Minutes, Touch, Permanent, no save, SR applies>

– The caster draws an indelible mark on the target & states the behavior that will activate a curse. The caster may choose one of the following curses:

a) –6 on one ability (minimum 1);

b) –4 penalty on attacks, saves, and skill checks; or

c) 50% chance of losing each action.

This spell is not effected by *Dispel Magic*. It can only be removed by *Break Enchantment, Limited Wish, Miracle,* or *Wish.*

This spell can be removed with *Remove Curse* only if its caster level is at least as high as this spell’s caster level*.*

### Transmutation

Meteoric Strike(PH2 p120)

<Trans[fire], VS, 1 Swift Action, until discharged up to 1 round>

– The caster imbues one of his/her melee weapons or his/her unarmed strike with fire. On the next hit (within 1 round), the attack does an extra 1d6 + 1d6 per 4 levels of Fire damage (no save, no SR). All creatures adjacent to the target (except the caster) take half the target’s Fire dmg (Ref½, SR applies).

If the caster’s unarmed strike is targeted, it is treated as an armed attack.

Visage of the Deity, Lesser(CDiv p187)

<Trans[good], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes more like his/her deity:

a) +4 Enhancement bonus to Charisma;

b) Acid Resistance 10;

c) Cold Resistance 10; &

d) Electricity Resistance 10.

Weapon of the Deity(CDiv p188)

<Trans, V/DF, 1StdAct, Personal, 1rnd/lvl>

– When the caster wields his/her deity’s favored weapon, it gains a +1 Enhancement bonus to attack & damage for every 3 levels starting at 6th (i.e., +2 at 9th, etc.). The caster is considered proficient with the weapon. Only one end of a double weapon is effected.

The weapon gains an additional magical enhancement, such as ‘defending’ or ‘flaming’ that is appropriate for the deity. See Weapons of the Deity Table for the list.

Winged Mount(CDiv p190)(BoED p112)

<Trans, VS/DF, 1StdAct, Touch, 10min/lvl>

– The caster’s Special Mount gains feathery white wings, which grant it Fly 60’ with Good maneuverability.

# 

# Ranger Spell List

Wisdom-based Prepared Divine Spells

Note that a Ranger’s Caster Level is half his/her Ranger Class Level.

## 1st Level

### Abjuration

Alarm(PH p197)

<Abj, VS/AF(tiny bell, silver wire)/DF, 1StdAct, Close-range, 2hrs/lvl(D), no save, no SR>

– If any creature of Tiny-size or larger passes through the warded 20’ radius Emanation without saying the password, an alarm (chosen at casting time) will sound.

Audible: Chimes for 1 round. Easily heard within 60’ in typical conditions.

Mental: The chime is only in the caster’s head, though he/she must be within 1 mile. This will wake the caster, but not disturb his/her concentration.

Dawn(Spell p59)

<Abj, V, 1 Swift Action, Instantaneous>

– All sleeping creatures within a 15’ radius Burst of the caster wake up. If a creature was unconscious due to nonlethal damage, he/she is Staggered.

Easy Trail(CAdv p147)~~(MoF p91)~~

<Abj, VS, 1StdAct, 1hr/lvl(D)>

– All plants (but not Plant Creatures) within a 40’ radius Emanation of the caster are moved aside, creating a temporary trail. This reduces the penalties for moving through Dense Vegetation(PH p164). Once the area of effect has past, the plants return to normal, hiding the trail (+5 DC to Track checks).

Endure Elements(PH p226)

<Abj, VS, 1StdAct, Touch, 24hrs>

– Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50.

Hide from Animals(PH p241)

<Abj, S/DF, 1StdAct, Touch, 10min/lvl(D), no save, SR applies>

– One touched subject per level cannot be perceived by Animals. Effected senses include Blindsense, Blindsight, Scent, Tremorsense, Sight, Hearing, or Smell.

If any of the spell’s subject touches or attacks (including with spells) any creature, the spell ends for all the subjects.

Resist Energy(PH p272)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject & his/her equipment are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

Lvl # Lvl # Lvl #

up to 6th 10 7th – 10th 20 11th + 30

Resist Planar Alignment(Spell p174)

<Abj VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched creature takes only half the penalty to his/her Charisma, Wisdom, & Intelligence checks when on a Strongly Aligned planes whose alignment is different, and has no alignment-based penalties on a Mildly Aligned Plane.

Surefoot(MoF p127)

<Abj, VS, 1StdAct, Personal, 10min/lvl>

– +10 Competence bonus on Balance checks.

### Conjuration

Delay Poison(PH p217)

<Conj(healing), VS/DF, 1StdAct, Touch, 1hr/lvl>

– Touched creature suppresses the effects of current or new poisons in its body until the spell ends.

Summon Nature’s Ally I(PH p288)

<Conj(sum), VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one creature from the ‘Summon Nature’s Ally I’ Table to fight the caster’s enemies. The creature can attack on the caster’s initiative starting its first round.

### Divination

Arrow Mind(Spell p15)(CAdv p143)

<Div, VSM(flint arrowhead), 1 Immediate Action, Personal, 1min/lvl(D)>

– When using a straight bow of any size, the caster threatens all hexes within his/her normal melee reach, allowing Attacks of Opportunity with the bow.

In addition, the caster does not generate Attacks of Opportunity when firing a bow in a threatened hex.

Bloodhound(Spell p34)(CAdv p144)

<Div, VS, 1StdAct, Personal, 24hrs(D)>

– If the caster fails a Survival check for the purpose of tracking a creature, he/she immediately get another check at the same DC to reestablish the trail. If this check fails, the caster must spend 5 minutes (if indoors) or 30 minutes (if outdoors) before making a new check.

Detect Animals or Plants(PH p218)

<Div, VS, 1StdAct, Long-range, Concentrations up to 10min/lvl, no SR>

– Caster can detect a specific animal or plant in Cone-shaped Emanation each round. The caster can change the animal / plant being looked for each round.

The information gained increases each round spent focusing on a single target:

1st round – detect the target’s presence or absence.

2nd round – number of individual targets & the healthiest one’s condition. If not in line-of-sight, the caster only knows the direction.

3rd round – condition & location of each individual target.

Possible conditions are ‘normal’, ‘fair’, ‘poor’, & ‘weak’.

This spell works through minor barriers, up to 3’ of wood / dirt, 1’ of stone, 1” of metal, but it is blocked by any amount of lead.

Detect Poison(PH p219)

<Div, VS/DF, 1StdAct, Close-range, Instantaneous, no save, no SR>

– Determines if one creature, one object, or one 5’ cube is poisonous, has been poisoned, or contains poison.

Identifying the type of poison requires a Wisdom check vs. DC 20. If the caster has ranks in Craft(alchemy), he/she may also make a check with that skill vs. DC 20.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Detect Snares and Pits(PH p220)

<Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>

– The caster can see pits, deadfalls, snares, quicksand, a sinkhole, etc, in a 60’ Cone-shaped Emanation. This spell does not locate items that are obscured (i.e., behind boxes or under a rug).

The information gained increases each round:

1st round – presence of a hazard.

2nd round – number of hazards & the location of each one. If not in line-of-sight, the caster only knows the direction.

3rd+ rounds – type & triggering method of one specific hazard.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Guided Shot(CAdv p150)

<Div, V, 1 Swift Action, Personal, 1rnd>

– The caster receives the following bonuses with ranged attacks:

a) attack does not receive a penalty due to distance (though the maximum distance is still the same); and

b) ignores AC bonus due to Cover for less than Total Cover.

Healing Lorecall(CAdv p151)

<Div, VSM(mint leaf), 1StdAct, Personal, 1min/lvl>

– When the caster casts healing spells while this spell is in effect, the following bonuses apply:

a) the caster may use his/her ranks in Heal as the caster level of healing spells;

b) if the caster has 5+ ranks in Heal, one of the following conditions may be removed from the target of a healing spell: Dazed, Dazzled, or Fatigued;

c) if the caster has 10+ ranks in Heal, one of the following conditions may be removed from the target of a healing spell: Exhausted, Nauseated, or Sickened (or one of the conditions listed above).

Instant Search(CAdv p153)

<Div, VS, 1 Swift Action, Personal, 1rnd>

– The caster may make one Search check this round as a Free Action. The check receives a +2 Insight bonus.

Linked Perception(PH2 p117)

<Div, V/DF, 1StdAct, 1min/lvl(D)>

– All allies within a 20’ radius Emanation around the caster receive a cumulative +2 per spell subject (including the caster) on Listen & Spot checks.

Locate City(RoD p167)

<Div, V, 1 Round, 10miles/level, Instantaneous>

– Locates the closest community whose minimum size has been designated by the caster (as small as a Village or as large as a Metropolis). The spell does not penetrate solid objects, so it will not locate underground cities.

Marked Man(DR325 p71)

<Div, VSF(a piece hair or clothing from the target), 1Minute, Personal, 1day/lvl>

– The caster gains a +10 bonus on Search and Survival checks to track the source of the Focus object (typically a lock of hair or a piece of clothing). The caster does not need to know the creature who left behind the focus.

Read Magic(PH p269)

<Div, VSF(prism), 1StdAct, Personal, 10min/lvl>

– Reads scrolls & spell books at 1 page per min.

Sniper’s Shot(CAdv p157)

<Div, VS, 1 Swift Action, Personal, 1rnd>

– The next single ranged attack made by the caster within the spell’s duration may use his/her Sneak Attack no matter the range (assuming all other Sneak Attack requirements are met).

Speak with Animals(PH p281)

<Div, VS, 1StdAct, Personal, 1min/lvl>

– The caster may communicate with Animals, though the spell does not change their intelligence or attitude.

Vine Strike(CAdv p158)

<Div, V/DF, 1 Swift Action, Personal, 1rnd>

– The caster treats Plant creatures as if they were not immune to Sneak Attacks, though all requirements for Sneak Attacks still apply.

Note: This spell does not give the caster the ability to overcome Damage Reduction or inflict Critical Hits.

### Enchantment

Animal Messenger(PH p198)

<Ench(comp)[mind], VSM(food), 1StdAct, Close-range, 1day/lvl>

– Sends a Tiny animal to a specific place known to the caster. Once there, the animal waits until the end of the duration. This spell cannot target an animal trained or under the control of someone else (such as a Familiar).

Typically used to carry a written message.

Calm Animals(PH p207)

<Ench(comp)[mind], VS, 1StdAct, Close-range, 1min/lvl, SR applies>

– Calms 2d4 + 1/lvl HD of Animals, though all targets must be the same type of Animal. Any threat to a target will end the effect. Only Animals trained to attack or guard and Dire Animals are allowed a Will save to negate.

Charm Animal(PH p208)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, SR applies>

– One Animal considers the caster its ally. Anything the casters does will be treated the same way as if someone friendly has done it.

If the target is in a threatening situation when the spell is cast, it gets a +5 on the save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Vengeful Mount(DR326 p74)

<Ench(comp)[mind], VSM(riding crop or willow switch), 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– The target Animal will shy away from anyone attempting to make a Ride check or a Handle Animal check with it. If mounted, the rider must immediately make a Ride check vs. DC 10 to stay on.

### Evocation

Sun Father’s Face(DR346 p30)

<Evoc[light], VS/DF, 1 Swift Action, Personal, until discharged up to 1min>

– The caster begins to glow, giving off light as bright as a candle.

Before rolling, the caster can choose to add a +4 Sacred bonus on one Turn check or Wild Empathy check. This ends the spell.

Note: Used by followers of Pelor.

### Illusion

Towering Oak(MoF p128)

<Ill(glamer), VS, 1StdAct, Personal, 3 rnds/lvl>

– +10 Competence bonus on Intimidate checks.

### Necromancy

Naturewatch(CDiv p170)(MoF p110)

<Necro, S, 1StdAct, Close-range, 10min/lvl, no save, no SR>

– Determine the health of animals & plants in a 90 degree arc. Choices are ‘dead’, ‘fragile’, ‘alive’, ‘needs to be watered’, ‘hungry’, etc.

### Transmutation

Accelerated Movement(Spell p7)~~(CAdv p142)~~

<Trans, SM(cockroach), 1 Swift Action, Personal, 1rnd/lvl(D)>

– The caster may move at his/her normal speed when using Balance, Climb, or Move Silently without taking a penalty. This spell does not affect the skill penalties if the caster Runs or Charges.

Aspect of the Wolf(Spell p16) ~~(DR320 p91)~~

<Trans, VSM(wolf’s wisker)/DF, 1StdAct, Personal, 10min/lvl(D)>

– The caster polymorphs into a Wolf:

a) type changes to Animal;

b) size becomes Medium;

c) Strength 13;

d) Dexterity 15;

e) Constitution 15;

f) Land speed 50’;

g) Low-Light Vision;

h) Scent ability;

i) +2 Natural Armor bonus to AC;

j) one Bite attacks that do 1d6+1;

k) gain the Trip extraordinary attack, granting a free Trip attempt on a successful Bite;

l) the caster cannot speak, so is unable to cast spells (unless he/she has Feat: Natural Spell);

m) the caster’s equipment melts into the Wolf’s body.

Branch to Branch(Spell p38)~~(CAdv p144)(MoF p83)~~

<Trans, VS, 1StdAct, Personal, 1hr/lvl(D)>

– Gain a +10 Competence bonus to Climb checks made in trees. While at least 10’ above the ground in Medium or Dense Forest, the caster may swing from branch to branch at his/her Land speed + 10’ Enhancement bonus. The caster may make a Charge action, but not a Run action. The caster ignores hampered movement penalties for undergrowth and other terrain features.

Camouflage(Spell p43)(CDiv p157)(Und p56)

<Trans, VS, 1StdAct, Personal, 10min/lvl>

– +10 Circumstance bonus on Hide checks.

Claws of the Bear(Spell p47)~~(PGF p101)~~

<Trans, VS, 1StdAct, Personal, 1rnd/lvl>

– The caster’s hands become 1d8 Slashing weapons (if Medium sized, Small: 1d6. Large: 2d6) (critical threat 20/x2) & are an armed attack.

The Claws are treated as natural weapons, so the caster may make one Claw attack as a Standard Action or two Claw attacks as a Full Round Action (with neither claw being treated as a Secondary Attack). The two Claw attacks do not receive a penalty for two-weapon fighting. A Base Attack Bonus of +6 or higher does not grant extra attacks.

The claws do not interfere with spell casting.

Climb Walls(Spell p47)

<Trans, VSM(tree sap), 1StdAct, Touch, 1min/lvl(D)>

– Touched subject gains an Enhancement bonus on Climb checks:

Level Bonus Level Bonus Level Bonus

1st – 4th +10 5th – 8th +20 9th + +30

Crabwalk(Spell p53)

<Trans, VSM(crab’s leg), 1StdAct, Touch, 1min/lvl>

– When the touched subject makes a Charge action, he/she receives a +4 on attack & no penalty to AC (instead of +2 on attack & –2 to AC). The attack bonus only applies to the first attack at the end of the Charge (in the case of a creature with Pounce).

Exacting Shot(CAdv p148)

<Trans, VS, 1StdAct, Touched, 1min/lvl>

– The touched ranged weapon gains the following bonuses against the caster’s Favored Enemies:

a) any threatened critical is automatically confirmed; and

b) ignores miss chance due to Concealment (but not Total Concealment).

Note: the spell fails if the target ranged weapon has any magical effects or properties related to critical hits (such as ‘Flaming Burst’).

Entangle(PH p227)

<Trans, VS/DF, 1StdAct, Long-range, 1min/lvl, RefNeg, no SR>

– All plants in a 40’ radius Spread Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a Full-Round Strength or Escape Artist check vs. DC 20. Anyone not entangled (including a target that has just broken free) may move ½ speed through the area of effect. On the caster’s action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

Entangling Staff(CAdv p147)

<Trans, VF(quarterstaff), 1 Swift Action, Touch, 1rnd/lvl(D)>

– The quarterstaff wielded by the caster grows vines that can be used to grab foes.

When the Quarterstaff makes a successful melee attack, it deals normal damage and then can start a Grapple as a Free Action without provoking an Attack of Opportunity. The Grapple attempt has a +8 bonus and can be used on creatures up to one size larger than the caster.

If the Grapple check is successful, the foe takes 2d6 damage due to constriction (the caster can chose the damage to be lethal or nonlethal).

After doing damage, the caster has the option of releasing the foe, which leaves it Entangled. If the grapple is maintained, the caster has the opportunity to do constriction damage once per round on a successful Grapple check.

Extend Shifting(RoE p185)

<Trans, V, 1 Swift Action, Personal, Instantaneous>

– If cast while the caster is using the Shifter Racial ability ‘Shifting’, the duration is increased by 4 rounds.

After the Shifting ends, the caster is Fatigued for 10 minutes. If he/she was already Fatigued, he/she becomes Exhausted.

Eyes of the Avoral(BoED p99)

<Trans, S, 1StdAct, Touch, 10min/lvl>

– Subject gains +8 Racial bonus on Spot checks.

Ground Smoke(DR326 p73)

<Trans, VS, 1StdAct, Close-range, 8 hours>

– One 5’ square target fire has its smoke dissipate close to the ground.

Hawkeye(CDiv p166)(CAdv p151)

<Trans, V, 1StdAct, Personal, 10min/lvl(D)>

– Gain a +5 Competence bonus on Spot checks and all projectile weapon range increments are increased by 50%.

Hunter’s Mercy(MoF p101)

<Trans, VS, 1StdAct, Personal, 1round>

– The caster’s next shot with a bow hits automatically and threatens a critical, but the shot must occur by the end of the round after the spell is cast.

Jump(PH p246)

<Trans, VSM(grasshopper leg), 1StdAct, Touch, 1min/lvl(D)>

– Touched subject gains an Enhancement bonus on Jump checks:

Level Bonus Level Bonus Level Bonus

1st – 4th +10 5th – 8th +20 9th + +30

Longstrider(PH p249)

<Trans, VSM(dirt), 1StdAct, Personal, 1hr/lvl(D)>

– The caster gains a +10’ Enhancement bonus to his/her land movement. Does not effect the speed of burrowing, climbing, flying, or swimming.

Low-Light Vision(CArc p113)

<Trans, VM(small candle), 1StdAct, Touch, 1hr/lvl>

– Subject sees twice as far as a Human under poor light.

Magic Fang(PH p250)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– One natural weapon of touched creature (including Humanoids) gets +1 Enhancement bonus to attack and damage.

Pass without Trace(PH p259)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl(D)>

– One subject/lvl leaves no tracks or scent trail.

Ram’s Might(MoF p112)

<Trans, VS, 1StdAct, Personal, 1min/lvl>

– The caster’s unarmed attacks inflict normal damage (instead of nonlethal) & the caster is considered ‘armed’.

Raptor’s Sight(RotW p175)

<Trans, VS/DF, 1StdAct, Personal, 1hr/lvl(D)>

– The caster receives the following:

a) +5 Competence bonus on Spot checks; &

b) If the caster has at least 5 ranks in Spot, he/she only receives –1 penalty per range increment on ranged attacks (normally –2).

Rhino’s Rush(Spell p176)

<Trans, VS, 1 Swift Action, Personal, 1rnd>

– The first Charge attack made by the caster within the spell’s duration does double damage.

Ride of the Valenar(RoE p189)

<Trans, VS, 1StdAct, Personal, 10min/lvl>

– The caster gains +5 Competence bonus on Ride checks.

If the mount is the caster’s Animal Companion, the bonus increases to +10.

Note: Elves from Valenar cast this spell at +1 Caster level.

Shifter Prowess(RoE p190)

<Trans, V, 1 Swift Action, Personal>

– If cast while the caster is using the Shifter Racial ability ‘Shifting’, this spell lasts until the Shifting is complete. The caster receives the following benefit:

a) the caster’s racial bonus on Balance, Climb, & Jump checks increase to +8.

Silvered Claws(BoED p107)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– All of the living subject’s natural attacks are considered to be Silver for purposes of overcoming Damage Reduction.

Silvered Weapon(DR340 p57)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– The touched weapon receives the following:

a) treated as Silver for overcoming Damage Reduction; and

b) does +1d4 damage to creatures with the ‘shapechanger’ subtype.

Cannot target Natural Weapons or Unarmed Strikes.

Smell of Fear(MoF p119)

<Trans, VS, 1StdAct, Touch, 1min/lvl, WillNeg>

– Target’s aroma triples the chance of wandering encounters.

Snowshoes(DR312 p65)

<Trans, VS, 1StdAct, Touch, 1hr/lvl(D)>

– The touched subject receives these benefits:

a) Can walk on ice without a speed reduction;

b) +5 bonus on Balance checks ore Reflex saves to walk on ice and/or snow & avoid falling through it;

c) Does not leave trails any more noticeable than ‘solid ground’ for purposes of tracking.

Speed Swim(MoF p121)

<Trans, VSF(tiny wooden paddle), 1StdAct, Close-range, 1min/lvl(D)>

– Subject gains a swim speed of 30’ without needing to make a Swim check.

Stalking Brand(MoF p123)

<Trans, VS, 1StdAct, Touch, 1day/lvl, no save, SR applies>

– Target marked with symbol you can see despite disguises, polymorphing, or invisibility.

Traveler’s Mount(CDiv p184)

<Trans, VS, 1StdAct, Touch, 1hr/lvl>

– The touched Animal or Magical Beast receives the following benefits:

a) +10’ Enhancement bonus to movement;

b) can Hustle without taking damage or becoming Fatigued;

c) cannot make attack rolls.

## 2nd Level

### Abjuration

Protection from Energy(PH p266)

<Abj, VS/DF, 1StdAct, Touch, until depleted up to 10min/lvl>

– Touched creature is immune to a total of 12 damage per level (max 120 hp) from one Energy Type. Once all the damage has been taken, the spell ends.

Note: This spell takes precedence over *Resist Energy*. Only when this spell is depleted will *Resist Energy* be applied.

### Conjuration

Blades of Fire(Spell p31)(CArc p99)

<Conj(create)[fire], V, 1 Swift Action, Touch, 1rnd>

– Up to two melee weapons that the caster is wielding are sheathed in flames, doing +1d6 Fire damage for one round.

This effect stacks with any other energy damage the weapons deal.

Cure Light Wounds(PH p215)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 1d8 +1/level damage (max +5) with Positive Energy.

Summon Nature’s Ally II(PH p288)

<Conj(sum), VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Nature’s Ally II 1

Summon Nature’s Ally I 1d3

### Divination

Balancing Lorecall(Spell p23)(CAdv p143)

<Div, VSM(3” wood dowel)/DF, 1StdAct, Personal, 1min/lvl(D)>

– The caster gains a +4 Insight bonus on Balance checks.

If the caster has 5+ ranks in Balance, the slope of the surface being balance upon no longer matters, even if the surface is vertical.

If the caster has 10+ ranks in Balance, he/she can “balance” on liquids, including mud & snow. Each round the caster balances on a substance that cannot normally hold his/her weight, the DC to continue “balancing” increases by +5.

When under the effect of this spell, the DC for balancing on “impossible” surfaces is 20.

Crown of Clarity(PH2 p107)

<Div, VSF(6” pewter hoop), 1StdAct, Touch, until discharged up to 1hr/lvl(D)>

– A magical circlet appear on the subject, taking up his/her ‘head’ magic item location. If removed, the spell ends immediately.

The subject receives a +2 Competence bonus on Listen and Spot checks.

As an Immediate Action, the subject can discharge the spell, receiving a +8 bonus on one Listen or Spot check, after which the spell ends.

Hunter’s Eye(PH2 p114)

<Div, VS, 1 Swift Action, Personal, 1rnd>

– Gain a Sneak Attack of 1d6 per 3 levels for   
1 round (stacks with any other Sneak Attack).

Listening Lorecall(CAdv p154)

<Div, VS/DF, 1StdAct, Personal, 10min/lvl>

– The caster’s listening improves:

a) +4 Insight bonus on Listen checks;

b) if the caster has 5+ ranks in Listen, he/she gains Blindsense 30’;

c) if the caster has 10+ ranks in Listen, he/she gains Blindsight 30’.

If the caster is in an area of magical *Silence*, effects b) & c) are suppressed.

Speak with Plants(PH p282)

<Div, VS, 1StdAct, Personal, 1min/lvl>

– The caster may communicate with plants & Plant Creatures, though the spell does not change their attitude towards the caster.

### Enchantment

Hold Animal(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One Animal is Held. It gets a new Will save each round to end the spell.

Train Animal(CAdv p157)

<Ench(charm)[mind], VS/DF, 10Minutes, Touch, 1hrd/lvl>

– The touched Animal gains ½ Caster level of Tricks (max +5). This spell does not modify the Animal’s attitude or guarantee its cooperation.

### Evocation

Nature’s Favor(CAdv p155) ~~(CDiv p170) (CDivErrata)+~~

<Evoc, VS/DF, 1StdAct, Touch, 1min>

– The touched Animal gains a Luck bonus of +1 per 3 levels to attacks & damage (max +5).

Wind Wall(PH p302)

<Evoc[air], VSM(tiny fan, exotic feather)/DF, 1StdAct, Medium-range, 1rnd/lvl>

– An Invisible wall of air 2’ wide is created in any continuous shape desired by the caster up to 10’ long per level & 5’ high per level.

The wall is total protection from gases (including some breath weapons), gaseous forms, flying creatures up to Small-size, etc. Arrows & bolts are blocked by the wall, & other ranged weapons have a 30% miss chance. Large ranged weapons, such as a giant’s boulders, are not effected.

The wall may be walked through normally.

### Illusion

Woodland Veil(RotW p176)

<Ill(glamer), VS, 1StdAct, Close-range, 10min/lvl(D)>

– All creatures in a 30’ area receive a +5 Competence bonus on Hide and Move Silently checks while outdoors in a natural setting. All subjects can see each other as if not under the effect of the spell.

If a subject moves more than 30’ from all other subjects of the spell, the spell ends for that one creature.

### Necromancy

Curse of Impending Blades(Spell p56)

<Necro, VSM(nail, leather)/DF, 1StdAct, Medium-range, 1mn/lvl, no save, SR applies>

– The target receive a –2 penalty to AC.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

### Transmutation

Align Fang(Spell p9)

<Trans[variable alignment], VS/DF, 1StdAct, Touch, 1min/lvl>

– The touched living creature’s Natural Weapons do [chaotic], [evil], [good], or [lawful] damage for the spell’s duration. This only has a noticeable effect if used to attack an opponent vulnerable to one of those types of damage (i.e., a demon is vulnerable to [good] and / or [lawful] damage).

Animalistic Power(PH2 p101)

<Trans, VSM(animal fur), 1StdAct, Touch, 1min/lvl>

– Touched creature receives a +2 Enhancement bonus to Strength, Dexterity, & Constitution.

Barkskin(PH p202)

<Trans, VS/DF, 1StdAct, Touch, 10min/lvl>

– Touched living subject gains an Enhancement bonus to his/her Natural Armor bonus to AC of 2 + 1 per 3 levels after 3rd (max +5).

Bear’s Endurance(PH p203)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Constitution.

Briar Web(Spell p39)~~(CDiv p156)~~

<Trans, VS/DF, 1StdAct, Medium-range, 1min/lvl,   
no save, no SR>

– The plants in a 40’ radius Spread cause the following effects:

a) treated as Difficult Terrain;

b) creatures move through the area at ½ speed;

c) for each 5’ moved through the area-of-effect, the creature takes 1 hp of non-magical Piercing damage.

Creatures with the Woodland Stride class ability or under the effect of *Freedom of Movement* are not affected by this spell.

Burrow(Spell p41)~~(Und p56)~~

<Trans, VSF(claw from burrowing creature)/DF, 1StdAct, Touch, 1min/lvl(D)>

– The subject gains a Burrow speed of 30’ through earth, sand, clay, & gravel , but not solid stone. Movement is reduced to 20’ if in Medium (or heavier) armor or having Medium (or heavier) encumbrance.

Camouflage, Mass(Spell p43)(CDiv p157)(MoF p106)(MoFe)+

<Trans, VS, 1StdAct, Medium-range, 10min/lvl>

– +10 Circumstance bonus on Hide checks for any number of creatures, no two of which can be more than 60’ apart. If a subject leaves the “pack”, then the spell ends for that person

Cat’s Grace(PH p208)

<Trans, VSM(cat hair), 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Dexterity.

Curse of Arrow Attraction(PH2 p109)

<Trans, VS, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– Target receive a –5 penalty to AC vs. ranged attacks. Also, any threatened critical with a ranged attack is automatically confirmed.

Easy Climb(CAdv p147)~~(MoF p91)~~

<Trans, VS, 1StdAct, Medium-range, 10min/lvl(D)>

– Changes tree, wall, cliff-face, or any other vertical surface Climb DC to 10 in a 10’x20’/lvl path.

Haste, Swift(CAdv p151)

<Trans, V, 1 Swift Action, Personal, 1rnd>

– The caster moves faster:

a) +1 bonus on attacks;

b) +1 Dodge bonus to AC;

c) +30’ Enhancement bonus to all forms of movement (land, climb, swim, burrow, fly), up to double the base movement;

d) when making a Full-Round Attack, the caster gets an additional attack at his/her best attack bonus.

This spell Counters & Dispels *Slow*.

One with the Land(MoF p111)

<Trans, VS, 1StdAct, Personal, 1hr/lvl>

– Link with nature gives a +2 Competence bonus on Handle Animal, Hide, Move Silently, Search, and Survival checks.

Owl’s Wisdom(PH p259)

<Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Wisdom.

Reachwalker’s Wariness(RoE p189)

<Trans, VS, 1StdAct, 10min/lvl>

– The caster can sense any Aberration within a 30’ radius spherical Emanation as if he/she has the Blindsense ability.

Note: Shifters cast this spell at +1 Caster level.

Scent(CDiv p178) (CDivErrata)+

<Trans, VSM(mustard, pepper, sweat), 1StdAct, Touch, 10min/lvl>

– The subject gains the Scent Ability.

Silvered Weapon(BoED p107)

<Trans, VS, 1StdAct, Touch, 1round/lvl>

– A single touched weapon or projectile is considered to be Silver for purposes of overcoming Damage Reduction. If the weapon is already made from a special material (such as Cold Iron or Adamantine), it looses the benefit from the original material for the spell’s duration.

Snare(PH p280)

<Trans, VS/DF, 3Rounds, Touch, until triggered, no save, no SR>

– Creates a magical booby trap out of a rope, vine, etc. (Search vs. DC 23 for a Rogue to locate). Anyone who puts a limb into the snare’s loop is Entangled.

If attached to a supple tree, the person is also lifted off the ground & takes 1d6 damage.

To escape, make a Strength or Escape Artist check vs. DC 23 or do 5hp damage to the snare (AC 7).

Spike Growth(PH p283)

<Trans, VS/DF, 1StdAct, Medium-range, 1hr/lvl(D), Ref½, SR applies>

– The ground vegetation (roots, grasses, etc.) in one 20’ square per level becomes magically sharp. For each 5’ that a creature walks / runs through the area of effect, it takes 1d4 damage (no save) & have its movement reduced to ½ due to foot injuries (RefNeg).

The movement penalty lasts until a) the target receives healing magics; b) a Heal check vs. the spell’s DC; or c) 24 hours go by.

## 3rd Level

### Abjuration

Safe Clearing(MoF p114)

<Abj, VS, 1FullRound, 0’ range, 1hr/lvl, WillNeg>

– A fixed 30’ radius area becomes “safe”. Opponents can’t attack anyone in the area of effect with melee, ranged, or targeted spells unless they make a Will save, nor can they enter the safe area. If anyone in the area of effect attacks, the spell ends.

### Conjuration

Bottle of Smoke(Spell p37)(CDiv p155)

<Conj(creat), VSF(50gp bottle)M(smoke), 10Minutes, 1hr/lvl of riding time within 24 hours>

– Smoke stored in the bottle can be released as a Move Action to form an immaterial ‘horse’. Only the person holding the bottle can touch the ‘horse’. It cannot be attacked or hurt, except by Severer Wind or magical wind, which destroys it. The bottle-holder must make a Ride check vs. DC 10 to mount it. The ‘horse’ has a movement of 20’/lvl (240’ max). At the rider’s option, the ‘horse’ leaves a 20’ tall by 5’ wide trail of smoke that lasts for 10 minutes (unless blown away) which provides Concealment.

The ‘horse’ remains for 1hr/lvl, but time the horse spends in the bottle does not count (returning the ‘horse’ to the bottle is a Move Action). The spell ends 24 hours after cast whether all the riding time is use up.

Cure Moderate Wounds(PH p216)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 2d8 +1/level damage (max +10) with Positive Energy.

Neutralize Poison(PH p257)

<Conj(heal), VSM(charcoal)/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject or object has all poison removed from it immediately. If a creature was poisoned, it does not need to make any further saving throws. This spell does not heal ability damage or drain taken from earlier failed saves.

In addition, the subject cannot be poisoned for 10 minutes per level. If the subject is a poisonous creature, it cannot poison anyone for the spell’s duration (WillNeg, SR applies)

*Remove Disease*(PH p271)

<Conj(heal), VS, 1StdAct, Touch, Instantaneous>

– Cures all diseases affecting subject, as well as parasites, Green Slime, etc.

Repel Vermin(PH p271)

<Abj, VS/DF, 1StdAct, 10min/lvl(D), SR applies>

– Creates a 10’ radius area around the caster that causes insects & other vermin to stay away. Vermin whose HD are 1/3rd of the caster level or greater are allowed a Will save to enter the area, but even then they take 2d6 damage.

Summon Nature’s Ally III(PH p288)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Nature’s Ally III 1

Summon Nature’s Ally II 1d3

Summon Nature’s Ally I 1d4+1

### Divination

Detect Favored Enemy(CDiv p162)

<Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>

– The caster can sense a member of his/her Favored Enemy within a quarter circle extending out 60’.

The information gained increases each round:

1st round – presence of the Favored Enemy.

2nd round – types of the Favored Enemies, and their numbers. If not in line-of-sight, the caster only knows the direction.

3rd round – location & HD of each creature.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Living Prints(MoF p106)

<Div, VS, 1StdAct, Personal, 1hr/lvl>

– Any passage of time and/or rain penalties are removed on tracks that are up to 30 days old.

Wild Instincts(RoE p191)

<Div[mindset], VS/DF, 1 Swift Action, Personal, 1min/lvl>

– The caster gains the following:

a) +10 Insight bonus on Listen & Spot checks;

b) retain your Dexterity bonus to AC even if Flat-Footed and/or attacked by an unseen opponent.

Mindset – When the caster has this spell prepared, but not cast, he/she gains a +1 Insight bonus on Listen and Spot checks (Shifter gain a +2 Insight bonus).

### Enchantment

Inspired Aim(BoED p101)

<Ench(comp)[mind][language], V, 1StdAct, Concentration>

– All allies within a 40’ radius Emanation gains a +2 Insight bonus on all ranged attacks.

### Illusion

Decoy Image(MoF p88)

<Ill(figment), VS, 1FullRound, Long-range, 10min/lvl(D)>

– Figment mimics the caster and his/her allies that are within 50’. The illusion has visual, sounds, smell, texture, & temperature. If the originals do something that doesn’t fit with the decoys, watchers get an immediate Will save.

Phantasmal Decoy(CDiv p172)

<Ill(phantasm)[mind], VS, 1StdAct, Medium-range, 1rnd/lvl, WillDisbelief, SR applies>

– The caster causes one living creature to see its most hated enemy. Only the target and the caster can see the image (and the image is haze for the caster).

A creature with Intelligence of up to 3 automatically chases the image. More intelligent creatures are likely to chase too. If the target moves adjacent to the image or attacks it, the target receives a new saving throw to recognize it as an illusion.

The caster can cause the image to move up to 60’ as a Move Action.

### Transmutation

Align Fang, Mass(Spell p9)

<Trans[variable alignment], VS/DF, 1StdAct, Close-range, 1min/lvl>

– One living creature per level in a 30’ area has its Natural Weapons do [chaotic], [evil], [good], or [lawful] damage for the spell’s duration. This only has a noticeable effect if used to attack an opponent vulnerable to one of those types of damage (i.e., a demon is vulnerable to [good] and / or [lawful] damage).

Arrow Storm(Spell p16)~~(CAdv p143)~~

<Trans, V, 1 Swift Action (before any other actions), Personal, 1rnd>

– As a Full Round Action, the caster may make one ranged attack with a straight bow (with which he/she is proficient) against every foe within one range increment, up to a number of foes equal to the caster’s Character level.

Blade Storm(Spell p30)(CAdv p144)

<Trans, V, 1 Swift Action (before any other actions), Personal, 1rnd>

– As a Full Round Action, the caster may make one melee attack with each held weapon against every threatened foe, up to the caster’s Character level. If dual wielding or wielding a double weapon, the caster receives two attacks (one with each end/weapon) against each foe.

Blade Thirst(Spell p31)(MoF p82)

<Trans, VS, 1StdAct, Touch, 1rnd/lvl>

– Slashing weapon gains +3 Enhancement bonus and glows as bright as a torch.

Burrow, Mass(Spell p41)~~(Und p56)~~

<Trans, VS/AF(claw from burrowing creature)/DF, 1StdAct, Close-range, 1min/lvl(D)>

– One subject per level within a 30’ area gains a Burrow speed of 30’ through earth, sand, clay, & gravel , but not solid stone. Speed is reduced to 20’ if in Medium (or heavier) armor or having Medium (or heavier) encumbrance.

Charge of the Triceratops(Spell p45)~~(DR318 p72)~~

<Trans, VS/DF, 1StdAct, Touch, 1rnd/lvl(D)>

– The touched creature gains the following:

a) +4 Enhancement bonus to Natural Armor;

b) a Gore attack that does 1d8 + Strength modifier if used as a Primary Natural Attack, or 1d8 + ½ Strength modifier if used as a Secondary Natural Attack (also at –5 on the attack roll) (Small-sized creatures do 1d6 base damage, while Large-sized creatures do 2d6 base);

c) if the Gore attack is used at the end of a Charge, it does 2x damage.

Command Plants(PH p211)

<Trans, V, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

– Up to (2 \* Caster level) HD of plant creatures in a 30’ area become friendly towards the caster and will not attack him/her. Any attempt to give the creatures orders requires a successful Charisma check.

Darkvision(PH p216)

<Trans, VSM(carrot/agate), 1StdAct, Touch, 1hr/lvl>

– The touched subject can see up to 60’ in non-magical darkness, but in black & white only.

Diminish Plants(PH p221)

<Trans, VS/DF, 1StdAct, Instantaneous>

– This spell either

a) “prunes” vegetation to 1/3 its normal size in a 100’ radius circle, a 150’ radius half-circle, or a 200’ radius quarter circle (caster may choose plants to be excluded). The area of effect must be within Long-range; or

b) blights vegetation within ½ mile to produce 1/3 of its normal output in the next year.

Neither use effects Plant Creatures in any way.

This spell Counters Plant Growth.

Fang Blade(DR330 p71)

<Trans, VSF(living snake no more than one size category larger than the caster), 1StdAct, Touch, 1min/lvl(D)>

– The focus snake is transformed into the equivalent of a Longsword sized for the caster. The caster is considered proficient with the weapon. On a hit, the foe is affected by the snake’s poison (if any) in addition to the normal Longsword damage.

If anyone other than the caster attempts to wield the weapon, the snake attacks its holder.

The weapon has a Hardness of 8 & the snake’s hp at the time of the casting with regards to Sunder attempts.

At the spell’s end, the snake returns to normal.

Forestfold(CAdv p149)~~(CDiv p166)~~

<Trans, VS, 1StdAct, Personal, 10min/lvl(D)>

– At casting time, the caster chooses one of the following types of terrain: Aquatic, Desert, Plains, Forest, Hills, Mountains, Marsh, or Underground. When in that type of terrain, the caster gains a +20 Competence bonus on Hide & Move Silently checks.

Magic Fang, Greater(PH p250)

<Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl>

– One living creature (including a Humanoid) gains one of the following:

a) one natural weapon gets an Enhancement bonus to attack and damage of +1 per 4 levels (max +5); or

b) all natural weapons get a +1 Enhancement bonus on attacks and damage.

Plant Growth(PH p262)

<Trans, VS/DF, 1StdAct, Instantaneous>

– This spell either

a) causes vegetation to grow thick & overgrown in a 100’ radius circle, a 150’ radius half-circle, or a 200’ radius quarter circle (caster may choose plants to be excluded). The area of effect must be within Long-range. Movement through the overgrown area is reduced to 5’ (or 10’ for creatures of at least Large size); or

b) enhances vegetation within ½ mile to produce exceed its normal production by 1/3 in the next year.

This spell Counters *Diminish Plants*.

Reduce Animal(PH p269)

<Trans, VS, 1StdAct, Touch, 1hr/lvl(D)>

– One willing Animal of whose size is between Small & Huge becomes 1 Size category smaller. Subject gains +2 Size bonus to Dexterity, –2 Size penalty to Strength, and +1 bonus on attacks & AC. A subject who becomes Tiny-size have a reach of 0’ & must enter an opponent’s hex to attack.

Snowshoes, Mass(DR312 p65)

<Trans, VS, 1StdAct, Close-range, 1hr/lvl(D)>

– One subject per level within a 30’ area receives the following benefits:

a) Can walk on ice without a speed reduction;

b) +5 bonus on Balance checks ore Reflex saves to walk on ice and/or snow & avoid falling through it;

c) Does not leave trails any more noticeable than ‘solid ground’ for purposes of tracking.

Tree Shape(PH p296)

<Trans, VS/DF, 1StdAct, Personal, 1hr/lvl(D)>

– The caster becomes a Large-sized tree, shrub, or even a dead log. While in this form, the caster continues to have all his/her senses, gains a +10 Natural Armor bonus to AC, is immune to criticals, has an effective Dexterity of 0 & a movement of 0’.

This spell may be dismissed as a Free Action.

Tremorsense(Und p62)

<Trans, VSF(skin from a creature with tremorsense)/DF, 1StdAct, Personal, 10min/lvl(D)>

– The caster can pinpoint the location of any creature or object within 30’ that is in contact with the ground.

Water Walk(PH p300)

<Trans[water], VS/DF, 1StdAct, Touch, 10min/lvl(D)>

– The caster can effect 1 touched creature per level. Each subject will hover 1” above any liquid (such as snow, oil, quicksand, etc.) & can treat it as walking on normal ground.

If cast underwater, the subject rises to the surface at 60’ per round.

## 4th Level

### Abjuration

Freedom of Movement(PH p233)

<Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>

– Subject moves normally despite magical impediments (*Web*, *Hold Person*, etc.).

The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin.

While under the effect of this spell, the subject can fight underwater.

Land Womb(MoF p104)

<Abj, VS, 1StdAct, Touch, 10min/lvl(D)>

– The caster and one creature/level sink into natural earth, stopping 10’ below the ground. There is enough air for the duration, but spells with Somatic components cannot be cast. Only Divinations of 5th level or higher can detect the “womb”.

Nondetection(PH p257)

<Abj, VSM(50gp diamond dust), 1StdAct, Touch, 1hr/lvl>

– Touched subject (and its possessions) or an object can only be a target of a *Locate Object*, Crystal Ball, etc., on a Caster check vs. DC (11 + caster level) (+4 if caster is the subject).

Planar Tolerance(Spell p159)

<Abj, V, 1 Immediate Action, 1hr/lvl>

– One subject per level within 20’ radius Burst of the caster is “attuned” to the current plane of existent, making survival much easier. Below are some (but not all) possibilities:

Plane-Trait Effects Ignored

Fire 3d10 Fire dmg / round

Water Breath water

Earth Cannot suffocate

Positive Not blinded & stop gaining Temporary HP before exploding

Negative Doesn’t take damage / negative levels

### Conjuration

Cure Serious Wounds(PH p216)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 3d8 +1/level damage (max +15) with Positive Energy.

Summon Nature’s Ally IV(PH p288)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Nature’s Ally IV 1

Summon Nature’s Ally III 1d3

Summon Nature’s Ally II (or less) 1d4+1

Tree Stride(PH p296)

<Conj[teleport], VS/DF, 1StdAct, Personal, until depleted up to 1hr/lvl>

– The caster may enter a living tree large enough to fully contains his/her body. The caster then knows the location of all trees of the same type within range.

As a Full-Round action, the caster has the option of teleporting to one of those trees, which counts as one ‘stride’. The spell is depleted when the caster has made 1 ‘stride’ per level.

Type of Tree Range Type of Tree Range

oak, ash, yew 3,000’ other Deciduous 1,500’

elm, linden 2,000’ any other Tree 500’

While the spell has duration remaining & has not been depleted, the caster may enter & leave trees at will.

### Divination

Commune with Nature(PH p211)

<Div, VS, 10Minutes, Personal>

– By becoming “one with nature”, the caster can know up to 3 facts about the surrounding natural terrain (e.g., location of water, animal population, presence of powerful unnatural creatures). The caster can learn about an area of 1 mile/level radius above ground & 100’ /level below ground. Construction, including towns & dungeons, obstructs this spell.

Implacable Pursuer(CDiv p166)

<Div, VS, 1Minute, Long-range, 1hr/lvl(D), WillNeg, SR applies>

– The caster immediately knows the direction and distance to the target whenever it moves more than 10’ in a single turn. Once the spell is in effect, its has unlimited range.

If the caster has a Favored Enemy bonus against the target, the bonus is applied to this spell’s DC.

If the target moves to another plane of existence, the caster knows which plane and can resume pursuing upon arriving on that plane.

### Evocation

Bane Bow(CDiv p151)

<Evoc, VS, 1StdAct, Touch, 1rnd/lvl>

– The touched ranged weapon gains a +5 Enhancement bonus to attack & damage rolls, that is also ‘Bane’ (i.e., an extra +2 to attack & +2d6 damage) to 1 chosen type of creature.

For the spell’s duration, any other properties of the target weapon are suppressed.

Foebane(CAdv p149)

<Evoc, VS, 1StdAct, Touch, 1rnd/lvl(D)>

– A touched weapon gains bonuses against one of the caster’s Favored Enemies, but all suppresses the weapon’s other magical abilities for the spell’s duration. If the weapon leaves the caster’s hand, the spell ends in 1 round.

The wielder gains the following advantages:

a) the weapon as a +5 Enhancement bonus against the designated type of creature;

b) the weapon does +2d6 damage against the designated type of creature; and

c) the wielder receives a +4 Resistance bonus against effects created by any creature of the designated type.

Stars of Arvandor(BoED p108)

<Evoc[good][force], VS, 1StdAct, Close-range, 1min/lvl(D)>

– One twinkling star per level (max 10) floats around the caster’s head.

Once per round, the caster may either take a Free Action to launch one star –or– take a Standard Action to launch up to three stars.

Each star can have a separate target, requires a Ranged Touch attack to hit, & does 1d8 damage (no save, SR applies). If the target is non-Evil, half the damage is non-lethal.

### Transmutation

Animal Growth(PH p198)

<Trans, VS, 1StdAct, Medium-range, 1min/lvl, FortNeg, SR applies>

– One animal per two levels in a 30’ area is increased to the next larger Size Category. The targets also gain Damage Reduction 10/magic and a +4 Resistance bonus to Saving Throws.

This spell does not grant the caster special influence over the target animals.

Aspect of the Earth Hunter(Spell p16) ~~(DR320 p90)~~

<Trans, VSM(piece of Bulette shell)/DF, 1StdAct, Personal, 10min/lvl(D)>

– The caster polymorphs into a Bulette:

a) type changes to Magical Beast;

b) size becomes Huge, granting 10’ reach;

c) Strength 27;

d) Dexterity 15;

e) Constitution 20;

f) Land speed 40’;

g) Burrow speed 10’;

h) Darkvision 60’;

i) Low-Light Vision;

j) Scent ability;

k) Tremorsense 60’;

l) +12 Natural Armor bonus to AC;

m) two claw attacks that do 2d8+8;

n) gain the Leap extraordinary attack, granting four claw attacks on a leap;

o) the caster cannot speak, so is unable to cast spells (unless he/she has Feat: Natural Spell);

p) the caster’s equipment melts into the Bulette’s body.

Aspect of the Werebeast(RoE p183)

<Trans[mindset], VS, 1 Full Round, Personal, 1rnd/lvl>

– When a Shifter casts this spell upon himself / herself, he/she abilities associated with one of the following animals (chosen at casting time). Only one instance of this spell may be in effect on the caster at a time.

Bear – gain the following:

a) +4 Enhancement bonus to Strength and Constitution; and

b) if the caster has a natural Claw attack (such as being a Razorclaw Shifter), he/she gains Improved Grab special ability, allowing the caster automatically attempt a Grapple on a creature at least one size category smaller than him/her when he/she hits with a Claw attack.

Tiger – gain the following:

a) +4 Enhancement bonus to Strength and Dexterity; and

b) gain the Pounce special ability, allowing the caster to make a Full Round Attack at the end of a charge.

Wolf – gain the following:

a) +4 Enhancement bonus to Dexterity and Constitution;

b) +10’ Enhancement bonus to Land Speed; and

c) if the caster has a natural Bite attack (such as being a Longtooth Shifter), he/she gains Improved Trip special ability, allowing the caster automatically attempt a Trip attempt when he/she hits with a Bite attack.

Mindset - When the caster has this spell prepared, but not cast, the duration of his/her Shifts lasts +1 round.

Blinding Beauty(BoED p92)

<Trans[good], VS, 1StdAct, Personal, 1rnd/lvl>

– The caster gains the beauty of a Nymph. Any Humanoid within 60’ that looks at the caster becomes permanently Blind (FortNeg). The caster can suppress & unsuppress this ability as a Free Action.

Note: The caster must abstain from sexual intercourse of one week in order to be able to cast this spell.

Darkvision, Superior(UE p53)

<Trans, VSM(agate chip), 1StdAct, Touch, 1hr/lvl>

– The touched subject can see normally (though in black & white) in non-magical darkness. Spot checks are made normally. The range of vision is only limited by the surroundings.

Deeper Darkvision(Und p58)

<Trans, VSM(carrot/agate), 1StdAct, Touch, 1hr/lvl>

– The touched subject can see up to 60’ in non-magical and magical darkness, but in black & white only.

Longstrider, Mass(PH2 p117)

<Trans, V, 1 Swift Action, 1hr/lvl(D)>

– All allies within a 60’ radius Emanation of the caster gain a +10’ Enhancement bonus to his/her land movement. Does not effect the speed of burrowing, climbing, flying, or swimming.

Snakebite(MoF p120)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster’s arm turns into poisonous snake that can be used as a weapon. The snake does 1d3 damage and has a (1d6Con+1d4rnd Paralysis)/ (1d6Con+1d4rnd Paralysis) poison whose DC is (10 + ½ caster level + caster’s Wisdom modifier).

Spear of Valarian(BoED p107)

<Trans, VS, 1StdAct, Touch, 1rnd/lvl(D)>

– A touched non-magical weapon becomes a +1 Silver Magical-Beast-Bane Spear. If the weapon is dropped or sundered, the spell ends

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# Artificer Infusion List

Intelligence-based Impromptu Infusions (Eb p103) (EbErratta)+

Note: Infusion can only be cast on a Construct or an Object. *Bull’s Strength* cannot be cast on a Human, though it can be cast on that Human’s belt, granting him/her the benefit of *Bull’s Strength* as long as the Infusion lasts and the item is worn. (Eb p31)

## 1st Level

Ablative Armor(MoE p93)

<Abj, SM(forge metal), 1Min, Touch, until discharged up to 10min/lvl>

– The touched armor grants the wearer ‘Damage Reduction (4 + Caster level) / —‘ vs. the next attack (max DR 15 / — at 15th level ).

Note: A caster with the Mark of Sentinel or Favored in House (Deneith) cast this Infusion at +1 Caster level.

Armor Enhancement, Lesser(Eb p109)

<Trans, SM(10gp ointment), 1Min, Touch, 10min/lvl>

– The touched armor or shield gains a magical enhancement equal to “+1” or up to 5,000 gp for the infusion’s duration.

See Artificer Armor Enhancement Options table for examples.

Energy Alteration(Eb p111)

<Trans, SM(50gp ointment), 1Round, Touch, 10min/lvl>

– The touched magic item that causes Energy Type damage –or– protects the wearer from Energy Type damage works with a different energy type for the infusion’s duration. All other aspects of the item remain the same.

Enhancement Alteration(Eb p111)

<Trans, S, 1Round, Touch, 10min/lvl(D)>

– This infusion can be used in two ways:

a) If cast on a Shield, any amount of the shield’s Enhancement bonus to AC can be transferred to the shield’s Bash attack; or

b) If cast on a weapon, any amount of the weapon’s Enhancement bonus on attacks can be changed to a bonus to AC which applies when the wielder Fights Defensively, uses Combat Expertise, –or– uses a weapon in his/her off-hand & has Two-Weapon fighting.

If cast on an attended weapon or shield, the wielder is allowed a Will save to negate (SR applies).

Identify(PH p243)

<Div, VS/AM(100gp pearl, wine, owl feather)/DF, 1Hour, Touch>

– Determines all the properties of one magic item.

Indisputable Possession(MoE p97)

<Conj(teleport), VS, 1Min, Touch, 10min/lvl>

– Call back the infused object to hand as a Move Action. The infusion ends if the target object is out of reach for more than 1 minute.

If the item is held/worn (but not if only being carried) when called for, the holder can make a Will save to negate.

Inflict Light Damage(Eb p112)

<Trans, VS, 1StdAct, Touch, Instantaneous, no save,   
SR applies>

– The touched Construct takes 1d8 + 1 per level damage (max 1d8+5).

Light(PH p248)

<Evoc[light], VM(firefly)/DF, 1StdAct, 10min/lv(D)>

– Object touched gives off bright light in a 20’ radius & dim light for another 20’.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Magic Stone(PH p251)

<Trans, VS/DF, 1StdAct, Touch, until discharged up to 30min>

– Up to 3 pebbles gain a +1 Enhancement bonus to attack & deal 1d6 +1 damage (double vs. Undead). Range increment is 20’.

Magic Vestment(PH p251)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl>

– Armor, shield, or clothes gain +1 per four levels Enhancement bonus to AC (max +5).

Magic Weapon(PH p251)

<Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>

– Touched manufactured weapon gains a +1 Enhancement bonus to attack & damage.

A Monk’s Unarmed Strike can be the target of this spell.

Pending Potion(MoE p100)

<Trans, SM(evergreen needles), 1Min, Touch, until discharged up to 10min/lvl>

– Delays the effect of a touched magical Potion or Oil until activated by creature (including Intelligent Constructs) it is applied to as a Swift Action. If applied to an object, its wielder has control of activation.

If not used by the duration’s end, the Potion/Oil activates automatically.

Metamagic Scroll(MoE p99)

<Trans, VS, 1Round, Touch, until discharged up to 1rnd/lvl>

– Caster can apply any metamagic feat known with an adjustment of 2 levels or less to a target Spell Completion item (i.e., a Scroll). This item functions for others with the feat applied as well as the caster until discharged.

Natural Weapon Augmentation, Personal(RoE p189)

<Trans, SM(cinder from a fire put out by rain), 1Min, Personal, 1min/lvl>

– One of the caster’s natural weapon gains a magical enhancement equal to “+1” or up to 10,000 gp for the infusion’s duration.

See Artificer Weapon Augmentation Options table for examples.

Warforged cast this spell at +1 Caster level.

Repair Light Damage(CArc p120)(Eb p114)

<Trans, VS, 1StdAct, Touch, Instantaneous>

– The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 1d8 +1 per level (max 1d8+5) hp.

Resistance Item(Eb p114)

<Abj, SM(oil), 1Round, Touch, 10min/lvl>

– The touched nonmagical item grants its wearer a Resistance bonus on saving throws for the duration. The bonus starts at +1, & increases every 4 levels (+2 at 4th, +3 at 8th, etc.).

Shield of Faith(PH p278)

<Abj, VSM(holy writings), 1StdAct, Touch, 1min/lvl>

– Touched subject is surrounded by a magical aura that grants a Deflection bonus to AC of 2 +1 per six levels (max total bonus is +5).

Skill Enhancement(Eb p115)

<Trans, SM(black thread), 1Round, Touch, 10min/lvl>

– The touched item grants its wearer a Circumstance bonus on one skill check, determined at casting time. The bonus is   
+2 & +1 per two Caster levels (i.e,. +3 at 2nd, +4 at 4th, +5 at 6th, etc.).

Spell Storing Item(Eb p115)

<Trans, SX(spell level \* caster level), 1Minute, Touch, until discharged up to 1hr/lvl>

– The caster places a spell effect into the touched item that only the caster can use.

The spell level can be up to ½ Caster level (max 4th). The caster must make a Use Magic Device check (DC = 20 + (spell level x 3)). A mishap occurs if the check is missed by 10.

The caster must provide any Focuses, Material Components, or XP needed to cast the spell.

Weapon Augmentation, Personal(Eb p117)

<Trans, SM(rabbit fur), 1Min, Touch, 10min/lvl>

– The touched weapon gains a magical enhancement equal to “+1” or up to 10,000 gp for the infusion’s duration. Only the caster gains the benefit of the enhancement.

See Artificer Weapon Augmentation Options table for examples.

## 2nd Level

Align Weapon(PH p197)

<Trans[variable alignment], VS/DF, 1StdAct, Touch, 1min/lvl>

– A single manufactured weapon or 50 grouped projectiles does [chaotic], [evil], [good], or [lawful] damage for the spell’s duration. This only has a noticeable effect if used to attack an opponent vulnerable to one of those types of damage (i.e., a demon is vulnerable to [good] and / or [lawful] damage).

Armor Enhancement(Eb p108)

<Trans, SM(50gp ointment), 1Min, Touch, 10min/lvl>

– The touched armor or shield gains a magical enhancement equal to “+3” or up to 35,000 gp for the infusion’s duration.

See Artificer Armor Enhancement Options table for examples.

Bear’s Endurance(PH p203)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Constitution.

Bull’s Strength(PH p207)

<Trans, VSM(bull hair)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Strength.

Cat’s Grace(PH p208)

<Trans, VSM(cat hair), 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Dexterity.

Chill Metal(PH p209)

<Trans[cold], VS/DF, 1StdAct, Close-range, 7rnds, SR applies>

– The caster causes targeted metal to become freezing cold, after which it thaws. The metal of 1 creature per 2 levels may be targeted as long as they are within 30’, or the caster may target 25 lbs. per level. Magic or attended metal get a Will saves to negate. Damage is determined by the round & the amount of contact (min damage for just touching, normal damage for wearing):  
Rnd 1 – none Rnd 6 – 1d4   
Rnd 2 – 1d4 Rnd 7 – none  
Rnd 3-5 – 2d4

This spell Counters and Dispels *Heat Metal.*

Construct Essence, Lesser(RoE p184)(FoE p150)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– The touched Living Construct gains the following benefits:

a) Moderate Fortification (negates critical hits and sneak attacks 75% of the time);

b) gains Low-Light Vision;

c) becomes immune to nonlethal damage and Stunning.

This spell Counters and Dispels *Lesser* *Humanoid Essence*.

This spell is negated if cast upon a target under the effect of *Humanoid Essence* or *Greater Humanoid Essence*.

Eagle’s Splendor(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Charisma.

Elemental Prod(MoE p96)

<Abj, S, 1Min, Touch, 1min/lvl>

– Target staff or pole allows its user to gesture as a Standard Action at an Elemental and then at an end location within 10ft. + 5ft./2lvls of the Elemental. If the Elemental resists, it takes 1d6 damage and move 5’ in designated direction. Otherwise, it slides to the new location immediately.

Fox’s Cunning(PH p233)

<Trans, VSM(fox hair)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Intelligence.

Heat Metal(PH p239)

<Trans[fire], VS/DF, 1StdAct, Close-range, 7rnds, SR applies>

– The caster causes targeted metal to become burning hot, after which it cools. The metal of 1 creature per 2 levels may be targeted as long as they are within 30’, or the caster may target 25 lbs. per level. Magic or attended metal get a Will saves to negate. Damage is determined by the round & the amount of contact (min damage for just touching, normal damage for wearing):  
Rnd 1 – none Rnd 6 – 1d4   
Rnd 2 – 1d4 Rnd 7 – none  
Rnd 3-5 – 2d4

This spell Counters and Dispels *Chill Metal.*

Inflict Moderate Damage(Eb p113)

<Trans, VS, 1StdAct, Touch, Instantaneous, no save, SR applies>

– The touched Construct takes 2d8 + 1 per level damage (max 2d8+10).

Lucky Blade(MoE p98)

<Abj, SM(two-headed coin), 1Min, Touch, until discharged up to 10min/lvl>

– Before the result of an attack roll or critical confirmation roll is determined, wielder of target weapon can reroll it. The new roll must be used even if it is worse. This Infusion then ends.

Natural Weapon Augmentation, Lesser(RoE p189)

<Trans, SM(20gp ointment), 1Min, Touch, 10min/lvl>

– The touched natural weapon gains a magical enhancement equal to “+1” or up to 10,000gp for the infusion’s duration.

See Artificer Weapon Augmentation Options table for examples.

Warforged cast this spell at +1 Caster level.

Owl’s Wisdom(PH p259)

<Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Wisdom.

Reinforce Construct(MoE p100)

<Trans, VS, 1StdAct, Touch, until discharged up to 1hr/lvl>

– Touched Construct gains Temporary HP equal to 1d6 + 1/lvl (max 1d6+10). If the caster is a Warforged Artificer, gains 1d10 + 1/lvl (max 1d10+10).

Note: A caster with the Mark of Making or Favored in House (Cannith) cast this Infusion at +1 Caster level.

Repair Moderate Damage(CArc p120)(Eb p114)

<Trans, VS, 1StdAct, Touch, Instantaneous>

– The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 2d8 +1 per level (max 2d8+10) hp.

Suppress Dragonmark(MoE p103)

<Abj, SF(25gp Inversely Charged Siberys Dragonshard), 1Min, Close-range, 24hrs, WillNeg, SR applies>

– At the end of casting this Infusion, make a ranged or melee touch attack with the Dragonshard Focus against a creature with a Dragonmark. If target fails save, loses ability to use his/her Dragonmark for duration.

Note: Inversely-Charging a Siberys Dragon-shard takes 1 hour of concentration. Use of the Dragonshard in *Suppress Dragonmark* discharges the effect.

Toughen Construct(Eb p114)

<Trans, VS, 1StdAct, Touch, 10min/lvl>

– The touched Construct receives an Enhancement bonus to Natural Armor. The bonus starts at +2 and increases by +1 for every three levels over 3rd (+3 at 6th, etc.) (max +5 total).

Unseen Crafter(RoE p191)

<Conj(creat), VS, 1StdAct, Close-range, 1day/lvl(D)>

– Creates invisible force that makes Craft checks using the caster’s ranks in the appropriate skill plus the caster’s Primary Stat modifier. The ‘crafter’ must be provided with tools and raw materials. The spell ends when a single assigned task is completed.

Once instructed to repair a Warforged, the ‘crafter’ receives a +10 bonus on its check.

If ordered, the crafter will “Take 10” or work quickly (by increasing its DC by 10 – see the Skills Index for details).

The crafter has a movement of 15’, but it must stay in range.

The crafter cannot attack, nor can it be the direct target of attacks, but if it takes 6hp of damage from area-of-effect attacks, it is dissipated.

Weapon Augmentation, Lesser(Eb p117)

<Trans, SM(20gp ointment), 1Min, Touch, 10min/lvl>

– The touched weapon gains a magical enhancement equal to “+1” or up to 10,000gp for the infusion’s duration.

50 projectiles (such as a set of arrows) can be enchanted by a single use of this infusion, though each projectile loses the enhancement when fired once (Shuriken as treated as projectiles).

See Artificer Weapon Augmentation Options table for examples.

## 3rd Level

Adamantine Weapon(MoE p93)

<Trans, SM(pinch of powered adamantine, 1Min, Touch, 1min/lvl>

– Changes the touched metal weapon’s material to Adamantine.

Armor Enhancement, Greater(Eb p109)

<Trans, SM(100gp ointment), 1Min, Touch, 10min/lvl>

– The touched armor or shield gains a magical enhancement equal to “+5” or up to 100,000 gp for the infusion’s duration.

See Artificer Armor Enhancement Options table for examples.

Blast Rod(MoE p94)

<Evoc, SF(rod), 1Min, Touch, 10min/lvl>

– The touched rod has 1d8 per Caster level (max 10d8) stored into it. The caster can then use the rod to make ranged attacks. Before each attack, the caster removes 1 or more ‘d8’ from the rod (up to the total remaining) and makes a Ranged Touch attack at a target within 60’ to do that much damage (the caster can use all the die in the rod for a single attack, if desired).

Construct Energy Ward(Eb p109)

<Abj, S, 1Round, Touch, 10min/lvl>

– The touched Construct & its equipment are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

Lvl # Lvl # Lvl #

up to 6th 10 7th – 10th 20 11th + 30

Humanoid Essence, Lesser(RoE p187)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– The touched Construct (including a Living Construct) gains the following benefits:

a) gains full benefit from Conjuration(heal) spells.

This spell Counters and Dispels *Lesser* *Construct Essence*.

This spell is negated if cast upon a target under the effect of *Construct Essence* or *Greater Construct Essence*.

Inflict Serious Damage(Eb p113)

<Trans, VS, 1StdAct, Touch, Instantaneous, no save, SR applies>

– The touched Construct takes 3d8 + 1 per level damage (max 3d8+15).

Lucky Cape(MoE p98)

<Abj, SM(two-headed coin), 1min, Touch, until discharged up to 10min/lvl>

– Before the result of a saving throw is determined, wearer of the target cape can reroll the save. The new roll must be used even if it is worse. This Infusion then ends.

Magic Weapon, Greater(PH p251)

<Trans, VSM(powdered lime, carbon)F(weapon)/DF, 1StdAct, Close-range, 1hr/lvl>

– Targeted manufactured weapon –or– a bundled group of 50 projectiles gain an Enhancement bonus to attack & damage of +1 per four levels (max +5).

A Monk’s Unarmed Strike can be the target of this spell.

Metamagic Item(Eb p113)

<Trans, VS, 1Round, Touch, 1rnd/lvl>

– Any spell cast by the touched Spell Trigger items (such as a Wand or Staff) has a Metamagic that the caster knows applied to the spell for this spell’s duration.

Power Surge(Eb p114)

<Trans, SX(5 \* highest spell level), 1StdAct, Touch, 1min/lvl>

– The touched Wand or Staff gains one Temporary Charge per five Caster levels. If not used before the duration ends, the extra charges are lost.

The XP cost of this infusion is 5 times the highest spell level of the Wand or Staff.

Repair Serious Damage(CArc p120)(Eb p114)

<Trans, VS, 1StdAct, Touch, Instantaneous>

– The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 3d8 +1 per level (max 3d8+15) hp.

Spell Snare(MoE p102)

<Abj, SF(25gp Eberron Dragonshard), 1Min, Touch, 10min/lvl>

– The next Spell or Spell-like Ability of up to 3rd level that targets the caster is negated, which causes the touched Dragonshard to disintegrate.

This Infusion only works if the caster holds the Dragonshard in his/her hand. The Infusion will negate beneficial magics too, unless the caster puts the Dragonshard away first.

If the caster is holding multiple Spell Snares, all of them disintegrate in response to the same spell.

Stone Construct(Eb p116)

<Trans, SM(250gp diamond dust, granite), 1Round, Touch, until discharged up to 10min/lvl>

– The touched Construct gains Damage Reduction 10 / adamantine.

When 10 hp per level (max 150 hp) have been prevented, the infusion is discharged.

Suppress Requirement(Eb p116)

<Trans, SM(500gp gemstone dust), 1Round, Touch, 10min/lvl>

– Suppress any racial, class-based, or alignment based requirements to use the touched magic items for the infusion’s duration. The caster must make a Use Magic Device check that is sufficient to use the item one time for this infusion to succeed.

## 4th Level

Construct Energy Ward, Greater(Eb p109)

<Abj, S, 1Round, Touch, until depleted up to 10min/lvl>

– Touched Construct is immune to a total of 12 damage per level (max 120 hp) from one Energy Type. Once all the damage has been taken, the spell ends.

Censure Elementals(MoE p94)

<Abj, SM(kiln-hardened mud), 1StdAct, Touch, 1min/lvl>

– When the touched object is held aloft as a Standard Action, all Elementals within 20’ take 2d4 + 1/lvl (max 2d4+15) damage (Will½, SR applies).

The caster may designate 1 Elemental per level that is immune to this effect.

Note: A caster with the Mark of Making or Favored in House (Cannith) cast this Infusion at +1 Caster level.

Concurrent Infusions(MoE p94)

<Trans, SM(oak twig), 1Min, Touch, Instantaneous>

– Caster applies three 1st level Infusions at same time to the touched target. All Infusions act   
as normal and do not count against daily limit.

Globe of Invulnerability, Lesser(PH p236)

<Abj, VSM(glass bead), 1StdAct, 1rnd/lvl(D), no SR>

– An immobile, slightly shimmering 10’ radius sphere appears around the caster. Any 0th – 3rd level spell or spell-like abilities cannot enter the sphere, though those already in effect are merely Suppressed while in the area. Area of effect spells do not effect anything within the sphere either, though the rest of the area of effect is targeted normally.

Spells can be cast out of the sphere or through the sphere without penalty. Once in effect, anyone (including the caster) can leave and reenter the sphere.

This spell can be Dispelled by a targeted *Dispel Magic*, but not an area *Dispel Magic*.

Humanoid Essence(RoE p186)

<Trans, VS, 1StdAct, Touch, 1min/lvl, WillNeg, SR applies>

– The touched Construct (including a Living Construct) gains the following benefits & penalties:

a) gains full benefit from Conjuration(heal) spells;

b) Subject to critical hits, Sneak attacks, nonlethal damage, stunning, ability damage, ability drain, death effects, and Necromancy effects;

c) a Warforge targeted with this spell looses its Racial Fortification.

If cast on a target under the effect of *Lesser Construct Essence*, that spell is Dispelled and this one takes effect.

Can Counters and Dispels *Lesser Construct Essence* and *Construct Essence.*

This spell is negated if cast upon a target under the effect of *Greater Construct Essence*.

Inflict Critical Damage(Eb p113)

<Trans, VS, 1StdAct, Touch, Instantaneous, no save, SR applies>

– The touched Construct takes 4d8 + 1 per level damage (max 4d8+20).

Iron Construct(Eb p113)

<Trans, SM(iron from an iron golem or hero’s armor), 1Round, Touch, 1min/lvl>

– The touched Construct becomes living iron, which has the following benefits & penalties:

a) Damage Reduction 15 / adamantine;

b) ½ damage from Acid & Fire;

c) +4 Enhancement bonus to Strength;

d) –4 penalty to Dexterity (min Dex 1) ;

e) 5x normal weight;

f) Vulnerable to rust-based attacks.

Item Alteration(Eb p113)

<Trans, S, 1Round, Touch, 10min/lvl>

– For the infusion’s duration, the touched item provides a different named bonus of the same value. For example, a Ring of Protection +1 could be altered to provide a +1 Natural Armor bonus to AC instead of a +1 Deflection bonus to AC.

The new bonus must be a ‘legal’ bonus (i.e., a Natural Armor bonus cannot be applied to a saving throw, an item cannot grant a Dodge bonus, etc.) and cannot grant a Sacred or Profane bonus.

Minor Creation(PH p253)

<Conj(creat), VSM(tiny piece of substance to be created), 1Minute, 1hr/lvl(D)>

– Creates an object of up to 1 cubic foot per level made from wood, cloth, hemp, or other non-living vegetable matter.

A Craft check is needed to make complex items

Natural Weapon Augmentation(RoE p188)

<Trans, SM(100gp ointment), 1Min, Touch, 10min/lvl>

– The touched natural weapon gains a magical enhancement equal to “+3” or up to 70,000 gp for the infusion’s duration.

See Artificer Weapon Augmentation Options table for examples.

Warforged cast this spell at +1 Caster level.

Repair Critical Damage(CArc p120)(Eb p114)

<Trans, VS, 1StdAct, Touch, Instantaneous>

– The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 4d8 +1 per level (max 4d8+20) hp.

Rusting Grasp(PH p273)

<Trans,VS/DF, 1StdAct, Touch, 1rnd/lvl, no save, no SR>

– The caster’s touch corrodes non-magic iron and alloys, causing one of the following effects per round:

a) a touch attack on a ferrous creature does 3d6+ 1/lvl (max +15);

b) a melee touch attack vs. a non-magic metal weapon destroys the weapon;

c) a melee touch vs. non-magic metal armor destroys 1d6 of its AC bonus; or

d) up to a 3’ radius of a non-magic metal touched is destroyed.

Shield of Faith, Legion’s(Eb p115)

<Abj, VSM(holy writings), 1StdAct, Medium-range, 1min/lvl>

– All allies within a 20’ radius Burst are surrounded by a magical aura that grants a Deflection bonus to AC of 2 +1 per six levels (max total bonus is +5).

Weapon Augmentation(Eb p117)

<Trans, SM(100gp ointment), 1Min, Touch, 10min/lvl>

– The touched weapon gains a magical enhancement equal to “+3” or up to 70,000 gp for the infusion’s duration.

50 projectiles (such as a set of arrows) can be enchanted by a single use of this infusion, though each projectile loses the enhancement when fired once (Shuriken as treated as projectiles).

See Artificer Weapon Augmentation Options table for examples.

## 5th Level

Construct Essence(RoE p183)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– The touched Living Construct gains the following benefits:

a) Immunity critical hits, sneak attacks, ability damage, ability drain, death effects, Necromancy effects, nonlethal damage, & Stunning;

b) gains Low-Light Vision;

c) gains Darkvision 60’.

If cast on a target under the effect of *Lesser Humanoid Essence*, that spell is Dispelled and this one takes effect. Also can Counter *Lesser Humanoid Essence*.

Counters and Dispels *Humanoid Essence.*

This spell is negated if cast upon a target under the effect of *Greater Humanoid Essence*.

Disrupting Weapon(PH p223)

<Trans, VS, 1StdAct, Touch, 1rnd/lvl>

– The touched melee weapon gains the ‘Disrupting’ property. If an Undead with HD equal or less than the Caster level is hit with the weapon, it must make a Will save or be destroyed (no SR).

Dominate Living Construct(RoE p184)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>

– Telepathically control one Living Construct. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input.

The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

Fabricate(PH p229)

<Trans, VS, 1Round per Unit of raw materials, Close-range, Instantaneous>

– Converts 1 Unit of raw materials per level into mundane items. For this spell, a Unit is 1 cubic foot of metal –or– 10 cubic feet of other materials. An appropriate Craft check must be made to determine the quality of the produced items.

Inflict Light Damage, Mass(RoE p187)

<Trans, VS, 1StdAct, Close-range, Instantaneous,   
Will½, SR applies>

– Up to one Construct per level within a 30’ area take 1d8+1 per level damage (max 1d8+25).

Invoke Elemental(ExpHb p75)

<Conj, VS, 1Round, Touch, 1rnd/lvl(D), no SR>

– By touching a vehicle with an Elemental bound to it, the caster may draw forth the Elemental to obey his/her instructions. If uncontrolled or under someone else’s control, the Elemental is allowed a Will save to resist.

If the spell is successful, the Elemental appears adjacent to the caster and the vehicle is treated as having its ‘Bound Elemental Suppressed’ (i.e., ceases to function). When the effect ends, the Elemental returns to its vehicle, restoring it to functionality.

If the Elemental is sent back to its plane of origin (such as with a *Dismissal* spell), it cannot return for 1 day.

Major Creation(PH p252)

<Conj(creat), VSM(tiny piece of substance to be created), 10Minutes, Close-Range>

– Creates one object of up to 1 cubic foot per level. Duration is based on the material created:

Wood/Cloth 2hrs/lvl

Stone/Base Metal 1hr/lvl

Precious Metal 20min/lvl

Gem 10min/lvl

Adamantite, Mithral,  
Alchemical Silver 1rnd/lvl

Note that a Cold Iron item cannot be created.

A Craft check is needed to make complex items

Repair Light Damage, Mass(RoE p189)

<Trans, VS, 1StdAct, Close-range, Instantaneous,   
Will½, SR applies>

– Up to one Construct per level within a 30’ area is repaired 1d8+1 per level damage (max 2d8+25).

Slaying Arrow(MoE p102)

<Trans, SM(viper blood), 1Min, Touch, until discharged up to 10min/lvl>

– Choose creature type. The touched arrow or bolt gains +1 Enhancement on attacks & damage. If creature of stated type is hit by target arrow, it must make a Fortitude save (even if it is a Construct or Undead) or die / be destroyed.

If the chosen creature type is not a Construct or Undead, this spell has the [death] subtype.

Wall of Force(PH p298)

<Evoc[force], VSM(clear gem powder), 1StdAct, Close-range, 1min/lvl(D), no SR>

– Creates an Invisible, immobile vertical wall of up to one contiguous 10’ square per level.

The wall is immune to all damage & most magic (including *Dispel Magic*). Spells & breath weapons cannot go through the wall, but gaze attacks & teleportation can.

This spell is Dispelled by *Disintegrate* & *Mordenkainen’s Disjunction*. It is immune to *Dispel Magic*.

Wall of Stone(PH p299)

<Conj(creat)[earth], VS/AM(granite)/DF, 1StdAct, Medium-range, Instantaneous, no SR>

– Creates a wall of stone that is one 5’ square per level & 1” thick per 4 levels. The area can be doubled by halving the thickness. The stone has a Hardness 8 & each 5’ square has 15 hit points per inch of thickness.

The wall can be of any shape & will merge into adjoining stone surfaces.

## 6th Level

Blade Barrier(PH p205)

<Evoc[force], VS, 1StdAct, Medium-range, 1min/lvl(D), SR applies>

– Creates a 20’ tall wall of spinning blades either of 20’ long per level –or– a ringed wall 5’ radius per two levels. Going through the barrier causes 1d6/lvl (max 15d6) (Ref½).

If the barrier is created on top of a creature, it is allowed a Reflex save to get out before it finishes forming (i.e., no damage).

The barrier proves a +4 Cover bonus to AC & a +2 Cover bonus to Reflex saves against attacks made through it.

Construct Essence, Mass Lesser(FoE p150)

<Trans, VS, 1StdAct, Close-range, 1min/lvl>

– The one Living Construct per level in a 30’ area gain the following benefits:

a) Moderate Fortification (negates critical hits and sneak attacks 75% of the time);

b) gains Low-Light Vision;

c) becomes immune to nonlethal damage and Stunning.

This spell Counters and Dispels *Lesser* *Humanoid Essence*.

This spell is negated if cast upon a target under the effect of *Humanoid Essence* or *Greater Humanoid Essence*.

Disable Construct(Eb p111)

<Trans, VS, 1StdAct, Touch, Instantaneous, Will½, SR applies>

– The touched Construct takes 10hp per level damage (max 150 hp).

If the Construct makes its save, it takes half damage and cannot be reduced below 1hp.

Globe of Invulnerability(PH p236)

<Abj, VSM(glass bead), 1StdAct, 1rnd/lvl(D), no SR>

– An immobile, slightly shimmering 10’ radius sphere appears around the caster. Any 0th – 4th level spell or spell-like abilities cannot enter the sphere, though those already in effect are merely Suppressed while in the area. Area of effect spells do not effect anything within the sphere either, though the rest of the area of effect is targeted normally.

Spells can be cast out of the sphere or through the sphere without penalty. Once in effect, anyone (including the caster) can leave and reenter the sphere.

This spell can be Dispelled by a targeted *Dispel Magic*, but not an area *Dispel Magic*.

Hardening(MoF p99)(D&D p216)(Eb p112)

<Trans, VS, 1StdAct, Touch, Permanent>

– Touched object’s Hardness is increased by 1 per 2 levels.

A metal or mineral object can have a volume up to 1 cubic foot per level. An object of another material can be up to 10 cubic feet per level.

Humanoid Essence, Greater(RoE p186)

<Trans, VS, 1StdAct, Touch, 1min/lvl, WillNeg, SR applies>

– The touched Construct (including a Living Construct) gains the following benefits & penalties:

a) creature type changes from Construct to Humanoid;

b) gains full benefit from Conjuration(heal) spells;

c) Subject to critical hits, sneak attacks, nonlethal damage, stunning, ability damage, ability drain, death effects, Necromancy effects, fatigue, exhaustion, energy drain, mind-affecting spells & effects, poison, paralysis, disease;

d) a Warforge targeted with this spell looses its Racial Fortification;

e) can be targeted with spells that effect Humanoids (such as *Charm Person*)

If cast on a target under the effect of *Lesser Construct Essence* or *Construct Essence*, that spell is Dispelled and this one takes effect.

Can Counters and Dispels *Lesser Construct Essence*, *Construct Essence,* and *Greater Construct Essence.*

This spell is negated if cast upon a target under the effect of *Greater Construct Essence*.

Inflict Moderate Damage, Mass(RoE p187)

<Trans, VS, 1StdAct, Close-range, Instantaneous,   
Will½, SR applies>

– Up to one Construct per level within a 30’ area take 2d8+1 per level damage (max 2d8+30).

Move Earth(PH p257)

<Trans[earth], VSM(dirt, iron blade), 10Minutes per 150’square, Long-range>

– For each 10 minutes of cast time, 150’ square (up to 10’ deep) of dirt, sand, etc., if moved, up to a maximum of 750’ x 750’ (which would have a casting time of 4hrs 10min). The movement is smooth, so buildings, trees, etc. are not toppled by this spell, though they may be raised or lowered. This spell cannot be used to tunnel.

Natural Weapon Augmentation, Greater(RoE p188)

<Trans, SM(200gp ointment), 1Min, Touch, 10min/lvl>

– The touched natural weapon gains a magical enhancement equal to “+5” or up to 200,000 gp for the infusion’s duration.

See Artificer Weapon Augmentation Options table for examples.

Warforged cast this spell at +1 Caster level.

Repair Moderate Damage, Mass(RoE p189)

<Trans, VS, 1StdAct, Close-range, Instantaneous,   
Will½, SR applies>

– Up to one Construct per level within a 30’ area is repaired 2d8+1 per level damage (max 2d8+30).

Spell Snare, Greater(MoE p102)

<Abj, SF(100gp Eberron Dragonshard), 1Min, Touch, 10min/lvl>

– The next Spell or Spell-like Ability of up to 6th level that targets the caster is negated, which causes the touched Dragonshard to disintegrate.

This Infusion only works if the caster holds the Dragonshard in his/her hand. The Infusion will negate beneficial magics too, unless the caster puts the Dragonshard away first.

If the caster is holding multiple Spell Snares, all of them disintegrate in response to the same spell.

Total Repair(Eb p116)

<Trans, VS, 1StdAct, Touch, Instantaneous>

– The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 10hp per level (max 150hp).

In addition, the following conditions are removed from the subject: Ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, *Feeblemind*, and/or Insanity.

Wall of Iron(PH p299)

<Conj(creat), VSM(iron, 50gp gold), 1StdAct, Medium-range, Instantaneous, no SR>

– Creates a wall of iron that is one 5’ square per level & 1” thick per 4 levels. The area can be doubled by halving the thickness. The iron has a Hardness 10 & each 5’ square has 30 hit points per inch of thickness.

The wall must be vertical & can merge into adjoining non-living surfaces. If not supported, the wall will fall over in a random direction unless pushed (Strength check vs. DC 40). Anything of up to Large-size caught under the wall takes 10d6 damage (Reflex save to negate).

Weapon Augmentation, Greater(Eb p117)

<Trans, SM(200gp ointment), 1Min, Touch, 10min/lvl>

– The touched weapon gains a magical enhancement equal to “+5” or up to 200,000 gp for the infusion’s duration.

50 projectiles (such as a set of arrows) can be enchanted by a single use of this infusion, though each projectile loses the enhancement when fired once (Shuriken as treated as projectiles).

See Artificer Weapon Augmentation Options table for examples.

# Assassin Spell List

Prepared Arcane spells based on Intelligence.

## 1st Level

### Conjuration

Obscuring Mist(PH p258)

<Conj(creat), VS, 1StdAct, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of fog centered around the caster.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round. Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

### Divination

Critical Strike(Spell p56)(CAdv p145)

<Div, V, 1 Swift Action, Personal, 1rnd>

– If the caster succeeds on a melee attack against a foe that is flanked –or– denied his/her Dexterity bonus to AC, the caster gains the following:

a) +1d6 damage (only if the foe is vulnerable to Sneak Attacks);

b) threat range is doubled (does not stack with similar effects); and

c) +4 Insight bonus to confirm critical threat.

Detect Poison(PH p219)

<Div, VS/DF, 1StdAct, Close-range, Instantaneous, no save, no SR>

– Determines if one creature, one object, or one 5’ cube is poisonous, has been poisoned, or contains poison.

Identifying the type of poison requires a Wisdom check vs. DC 20. If the caster has ranks in Craft(alchemy), he/she may also make a check with that skill vs. DC 20.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Disguise Self(PH p222)

<Ill(glamer), VS, 1StdAct, Personal, 10min/lv(D), WillDisbelief>

– The caster can make minor visual changes to his/her appearance. These include gaining or loosing 1’ of height, gaining or loosing weight, the addition or removal of a beard / scar, etc.

This spell provides a +10 on Disguise checks.

Anyone interacting with the caster (particularly if they touch him/her) are allowed a Will save to Disbelieve the illusion.

Insightful Feint(CAdv p153)

<Div, V, 1 Swift Action, Personal, 1rnd>

– The caster gains a +10 Insight bonus on the next single Bluff check made to Feint in Combat within the spell’s duration.

Instant Locksmith(CAdv p153)

<Div, VS, 1 Swift Action, Personal, 1rnd>

– The caster may make one Disable Device or Open Lock check this round as a Free Action. The check receives a +2 Insight bonus.

Instant Search(CAdv p153)

<Div, VS, 1 Swift Action, Personal, 1rnd>

– The caster may make one Search check this round as a Free Action. The check receives a +2 Insight bonus.

Sniper’s Shot(CAdv p157)

<Div, VS, 1 Swift Action, Personal, 1rnd>

– The next single ranged attack made by the caster within the spell’s duration may use his/her Sneak Attack no matter the range (assuming all other Sneak Attack requirements are met).

True Strike(PH p296)

<Div, VF(tiny archery target), 1StdAct, Personal>

– Add +20 Insight bonus to your next attack roll within 1 round. Also negates miss chance due to Concealment.

### Enchantment

Distract Assailant(CAdv p146)

<Ench(comp)[mind], VSM(fly wing), 1 Swift Action, Close-range, 1rnd, WillNeg, SR applies>

– The target creature is treated as Flat-Footed until the beginning of its next round.

Shock and Awe(DR325 p72)

<Ench[mind], VS, 1StdAct, Close-range, 1rnd, WillNeg,   
SR applies>

– One target per level in a 30’ area that are   
Flat-Footed due to a surprise round of combat receive a –10 penalty on their Initiative roll.

Targets that cannot be Flat-Footed (such as creatures with Uncanny Dodge) are immune to this spell.

Sleep(PH p280)

<Ench(com)[mind], VSM(sand), 1Round, Medium-range, 1min/lvl, WillNeg, SR applies>

– Put 4 HD of creatures in a 10’ radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

### Illusion

Dead End(Spell p59)~~(DR325 p71)~~

<Ill(shadow), VSM(pinch of spice), 1StdAct, Touch, 10min/lvl(D)>

– One touched subject per level has its tracks, scent, etc., obscured.

Any creature that attempts to locate a subject’s trail with a Search check, a Survival check for tracking, or using the Scent Ability must make a ‘Will Disbelief’ save be allowed an attempt.

Ghost Sound(PH p235)

<Ill(figment), VSM(wool/wax), 1StdAct, Close-range, 1rnd/lvl(D), WillDisbelief, no SR>

– Sounds of 4 people per level (max 20 people).

Serene Visage(DR325 p72)

<Ill(glamer), VS, 1StdAct, Personal, 1min/lvl>

– Receive an Insight bonus on Bluff checks equal to your Caster level.

Silent Portal(MoF p117)

<Ill(glamer), S, Close-range, 1hr/lvl(D)>

– Negates sound from opening one door/window.

### Necromancy

Blade of Blood(PH2 p103)

<Necro, VS, 1 Swift Action, Touch, until discharged up 1rnd/lvl>

– The touched weapon does +3d6 (at a cost of 5 hp) –or– +1d6 (at a cost of 0 hp) the next time it strikes a living creature. If the weapon’s wielder looses contact with the weapon (such as from dropping it), the spell ends immediately.

### Transmutation

Feather Fall(PH p229) (CArc p86)+

<Trans, V, Immediate Action, Close-range, until landing up to 1rnd/lvl>

– Slows one Medium-sized creature or object per level (or the Creature Equivalent) within a 20’ area. The subject falls at 60’ per round, which causes no damage to the target on landing (though dropped objects still do ½ damage but with no bonus damage for the height). Only free falling targets may be effected.

Jump(PH p246)

<Trans, VSM(grasshopper leg), 1StdAct, Touch, 1min/lvl(D)>

– Touched subject gains an Enhancement bonus on Jump checks:

Level Bonus Level Bonus Level Bonus

1st – 4th +10 5th – 8th +20 9th + +30

Low-Light Vision(CArc p113)

<Trans, VM(small candle), 1StdAct, Touch, 1hr/lvl>

– Subject sees twice as far as a Human under poor light.

Rooftop Strider(RoD p167)

<Trans, VSM(chip of roof tile), 1StdAct, Personal, 1min/lvl>

– The caster gains the following benefits:

a) +5 Competence bonus on Balance and Jump checks;

b) Automatically succeed on Jump checks to clear a horizontal distance of up to 5’; &

c) Do not need to make a Balance check for Running or Charging across a sloped surface.

## 2nd Level

### Abjuration

Undetectable Alignment(PH p297)

<Abj, VS, 1StdAct, Close-range, 24hrs>

– The target creature or object cannot have its alignment detected.

### Conjuration

Ice Knife(CArc p112)

<Conj(creat)[cold], SM(drop of water), 1StdAct, Long-range, Instantaneous, SR applies>

– Generate one projectile made from ice. If the caster makes a successful ranged touch attack (which ahs a +2 bonus on its attack roll per two caster levels), the target takes 2d8 Cold damage (no save) and 2 points of Dexterity damage (FortNeg). Note: creature immune to cold are immune to the Dexterity damage.

If the projectile misses, all creatures within a 10’ radius Burst of its impact point take 1d8 Cold damage (Ref½).

### Divination

Marked Man(DR325 p71)

<Div, VSF(a piece hair or clothing from the target), 1Minute, Personal, 1day/lvl>

– The caster gains a +10 bonus on Search and Survival checks to track the source of the Focus object (typically a lock of hair or a piece of clothing). The caster does not need to know the creature who left behind the focus.

### Evocation

Blade of Pain and Fear(Spell p30)

<Evoc, VS/DF, 1StdAct, 1rnd/lvl(D), Will½,   
SR applies>

– The caster gains a touch attack that does   
1d6 +1 per two levels damage (max 1d6+10) (no save) and makes the foe Frightened for 1d4 rounds (WillNeg). The caster’s Strength modifier is not added to the damage.

Darkness(PH p216)

<Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object radiates shadowy illumination in a 20’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

Fire Shuriken(CArc p107)

<Evoc[fire], VM(shuriken, sap, sulfur), 1StdAct, Instantaneous, no save, SR applies>

– Generate one Shuriken made of fire per 3 levels. The caster is automatically proficient with the Fire Shuriken, which do 3d6 fire damage, have a threat range of 19–20/x2, and a range increment of 10’. Any additional damage, such as Sneak Attack dice, are also considered fire damage.

### Illusion

Illusory Script(PH p243)

<Ill(phantasm)[mind], VSM(50gp ink), 1Minute+, Touch, 1day/lvl(D), WillNeg, SR applies>

– The caster writes a message that looks like a foreign language to everyone but the intended targets. Those seeing a ‘foreign language’ must make a Will save or obey a suggestion for up to 30 minutes (usually “put the book back & forget about it”).

This spell, including the hidden message, are removed with a successful *Dispel Magic.*

Invisibility(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1min/lvl(D)>

– Touched creature or object is Invisible until it attacks. Can effect an object of up to 100 pounds per level.

Invisibility, Swift(CAdv p153)

<Ill(glamer), V, 1 Swift Action, Personal, 1rnd>

– The caster becomes Invisible until he/she attacks.

Phantom Foe(DR324 p72)

<Ill(phantasm)[mind], VSF(10gp pewter figure), 1StdAct, Touch, 1rnd/lvl, WillNeg, no SR>

– The target sees an illusory double of the creature that threatens it the most in that round. No other creatures can see the double.

a) the double appears on the opposite side from the caster, granting the caster a ‘flank’ (if the target can be flanked);

b) if the target attacks the creature that threatens it the most, there is a 50% chance it will attack the double instead. The double cannot be damage.

If the target is not threatened for one round or the double cannot threaten the target for one round, then the spell ends.

### Transmutation

Absorb Weapon(Spell p6)(CAdv p142)

<Trans, VS, 1StdAct, Touch, 1hr/lvl(D)>

– The touched Light weapon (which cannot be in someone else’s possession) is safely absorbed into the caster’s body (even if it is envenomed). The caster’s movement is not impeded and it cannot be detected normally (though *Detect Magic* will show that a spell is in effect).

The caster may “draw” the weapon as a normal “draw weapon” action. If the caster attacks with the weapon on the round it is drawn, the caster may make Feint in Combat check at +4 as a Free Action.

Alter Self(PH p197)

<Trans(polymorph), VS, 1StdAct, Personal, 10min/lvl(D)>

– The caster’s body changes into an other creature of the same type (typically Humanoid) within 1 size category larger or smaller. The new creature can have a base HD no more than the Caster level (max 5HD). The caster can choose the details of the body within the typical range (eye color, hair length, skin tone, etc.). The caster retains all his/her own ability scores, attack bonuses, etc. See the Alternate Form Table.

Cat’s Grace(PH p208)

<Trans, VSM(cat hair), 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Dexterity.

Fox’s Cunning(PH p233)

<Trans, VSM(fox hair)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Intelligence.

Increase Virulence(PH2 p115)

<Trans, VSM(licorice root), 1Min, Touch, 1min/lvl,   
no save, no SR>

– The touched poisonous creature or vial or poison has its Poison DC increased by +2 for the spell’s duration.

Iron Silence(CAdv p153)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl(D)>

– One touched suite of armor per three levels does not apply its Armor Check penalty to the proficient wearer’s Hide and Move Silently checks.

Pass without Trace(PH p259)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl(D)>

– One subject/lvl leaves no tracks or scent trail.

Returning Weapon(RotW p175)

<Trans, V, 1 Swift Action, 1rnd/lvl(D)>

– The touched thrown weapon returns to the hand of its thrower at the start of the round after it was thrown. Catching the weapon is a Free Action.

Spider Climb(PH p283)

<Trans, VSM(live spider, drop of bitumen), 1StdAct, Touch, 10min/lvl>

– Touched creature can travel along walls & ceilings like a spider (20’ movement). The subject does not loose his/her Dex bonus to AC while climbing, nor do opponents gain a bonus to attack the subject.

The subject must have bare hands & feet.

Wraithstrike(CAdv p158)

<Trans, VS, 1 Swift Action, Personal, 1rnd>

– The caster’s melee and/or natural weapons become translucent, allowing the caster to make attacks with a melee touch (instead of a normal attack).

## 3rd Level

### Abjuration

Magic Circle against Good(PH p250)

<Abj[evil], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Good creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Evil Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[evil], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Evil creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

Nondetection(PH p257)

<Abj, VSM(50gp diamond dust), 1StdAct, Touch, 1hr/lvl>

– Touched subject (and its possessions) or an object can only be a target of a *Locate Object*, Crystal Ball, etc., on a Caster check vs. DC (11 + caster level) (+4 if caster is the subject).

### Enchantment

Deep Slumber(PH p217)

<Ench(com)[mind], VSM(sand), 1Round, Close-range, 1min/lvl, WillNeg, SR applies>

– Put 10 HD of creatures in a 10’ radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

### Evocation

Deeper Darkness(PH p217)

<Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 1day/lvl(D), no SR>

– Touched object radiates shadowy illumination in a 60’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

This spell Suppresses *Daylight* and is suppressed by it, leaving only the natural illumination in the overlapping area.

### Illusion

Misdirection(PH p254)

<Ill(glamer), VS, 1StdAct, Close-range, 1hr/lvl, no SR>

– One creature or object up to a 10’ cube in size is given the Aura of another creature or object within range at cast time. This new aura fools some Divination spells, such as *Detect Evil*, *Detect Magic*, and *Discern Lies* if the caster of the divination spell fails a Will save. This spell does not fool *Detect Thoughts*.

Spectral Weapon(CAdv p157)

<Ill(shadow), VS, 1 Swift Action, Personal, 1rnd/lvl(D)>

– The caster creates a single weapon with which he/she is proficient. This weapon is normal except for the following:

a) only the caster may wield the weapon (it dissipates if released / dropped);

b) the caster makes touch attacks (instead of normal attacks) to do damage; and

c) when hit, the foe is allowed a Will save (SR applies). If successful, that attack and any that follow only do 1/5th damage and any special effect, such as Death Attack, only has a 20% chance of working.

A caster may only maintain 1 Spectral Weapon at a time.

### Necromancy

False Life(PH p229)

<Necro, VSM(alcohol), 1StdAct, Personal, until discharged up to 1hr/lvl>

– The caster gains 1d10 + 1/lvl (max +10) Temporary HP.

Spider Poison(MoF p123)

<Necro, VSM(poisonous spider), 1StdAct, Touch, FortNeg>

– Touch deals 1d6 Strength damage, repeats in 1 minute. DC is 10 + ½ caster level + Primary Stat modifier.

### Transmutation

Amorphous Form(Spell p9)(Und p56)

<Trans, SM(gelatin)/DF, 1StdAct, Touch, 1min/lvl(D)>

– The touched, willing corporeal creature & its equipment becomes ooze-like:

a) can move through openings as small as 2 inches in diameter;

b) gain immunity to poison, polymorphing, stunning, & critical hits;

c) cannot be Flanked;

d) gains a Swim speed equal to its land speed and can remain submerged without breathing indefinitely;

e) Armor & Natural Armor bonuses to AC become 0 (though *Mage Armor* still applies);

f) cannot attack;

g) cannot cast spells that have Verbal, Somatic, Material, or Focus components (i.e., spells must be modified by one or more Metamagics);

h) all Supernatural abilities & magic items are suppressed.

Fangs of the Vampire King(Spell p88)

<Trans[evil], VS, 1StdAct, Personal, 1min/lvl>

– The caster grows fangs, granting him/her a Bite attack that does (1d6 + Strength modifier) hit-point damage + 1 point of Constitution damage. The caster may either make a Bite attack as a Standard Action, or use it as a Natural Secondary attack (with the standard –5 penalty on the attack roll) as part of a Full Round Attack.

## 4th Level

### Abjuration

Freedom of Movement(PH p233)

<Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>

– Subject moves normally despite magical impediments (*Web*, *Hold Person*, etc.).

The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin.

While under the effect of this spell, the subject can fight underwater.

### Conjuration

Dimension Door(PH p221)

<Conj[teleport], V, 1StdAct, Long-range>

– Teleports the caster anywhere within range that can visualized or described by direction.

The caster may bring up to his/her maximum carry load with this spell and one willing, Medium-sized subject per three levels (or the Creature Equivalent). All subjects must be touching, with the caster touching at least one subject.

If the target location is occupied, the caster (and anyone with him/her) take 1d6 damage & are shunted in a random direction 100’.

The caster cannot act again until the next round.

### Divination

Clairaudience/Clairvoyance(PH p209)

<Div(scry), VSF(small horn for hearing –or– a glass eye for seeing)/DF, 10Minutes, Long-Range, 1min/lvl(D), no SR>

– Hear –or– see into a known or obvious (i.e., other side of a door) location within range. Once the location is targeted, the Magical Sensor cannot be moved.

Magically enhanced senses cannot be used through this spell, though a 10’ radius can be seen in non-magical darkness.

Locate Creature(PH p249)

<Div, VSM(dog fur)/DF, 1StdAct, Long-range, 10min/lvl, no save, no SR>

– Senses direction toward named type of creature (human, unicorn, etc.) or a specific creature within range (must have been seen at least once within 30’). Running water blocks the spell, as do *Mislead, Nondetection,* etc.

### Enchantment

Modify Memory(PH p255)

<Ench(comp)[mind], VS, 1Round plus up to 5 Minutes, Close-range, Permanent, WillNeg, SR applies>

– Changes up to 5 minutes of a living subject’s memories. If the subject fails its Will save, the caster must spend up to 5 uninterrupted minutes picturing the memory. The caster:

a) eliminates the memory of a real event (though this does not negates magical effects, such as *Suggestion*),

b) changes the memory of a real event;

c) adds the memory of an event; or

d) “cleans up” the memory of a real event, allowing the subject to remember it clearly and perfectly.

### Evocation

### Illusion

Invisibility, Greater(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1rnd/lvl(D)>

– Subject is Invisible, even if he/she attacks.

Shadow Form(CAdv p156)

<Ill(shadow), VSM(black cloth from a funeral shroud), 1StdAct, Personal, 1min/lvl(D)>

– The caster becomes shadow-like and receives the following benefits:

a) +4 Competence bonus on Escape Artist, Hide, & Move Silently checks;

b) treated as having Concealment when not in bright natural light, in the area of effect of *Daylight*, or when viewed by someone under the effect of *True Seeing*.

Depending on the number of ranks of Escape Artist the caster has, he/she can pass through an object or barrier by succeeding on an Escape Artist check vs. DC 20. The spell then ends, even if the check failed.

Ranks Max Barrier

5 solid up to 5’ thick

10 solid up to 10’ thick

15 magical barrier (including force)

### Necromancy

Cursed Blade(Spell p57)~~(CWar p117)~~

<Necro, V, 1 Swift Action, Touch, 1min/lvl, no save, no SR>

– Wounds caused by the touched melee weapon cannot be healed (magically or mundanely) until the victim receives a *Remove Curse*. Damage from special weapon properties (such as ‘Flaming’) are not effected and can be healed normally.

In addition, a creature slain by a *Cursed Blade* cannot be restored to life unless he/she receives *Remove Curse* or is being targeted with a *True Resurrection*.

Heart Ripper(CArc p110)

<Necro, VS, 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>

– Zero or more creatures within a 30’ area die from having their hearts torn from their bodies. Up to (Caster level) HD can be effected and creatures with 5HD or more are immune.

Within the target area, the lowest HD creature is effected first (though is still receives a save). Then next lowest HD is effected next, and so on until (Caster level) HD have been effected or there are no more viable targets.

Note: creatures without heart (or no longer using them) are not affected by this spell.

Poison(PH p262)

<Necro, VS/DF, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Touch deals 1d10 Constitution damage, repeats in 1 minute. DC is 10 + ½ caster level + caster’s Wisdom modifier.

### Transmutation

Glibness(PH p235)(PH3.5e)+

<Trans, S, 1StdAct, Personal, 10min/lvl(D)>

– +30 bonus on Bluff checks to convince people of what the caster claims is the truth (i.e., cannot be used to feint in combat, cause a distraction, pass secret messages, etc.).

Spells involved with determining truth (i.e., *Discern Lies, Zone of Truth*, etc.) must make a Caster Check vs. a DC of 15 + this spell’s Caster level to effect the caster.

Sniper’s Eye(CAdv p156)

<Trans, VSF(magnifying glass), 1StdAct, Personal, 1rnd/lvl(D)>

– The caster receives the following bonuses while he/she remains in the exact spot he/she cast the spell:

a) Darkvision 60’;

b) +10 Competence bonus on Spot checks;

c) able to make ranged Sneak Attacks at a range of 60’ (instead of only 30’); and

d) able to make ranged Death Attacks at a range of 60’.

Moving suppresses the spell until the caster returns to the casting location.

# Blackguard Spell list

Prepared Divine spells based on Wisdom. (DMG p182) (PGF p83)+ (CDiv p135)+

## 1st Level

### Abjuration

Resurgence(CDiv p177)

<Abj, VS/DF, 1StdAct, Touch, Instantaneous>

– The touched creature receives a new saving throw against one ongoing spell, spell-like ability, or supernatural ability affecting him/her. If the subject has more than one ongoing effect, the caster chooses which one the save applies to.

Only effects which allow a save can be targeted by this spell.

Strategic Charge(MoF p125)

<Abj, VDF, 1StdAct, Personal, 1rnd/lvl>

– The caster gains Feat: Mobility.

### Conjuration

Cure Light Wounds(PH p215)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 1d8 +1/level damage (max +5) with Positive Energy.

Faith Healing(MoF p93)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 8 +1/level damage (max +5) to a worshiper of the caster’s patron deity.

Golden Barding(CDiv p166)

<Conj(creat)[force], V/DF, 1StdAct, Touch, 1hr/lvl>

– The caster’s touched Fiendish Servant is garbed in force-based golden barding that does not impede its movement.

Lvl AC Bonus Appearance

2-3 +4 Scale Mail Barding

4-5 +5 Chainmail Barding

6-7 +6 Splint Mail Barding

8-9 +7 Half-Plate Barding

10+ +8 Full Plate Barding

Summon Monster I (evil only)(PH p285)

<Conj(sum)[evil], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one Evil creature from the ‘Summon Monster I’ Table to fight the caster’s enemy. The creature can attack on the caster’s initiative starting its first round.

Summon Undead I(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one creature from the ‘Summon Undead I’ Table to fight the caster’s enemy. The creature can attack on the caster’s initiative starting its first round.

No summoned Undead may have more Hit Dice than (Caster level + 1).

### Divination

Blessed Aim(Spell p31)~~(CDiv p154)~~

<Div, VS, 1StdAct, 1min/lvl>

– All allies within a 50’radius Spread of the caster receive a +2 Morale bonus on ranged attacks.

### Enchantment

Doom(PH p225)

<Ench(comp)[fear][mind], VS/DF, 1StdAct, Medium-range, 1min/lvl, WillNeg, SR applies>

– Target living creature becomes Shaken.

### Evocation

Divine Sacrifice(CDiv p163)

<Evoc, VS, 1StdAct, Personal, 1rnd/lvl>

– While this spell is in effect, the caster can sacrifice hit points once per round as a Free Action to do extra damage on his/her next successful attack (within the spell’s duration). For each 2 hp sacrificed (up to 10hp), the caster does +1d6 damage (max +5d6).

### Necromancy

Blade of Blood(PH2 p103)

<Necro, VS, 1 Swift Action, Touch, until discharged up 1rnd/lvl>

– The touched weapon does +3d6 (at a cost of 5 hp) –or– +1d6 (at a cost of 0 hp) the next time it strikes a living creature. If the weapon’s wielder looses contact with the weapon (such as from dropping it), the spell ends immediately.

Cause Fear(PH p208)

<Necro[fear][mind], VS, 1StdAct, Close-range, Will½, SR applies>

– One living target with up to 5HD is Frightened for 1d4 rounds unless it makes its saving throw. On a successful save, the target is Shaken for 1 round.

This spell Counters and Dispels *Remove Fear*.

Inflict Light Wounds(PH p244)

<Necro, VS, 1StdAct, Touch, Will½, SR applies>

– Target takes 1d8 + 1/lvl (max +5) Negative Energy Damage.

Mark of the Outcast(Und p59)

<Necro, VS/DF, 1StdAct, Close-range, Permanent, WillNeg, SR applies>

– The target’s face is marred by a mark visible to normal, low-light, and dark vision. The target receives a –5 Circumstance penalty on Bluff and Diplomacy checks and a –2 penalty to AC.

This spell cannot be dispelled. It can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish*.

### Transmutation

Corrupt Weapon(DMG p182)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– Touched weapon gains special abilities against a Good opponent only:

a) all “threats” become criticals (this does not apply to weapons with critical-related effects, such as a Vorpal weapon);

b) is a ‘evil’ and ‘magic’ weapon for purposes of bypassing Damage Reduction.

c) can hit Incorporeal opponents as if it had a +1 Enhancement bonus.

Magic Weapon(PH p251)

<Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>

– Touched manufactured weapon gains a +1 Enhancement bonus to attack & damage.

A Monk’s Unarmed Strike can be the target of this spell.

Traveler’s Mount(CDiv p184)

<Trans, VS, 1StdAct, Touch, 1hr/lvl>

– The touched Animal or Magical Beast receives the following benefits:

a) +10’ Enhancement bonus to movement;

b) can Hustle without taking damage or becoming Fatigued;

c) cannot make attack rolls.

## 

## 2nd Level

### Abjuration

Clarity of Mind(Spell p46)(Und p57)

<Abj, VS/DF, 1StdAct, Touch, 1hour/lvl>

– The touched living creature gains the following:

a) +4 Insight bonus on saving throws vs. spells with the Charm, Compulsion, and Glamer sub-schools;

b) The miss chance cause by any Glamer spells (such as *Blur* or *Displacement*) is reduced by 10%.

Zeal(CDiv p191)

<Abj, VS, 1StdAct, Personal, 1rnd/lvl>

– The caster designates a foe. Against all enemies except the designated foe, the caster gain a +4 Deflection bonus to AC against Attacks of Opportunity.

The caster also may move through opponent’s spaces as if they were allies as long as he/she ends the movement closer to the designated foe than he/she started.

### Conjuration

Cure Moderate Wounds(PH p216)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 2d8 +1/level damage (max +10) with Positive Energy.

Summon Monster II (evil only)(PH p286)

<Conj(sum)[evil], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Evil creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster II 1

Summon Monster I 1d3

Summon Undead II(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.

Table #

Summon Undead II 1

Summon Undead I 1d3

No summoned Undead may have more Hit Dice than (Caster level + 1).

### Divination

Blessed Aim(CDiv p154)

<Div, VS, 1StdAct, Concentration>

– All allies within 60’ of the caster receive a +2 Morale bonus on ranged attacks.

### Enchantment

Wave of Grief(CDiv p188)

<Ench[mind][evil], SM(tears), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– All creatures within a Cone-shaped Burst receive a –3 Moral penalty on All Actions.

### Evocation

Blade of Pain and Fear(Spell p30)

<Evoc, VS/DF, 1StdAct, 1rnd/lvl(D), Will½,   
SR applies>

– The caster gains a touch attack that does   
1d6 +1 per two levels damage (max 1d6+10) (no save) and makes the foe Frightened for 1d4 rounds (WillNeg). The caster’s Strength modifier is not added to the damage.

Darkness(PH p216)

<Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object radiates shadowy illumination in a 20’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

Hand of Divinity(MoF p98)(MoFe)+

<Evoc[evil], VS/DF, Touch, 1min/lvl>

– Touched target who worships the same Evil deity as the caster -or- has the same alignment as the caster gains a +2 Profane bonus on all saving throws.

Shatter(PH p278)

<Evoc[sonic], VSM(chip of mica)/DF, 1StdAct, Close-range, SR applies>

– Sonic vibration destroy objects in 1 of 3 ways:

a) All non-magic glass, crystal, etc., in a 5’ radius Burst that weigh less than 1 lb/lvl are shattered. An attended object gets a Will save to negate. Otherwise, no save.

b) A single solid object weighing up to 10 lbs/lvl can be shattered. An attended object gets a Will save to negate.

c) A targeted crystalline creature takes 1d6 Sonic damage per level (max 10d6), Fortitude save for ½.

### Illusion

### Necromancy

Death Knell(PH p217)

<Necro[death][evil], VS, 1StdAct, Touch, WillNeg, SR applies>

– If touched creature with –1 hp (or less) fails its save, it dies and the caster gains +2 Strength, 1d8 Temporary HP, and +1 effective Caster level for 10 min per HD of the target creature.

Inflict Moderate Wounds(PH p244)

<Necro, VS, 1StdAct, Touch, Will½, SR applies>

– Target takes 2d8 + 1/lvl (max +10) Negative Energy Damage.

### Transmutation

Bull’s Strength(PH p207)

<Trans, VSM(bull hair)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Strength.

Curse of Ill Fortune(Spell p56)(CDiv p160) (MoF p86)(MoFe)+

<Trans, VS/DF, 1StdAct, Medium-range, 1min/lvl, WillNeg, SR applies>

– A living target suffers a –3 penalty on All Actions.

Can be removed by any spell that can remove *Bestow Curse.*

Eagle’s Splendor(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Charisma.

Increase Virulence(PH2 p115)

<Trans, VSM(licorice root), 1Min, Touch, 1min/lvl,   
no save, no SR>

– The touched poisonous creature or vial or poison has its Poison DC increased by +2 for the spell’s duration.

## 

## 3rd Level

### Abjuration

Mantle of Evil(Spell p137)

<Abj[evil], VS, 1StdAct, Personal, 10min/lvl(D)>

– Caster gains Spell Resistance 12 + Caster level vs. spells with the [good] descriptor.

Protection from Energy(PH p266)

<Abj, VS/DF, 1StdAct, Touch, until depleted up to 10min/lvl>

– Touched creature is immune to a total of 12 damage per level (max 120 hp) from one Energy Type. Once all the damage has been taken, the spell ends.

Note: This spell takes precedence over *Resist Energy*. Only when this spell is depleted will *Resist Energy* be applied.

Resurgence, Mass(CDiv p177)

<Abj, VS/DF, 1StdAct, Close-range, Instantaneous>

– Once subject per level in a 30’ area receives a new saving throw against one ongoing spell, spell-like ability, or supernatural ability affecting him/her. The caster chooses one common effect that the new save applies to (i.e., if some subjects are effected by *Baleful Polymorph* and others are effected by *Charm Person*, the caster must choose the targets of one spell or the other to receive the new save)

Only effects which allow a save can be targeted by this spell.

### Conjuration

Cure Serious Wounds(PH p216)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 3d8 +1/level damage (max +15) with Positive Energy.

Summon Monster III (evil only)(PH p286)

<Conj(sum)[evil], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Evil creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster III 1

Summon Monster II 1d3

Summon Monster I 1d4+1

Summon Undead III(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.

Table #

Summon Undead III 1

Summon Undead II 1d3

Summon Undead I 1d4+1

No summoned Undead may have more Hit Dice than (Caster level + 1).

### Divination

Know Greatest Enemy(MoF p103)

<Div, V/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl>

– Determines relative power level of creatures within a quarter circle extending out to the end of Close-range. In effect, the caster knows the Challenge Rating of each creature.

This spell can be blocked by any magic of 3rd level or higher that blocks scrying.

### Evocation

Deeper Darkness(PH p217)

<Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 1day/lvl(D), no SR>

– Touched object radiates shadowy illumination in a 60’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

This spell Suppresses *Daylight* and is suppressed by it, leaving only the natural illumination in the overlapping area.

### Necromancy

Contagion(PH p213)

<Necro[evil], VS, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Infects touched subject with chosen disease which takes effect without an incubation period.

Name DC Dmg

Cackle Fever 16 1d6 Wis

Filth Fever 12 1d3 Dex & 1d3 Con

Mindfire 12 1d4 Int

Red Ache 15 1d6 Str

Shakes 13 1d8 Dex

Slimy Doom 14 1d4 Con

Blinding Sickness 16 1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently Blind.

Fangs of the Vampire King(Spell p88)

<Trans[evil], VS, 1StdAct, Personal, 1min/lvl>

– The caster grows fangs, granting him/her a Bite attack that does (1d6 + Strength modifier) hit-point damage + 1 point of Constitution damage. The caster may either make a Bite attack as a Standard Action, or use it as a Natural Secondary attack (with the standard –5 penalty on the attack roll) as part of a Full Round Attack.

Inflict Serious Wounds(PH p244)

<Necro, VS, 1StdAct, Touch, Will½, SR applies>

– Target takes 3d8 + 1/lvl (max +15) Negative Energy Damage.

## 

## 4th Level

### Abjuration

Freedom of Movement(PH p233)

<Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>

– Subject moves normally despite magical impediments (*Web*, *Hold Person*, etc.).

The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin.

While under the effect of this spell, the subject can fight underwater.

### Conjuration

Cure Critical Wounds(PH p215)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 4d8 +1/level damage (max +20) with Positive Energy.

Revenance(CDiv p178)(MoF p113)

<Conj(heal), VSM(500gp diamond dust)/DF, 1FullRound, Touch, 1min/lvl>

– The touched ally that was killed within 1rnd/lvl is restored to life for the spell’s duration, and then dies again. The target does not loose a level & is at ½ hp. Against the creature that killed it, the target receives a +1 Morale bonus on All Actions. The spirit must be willing, cannot have died of old age, have been killed by a ‘death effect’, or have been an Undead, Construct, Elemental, or an outsider. The body must be intact.

Summon Monster IV (evil only)(PH p286)

<Conj(sum)[evil], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Evil creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster IV 1

Summon Monster III 1d3

Summon Monster II (or lower) 1d4+1

Summon Undead IV(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

– Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.

Table #

Summon Undead IV 1

Summon Undead III 1d3

Summon Undead II (or lower) 1d4+1

No summoned Undead may have more Hit Dice than (Caster level + 1).

### Divination

Implacable Pursuer(CDiv p166)

<Div, VS, 1Minute, Long-range, 1hr/lvl(D), WillNeg, SR applies>

– The caster immediately knows the direction and distance to the target whenever it moves more than 10’ in a single turn. Once the spell is in effect, its has unlimited range.

If the caster has a Favored Enemy bonus against the target, the bonus is applied to this spell’s DC.

If the target moves to another plane of existence, the caster knows which plane and can resume pursuing upon arriving on that plane.

### Evocation

Corrupt Sword(DMG p182)

<Evoc[evil], VS, 1StdAct, Touch, 1rnd/lvl>

– Touched melee weapon gains the following:

a) +5 Enhancement bonus to attacks & dmg;

b) +2d6 damage to Good opponents

c) the weapon’s damage is treated as ‘evil’ for purposes of overcoming Damage Reduction.

d) generates a *Magic Circle against Good*. If the effect is dispelled or ends in any other way, the caster may reactivate it as a Free Action on his/her turn. The effect ends 1rnd after the weapon leaves his/her hand.

This spell Suppresses all other enhancements & spells on the target weapon.

### Necromancy

Inflict Critical Wounds(PH p244)

<Necro, VS, 1StdAct, Touch, Will½, SR applies>

– Target takes 4d8 + 1/lvl (max +20) Negative Energy Damage.

Poison(PH p262)

<Necro, VS/DF, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Touch deals 1d10 Constitution damage, repeats in 1 minute. DC is 10 + ½ caster level + caster’s Wisdom modifier.

### Transmutation

Weapon of the Deity(CDiv p188)

<Trans, V/DF, 1StdAct, Personal, 1rnd/lvl>

– When the caster wields his/her deity’s favored weapon, it gains a +1 Enhancement bonus to attack & damage for every 3 levels starting at 6th (i.e., +2 at 9th, etc.). The caster is considered proficient with the weapon. Only one end of a double weapon is effected.

The weapon gains an additional magical enhancement, such as ‘defending’ or ‘flaming’ that is appropriate for the deity. See Weapons of the Deity Table for the list.

Winged Mount(CDiv p190)(BoED p112)

<Trans, VS/DF, 1StdAct, Touch, 10min/lvl>

– The caster’s Fiendish Servant gains feathery white wings, which grant it Fly 60’ with Good maneuverability.

# Hexblade Spell list

Charisma-based Impromptu Arcane Spells. (CWar p5) (CArc p94)+ (CAdv p139)+

## 1st Level

### Abjuration

Alarm(PH p197)

<Abj, VS/AF(tiny bell, silver wire)/DF, 1StdAct, Close-range, 2hrs/lvl(D), no save, no SR>

– If any creature of Tiny-size or larger passes through the warded 20’ radius Emanation without saying the password, an alarm (chosen at casting time) will sound.

Audible: Chimes for 1 round. Easily heard within 60’ in typical conditions.

Mental: The chime is only in the caster’s head, though he/she must be within 1 mile. This will wake the caster, but not disturb his/her concentration.

Entropic Shield(PH p227)

<Abj, VS, 1StdAct, Personal, 1min/lvl(D)>

– Ranged attacks (including rays) that target the caster have a 20% miss chance.

Protection from Chaos(PH p266)

<Abj[law], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Chaotic creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Lawful Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

Protection from Evil(PH p266)

<Abj[good], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Good Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

Protection from Good(PH p266)

<Abj[evil], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Good creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Evil Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

Protection from Law(PH p266)

<Abj[chaos], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Lawful creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Chaotic Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

Undetectable Alignment(PH p297)

<Abj, VS, 1StdAct, Close-range, 24hrs>

– The target creature or object cannot have its alignment detected.

### Conjuration

Charm Person(PH p209)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, SR applies>

– One Humanoid considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets a +5 on the save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Mount(PH p256)

<Conj(sum), VSM(horse hair), 1Round, Close-range, 2hrs/lvl(D)>

– Summons a light horse or a pony (with bit, bridle, & a riding saddle) to serve as a mount.

Unseen Servant(PH p297)

<Conj(creat), VSM(string, wood), 1StdAct, Close-range, 1hr/lvl>

– Creates invisible force that can do simple tasks, like cleaning & opening doors. It has a Strength of 2 (so it can lift 20 pounds or drag 100 pounds) & a movement of 15’, but it must stay in range.

The servant cannot attack, nor can it be the direct target of attacks, but if it takes 6hp of damage from area-of-effect attacks, it is dissipated.

### Divination

Detect Magic(PH p219)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

– The caster can see the Magic Aura of a spell or item in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of magic.

2nd round – number of magic auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.

3rd round – strength & location of each aura. If an aura is within line-of-sight, the caster can identify its school with a Spellcraft check vs. DC 15 + spell level.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Identify(PH p243)

<Div, VS/AM(100gp pearl, wine, owl feather)/DF, 1Hour, Touch>

– Determines all the properties of one magic item.

Read Magic(PH p269)

<Div, VSF(prism), 1StdAct, Personal, 10min/lvl>

– Reads scrolls & spell books at 1 page per min.

### Enchantment

Distract Assailant(CAdv p146)

<Ench(comp)[mind], VSM(fly wing), 1 Swift Action, Close-range, 1rnd, WillNeg, SR applies>

– The target creature is treated as Flat-Footed until the beginning of its next round.

Sleep(PH p280)

<Ench(com)[mind], VSM(sand), 1Round, Medium-range, 1min/lvl, WillNeg, SR applies>

– Put 4 HD of creatures in a 10’ radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

Tasha’s Hideous Laughter(PH p292)

<Ench(comp)[mind], VSM(feather, tiny tarts), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– One target with 3 or higher Intelligence falls down laughing & can make no action for the duration of the spell (but is not Helpless).

A creature of a different type from the caster receive a +4 bonus on its save.

### Evocation

Light(PH p248)

<Evoc[light], VM(firefly)/DF, 1StdAct, 10min/lv(D)>

– Object touched gives off bright light in a 20’ radius & dim light for another 20’.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

### Illusion

Disguise Self(PH p222)

<Ill(glamer), VS, 1StdAct, Personal, 10min/lv(D), WillDisbelief>

– The caster can make minor visual changes to his/her appearance. These include gaining or loosing 1’ of height, gaining or loosing weight, the addition or removal of a beard / scar, etc.

This spell provides a +10 on Disguise checks.

Anyone interacting with the caster (particularly if they touch him/her) are allowed a Will save to Disbelieve the illusion.

Nystul’s Magic Aura(PH p257)

<Ill(glamer), VSF(silk cloth), 1StdAct, Touch, 1day/lvl(D), no SR>

– Touched object of up to 5 pounds per level gains one of the following magical auras:

a) not magical;

b) under a spell specified by the caster;

c) having a caster specified magical property.

*Detect Magic, Detect Evil*, etc., are always fooled by this spell. If *Identify* is cast on the target object, its caster is allowed a Will save (no SR) to see through this spell.

Phantom Threat(CWar p118)

<Ill(phantasm)[mind], VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg>

– The target thinks it is ‘flanked’, thought it cannot see or perceive what the opponent is (& does not waste attacks on it). Attackers treat the target as Flanked.

### Necromancy

Backbiter(Spell p23)~~(CArc p98)~~

<Necro, VSF(dagger), 1StdAct, Close-range, until discharged up to 1rnd/lvl>

– The target melee weapon attacks its wielder the next time it is used in combat (within the spell’s duration). The wielder uses his/her own AC and, if successful, does normal damage.

Whether the surprise attack hits or not, the spell is discharged after one attack.

Magic weapons are allowed a Will save to negate.

Cause Fear(PH p208)

<Necro[fear][mind], VS, 1StdAct, Close-range, Will½, SR applies>

– One living target with up to 5HD is Frightened for 1d4 rounds unless it makes its saving throw. On a successful save, the target is Shaken for 1 round.

This spell Counters and Dispels *Remove Fear*.

### Transmutation

Augment Familiar(Spell p17)(CWar p116)

<Trans, VS, 1StdAct, Close-range, Concentration + 1rnd/lvl>

– The caster’s familiar gains the following:

a) +4 Enhancement bonus to Strength, Dexterity, & Constitution;

b) Damage Reduction 5/magic; and

c) +2 Resistance bonus to saving throws.

Expeditious Retreat(PH p228)

<Trans, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s base land speed receives a +30’ Enhancement bonus.

This spell has no effect on the speed of Flying, Burrowing, Climbing, or Swimming.

Magic Weapon(PH p251)

<Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>

– Touched manufactured weapon gains a +1 Enhancement bonus to attack & damage.

A Monk’s Unarmed Strike can be the target of this spell.

### Universal

Arcane Mark(PH p201)

<Univ, VS, 1StdAct, Touch, Permanent(D), no save, no SR>

– Inscribes a visible or invisible personal rune, up to 1’x1’ and/or 6 characters. The mark can be placed on any material or even on skin, though in the later case it fades in 1 month.

Immune to *Dispel Magic*. Dispelled by *Erase.*

Prestidigitation(PH p264)

<Univ, VS, 1StdAct, 10’range, 1hour, no SR>

– Performs minor tasks, such as drying, cleaning, & soaking objects.

## 2nd Level

### Abjuration

Protection from Arrows(PH p266)

<Abj, VSF(turtle shell), 1StdAct, Touch, until discharged up to 1hr/lvl>

– Touched subject gains Damage Reduction 10/magic against Ranged Weapons.

This spell ends once it has prevented 10 hp per level (max 100 hp).

Resist Energy(PH p272)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject & his/her equipment are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

Lvl # Lvl # Lvl #

up to 6th 10 7th – 10th 20 11th + 30

### Conjuration

Glitterdust(PH p236)

<Conj(creat), VSM(ground mica), 1StdAct, Medium-range, 1rnd/lvl, no SR>

– Coats all creatures & objects in a 10’ radius Spread with sparkling dust which cannot be removed for the duration of the spell. This outlines Invisible creatures & objects.   
Hide checks receive a –40 penalty.

Creatures in the area of effect must make a Will save or be Blinded for the spell’s duration.

### Divination

Critical Strike(CAdv p145)

<Div, V, 1 Swift Action, Personal, 1rnd>

– If the caster succeeds on a melee attack against a foe that is flanked –or– denied his/her Dexterity bonus to AC, the caster gains the following:

a) +1d6 damage (only if the foe is vulnerable to Sneak Attacks);

b) threat range is doubled (does not stack with similar effects); and

c) +4 Insight bonus to confirm critical threat.

See Invisibility(PH p275)

<Div, VSM(pinch of talc, silver powder), 1StdAct, Personal, 10min/lvl(D), no SR>

– The caster can see Invisible creatures or objects within its range of vision.

### Enchantment

Enthrall(PH p227)

<Ench(charm)[language][mind][sonic], VS, 1Round, Medium-range, Concentration up to 1 hour plus 1d3 rounds, WillNeg, SR applies>

– The caster spends one round getting the audience’s attention & becomes so interesting that it gets the undivided attention of everyone in the area of effect who doesn’t save (including those who enter later). Races who hate the caster’s race gain a +4 bonus on the save. The audience’s attitude becomes ‘Friendly’.

Targets who failed their save but who have more than 5HD –or– a Wisdom score of at least 16 remain aware of their surroundings & have an attitude of ‘Indifferent’. They receive a new save if they observe something they oppose.

When the performance ends (even if due to a loss of Concentration), the audience will talk among themselves, applaud, etc., for 1d3 more rounds. If anyone in the audience is attacked, the spell cancels immediately and the audience will be upset.

One time during the spell, targets who have made their save may try to “heckle” the caster in order to end the spell early. Make an opposed Charisma check using the heckler with the highest Charisma modifier as a base, +2 per additional heckler who can make a Charisma check of 10.

Rage(PH p268)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, Concentration + 1rnd/lvl(D)>

– One willing, living creature per three levels in a 30’ area gains a +2 Morale bonus to Strength & Constitution, +1 Morale bonus on Will saves, & a –2 penalty to AC for the spell’s duration. While under the effect of this spell, it is not possible to cast spells or make some skill checks.

Suggestion(PH p285)

<Ench(comp)[mind][language], VM(snake tongue, honeycomb/sweet oil), 1StdAct, Close-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster gives the target 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

At the end of the duration, the instructions loose their power, triggered or otherwise.

Touch of Idiocy(PH p294)

<Ench(comp)[mind], VS, 1StdAct, Touch, 10min/lvl, no save, SR applies>

– Touched opponent receives a 1d6 penalty to Intelligence, Wisdom, & Charisma (min 1).

### Evocation

Darkness(PH p216)

<Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object radiates shadowy illumination in a 20’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

### Illusion

Invisibility(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1min/lvl(D)>

– Touched creature or object is Invisible until it attacks. Can effect an object of up to 100 pounds per level.

Invisibility, Swift(CAdv p153)

<Ill(glamer), V, 1 Swift Action, Personal, 1rnd>

– The caster becomes Invisible until he/she attacks.

Mirror Image(PH p254)

<Ill(figment),VS, 1StdAct, Personal, 1min/lvl(D)>

– Creates 1d4 + 1 per 3 levels (max 8 total) decoy duplicates of the caster. Determine randomly if the caster or a decoy is targeted. A decoy’s AC is 10 + size mod + Dex mod. If it is damaged by a direct attack (i.e., not area-of-effect spells), it is destroyed.

Phantasmal Assailants(CArc p117)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Close-range, Instantaneous, SR applies>

– One living creature is “attacked” by nightmare monsters only the target can see. The target is allowed a Will save to disbelieve the effect. If the save fails, the target takes 4 points of Wisdom damage (Fort½) –and– 4 points of Dexterity damage (Fort½).

### Necromancy

Blindness/Deafness(PH p206)

<Necro, V, 1StdAct, Medium-range, Permanent(D), FortNeg, SR applies>

– Living subject become a) Blind; or b) Deaf.

False Life(PH p229)

<Necro, VSM(alcohol), 1StdAct, Personal, until discharged up to 1hr/lvl>

– The caster gains 1d10 + 1/lvl (max +10) Temporary HP.

### Transmutation

Alter Self(PH p197)

<Trans(polymorph), VS, 1StdAct, Personal, 10min/lvl(D)>

– The caster’s body changes into an other creature of the same type (typically Humanoid) within 1 size category larger or smaller. The new creature can have a base HD no more than the Caster level (max 5HD). The caster can choose the details of the body within the typical range (eye color, hair length, skin tone, etc.). The caster retains all his/her own ability scores, attack bonuses, etc. See the Alternate Form Table.

Bull’s Strength(PH p207)

<Trans, VSM(bull hair)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Strength.

Eagle’s Splendor(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Charisma.

Spider Climb(PH p283)

<Trans, VSM(live spider, drop of bitumen), 1StdAct, Touch, 10min/lvl>

– Touched creature can travel along walls & ceilings like a spider (20’ movement). The subject does not loose his/her Dex bonus to AC while climbing, nor do opponents gain a bonus to attack the subject.

The subject must have bare hands & feet.

Whirling Blade(CArc p129)

<Trans, VSF(melee slashing weapon), 1StdAct, Instantaneous, no save, no SR>

– The caster throws the focus melee slashing weapon and attacks creatures in a 60’ Line. The caster makes a single melee attack at each target, though the caster may use his/her Primary Casting Attribute in place of his/her Strength modifier as the bonus on the attack roll and the damage roll. Any feats, etc., apply normally.

Once all creatures in the line has been attacked, the focus weapon returns immediately to the caster’s hand.

## 3rd Level

### Abjuration

Dispel Magic(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +10). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Nondetection(PH p257)

<Abj, VSM(50gp diamond dust), 1StdAct, Touch, 1hr/lvl>

– Touched subject (and its possessions) or an object can only be a target of a *Locate Object*, Crystal Ball, etc., on a Caster check vs. DC (11 + caster level) (+4 if caster is the subject).

Protection from Energy(PH p266)

<Abj, VS/DF, 1StdAct, Touch, until depleted up to 10min/lvl>

– Touched creature is immune to a total of 12 damage per level (max 120 hp) from one Energy Type. Once all the damage has been taken, the spell ends.

Note: This spell takes precedence over *Resist Energy*. Only when this spell is depleted will *Resist Energy* be applied.

Repel Vermin(PH p271)

<Abj, VS/DF, 1StdAct, 10min/lvl(D), SR applies>

– Creates a 10’ radius area around the caster that causes insects & other vermin to stay away. Vermin whose HD are 1/3rd of the caster level or greater are allowed a Will save to enter the area, but even then they take 2d6 damage.

### Conjuration

Phantom Steed(PH p260)

<Conj(creat), VS, 10Minutes, 1hr/lvl(D)>

– The caster creates a magic horse with insubstantial hooves that make no sound, plus saddle, bit, & bridle. Only the one person designated by the caster can ride the horse. The horse has AC 18, 7 + 1/lvl HP, can move at 20’/lvl (max 240’) & can carry its rider plus 10 lbs/lvl. At higher caster levels, the horse has extra abilities:

8th: ride over mud, sand, etc. at normal rate.

10th: ride over water at normal rate.

12th: ride horizontally across air for 1 round at normal rate.

14th: Fly at normal rate/average.

Stinking Cloud(PH p284)

<Conj(creat), VSM(rotten eggs/skunk cabbage leaves), 1StdAct, Medium-range, 1rnd/lvl, FortNeg>

– Creates a 20’ radius by 20’ high Cloud of noxious fog.

Everyone within the fog must make a Fortitude save each round or be Nauseated, which remains until the target has been out of the fog for 1d4+1 rounds.

The fog can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

### Divination

Arcane Sight(PH p201)

<Div, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s eyes glow blue & is to see magic auras within 120’, allowing his/her to know the strength & school of all magic effects & items by making a Spellcraft check vs. DC (15 + spell level). By spending a Standard Action scrutinizing a target, the caster can know if it has any spell casting or spell-like abilities, whether they are Arcane or Divine, & the power level of the highest spell effect still available to the target today.

### Enchantment

Charm Monster(PH p209)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

– One living creature considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Confusion(PH p212)

<Ench(comp)[mind], VSM(3 nut shells)/DF, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– All targets within a 15’ radius Burst are Confused.

Deep Slumber(PH p217)

<Ench(com)[mind], VSM(sand), 1Round, Close-range, 1min/lvl, WillNeg, SR applies>

– Put 10 HD of creatures in a 10’ radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

### Evocation

Wind Wall(PH p302)

<Evoc[air], VSM(tiny fan, exotic feather)/DF, 1StdAct, Medium-range, 1rnd/lvl>

– An Invisible wall of air 2’ wide is created in any continuous shape desired by the caster up to 10’ long per level & 5’ high per level.

The wall is total protection from gases (including some breath weapons), gaseous forms, flying creatures up to Small-size, etc. Arrows & bolts are blocked by the wall, & other ranged weapons have a 30% miss chance. Large ranged weapons, such as a giant’s boulders, are not effected.

The wall may be walked through normally.

### Illusion

Invisibility Sphere(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic), 1StdAct, Touch, 1min/lvl(D)>

– Makes everyone within 10’ of the touched creature / object become Invisible. If someone made invisible by this spell leaves the 10’ radius or attacks, he/she becomes visible.

Spectral Weapon(CAdv p157)

<Ill(shadow), VS, 1 Swift Action, Personal, 1rnd/lvl(D)>

– The caster creates a single weapon with which he/she is proficient. This weapon is normal except for the following:

a) only the caster may wield the weapon (it dissipates if released / dropped);

b) the caster makes touch attacks (instead of normal attacks) to do damage; and

c) when hit, the foe is allowed a Will save (SR applies). If successful, that attack and any that follow only do 1/5th damage and any special effect, such as Death Attack, only has a 20% chance of working.

A caster may only maintain 1 Spectral Weapon at a time.

### Necromancy

Poison(PH p262)

<Necro, VS/DF, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Touch deals 1d10 Constitution damage, repeats in 1 minute. DC is 10 + ½ caster level + caster’s Wisdom modifier.

Vampiric Touch(PH p298)

<Necro, VS, 1StdAct, Touch, no save, SR applies>

– Touch attack against a living creature deals 1d6 per two levels (max 10d6). Caster gains damage as Temporary HP, which last up to 1 hour.

### Transmutation

Magic Weapon, Greater(PH p251)

<Trans, VSM(powdered lime, carbon)F(weapon)/DF, 1StdAct, Close-range, 1hr/lvl>

– Targeted manufactured weapon –or– a bundled group of 50 projectiles gain an Enhancement bonus to attack & damage of +1 per four levels (max +5).

A Monk’s Unarmed Strike can be the target of this spell.

Slow(PH p280)

<Trans, VSM(molasses), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– One subject per level within a 30’ area:

a) may only take one Standard Action or Move Action each round;

b) suffers a –1 penalty to AC, attacks, & Reflex saves;

c) has its movement halved.

This spell Counters & Dispels *Haste*.

*Hound of Doom*(CWar p117) – Creates shadowy protector.

## 4th Level

### Abjuration

Break Enchantment(PH p207)(DR306 p110)+

<Abj, VS, 1Minute, Close-range, no SR>

– Attempts to free 1 subject per level within a 30’ area from all Curses, Enchantments, Transmutations, and Petrifaction. Each effect is subject to a Dispel Check (max +15). Cursed items typically have a DC of 25.

If petrifaction is removed from a creature, it does not need to make a saving throw to survive.

Effects that cannot be removed by *Dispel Magic* can be removed by this spell if their level is no more than 5th.

This spell breaks effects on creatures. A cursed item still have its curse, it just may no longer apply to the subject.

### Conjuration

Dimension Door(PH p221)

<Conj[teleport], V, 1StdAct, Long-range>

– Teleports the caster anywhere within range that can visualized or described by direction.

The caster may bring up to his/her maximum carry load with this spell and one willing, Medium-sized subject per three levels (or the Creature Equivalent). All subjects must be touching, with the caster touching at least one subject.

If the target location is occupied, the caster (and anyone with him/her) take 1d6 damage & are shunted in a random direction 100’.

The caster cannot act again until the next round.

Solid Fog(PH p281)

<Conj(creat), VSM(powdered peas, powdered hoof), 1StdAct, Medium-range, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of fog. Movement in the cloud is slowed to 5’ and taking a 5’ step is not an option. While in the fog, melee attacks & damage have a –2 penalty & ranged attacks (other than magical rays, etc.) are impossible.

The fog slows falling, reducing 1d6 of damage per 10’ of solid fog fallen through.

The fog is dispersed by a Strong Wind in 1 rnd.

### Divination

Assay Spell Resistance(Spell p17)(CArc p97)

<Div, VS, Swift Action, Personal, 1rnd/lvl>

– Gain a +10 bonus on Caster checks to overcome Spell Resistance against one target, which must be visible when this spell is cast.

Contact Other Plane(PH p212)

<Div, V, 10Minutes, Personal, Concentration up to 1rnd per 2 lvls>

– The caster may ask one question per two level of Extraplanar entity. At the start, the caster must make an Intelligence check to get answers & avoid having his/her Intelligence or Charisma reduced for a few weeks. More powerful entities have a greater chance of knowing the answer, but there is a higher chance of being “punished”.

Detect Scrying(PH p219)

<Div, VSM(piece of mirror, tiny brass trumpet), 1StdAct, 24hrs, no save, no SR>

– The caster is immediately aware of the existence & location of any Magical Sensors within a 40’ radius Emanation.

On a successful Caster check, the caster can get a visual image of the scryer, and his/her distance & direction.

Scrying(PH p274)(PH3.5e)+

<Div(scry), VSF(see below)/AM(eye of an eagle, nitric acid, copper, zinc)/DF, 1Hour, 1min/lvl, WillNeg, SR applies>

– Sends a Magical Sensor to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day.

Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor.

The following spells have a 5%/lvl chance of working through the ‘sensor’: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic,* & *Message*.

Focus is determined by class – Clerics use a Holy Water font (min 100gp), Druids use a natural pool of water, all others uses a 2’x4’ silver mirror (min 1,000gp).

Unluck(CArc p128)

<Div, VSM(piece of broken mirror), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– When the target creature makes an action   
based on chance (such as an attack roll, a damage roll, a saving throw, etc.), he/she   
must roll twice & take the worst of the 2 rolls.

### Enchantment

Dominate Person(PH p224)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>

– Telepathically control one Humanoid. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input.

The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

### Evocation

Sending(PH p275)

<Evoc, VSM(copper wire)/DF, 10Minutes, no SR>

– Sends a message of 25 words or less to a familiar subject anywhere, who may send back a 25 word response immediately. If the subject is on another plane of existence, there is a 5% chance of the message being lost.

### Illusion

Invisibility, Greater(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1rnd/lvl(D)>

– Subject is Invisible, even if he/she attacks.

Phantasmal Killer(PH p260)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies>

– The targeted creature sees its worst fear (though no one else sees anything). If the target fails its Will save, it must then make a Fortitude save. If it fails, the target dies. If successful, the target takes still 3d6 damage.

Shadow Form(CAdv p156)

<Ill(shadow), VSM(black cloth from a funeral shroud), 1StdAct, Personal, 1min/lvl(D)>

– The caster becomes shadow-like and receives the following benefits:

a) +4 Competence bonus on Escape Artist, Hide, & Move Silently checks;

b) treated as having Concealment when not in bright natural light, in the area of effect of *Daylight*, or when viewed by someone under the effect of *True Seeing*.

Depending on the number of ranks of Escape Artist the caster has, he/she can pass through an object or barrier by succeeding on an Escape Artist check vs. DC 20. The spell then ends, even if the check failed.

Ranks Max Barrier

5 solid up to 5’ thick

10 solid up to 10’ thick

15 magical barrier (including force)

### Necromancy

Cursed Blade(CWar p117)

<Necro, V, 1StdAct, Touch, 1min/lvl, no save, no SR>

– Wounds caused by the touched melee weapon cannot be healed (magically or mundanely) until the victim receives a *Remove Curse*. Damage from special weapon properties (such as ‘Flaming’) are not effected and can be healed normally.

In addition, a creature slain by a *Cursed Blade* cannot be restored to life unless he/she receives *Remove Curse* or is being targeted with a *True Resurrection*.

Enervation(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Target gains 1d4 Negative Levels that fade in 1hr/lvl.

Undead targeted with this spell gain 1d4 \* 5 Temporary HP for 1 hour.

Fear(PH p229)

<Necro[fear][mind], VSM(feather), 1StdAct, Will½, SR applies>

– All living creatures within a 30’ Cone-shaped Burst are Panicked for 1rnd/lvl. On a successful save, a creature is Shaken for 1rnd.

### Transmutation

Baleful Polymorph(PH p202)

<Trans, VS, 1StdAct, Close-range, Permanent, WillNeg, SR applies>

– The target is permanently transformed into a 1HD animal of up to Small size (such as a dog, lizard, monkey, etc.). If the caster attempts to transform the target into a form that will be fatal (i.e., a fish on dry land), the target receives a +4 bonus on its save.

If the target is transformed, it must make a Will save to resist becoming the target animal mentally too.

Polymorph(PH p263) (DR337 p88)+

<Trans(polymorph), VSM(cocoon), 1StdAct, Touch, 1min/lvl(D)>

– The touched willing subject is changed into a new form, which

a) can be one of the following creature types: Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Ooze, Plant, or Vermin;

b) cannot have more HD than either the caster or the target (max 15HD);

c) can be as small as Fine-size; and

d) cannot be incorporeal or gaseous.

Subject gets the following from the new form:

a) Strength, Dexterity, & Constitution;

b) Extraordinary Special Attacks (such as Constrict, Improved Grab, & Poison);

c) natural movement, like swimming & flying; &

d) gain its creature type.

The subject does not get the following from the new form:

a) Extraordinary Special Qualities (such as Blindsight, Regeneration, or Scent); &

b) Supernatural or Spell-like Abilities.

Subject keeps the following from its original form:

a) Intelligence, Wisdom, & Charisma;

b) hit points (ignore new Constitution score);

c) level, class, & alignment;

d) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con); and

e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);

b) the subject’s equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;

c) gain 1 day’s natural healing of hit-points only;

e) if slain, return to original form;

f) creatures with the Shapeshifter subtype can return to the original form as a Standard Action.

# Warlock Invocation list

Charisma-based Impromptu Invocations. (CArc p8)

Each Invocation has a listed Effective Spell Level. Caster level equals Warlock class level.

Invocations are Spell-Like Abilities that have a Somatic component. Arcane Spell Failure chance applies if the Warlock is wearing Medium (or heavier) Armor or a Shield.

The Feat: Spell Focus does not apply to Invocations. Feat: Ability Focus can be used with Eldritch Blast.

One Eldritch Essence –and– one Blast Shape may be applied to a given Eldritch Blast. The effective spell level is the highest of the Invocations applied.

## Least

##### Eldritch Essence

Frightful Blast(CArc p134)

<Invocation(eldritch essence)[mind][fear], S, 1StdAct>

– Any creature struck by the invoker’s Eldritch Blast also becomes Shaken for 1 minute (WillNeg). Multiple Frightful Blasts do not stack, but do reset the duration.

Effective Spell Level: 2nd.

Sickening Blast(CArc p135)

<Invocation(eldritch essence), S, 1StdAct>

– Any creature struck by the invoker’s Eldritch Blast also becomes Sickened for 1 minute. (FortNeg). Multiple Sickening Blasts do not stack, but do reset the duration.

Effective Spell Level: 2nd.

##### Blast Shape

Eldritch Spear(CArc p133)

<Invocation(blast shape), S, 1StdAct, SR applies>

– The maximum range of the invoker’s Eldritch Blast increases to 250’ with no range increment.

Effective Spell Level: 2nd.

Hideous Blow(CArc p134)

<Invocation(blast shape), S, 1StdAct, SR applies>

– As a Standard Action, make one melee attack. If the hit is successful (even if it does not damage), then treat the opponent as if he/she were also hit with the invoker’s Eldritch Blast(including any special effects due to Eldritch Essence invocations).

Effective Spell Level: 1st.

##### Other

Baleful Utterance(CArc p132)

<Invocation[sonic], VS, 1StdAct, Close-range, Instantaneous, SR applies>

– By speaking a syllable of Dark Speech, the invoker chooses one of the following to occur:

a) all non-magic glass, crystal, etc., in a 5’ radius Burst that weigh less than 1 lb/lvl are shattered. An attended object gets a Will save to negate. Otherwise, no save.

b) a single solid object weighing up to 10 pounds per level can be shattered. An attended object gets a Will save to negate.

If an attended object was destroyed, then the creature touching it must make a Fortitude save of be Dazed for 1 round and Deafened for 1 minute.

Effective Spell Level: 2nd.

Beguiling Influence(CArc p132)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

– The invoker receives a +6 bonus on Bluff, Diplomacy, & Intimidate checks.

Effective Spell Level: 2nd.

Breath of the Night(CArc p132)

<Invocation, S, 1StdAct, Instantaneous>

– Creates a 20’ radius Spread by 20’ high area of mist around the invoker, which grants Concealment to everyone within it. Does not block Line-of-Sight.

The mist dissipates in 1 minute, or can be dispersed immediately by a Moderate Wind or the fire of a torch.

Effective Spell Level: 1st.

Dark One’s Own Luck(CArc p133)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

– The invoker receives a Luck bonus on one saving throw equal to his/her Charisma modifier (up to his/her Class level). To change which saving throw benefits, the invoker must first Dismiss the current effect as a Standard Action.

Effective Spell Level: 2nd.

Darkness(CArc p133)

<Invocation[darkness], S, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object radiates shadowy illumination in a 20’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

Effective Spell Level: 2nd.

Devil’s Sight(CArc p133)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

– The invoker may see up to 30’ through normal and magical darkness.

Effective Spell Level: 2nd.

Earthen Grasp(CArc p133)(CArc p104)+

<Invocation[earth], S, 1StdAct, Close-range, 2rnds/lvl, no save, SR applies>

– A Medium-sized arm of soil rises from the targeted hex of earth or sand. It attempts to Grapple any creature in its hex or one that is adjacent. If not directed by the invoker, it attacks randomly.

The arm has a Strength of 14 + 1 per three invoker levels. The arm can make one Grapple attempt per round and does generate an Attack of Opportunity. If successful, it attempts to Pin the target, which does (1d6+Strength modifier) hp of lethal damage each round.

The arm has AC 15, Hardness 4, and 3 hp per Invoker level.

Effective Spell Level: 2nd.

Entropic Warding(CArc p134)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

– The invoker is surrounded by chaotic energies, granting the following:

a) Ranged attacks (including rays) that target the invoker have a 20% miss chance; and

b) the invoker leaves no track or scent trail (though he/she can still be detected by scent, just not followed by it).

Effective Spell Level: 2nd.

Leaps and Bounds(CArc p134)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

– The invoker receives a +6 bonus on Balance, Jump, & Tumble checks.

Effective Spell Level: 2nd.

Miasmic Cloud(CArc p134)

<Invocation, S, 1StdAct, Instantaneous>

– Creates a 20’ radius Spread by 20’ high area of mist around the invoker, which grants Concealment to everyone within it. All creatures (except the invoker) within the mist become Fatigued (FortNeg, SR applies) until 1 round after they leave the area of effect. Does not block Line-of-Sight.

The mist dissipates in 1 minute, or can be dispersed immediately by a Moderate Wind or the fire of a torch.

Effective Spell Level: 1st.

See the Unseen(CArc p135)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

– The invoker gains Darkvision 60’ and can see Invisible creatures & objects within his/her range of vision.

Effective Spell Level: 2nd.

Spiderwalk(CArc p135)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

– The invoker receives the following:

a) able to travel along walls & ceilings like a spider (20’ movement). The invoker does not loose his/her Dex bonus to AC while climbing, nor do opponents gain a bonus to attack the invoker; and

b) is unaffected by normal & magical webs.

Effective Spell Level: 2nd.

Summon Swarm(CArc p135)(PH p289)+

<Invocation(sum), S, 1Round, Close-range, Concentration, no save, no SR>

– Summons either a Swarm of Bats(MM p237), a Swarm of Rats(MM p239), or a Swarm of Spiders(MM p239). The swarm attacks any creatures that are within its area. If there is no creature to attack, the swarm moves to the nearest creature. The invoker has no control over the swarm’s movement or target.

Effective Spell Level: 2nd.

Voice of Madness(DR332 p212)

<Invocation(comp)[mind], VS, 1StdAct, Close-range, 1rnd + 1rnd per 2 levels, WillNeg, SR applies>

– One target is Confused.

Note: Followers of the Cult of the Dragon Below cast this spell at +1 level.

Effective Spell Level: 2nd.

## Lesser

##### Eldritch Essence

Beshadowed Blast(CArc p132)

<Invocation(eldritch essence), S, 1StdAct>

– Any creature struck by the invoker’s Eldritch Blast also becomes Blind for 1 round (FortNeg, SR applies).

Effective Spell Level: 4th.

Brimstone Blast(CArc p132)

<Invocation(eldritch essence)[fire], S, 1StdAct>

– The invoker’s Eldritch Blast does Fire damage (instead of Untyped damage). In addition, any creature struck by the attack Catch Fire (RefNeg). Catching fire this way lasts for up to 1 round per 5 Warlock levels and does 2d6 Fire damage each round. Putting out the fire early is a Full Round Action.

Being struck by multiple Brimstone Blasts does not increase the burning damage per round, but does reset its duration.

Effective Spell Level: 3rd.

Hellrime Blast(CArc p134)

<Invocation(eldritch essence)[cold], S, 1StdAct>

– The invoker’s Eldritch Blast does Cold damage (instead of Untyped damage). In addition, any creature struck by the attack receives a –4 penalty to Dexterity for 10 minutes (FortNeg).

Being struck by multiple Hellrime Blasts does not increase the Dexterity penalty, but does reset its duration.

Effective Spell Level: 3rd.

##### Blast Shape

Eldritch Chain(CArc p133)

<Invocation(blast shape), S, 1StdAct, SR applies>

– If the Eldritch Blast hits its initial target, the invoker may attempt to hit a secondary target who is within 30’ of the initial target. If the blast hits again, the invoker may attempt to “jump” to another secondary target, up to a total of one secondary target per 5 levels.

Secondary targets take ½ damage. No creature may be struck more than once by the “chain”.

Effective Spell Level: 4th.

##### Other

Charm(CArc p132)

<Invocation(charm)[mind][language], VS, 1StdAct, 60’ range, Permanent(D), WillNeg, SR applies>

– One living creature considers the invoker its ally. Anything the invoker says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from the invoker or his/her allies after the spell is in effect breaks the charm.

The invoker may only have one target charmed at a time. Charming a new creature automatically ends the effect on the prior target.

Effective Spell Level: 4th.

Curse of Despair(CArc p132)

<Invocation, VS, 1StdAct, Touch, Permanent(D), WillNeg, SR applies>

– Touched target is inflicted with one of the following:

a) –6 on one ability (minimum 1);

b) –4 penalty on attacks, saves, and skill checks; or

c) 50% chance of losing each action.

If the target succeeds on his/her saving throw, he/she still receives a –1 penalty on attack rolls for 1 minute.

This invocation is not effected by *Dispel Magic*. It can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

Effective Spell Level: 4th.

The Dead Walk(CArc p132)

<Invocation[evil], S, 1StdAct, Touch, Instantaneous>

– Animates skeletons and/or zombies from one or more touched corpses. (2 \* invoker level) HD of Undead may be animated in one casting & an invoker may only have 4HD/lvl Undead under control (if exceeded, invoker chooses which are “freed”). Undead controlled via Clerical “Rebuke / Control” ability don’t count against this total.

The bodies animated by this invocation turn to dust after 1 minute per invoker level, unless the invoker uses 25gp per HD of black onyx as a Material Component, in which case the undead last until destroyed.

Effective Spell Level: 4th.

Fell Flight(CArc p134)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

– The invoker gains a Fly speed equal to his/her Land speed with Good maneuverability.

Effective Spell Level: 3rd.

Flee the Scene(CArc p134)

<Invocation[teleport], S, 1StdAct, Short-range, Instantaneous + 1 round>

– Teleports the invoker anywhere within range that can visualize or described by direction. In the invoker’s place is an illusory figment of the invoker that lasts for 1 round. The illusion looks, sounds, smells, & feels like the invoker (as per *Major Image*) and reacts as he/she would have.

The invoker may bring up to his/her maximum carry load with this spell and one willing, Medium-sized subject per three levels (or the Creature Equivalent). All subjects must be touching, with the invoker touching at least one subject.

If the target location is occupied, the invoker (and anyone with him/her) take 1d6 damage & are shunted in a random direction 100’.

The invoker cannot act again until the next round.

Effective Spell Level: 4th.

Hungry Darkness(CArc p134)

<Invocation(sum)[darkness], S, 1StdAct, 0’ range, Concentration+2rnds, no save, no SR>

– The 20’ radius around the invoker is filled with shadowy illumination. Each hex of the area-of-effect contains a Swarm of Bats(MM p237), which attack all creatures in the area except for the invoker. The bats stay in the immobile darkness. The effect ends immediately if all the bats are killed.

Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

Effective Spell Level: 3rd.

Stony Grasp(CArc p134)

<Invocation[earth], S, 1StdAct, Close-range, 1rnd/lvl, no save, no SR>

– A Medium-sized arm of soil rises from the targeted hex of earth, sand, or unworked stone. It attempts to Grapple any creature in its hex or one that is adjacent. If not directed by the invoker, it attacks randomly.

The arm has a Strength of 14 + 1 per three invoker levels. The arm can make one Grapple attempt per round and does generate an Attack of Opportunity. If successful, it attempts to Pin the target, which does (1d6+Strength modifier) hp of lethal damage each round.

The arm has AC 18, Hardness 8, and 4 hp per Invoker level.

Effective Spell Level: 3rd.

Voidsense(CArc p136)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

– The invoker gains Blindsense 30’.

Effective Spell Level: 4th.

Voracious Dispelling(CArc p136)(PH p223)+

<Invocation, S, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +10). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest invoker level spell checked first) until one is dispelled or all checks fail. Items are not affected.

The invoker does not need to make a Dispel Check to end a spell he/she cast.

Each creature that has a spell effect dispelled takes 1 hp per spell ended (no save).

Effective Spell Level: 4th.

Walk Unseen(CArc p136)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

– The invoker becomes Invisible.

Effective Spell Level: 2nd.

Wall of Gloom(CArc p136)

<Invocation(shadow)[darkness][fear][mind], S, 1StdAct, Medium-range, Concentration + 1rnd/lvl, Will½, SR applies>

– Creates a 20’ tall wall of ominous shadows that is either up 40’ long -or- up to 15’ radius.

Creatures next to the wall have Concealment from the other side, while creatures more than 1 hex way have Total Concealment from the other side.

A creature with 6HD or less cannot go through the wall without making a Will save. This save can be reattempted for each Move Action the creature wishes to use to get through the wall, but there is a cumulative   
–1 penalty for each failed save.

Effective Spell Level: 2nd.

## Greater

##### Eldritch Essence

Bewitching Blast(CArc p132)

<Invocation(eldritch essence)[mind], S, 1StdAct>

– Any creature struck by the invoker’s Eldritch Blast also becomes Confused for 1 round (WillNeg, SR applies).

Effective Spell Level: 4th.

Noxious Blast(CArc p135)

<Invocation(eldritch essence), S, 1StdAct>

– Any creature struck by the invoker’s Eldritch Blast also becomes Nauseated for 1 round (FortNeg, SR applies).

Effective Spell Level: 6th.

Repelling Blast(CArc p135)

<Invocation(eldritch essence), S, 1StdAct>

– Any creature up to Medium-size struck by the invoker’s Eldritch Blast also away from the invoker 1d6 hexes and falls Prone (RefNeg). If the target strikes a solid object, he/she stops, takes 1d6 damage per 10’ moved, & falls Prone.

Note: the movement does not generate an Attack of Opportunity.

Effective Spell Level: 6th.

Vitriolic Blast(CArc p135)

<Invocation(eldritch essence)[acid], S, 1StdAct>

– The invoker’s Eldritch Blast does Acid damage (instead of Untyped damage) (no save, no SR). In addition, any creature struck by the attack continues to take 2d6 Acid damage for 1 round per 5 Warlock.

Effective Spell Level: 6th.

##### Blast Shape

Eldritch Cone(CArc p133)

<Invocation(blast shape), S, 1StdAct>

– All creatures in a 30’ Cone-shaped Burst take Eldritch Blast damage& effects (Ref½,   
SR applies).

Effective Spell Level: 5th.

##### Other

Chilling Tentacles(CArc p132)(PH p228)+

<Invocation(creat)[cold], S, 1StdAct, Medium-range, 1rnd/lvl(D), no SR>

– A 20’ radius Spread is filled with 10’ tentacles. The tentacles attempt to Grapple every creature within the area of effect. Each is considered Large-sized, has a Strength 19, and has a Base Attack Bonus equal to its invoker level (i.e., attack of +(8+lvl)). Anyone grappled takes 1d6+4 lethal damage each round.

All creatures within the area of effect take 2d6 Cold damage per round, even if not being Grappled.

Even if not grappled, it is only possible to go half movement through the area of effect.

The tentacles are immune to damage, but can be dispelled.

Effective Spell Level: 5th.

Devour Magic(CArc p133)

<Invocation, S, 1StdAct, Touch, Instantaneous>

– Cancels magical spells and effects by touch on a successful Dispel Check (max +20). Each ongoing spell effect on the touched target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

The invoker gains (Spell Level \* 5) Temporary HP for the highest level effect dispelled. This does not stack with other Temporary HP (i.e., the invoker only keeps the highest).

Effective Spell Level: 6th.

Enervating Shadow(CArc p133)

<Invocation[darkness], S, 1StdAct, Personal, 5 rounds>

– The invoker gains Total Concealment when not bright light (such as daylight or within the area-of-effect of a [light] spell).

In addition, any creature adjacent to the invoker receives a –4 penalty to Strength for 4 rounds (FortNeg, SR applies). A given creature may only be affected by a given invoker’s Enervating Shadow once per 24 hours.

This invocation is Countered or Dispelled by any spell with the [light] category of equal or higher level.

Effective Spell Level: 5th.

Tenacious Plague(CArc p135)

<Invocation(sum), S, 1Round, Long-range, 1min/lvl, no save, no SR>

– Summons 1 Locust Swarm(PH p239) per three levels (max 6 swarms). The swarms must be contiguous, but not overlapping. Any creature within a swarm is attacked. The swarms are immobile.

The invoker’s Charisma modifier is added to the DC of each Locust Swarm’s distraction ability –and– the swarm’s natural attacks are treated as ‘magic’ for purposes of overcoming Damage Reduction.

Effective Spell Level: 6th.

Wall of Perilous Fire(CArc p135)

<Invocation[fire], S, 1StdAct, Medium-range, Concentrations + 1rnd/lvl, SR applies>

– Creates an opaque 20’ tall wall of violet fire that is either 20’ long per level & straight –or– a ring 5’ radius per 2 levels. Damage caused by the wall is ½ Fire and ½ Untyped. One side (invoker’s choice) causes 2d4 damage within 10’ and 1d4 damage between 10’ & 20’. Going through the wall does 2d6 + 1/lvl (max +20) damage (2x to Undead).

If the wall is created on top of someone, the target gets a Reflex save to jump to one side (taking damage if the wrong side is chosen).

20hp of Cold damage in one round will extinguish a 5’ length of wall.

Any creature brought to 0 hp by the wall has its body to ash at the end of the following round (though his/her equipment remains).

Effective Spell Level: 5th.

Warlock’s Call(CArc p136)

<Invocation, S, 10Minutes, no SR>

– Sends a message of 25 words or less to a familiar subject anywhere, who may send back a 25 word response immediately. If the subject is on another plane of existence, there is a 5% chance of the message being lost.

If the target makes a Will save, he/she has the option of not replying, but inflicting 1d10 hp of damage upon the invoker instead.

Effective Spell Level: 5th.

## Dark

##### Eldritch Essence

Utterdark Blast(CArc p135)

<Invocation(eldritch essence), S, 1StdAct>

– Any non-Undead struck by the invoker’s Eldritch Blast also gain two Negative Levels for 1 hour (FortNeg, SR applies).

An Undead struck with an Utterdark Blast is healed instead of damaged.

Effective Spell Level: 8th.

##### Blast Shape

Eldritch Doom(CArc p133)

<Invocation(blast shape), S, 1StdAct>

– All creatures designated by the invoker in a 20’ radius Burst round the invoker take the Eldritch Blast damage & effects (Ref½,   
SR applies).

Effective Spell Level: 8th.

##### Other

Dark Discorperation(CArc p132)

<Invocation, S, 1StdAct, Personal, 24hrs(D)>

– The invoker becomes a Swarm of Diminutive-sized shadows shaped like bats that take up 8 contiguous 5’ squares. While in this form, the invoker gains the following:

a) may only take Move Actions;

b) Strength score becomes 1;

c) +6 bonus to Dexterity;

d) all Armor & Natural Armor bonuses to AC are suppressed;

e) receive a +4 Size bonus to AC;

f) receives a Deflection bonus to AC equal to the invoker’s Charisma modifier;

g) Fly speed 40’ with Perfect maneuverability;

h) able to pass through openings as a Diminutive-sized creature could;

i) any creature in the invoker’s spaces at the end of the invoker’s turn takes 4d6 damage, which is treated as ‘magic’ and has the same alignment as the invoker;

j) any creature in the invoker’s spaces at the beginning of the creature’s turn is Nauseated for 1 round (FortNeg);

k) spellcasting within the invoker’s spaces requires a Concentration check (DC = 20 + spell level);

l) all of the invoker’s possessions are absorbed into the swarm and have their abilities suppressed;

m)not subjected to critical hits, flanking, weapon damage, being tripped, grappled, bull rushed, etc.

n) immune to spells & effect that target a specific number of creatures (except for min-affecting);

o) takes +50% damage from area-of-effect spells;

p) not vulnerable to wind effects; &

q) if reduced to 0 hp or knocked unconscious, *Dark Discorperation* ends and the invoker ends up in one of the squares he/she previously occupied.

Effective Spell Level: 8th.

Dark Foresight(CArc p133)

<Invocation, S, 1StdAct, Touch, 10min/lvl(D)>

– The invoker receives mental warnings about what may harm the touched subject.

If the invoker placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as “close your eyes”, “jump”, “run”).

If cast on a different target, the invoker gets the warnings & can pass them on to the subject telepathically if the two are within 100’, otherwise verbally. In this case, neither gets the Insight bonuses.

Effective Spell Level: 9th.

Path of Shadow(CArc p135)

<Invocation(shadow), S, 1StdAct, Touch, 1hr/lvl(D)>

– The invoker and up to 1 touched subject per level travel into the Plane of Shadows (unwilling subjects receive a Will save to negate). Travel can be in two different ways:

a) Movement in the Plane of Shadows is faster than in the Material Plane, so the party can effectively travel 50 miles/hour. When the desired destination is reached, the party returns to the Material Plane.

b) The party can travel to a plane of existence that borders the Plane of Shadows. This takes 1d4 hours.

In either case, the invoker regains hit-points each hour as if he/she had rested for a full day.

Effective Spell Level: 6th.

Retributive Invisibility(CArc p135)

<Invocation(glamer)[sonic], S, 1StdAct, Personal, 1rnd/lvl(D)>

– The invoker is Invisible, even if he/she attacks.

If the invisibility is Dispelled, all creatures in a 20’ radius Burst around the invoker take 4d6 Sonic damage (Fort½) and are Stunned for 1 round (FortNeg).

Effective Spell Level: 6th.

Word of Changing(CArc p136)

<Invocation, VS, 1StdAct, Close-range, Permanent(D), WillNeg, SR applies>

– The target is permanently transformed into a 1HD animal of up to Small size (such as a dog, lizard, monkey, etc.). If the invoker attempts to transform the target into a form that will be fatal (i.e., a fish on dry land), the target receives a +4 bonus on its save.

If the target is transformed, he/she must make a Will save to resist becoming the target animal mentally too.

If the target is transformed, he/she receives a new save 24 hours later to resume his/her normal form (and mentality).

Effective Spell Level: 5th.

# Warmage Spell List

Charisma-based Impromptu Spells. (CArc p90)

## 0th Level

### Conjuration

Acid Splash(PH p196)

<Conj(creat)[acid], VS, 1StdAct, Close-range, no save, no SR>

– Deals 1d3 Acid damage.

### Evocation

Light(PH p248)

<Evoc[light], VM(firefly)/DF, 1StdAct, 10min/lv(D)>

– Object touched gives off bright light in a 20’ radius & dim light for another 20’.

This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Ray of Frost(PH p269)

<Evoc[cold][ray], VS, 1StdAct, Close-range,   
no save, SR applies>

– Deals 1d3 Cold damage.

### Necromancy

Disrupt Undead(PH p223)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Deals 1d6 Positive Energy damage to one Undead.

## 1st Level

### Conjuration

Hail of Stone(Und p58)

<Conj(creat)[earth], VSM(5gp jade), 1Round, Medium-range, Instantaneous, no save, SR applies>

– Stones fall in a 5’ radius by 40’ tall Column. The caster makes a standard Ranged Attack against each creature in the area of effect using the (caster level + Primary Spellcasting Attribute) at the attack bonus. If the stones hit, the target takes 1d4 per level damage (max 5d4).

Orb of Acid, Lesser(CArc p115)

<Conj(sum)[acid], VS, 1StdAct, Close-range, Instantaneous, no save, no SR>

– Does 1d8 Acid damage per two levels after 1st (1d8 at 1st, 2d8 at 3rd, etc.) (max 5d8) on a successful Ranged Touch Attack.

Orb of Cold, Lesser(CArc p116)

<Conj(sum)[cold], VS, 1StdAct, Close-range, Instantaneous, no save, no SR>

– Does 1d8 Cold damage per two levels after 1st (1d8 at 1st, 2d8 at 3rd, etc.) (max 5d8) on a successful Ranged Touch Attack.

Orb of Electricity, Lesser(CArc p116)

<Conj(sum)[electricity], VS, 1StdAct, Close-range, Instantaneous, no save, no SR>

– Does 1d8 Electricity damage per two levels after 1st (1d8 at 1st, 2d8 at 3rd, etc.) (max 5d8) on a successful Ranged Touch Attack.

Orb of Fire, Lesser(CArc p116)

<Conj(sum)[fire], VS, 1StdAct, Close-range, Instantaneous, no save, no SR>

– Does 1d8 Fire damage per two levels after 1st (1d8 at 1st, 2d8 at 3rd, etc.) (max 5d8) on a successful Ranged Touch Attack.

Orb of Sound, Lesser(CArc p116)

<Conj(sum)[sonic], VS, 1StdAct, Close-range, Instantaneous, no save, no SR>

– Does 1d6 Sonic damage per two levels after 1st (1d6 at 1st, 2d6 at 3rd, etc.) (max 5d6) on a successful Ranged Touch Attack.

### Divination

True Strike(PH p296)

<Div, VF(tiny archery target), 1StdAct, Personal>

– Add +20 Insight bonus to your next attack roll within 1 round. Also negates miss chance due to Concealment.

### Evocation

Burning Hands(PH p207)

<Evoc[fire], VS, 1StdAct, Ref½, SR applies>

– Creates a 15’ Cone-shaped Burst that does 1d4 Fire damage per level (max 5d4). This can set flammable materials on fire, which requires a Full-Round Action to put out.

Magic Missile(PH p251)

<Evoc[force], VS, 1StdAct, Medium-range, Instantaneous, no save, SR applies>

– Generate one 1d4+1 Force damage missile per 2 levels (max 5 missiles) that automatically hit (unless the target has Total Cover or Total Concealment). All targets must be within a 15’ area. Inanimate objects cannot be targeted.

Shocking Grasp(PH p279)

<Evoc[electricity], VS, 1StdAct, no save, SR applies>

– Touch delivers 1d6 per level (max 5d6) of electrical damage. Remains until discharged.

+3 attack bonus if target is in metal armor.

### Necromancy

Chill Touch(PH p209)

<Necro, VS, 1StdAct, SR applies>

– Touch attack deals 1d6 Negative Energy damage (no save) and 1 Strength Damage (FortNeg), except to Undead, who become Panicked for 1d4 + 1/lvl rounds (WillNeg).

Touch attack may be used 1 time per level.

### Transmutation

Fist of Stone(CArc p107)

<Trans[earth], VSM(engraved pebble), 1StdAct, Personal, 1min>

– One of the caster’s hands becomes powerful:

a) +6 Enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking / crushing items; &

b) gain a 1d6 Slam attack.

### TBD

*Accuracy*(CArc p96) – Doubles weapon’s range increment.

## 2nd Level

### Abjuration

Fire Trap(PH p231)

<Abj[fire], VSM(25gp gold), 10Minutes, Touch, until discharged(D), Ref½, SR applies>

– Sets a one-time trap on a closable item. If anyone besides the caster & those who know its password open the item, it explodes with a 5’ radius, doing 1d4 + 1/level (max +20) Fire damage. The item itself is unharmed.

### Conjuration

Blades of Fire(Spell p31)(CArc p99)

<Conj(create)[fire], V, 1 Swift Action, Touch, 1rnd>

– Up to two melee weapons that the caster is wielding are sheathed in flames, doing +1d6 Fire damage for one round.

This effect stacks with any other energy damage the weapons deal.

Ice Knife(CArc p112)

<Conj(creat)[cold], SM(drop of water), 1StdAct, Long-range, Instantaneous, SR applies>

– Generate one projectile made from ice. If the caster makes a successful ranged touch attack (which ahs a +2 bonus on its attack roll per two caster levels), the target takes 2d8 Cold damage (no save) and 2 points of Dexterity damage (FortNeg). Note: creature immune to cold are immune to the Dexterity damage.

If the projectile misses, all creatures within a 10’ radius Burst of its impact point take 1d8 Cold damage (Ref½).

Melf’s Acid Arrow(PH p253)

<Conj(creat)[acid], VSM(rhubarb, adder’s stomach) F(dart), 1StdAct, Long-range, no save, no SR>

– 2d4 Acid damage for 1 round + 1 round per 3 levels (7 rounds max).

### Evocation

Continual Flame(PH p213)

<Evoc[light], VSM(50gp ruby dust), 1StdAct, Touch, Permanent>

– Makes a permanent, heatless torch (30’ light).

Fireburst(CArc p107)

<Evoc[fire], VSM(sulfur), 1StdAct, Instantaneous, Ref½, SR applies>

– Everything within a 5’ radius, but not in the caster’s hex (i.e., a ring of hexes around the caster) take 1d8/lvl Fire damage (max 5d8).

Flaming Sphere(PH p232)

<Evoc[fire], VS/AM(tallow, brimstone, iron dust)/DF, 1StdAct, Mediu-range, 1rnd/lvl, RefNeg, SR applies>

– Creates a 5’ diameter ball of fire, which can roll/jump 30’ per round. If the sphere enters a hex per a creature, it stops for that round & does 2d6 Fire damage, unless the target makes a Reflex save for no damage.

The caster can move the sphere as a Move Action & it can go over 4’ high barriers.

Scorching Ray(PH p274)

<Evoc[fire][ray], VS, 1StdAct, Close-range,   
Instantaneous, no save, SR applies>

– Generates 1 ray + 1 per four levels after 3rd (max 3 rays). Each ray does 4d6 Fire damage & can be aimed at the same or separate targets within a 30’ area.

Shatter(PH p278)

<Evoc[sonic], VSM(chip of mica)/DF, 1StdAct, Close-range, SR applies>

– Sonic vibration destroy objects in 1 of 3 ways:

a) All non-magic glass, crystal, etc., in a 5’ radius Burst that weigh less than 1 lb/lvl are shattered. An attended object gets a Will save to negate. Otherwise, no save.

b) A single solid object weighing up to 10 lbs/lvl can be shattered. An attended object gets a Will save to negate.

c) A targeted crystalline creature takes 1d6 Sonic damage per level (max 10d6), Fortitude save for ½.

### Transmutation

Pyrotechnics(PH p267)

<Trans, VSM(fire source), 1StdAct, Long-range>

– Transforms a burning fire into either Fireworks or a Smoke Cloud. In either case, the fire (up to a 20’ cube) is extinguished (unless it is cast on a Fire Elemental, which takes 1hp/level).

Fireworks – creatures within 120’ who are looking are the fire are Blinded for 1d4+1rnds (WillNeg, SR applies).

Smoke Cloud – 20’ radius Cloud of smoke lasts for 1rnd/lvl. Anyone within it receives a –4 penalty to Strength and Dexterity until 1d4+1rnds after getting out of the smoke (FortNeg, no SR).

Whirling Blade(CArc p129)

<Trans, VSF(melee slashing weapon), 1StdAct, Instantaneous, no save, no SR>

– The caster throws the focus melee slashing weapon and attacks creatures in a 60’ Line. The caster makes a single melee attack at each target, though the caster may use his/her Primary Casting Attribute in place of his/her Strength modifier as the bonus on the attack roll and the damage roll. Any feats, etc., apply normally.

Once all creatures in the line has been attacked, the focus weapon returns immediately to the caster’s hand.

## 3rd Level

### Conjuration

Ring of Blades(CArc p121)(CArcErrata)+

<Conj(creat), VSM(dagger), Personal, 1min/lvl>

– All hexes adjacent to the caster are filled with moving metal blades that move with the caster. Anything within the blades area at the end of the caster’s turn (starting the round the spell was cast) takes 1d6 + 1 per level (max 1d6+10) damage.

The caster’s alignment determines the type of metal of which the blades are composed:

Alignment Material

Lawful Cold Iron

Chaotic Silver

Neutral Steel

Sleet Storm(PH p280)

<Conj(creat)[cold], VSM(dust, water)/DF, 1StdAct, Long-range, 1rnd/lvl, no save, no SR>

– Blocks all vision in a 40’ radius Spread by 20’ high cylinder. Moving in the area of effect requires a Balance check vs. DC 10. Success allows ½ movement, while failing by 5 or more causes the target to fall down.

Stinking Cloud(PH p284)

<Conj(creat), VSM(rotten eggs/skunk cabbage leaves), 1StdAct, Medium-range, 1rnd/lvl, FortNeg>

– Creates a 20’ radius by 20’ high Cloud of noxious fog.

Everyone within the fog must make a Fortitude save each round or be Nauseated, which remains until the target has been out of the fog for 1d4+1 rounds.

The fog can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

### Evocation

Fire Shield(PH p230)

<Evoc[fire], VS/AM(phosphorous)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– Warm Shield: The caster is sheathed in blue or violet flames that give off 10’ of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Fire damage (SR applies). The caster takes ½ damage from Cold attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

-or-

<Evoc[cold], VS/AM(fireflies/glow worms)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– Cold Shield: The caster is sheathed in blue or green flames that give off 10’ of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Cold damage (SR applies). The caster takes ½ damage from Fire attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

Fireball(PH p231)

<Evoc[fire], VSM(bat guano, sulfur), 1StdAct, Long-range, Instantaneous, Ref½, SR applies>

– Everything in a 20’ radius Burst take 1d6/lvl Fire damage (max 10d6).

Gust of Wind(PH p238)

<Evoc[air], VSF(tiny bellows), 1StdAct, 1rnd, FortNeg, no SR>

– Creates a powerful Line of air 10’ wide by 10’ high by 60’ long starting at the caster. All Listen checks & ranged attacks within the area of the spell receive a –4 penalty, and open flames are extinguished.

The effect of the wind on creatures & objects is based on their size.

Size Flying? Blown Back Subdual

up to Tiny Yes 2d6 x 10’ 2d6

up to Tiny No 1d4 x 10’ 1d4 per 10’

Small Yes 1d6 x 10’ —

Small No Prone —

Medium Yes 1d6 x 5’ —

Medium No 0’, but can’t advance

Large + — No effect

Ice Storm(PH p243)

<Evoc[cold], VSM(dust, water)/DF, 1Round, Long-range, Instantaneous, no save, SR applies>

– Hail deals 3d6 Bludgeoning damage + 2d6 Cold damage in a 20’ radius by 40’ high cylinder. Listen checks receive a –4 penalty during the round of hail & movement through the target area is halved.

Lightning Bolt(PH p248)

<Evoc[electricity], VSM(fur, glass rod), 1StdAct, Instantaneous, Ref½, SR applies>

– Everything in a 120’ long Line takes 1d6/lvl Electrical damage (max 10d6).

If the bolt hits a barrier that is does not destroy, it stops.

### Necromancy

Poison(PH p262)

<Necro, VS/DF, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Touch deals 1d10 Constitution damage, repeats in 1 minute. DC is 10 + ½ caster level + caster’s Wisdom modifier.

### Transmutation

Flame Arrow(PH p231)

<Trans[fire], VSM(flint, oil), 1StdAct, Close-range,   
10min/lvl, no save, no SR>

– 50 grouped projectiles do +1d6 Fire damage.

## 4th Level

### Conjuration

Blast of Flame(CArc p99)

<Conj(create)[fire], VSM(oil-soaked wick), 1StdAct, Instantaneous, Ref½, no SR>

– All creatures in a 60’ Cone shaped Burst take 1d6 Fire damage per level (max 10d6).

Evard’s Black Tentacles(PH p228)

<Conj(creat), VSM(octopus or squid tentacle), 1StdAct, Medium-range, 1rnd/lvl(D), no SR>

– A 20’ radius Spread is filled with 10’ tentacles. The tentacles attempt to Grapple every creature within the area of effect. Each is considered Large-sized, has a Strength 19, and has a Base Attack Bonus equal to its caster level (i.e., attack of +(8+lvl)). Anyone grappled takes 1d6+4 lethal damage each round.

Even if not grappled, it is only possible to go half movement through the area of effect.

The tentacles are immune to damage, but can be dispelled.

Orb of Acid(CArc p115)

<Conj(sum)[acid], VS, 1StdAct, Close-range, Instantaneous, Fort½, no SR>

– Ranged Touch Attack does the following:

a) 1d6 Acid damage per level (max 15d6) (no save);

b) if the target took at least 1 point of Acid damage, he/she is Sickened for 1 round (FortNeg).

Orb of Cold(CArc p115)

<Conj(sum)[cold], VS, 1StdAct, Close-range, Instantaneous, Fort½, no SR>

– Ranged Touch Attack does the following:

a) 1d6 Cold damage per level (max 15d6) (no save);

b) if the target took at least 1 point of Cold damage, he/she is Blinded for 1 round (FortNeg).

Orb of Electricity(CArc p116)

<Conj(sum)[electricity], VS, 1StdAct, Close-range, Instantaneous, Fort½, no SR>

– Ranged Touch Attack does the following:

a) 1d6 Electricity damage per level (max 15d6) (no save);

b) if the target took at least 1 point of Electricity damage and is wearing metal armor, he/she is Entangled for 1 round (FortNeg).

Orb of Fire(CArc p116)

<Conj(sum)[fire], VS, 1StdAct, Close-range, Instantaneous, Fort½, no SR>

– Ranged Touch Attack does the following:

a) 1d6 Fire damage per level (max 15d6) (no save);

b) if the target took at least 1 point of Fire damage, he/she is Blinded for 1 round (FortNeg). Fix!!! (blind or dazzled)

Orb of Force(CArc p116)

<Conj(sum)[force], VS, 1StdAct, Medium-range, Instantaneous, no save, no SR>

– Ranged Touch Attack does 1d6 Force damage per level (max 10d6).

Orb of Sound(CArc p116)

<Conj(sum)[sonic], VS, 1StdAct, Close-range, Instantaneous, Fort½, no SR>

– Ranged Touch Attack does the following:

a) 1d4 Sonic damage per level (max 15d4) (no save);

b) if the target took at least 1 point of Sonic damage, he/she is Deafened for 1 round (FortNeg).

### Evocation

Shout(PH p279)

<Evoc[sonic], V, 1StdAct, SR applies>

– All creatures & objects within the 30’ Cone-shaped Burst take 5d6 Sonic damage (Fort½) and are Deafened for 2d6 rounds (FortNeg).

Anyone with an attended object is allowed a Reflex save to negate damage to the object.

Crystalline creatures take 1d6 damage per level (max 15d6) (Fort½).

This spell is Suppressed by *Silence*.

Wall of Fire(PH p298)

<Evoc[fire], VS/AM(phosphorus)/DF, 1StdAct, Medium-range, Concentrations + 1rnd/lvl, SR applies>

– Creates a opaque 20’ tall wall of violet fire that is either 20’ long per level & straight –or– a ring 5’ radius per 2 levels. One side (caster’s choice) causes 2d4 fire damage within 10’ and 1d4 fire damage between 10’ & 20’. Going through the wall does 2d6 + 1/lvl (max +20) Fire damage (2x to Undead).

If the wall is created on top of someone, the target gets a Reflex save to jump to one side (taking damage if the wrong side is chosen).

20hp of Cold damage in one round will extinguish a 5’ length of wall.

### Illusion

Phantasmal Killer(PH p260)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies>

– The targeted creature sees its worst fear (though no one else sees anything). If the target fails its Will save, it must then make a Fortitude save. If it fails, the target dies. If successful, the target takes still 3d6 damage.

### Necromancy

Contagion(PH p213)

<Necro[evil], VS, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Infects touched subject with chosen disease which takes effect without an incubation period.

Name DC Dmg

Cackle Fever 16 1d6 Wis

Filth Fever 12 1d3 Dex & 1d3 Con

Mindfire 12 1d4 Int

Red Ache 15 1d6 Str

Shakes 13 1d8 Dex

Slimy Doom 14 1d4 Con

Blinding Sickness 16 1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently Blind.

## 5th Level

### Conjuration

Arc of Lightning(Spell p15)(CArc p97)

<Conj(create)[electricity], VSM(2 small iron rods), 1StdAct, Close-range, Instantaneous, Ref½, no SR>

– Two creatures within range, and all creatures in a Line between them, take 1d6 Electricity damage per level (max 15d6).

Cloudkill(PH p210)

<Conj(creat), VS, 1StdAct, Medium-range, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of yellowish fog that moves 10’ per round away from its caster. Living creatures in the cloud take the following effect each round:  
6+ HD: 1d4 Constitution Damage (Fort½)   
4-5 HD: Death (Fort save for 1d4 Con dmg)  
0-3 HD: Death (no save).

A creature is affected even if holding its breath.

The vapors are heavier than air & will sink into an opening in the ground, like an ant hill.

The cloud can be dispersed by Moderate Wind in 4 rounds, or by a Strong Wind in 1 round.

### Evocation

Cone of Cold(PH p212)

<Evoc[cold], VSM(crystal cone)/DF, 1StdAct, Instantaneous, Ref½, SR applies>

– 60’ Cone-shaped Burst deals 1d6/lvl Cold damage (max 15d6).

Fire Shield, Mass(CArc p106)

<Evoc[fire], VS/AM(phosphorous)/DF, 1StdAct, Close-range, 1rnd/lvl(D)>

– Warm Shield: Any number of subjects within a 30’ area are sheathed in blue or violet flames that give off 10’ of light. Creatures succeeding in melee attacks against a subject take 1d6 + 1/lvl (max +15) Fire damage (SR applies). Each subject takes ½ damage from Cold attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

-or-

<Evoc[cold], VS/AM(fireflies/glow worms)/DF, 1StdAct, Close-range, 1rnd/lvl(D)>

– Cold Shield Any number of subjects within a 30’ area are sheathed in blue or green flames that give off 10’ of light. Creatures succeeding in melee attacks against a subject take 1d6 + 1/lvl (max +15) Cold damage (SR applies). Each subject ½ damage from Fire attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

Fireburst, Greater(CArc p107)

<Evoc[fire], VSM(sulfur), 1StdAct, Instantaneous, Ref½, SR applies>

– Everything within a 10’ radius, but not in the caster’s hex (i.e., a ring of hexes around the caster) take 1d8/lvl Fire damage (max 10d8).

Flame Strike(PH p231)

<Evoc[fire], VS/DF, 1StdAct, Medium-range, Ref½, SR applies>

– A 40’ tall column of fire with a 10’ radius appears. 1d6 damage per level (max 15d6), half of which is Fire damage & the other half is Untyped Damage.

Prismatic Ray(CArc p118)

<Evoc[ray], VS, 1StdAct, Medium-range, SR applies>

– The target of the Ranged Touch attack is:

a) Blind for 2d4 rounds, unless 7HD+; and

b) The target is effected by one random color:

d6 Color Effect

1 Red 20hp Fire damage (Ref½)

2 Orange 40hp Acid damage (Ref½)

3 Yellow 80hp Electricity damage (Ref½)

4 Green Poison – Death (Fort½ 1d6Con)

5 Blue Turned to Stone (FortNeg)

6 Indigo *Insanity* (as spell) (WillNeg)

## 6th Level

### Conjuration

Acid Fog(PH p196)

<Conj(creat)[acid], VSM(peas, powdered hoof)/DF, 1StdAct, Medium-range, 1rnd/lvl, no save, no SR>

– 20’ radius spread by 20’ high Cloud deals 2d6 Acid damage per round. Movement in the cloud is slowed to 5’. Melee attacks & damage have a –2 penalty & ranged attacks are not possible. Anyone falling into the cloud is slowed down by 1d6 dmg per 10’.

The cloud can be dispersed by Severe Wind in 1 round.

Fire Seeds(PH p230)

<Conj(creat)[fire], VSM(up to 4 acorns –or– up to 8 holly berries), Touch, 1StdAct per acorn/holy berry, until detonated up to 10min/lvl>

– Create one of the following:

Acorn Grenades: Up to 4 touched acorns become throwable weapons. Requires a ranged touch attack with a maximum range of 100’. The acorns do a total of 1d6/lvl Fire damage (max 20d6), divided up between the acorns as the caster desires. If hit, the target does not get a saving throw. Everything within 10’ of where the acorn hits takes 1hp per die of damage that acorn does (Ref½);

Holly Berry Bombs: Up to 8 touched holly berries become voice activated bombs (200’ range). On command, each berry does 1d8 + 1/level Fire damage to everything within 5’ (Ref½).

### Evocation

Blade Barrier(PH p205)

<Evoc[force], VS, 1StdAct, Medium-range, 1min/lvl(D), SR applies>

– Creates a 20’ tall wall of spinning blades either of 20’ long per level –or– a ringed wall 5’ radius per two levels. Going through the barrier causes 1d6/lvl (max 15d6) (Ref½).

If the barrier is created on top of a creature, it is allowed a Reflex save to get out before it finishes forming (i.e., no damage).

The barrier proves a +4 Cover bonus to AC & a +2 Cover bonus to Reflex saves against attacks made through it.

Chain Lightning(PH p208)

<Evoc[electricity], VSF(fur, glass rod, silver pins), 1StdAct, Long-range, Ref½, SR applies>

– Primary target takes 1d6 electrical damage per level (max 20d6). Up to one secondary target per level (max 20) within 30’ of the primary target takes ½ damage.

Otiluke’s Freezing Sphere(PH p258)

<Evoc[cold], VSF(small crystal sphere), 1StdAct, Long-range, Ref½, SR applies>

– An icy sphere shoots to the target point & explodes in a 10’ radius Burst, doing 1d6/lvl (max 15d6). Elementals with the ‘water’ subtype instead take 1d8/lvl (max 15d8).

If the icy sphere strikes a body of water, it freezes to a depth of 6” in an area of 100 square feet per level (max 1,500 square feet). The water stays frozen for 1 round per level. Any creature swimming on the surface is trapped in the ice, requiring a Strength or Escape Artist check vs. DC 25 to escape.

Unlike most spells, the caster can cast this spell and then “hold the charge” (just like a Touch Spell) for up to 1 round per level. The caster can use the spell normally during that time as a Standard Action. After 1 round per level has expired, the sphere explodes centered on the caster.

### Necromancy

Circle of Death(PH p209)

<Necro[death], VSM(500gp black pearl), 1StdAct, Medium-range, FortNeg, SR applies>

– Kills 1d4 HD per level (max 20d4) of living creatures in a 40’ radius Burst. The lowest HD creatures in the area are effected first & creatures with 9 or more HD are immune.

### Transmutation

Disintegrate(PH p222) (PH p272)+

<Trans[ray], VSM(loadstone, dust)/DF, 1StdAct, Medium-range, Instantaneous, Fort½, SR applies>

– The ray dissolved one creature or a single object of up to a 10’ cube to dust unless the target makes its Fortitude save, in which case it takes 5d6 damage (if this damage brings the target to 0hp, it is disintegrated anyway).

If collected, the resulting dust is enough to be used with *Resurrection*.

Tenser’s Transformation(PH p298)

<Trans, VSM(Potion of Bull’s Strength), 1StdAct, Personal, 1rnd/lvl>

– The caster becomes a fighting machine, gaining the following:

a) +4 Enhancement bonus to Strength;

b) +4 Enhancement bonus to Dexterity;

c) +4 Enhancement bonus to Constitution;

d) +4 Natural Armor bonus to AC;

e) +5 Competence bonus to Fortitude saves;

f) Proficiency in all Simple & Martial weapons; and

g) the caster’s Base Attack Bonus becomes equivalent to the Caster level.

For the duration, the caster cannot cast spells or use spell-completion magic items.

## 7th Level

### Evocation

Delay Blast Fireball(PH p217)

<Evoc[fire], VSM(bat guano, sulfur), 1StdAct, Long-range, Ref½>

– Everything in a 20’ radius Burst take 1d6/lvl Fire damage (max 20d6).

The caster may set the time of detonation to be up to 5 rounds after the spell is cast. If not set to detonate immediately, a glowing bead appears at the target location. The bead can be picket & thrown (range increment 10’). If handled within 1 round of detonating, the bead has a 25% chance of detonating immediately.

Earthquake(PH p225)

<Evoc[earth], VS/DF, 1StdAct, Long-range, 1rnd, no SR>

– Intense tremor shakes a 80’ radius Spread (shapeable). The effect depends on the terrain. The result in [brackets] is halved / avoided with a Reflex save vs. DC 15.

Terrain Effect

Cave Roof collapses [8d6 damage to anyone below & ‘pinned beneath rubble’].

Cliff Landslide that goes horizontally as far as it fell vertically [8d6 damage & ‘pinned beneath rubble’].

Open [Fall down]. 25% chance of falling in a fissure (Reflex save vs. DC 20 to get out before it closes & kills anyone still trapped).

Building Takes 100hp damage (no Hardness) [8d6 damage to all within & ‘pinned beneath rubble’].

Marsh Fissures drain the water. [Sink in mud / quicksand].

Anyone ‘pinned beneath rubble’ takes 1d6 subdual damage each minute. If he/she goes unconscious, make a Constitution check vs. DC 15 or take 1d6 lethal damage per minute.

Fire Storm(PH p231)

<Evoc[fire], VS, 1Round, Medium-range, Ref½, SR applies>

– The caster designates 2 contiguous 10’ cubes per level are filled with flame, doing 1d6 fire damage per level (max 20d6). Natural vegetation & any other plant life are not effected by the flames, and the caster has the option of making Plant Creatures immune too.

Mordenkainen’s Sword(PH p256)

<Evoc[force], VSF(250gp tiny platinum sword), 1StdAct, Close-range, 1rnd/lvl(D), SR applies>

– Creates a flying blade of force that attacks the caster’s opponents without need for attention.

a) Attacks its target once per round automatically with an attack bonus of (Caster level + Primary Stat modifier + 3 Enhancement bonus). The sword attacks the round it is created;

b) Does 4d6+3 Force damage with a threat range of 19-20 & a x2 critical modifier;

c) If the sword attacks a creature with Spell Resistance, it gets one check to dispel the sword. If it fails, the sword can attack that target freely.

d) The caster can change the sword’s target as a Standard Action;

e) Does not gain or give Flanking bonuses;

f) The sword cannot be damaged, but can be dispelled with *Dispel Magic*, *Disintegrate*, etc. For targeting purposes, it has AC 13.

Prismatic Spray(PH p264)

<Evoc, VS, 1StdAct, Instantaneous, SR applies>

– Everyone within the 60’ long Cone-shaped Burst suffer the following:

a) Blind for 2d4 rounds, unless 9HD+; and

b) Each subject is hit by 1-2 random colors:

d8 Color Effect

1 Red 20hp fire damage (Ref½)

2 Orange 40hp acid damage (Ref½)

3 Yellow 80hp electricity damage (Ref½)

4 Green Poison – Death (Fort½ 1d6Con)

5 Blue Turned to Stone (FortNeg)

6 Indigo *Insanity* (as spell) (WillNeg)

7 Violet *Plane Shift* (as spell) (WillNeg)

8 2 colors Roll twice, ignoring ‘8’s.

Sunbeam(PH p289)

<Evoc[light], VS/DF, 1StdAct, until depleted up to 1rnd/lvl, SR applies>

– As a Standard Action, the caster can generate one sunbeam per round, up to a total of 1 per 3 levels (max 6 sunbeams). The beam is a 60’ long Line.

Damage is based on creature type:

Type Effect

Undead 1d6/lvl (max 20d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg) & Blind (RefNeg).

Oozes 1d6/lvl (max 20d6) (Ref½).

others 4d6 (Ref½) & Blind (RefNeg).

### Necromancy

Finger of Death(PH p230)

<Necro[death], VS, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

– The living target dies on a failed saving throw. On success, target takes 3d6 + 1/level (max +25).

Waves of Exhaustion(PH p301)

<Necro, VS, 1StdAct, no save, SR applies>

– All living creatures in a 60’ Cone-shaped Burst become Exhausted. Creatures already exhausted receive no additional penalties.

## 8th Level

### Abjuration

Prismatic Wall(PH p264)

<Abj, VS, 1StdAct, Close-range, 10min/lvl(D)>

– Creates an opaque, vertical wall 4’/lvl wide by 2’/lvl tall. Anyone within 20’ of the wall who has less than 8HD is Blind for 2d4 rounds (no save).

The caster can walk through the wall without difficulty. Anyone else trying to go through the wall is effected by each of its colors (SR check required for each color), unless they are dispelled in order. The colors, in order, are the following:  
Color Negated by Effect Save  
Red *Cone of Cold* 20hp Fire Ref½  
Orange *Gust of Wind* 40hp Acid Ref½  
Yellow *Disintegrate* 80hp Electricity Ref½  
Green *Passwall* Death or 1d6Con Fort½  
Blue *Magic Missile Flesh to Stone* FortNeg  
Indigo *Daylight Insanity* WillNeg  
Violet *Dispel Magic* *Plane Shift* WillNeg

The wall is immune to *Dispel Magic*, *Greater Dispel Magic*, and *Antimagic Sphere*, but not *Mordenkainen’s Disjunction*.

### Conjuration

Incendiary Cloud(PH p244)

<Conj(creat)[fire], VS, 1StdAct, Medium-range, 1rnd/lvl, Ref½, no SR>

– Creates a 20’ radius by 20’ high Cloud of smoke. Anyone within the cloud take 4d6 Fire damage each round.

The cloud moves away from its starting point at a rate of 10’ per round. By concentrating, the caster can move the “starting point” 60’ per round, effectively steering the direction the cloud will drift. Any section of the cloud that goes beyond range is dispelled.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

### Evocation

Polar Ray(PH p262)

<Evoc[cold][ray], VSF(ceramic prism), 1StdAct, Close-range, no save, SR applies>

– Ray does 1d6 Cold dmg per lvl (max 25d6).

Shout, Greater(PH p279)

<Evoc[sonic], VSF(metal horn), 1StdAct, SR applies>

– All creatures & objects within the 60’ Cone-shaped Burst take 10d6 Sonic dmg (Fort½), are Deafened for 4d6rnds (FortNeg), and are Stunned for 1 round (FortNeg).

Anyone with an attended object is allowed a Reflex save to negate damage to the object.

Crystalline creatures take 1d6 damage per level (max 20d6) (Fort½).

This spell is Suppressed by *Silence*.

Sunburst(PH p289)

<Evoc[light], VSM(sunstone, fire)/DF, 1StdAct, Long-range, Instantaneous, SR applies>

– A 80’ radius Burst of light is centered on the caster. Damage is based on creature type:

Type Effect

Undead 1d6/lvl (max 25d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg) & Blind (RefNeg).

Oozes 1d6/lvl (max 25d6) (Ref½).

others 6d6 (Ref½) & Blind (RefNeg).

This spell Dispels any spells with the [darkness] subtype within its area of effect.

### Illusion

Scintillating Pattern(PH p274)

<Ill(pattern)[mind], VSM(prism), 1StdAct, Close-range, Concentration + 2rnds, no save, SR applies>

– A 20’ radius Spread of colors effects 1 HD per level of creatures with sight (lowest HD 1st):

HD Effect

13+ Confused for 1d4 rounds.

7-12 Stunned for 1d4 rounds,   
then Confused for 1d4 round.

0-6 Unconscious for 1d4 rounds,   
then Stunned for 1d4 rounds,   
then Confused for 14d round.

### Necromancy

Horrid Wilting(PH p242)

<Necro, VSM(sponge)/DF, 1StdAct, Long-range, Fort½, SR applies

– All living creatures in a 60’ area takes 1d6 damage per level (max 20d6) from dehydration, except for Water Elementals & Plant Creatures, who take 1d8/lvl (max 20d8) instead.

## 9th Level

### Abjuration

Prismatic Sphere(PH p264)

<Abj, V, 1StdAct, 10min/lvl(D)>

– Creates a 10’ radius opaque sphere around the caster. Anyone within 20’ of the sphere who has less than 8HD is Blind for 2d4 x 10 minutes.

The caster can walk through the sphere without difficulty. Anyone else trying to go through the wall is effected by each of its colors (SR check required for each color), unless they are dispelled in order. The colors, in order, are the following:  
Color Negated by Effect Save  
Red *Cone of Cold* 20hp Fire Ref½  
Orange *Gust of Wind* 40hp Acid Ref½  
Yellow *Disintegrate* 80hp Electricity Ref½  
Green *Passwall* Death or 1d6Con Fort½  
Blue *Magic Missile Flesh to Stone* FortNeg  
Indigo *Daylight Insanity* WillNeg  
Violet *Dispel Magic* *Plane Shift* WillNeg

The sphere is immune to *Dispel Magic, Greater Dispel Magic,* and *Antimagic Sphere*, but not *Mordenkainen’s Disjunction*.

### Conjuration

Elemental Swarm(PH p226)

<Conj(sum)[variable element], VS, 10Minutes, Medium-range, 10min/lvl(D), no SR>

– Designate whether this casting of the spell will connect with the Plane of Air, Earth, Fire, or Water. Summons 2d4 Large Elementals from that Plane. Ten minutes after the spell is completed, 1d4 Huge Elementals arrive. Twenty minutes after the spell is completed, 1 Greater Elemental appears. All the Elementals serve the caster for the duration of the spell. The caster can dismissed any / all the Elementals as desired.

Meteor Swarm(PH p253)

<Evoc[fire], VS, 1StdAct, Long-range, SR applies>

– The caster launches four 2’ diameter spheres at any target(s) within range. On a successful ranged touch attack, a sphere hits & does 2d6 Bludgeoning damage (no save) and then explodes. On a miss, the sphere explodes in the corner of the target’s hex.

Each sphere explodes in a 40’ radius Spread, doing 6d6 Fire damage. If the sphere hit its target, the target does not get a saving throw, all others get a Reflex save for half.

Depending on the targeting, a creature may be within the area of effect of more than one explosion. All damage is cumulative.

### Evocation

Implosion(PH p243)

<Evoc, VS, 1StdAct, Close-range, Concentration up to 4 rounds, FortNeg, SR applies>

– One targeted corporal creature per round must save or die from its body imploding. A given creature can only be targeted once per casting.

### Illusion

Weird(PH p301)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies>

– All creatures in a 30’ area sees their worst fear (though no one else sees anything). Each target that fails its Will save must then make a Fortitude save. If it fails, that target dies. If successful, the target takes still 3d6 damage, is Stunned for 1 round, & takes 1d4 Strength Damage.

### Necromancy

Wail of the Banshee(PH p298)

<Necro[death][sonic], V, 1StdAct, Close-range, FortNeg, SR applies>

– One living creature per level in a 40’ radius Spread dies. If there are too many targets, count from the point of origin outward.

# Beguiler Spell List

Intelligence-based Spontaneous Arcane Spells (PH2 p11)

## 0th Level

Dancing Lights(PH p216)

<Evoc[light], VS, 1StdAct, Medium-range, 1min>

– Up to 4 spheres in a 10’ area that each give off 30’ of light. They can move 100’ per round.

Daze(PH p217)

*<*Ench(comp)[mind], VSM(wool), 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– One Humanoid with no more than 4HD is Dazed.

Detect Magic(PH p219)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

– The caster can see the Magic Aura of a spell or item in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of magic.

2nd round – number of magic auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.

3rd round – strength & location of each aura. If an aura is within line-of-sight, the caster can identify its school with a Spellcraft check vs. DC 15 + spell level.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Ghost Sound(PH p235)

<Ill(figment), VSM(wool/wax), 1StdAct, Close-range, 1rnd/lvl(D), WillDisbelief, no SR>

– Sounds of 4 people per level (max 20 people).

Message(PH p253)

<Trans[language], VSF(copper wire), 1StdAct, Medium-range, 10min/lvl, no SR>

– The caster plus 1 creature per level can communicate within range by whispering as long as there is no physical/magical barrier.

Open/Close(PH p258)

<Trans, VSF(brass key), 1StdAct, Close-range>

– Opens or closes one unlocked door, window, pouch, etc., that weighs up to 30 pounds.

Read Magic(PH p269)

<Div, VSF(prism), 1StdAct, Personal, 10min/lvl>

– Reads scrolls & spell books at 1 page per min.

## 1st Level

Charm Person(PH p209)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, SR applies>

– One Humanoid considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets a +5 on the save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Color Spray(PH p210)

<Ill(pattern)[mind], VSM(colored powder), 1StdAct, WillNeg, SR applies>

– Caster creates a 15’ Cone-shaped Burst of color that effects all creatures in the area of effect with sight:

5+ HD: Stunned for 1 round.

3-4 HD: Blinded & Stunned for 1d4 rounds, then Stunned for 1 round.

0-2 HD: Unconscious, Blinded, & Stunned for 2d4 rounds,   
then Blinded & Stunned for 1d4rnds, then Stunned for 1 round.

Comprehend Languages(PH p212)

<Div, VSM(soot, salt)/DF, 1StdAct, Personal, 10min/lvl>

– Understands all spoken and written languages of the person or object touched.

Detect Secret Doors(PH p220)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

– The caster can see secret doors, compartments, caches, etc, in a 60’ Cone-shaped Emanation. This spell does not locate items that are obscured (i.e., behind boxes or under a rug).

The information gained increases each round:

1st round – presence of a secret door.

2nd round – number of secret doors & the location of each one. If not in line-of-sight, the caster only knows the direction. If not in line-of-sight, the caster only knows the direction.

3rd+ rounds – method to open one specific secret door.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Disguise Self(PH p222)

<Ill(glamer), VS, 1StdAct, Personal, 10min/lv(D), WillDisbelief>

– The caster can make minor visual changes to his/her appearance. These include gaining or loosing 1’ of height, gaining or loosing weight, the addition or removal of a beard / scar, etc.

This spell provides a +10 on Disguise checks.

Anyone interacting with the caster (particularly if they touch him/her) are allowed a Will save to Disbelieve the illusion.

Expeditious Retreat(PH p228)

<Trans, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s base land speed receives a +30’ Enhancement bonus.

This spell has no effect on the speed of Flying, Burrowing, Climbing, or Swimming.

Hypnotism(PH p242)

<Ench(comp)[mind], VS, 1FullRound, Close-range, 2d4rnds(D), WillNeg, SR applies>

– 2d4 HD of creatures in a 30’ area who can see or hear the caster are fascinated by the effect (+2 save if in combat, –2 if alone and unthreatened).

Each fascinated target considers the caster two Attitude Categories better than normal. The caster can make a simple, reasonable request of the target which is likely to be followed.

A target who failed its saving throw does not remember the caster cast a spell on it after the spell wears off.

Mage Armor(PH p249)

<Conj(creat)[force], VSF(leather), 1StdAct, Touch, 1hr/lv(D)>

– Touched subject gains +4 Armor bonus to AC.

Obscuring Mist(PH p258)

<Conj(creat), VS, 1StdAct, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of fog centered around the caster.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round. Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

Rouse(PH2 p123)

<Ench(comp)[mind], VS, 1StdAct, Close-range, Instantaneous>

– All sleeping creatures in a 10’ radius Burst wake up. Does not affect creatures that are Unconscious due to negative hp or excess nonlethal damage.

Silent Image(PH p279)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration, WillDisbelief, no SR>

– Creates a visual-only illusion of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10’ cubes that are contiguous.

Sleep(PH p280)

<Ench(com)[mind], VSM(sand), 1Round, Medium-range, 1min/lvl, WillNeg, SR applies>

– Put 4 HD of creatures in a 10’ radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

Undetectable Alignment(PH p297)

<Abj, VS, 1StdAct, Close-range, 24hrs>

– The target creature or object cannot have its alignment detected.

Whelm(PH2 p128)

<Ench(comp)[mind], VS, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– Target living creature takes 1d6 nonlethal damage per 2 caster levels (max 5d6 at 9th).

## 2nd Level

Blinding Color Surge(PH2 p104)

<Ill(glamer), VSF(prism), 1StdAct, Medium-range>

– The spell has two effects:

a) target is Blind for 1 round (WillNeg, SR applies);

b) caster becomes Invisible for 1rnd/lvl.

Blur(PH p206)

<Ill(glamer), V, 1StdAct, Touch, 1min/lv(D)>

– Attacks miss touched subject 20% of the time.

Daze Monster(PH p217)

*<*Ench(comp)[mind], VSM(wool), 1StdAct, Medium-range, 1rnd, WillNeg, SR applies>

– One living creature with no more than 6HD is Dazed.

Detect Thoughts(PH p220)

<Div[mind], VSF(copper piece)/DF, 1StdAct, Concentration up to 1min/lvl, WillNeg, no SR>

– The caster can thoughts from a conscious creature with an Intelligence of at least 1 in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of thoughts.

2nd round – number of thinking minds & the Intelligence score of each one. If not in line-of-sight, the caster only knows the direction. If any have an Intelligence of at least 26 (assuming it is at least 10 points higher than the caster’s), the caster is Stunned for 1 round & the spell ends.

3rd round – Surface thoughts of any mind in the area (WillNeg).

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Fog Cloud(PH p232)

<Conj(creat), VS, 1StdAct, Medium-range, 10min/lvl>

– Creates a 20’ radius Spread by 20’ high Cloud of fog.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

Glitterdust(PH p236)

<Conj(creat), VSM(ground mica), 1StdAct, Medium-range, 1rnd/lvl, no SR>

– Coats all creatures & objects in a 10’ radius Spread with sparkling dust which cannot be removed for the duration of the spell. This outlines Invisible creatures & objects.   
Hide checks receive a –40 penalty.

Creatures in the area of effect must make a Will save or be Blinded for the spell’s duration.

Hypnotic Pattern(PH p242)

<Ill(pattern)[mind], (V)SM(burning incense / crystal rod filled with phosphorescent material), 1StdAct, Medium-range, Concentration + 2rnds, WillNeg, SR applies>

– A 10’ radius Spread of colorful lights fascinates up to 2d4 + 1/lvl (max +10) HD of creatures with sight, starting with the lowest HD creature in the area of effect.

Only Bards use the Verbal component.

Invisibility(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1min/lvl(D)>

– Touched creature or object is Invisible until it attacks. Can effect an object of up to 100 pounds per level.

Knock(PH p246)

<Trans, V, 1StdAct, Medium-range, Instantaneous>

– Opens one locked, stuck, or magically sealed door of up to 10 square feet per level. Two separate locks are effected by each casting.

*Arcane Lock* is Suspended for 10 minutes.

Minor Image(PH p254)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration + 2rnds, WillDisbelief, no SR>

– Creates a visual illusion with some minor sounds (i.e., not speech) of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10’ cubes that are contiguous.

Mirror Image(PH p254)

<Ill(figment),VS, 1StdAct, Personal, 1min/lvl(D)>

– Creates 1d4 + 1 per 3 levels (max 8 total) decoy duplicates of the caster. Determine randomly if the caster or a decoy is targeted. A decoy’s AC is 10 + size mod + Dex mod. If it is damaged by a direct attack (i.e., not area-of-effect spells), it is destroyed.

Misdirection(PH p254)

<Ill(glamer), VS, 1StdAct, Close-range, 1hr/lvl, no SR>

– One creature or object up to a 10’ cube in size is given the Aura of another creature or object within range at cast time. This new aura fools some Divination spells, such as *Detect Evil*, *Detect Magic*, and *Discern Lies* if the caster of the divination spell fails a Will save. This spell does not fool *Detect Thoughts*.

Misrepresent Alignment(RoE p188)

<Ill(glamer), VSF(25gp tiny, wavy mirror)/DF, 1StdAct, Close-range, 1hr/lvl(D), WillNeg, SR applies>

– The target creature or object is assigned an alignment by the caster, which can be observed with *Detect Evil*, etc.

See Invisibility(PH p275)

<Div, VSM(pinch of talc, silver powder), 1StdAct, Personal, 10min/lvl(D), no SR>

– The caster can see Invisible creatures or objects within its range of vision.

Silence(PH p279)(Spell p10)+

<Ill(glamer), VS, 1StdAct, Long-range, 1min/lvl(D)>

– The caster creates a 20’ radius Emanation that negates sound, including [sonic] & [language] spells & effects.

This spell can be targeted on a creature, objects, or a point in space. If targeting an unwilling creature or an object in its possession, it gets a Will save to negate (SR applies). If cast on a point in space, the effect is immobile.

This spell Counters and Dispels *Amplify*.

Spider Climb(PH p283)

<Trans, VSM(live spider, drop of bitumen), 1StdAct, Touch, 10min/lvl>

– Touched creature can travel along walls & ceilings like a spider (20’ movement). The subject does not loose his/her Dex bonus to AC while climbing, nor do opponents gain a bonus to attack the subject.

The subject must have bare hands & feet.

*Stay the Hand*(PH2 p126) – Change subject creature’s attitude to helpful for 1 round.

Touch of Idiocy(PH p294)

<Ench(comp)[mind], VS, 1StdAct, Touch, 10min/lvl, no save, SR applies>

– Touched opponent receives a 1d6 penalty to Intelligence, Wisdom, & Charisma (min 1).

*Vertigo*(PH2 p128) – Subject creature must succeed on a DC 10 Balance check to move each round.

Whelming Blast(PH2 p128)

<Ench(comp)[mind], VS, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– All creatures in a 30’ long Cone-shaped Burst take 1d6 nonlethal damage per 2 caster levels (max 5d6 at 9th).

## 3rd Level

Arcane Sight(PH p201)

<Div, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s eyes glow blue & is to see magic auras within 120’, allowing his/her to know the strength & school of all magic effects & items by making a Spellcraft check vs. DC (15 + spell level). By spending a Standard Action scrutinizing a target, the caster can know if it has any spell casting or spell-like abilities, whether they are Arcane or Divine, & the power level of the highest spell effect still available to the target today.

Clairaudience/Clairvoyance(PH p209)

<Div(scry), VSF(small horn for hearing –or– a glass eye for seeing)/DF, 10Minutes, Long-Range, 1min/lvl(D), no SR>

– Hear –or– see into a known or obvious (i.e., other side of a door) location within range. Once the location is targeted, the Magical Sensor cannot be moved.

Magically enhanced senses cannot be used through this spell, though a 10’ radius can be seen in non-magical darkness.

Crown of Veils(PH2 p108)

<Ill(figment), VSF(6” brass hoop), 1StdAct, Touch, until discharged up to 1hr/lvl(D)>

– An unseen magical circlet appear on the subject, taking up his/her ‘head’ magic item location. If removed, spell ends immediately.

The subject receives a +2 Competence bonus on Disguise and Hide checks.

As an Immediate Action, subject can discharge the spell, receiving a +8 Competence bonus on a single Disguise or Hide check.

Deep Slumber(PH p217)

<Ench(com)[mind], VSM(sand), 1Round, Close-range, 1min/lvl, WillNeg, SR applies>

– Put 10 HD of creatures in a 10’ radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

Dispel Magic(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +10). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Displacement(PH p223)

<Ill(glamer), VM(displacer beast hide), 1StdAct, Touch, 1rnd/lv(D)>

– Attacks miss touched subject 50% of the time.

Glibness(PH p235)(PH3.5e)+

<Trans, S, 1StdAct, Personal, 10min/lvl(D)>

– +30 bonus on Bluff checks to convince people of what the caster claims is the truth (i.e., cannot be used to feint in combat, cause a distraction, pass secret messages, etc.).

Spells involved with determining truth (i.e., *Discern Lies, Zone of Truth*, etc.) must make a Caster Check vs. a DC of 15 + this spell’s Caster level to effect the caster.

Halt(PH2 p114)

<Trans, V, 1 Immediate Action, Close-range, 1rnd, WillNeg, SR applies>

– Target creature becomes stuck to the floor / ground for the spell’s duration. Depending on the target’s action, he/she may still have a Standard Action available.

Does not affect a creature not in contact with the ground. Does not keep the target from teleporting away.

Haste(PH p239)

<Trans, VSM(licorice root), 1StdAct, Close-range, 1rnd/lvl>

– One subject/lvl within a 30’ area moves faster:

a) +1 bonus on attacks;

b) +1 Dodge bonus to AC;

c) +30’ Enhancement bonus to all forms of movement (land, climb, swim, burrow, fly), up to double the base movement;

d) when making a Full-Round Attack, the subject gets an additional attack at his/her best attack bonus.

This spell Counters & Dispels *Slow*.

Hesitate(PH2 p114)

<Ench(comp)[mind], VS, 1 Immediate Action, Close-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– Target living creature may only make one Move Action each round.

At the start of the target’s turn, he/she may expend a Swift Action to make a new Will save to end the spell.

Hold Person(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One Humanoid is Held. He/she gets a new Will save each round to end the spell.

Inevitable Defeat(PH2 p115)

<Ench(comp)[mind], VS, 1StdAct, Touch, 1rnd/lvl, WillNeg(repeat), SR applies>

– Touched creature take 3d6 nonlethal damage (no save).

Each round on its turn, the target is allowed a Will save to end the spell. If the save fails, the target takes 3d6 nonlethal damage.

Invisibility Sphere(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic), 1StdAct, Touch, 1min/lvl(D)>

– Makes everyone within 10’ of the touched creature / object become Invisible. If someone made invisible by this spell leaves the 10’ radius or attacks, he/she becomes visible.

Legion of Sentinels(PH2 p116)

<Ill(shadow), VSM(miniature figure of a sword fighter made from pewter), 1StdAct, Close-range, 1rnd/lvl, no save, no SR>

– Every hex in an immobile 10’ radius Emanation becomes occupied by a semi-real sword-wielding humanoid, even those already occupied. Each ‘sword fighter’

a) has (2 \* Caster level) hit-points, AC 25, attack bonus of (Caster level), and save bonus of (Caster level);

b) does 1d8 + 1 per 3 Caster levels damage (max 1d8+5);

c) threatens hexes adjacent to it & can make one Attack of Opportunity per round;

d) grants flank bonuses for each other and your allies;

e) does not affect movement, block terrain, or block line of effect.

Major Image(PH p252)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration + 3rnds, WillDisbelief, no SR>

– Creates an illusion that has visuals, sound, smell, & heat of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10’ cubes that are contiguous.

If the image is struck, it disappears unless the caster makes it react appropriately.

Nondetection(PH p257)

<Abj, VSM(50gp diamond dust), 1StdAct, Touch, 1hr/lvl>

– Touched subject (and its possessions) or an object can only be a target of a *Locate Object*, Crystal Ball, etc., on a Caster check vs. DC (11 + caster level) (+4 if caster is the subject).

Slow(PH p280)

<Trans, VSM(molasses), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– One subject per level within a 30’ area:

a) may only take one Standard Action or Move Action each round;

b) suffers a –1 penalty to AC, attacks, & Reflex saves;

c) has its movement halved.

This spell Counters & Dispels *Haste*.

Suggestion(PH p285)

<Ench(comp)[mind][language], VM(snake tongue, honeycomb/sweet oil), 1StdAct, Close-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster gives the target 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

At the end of the duration, the instructions loose their power, triggered or otherwise.

*Vertigo Field*(PH2 p128) – Creatures have a 20% miss chance and possibly become nauseated.

Zone of Silence(PH p303)

<Ill(glamer), VS, 1Round, Personal, 1hr/lvl(D)>

– The caster creates a mobile, 5’ radius Emanation that keeps voices from traveling out, allowing the caster & others within the area to speak freely (though there lips may be read). This spell also block [sonic] & [language] effects that come directly from a caster (such as *Shout* and *Command*).

## 4th Level

Charm Monster(PH p209)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

– One living creature considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Confusion(PH p212)

<Ench(comp)[mind], VSM(3 nut shells)/DF, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– All targets within a 15’ radius Burst are Confused.

Crushing Despair(PH p215)

<Ench(comp)[mind], VSM(vial of tears), 1StdAct, 1min/lvl, WillNeg, SR applies>

– All targets within a 30’ Cone-shaped Burst receive a –2 penalty on All Actions and damage rolls due to great sadness.

This spell Counters and Dispels *Good Hope.*

Freedom of Movement(PH p233)

<Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>

– Subject moves normally despite magical impediments (*Web*, *Hold Person*, etc.).

The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin.

While under the effect of this spell, the subject can fight underwater.

Invisibility, Greater(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1rnd/lvl(D)>

– Subject is Invisible, even if he/she attacks.

Locate Creature(PH p249)

<Div, VSM(dog fur)/DF, 1StdAct, Long-range, 10min/lvl, no save, no SR>

– Senses direction toward named type of creature (human, unicorn, etc.) or a specific creature within range (must have been seen at least once within 30’). Running water blocks the spell, as do *Mislead, Nondetection,* etc.

Mirror Image, Greater(PH2 p120)

<Ill(figment),VS, 1 Immediate Action, Personal, up to 1min/lvl(D)>

– Creates 1d4 + 1 per 3 levels (max 8 total) decoy duplicates of the caster. Determine randomly if the caster or a decoy is targeted. A decoy’s AC is 10 + size mod + Dex mod. If it is damaged by a direct attack (i.e., not area-of-effect spells), it is destroyed.

On each round after the first, the number of decoys is increased by 1 (max 8 total).

If al the decoys are destroyed, the spell ends.

Phantom Battle(PH2 p120)

<Ill(figment), VS, 1StdAct, Medium-range, 1rnd/lvl, WillDisbelief, SR applies>

– Fills a 20’ radius Spread with an illusion of a battle. Creatures who fail their Will save are affected as follows while in the area of effect:

a) cannot make Attacks of Opportunity; &

b) treated as Flanked.

The caster may designate up to (Caster level) creatures from being affected by this spell, chosen at cast time.

Rainbow Pattern(PH p268)

<Ill(pattern)[mind], (V)SM(phosphor)F(prism), 1StdAct, Medium-range, Concentration + 1rnd/lv(D), WillNeg, SR applies>

– Up to 24HD of creatures in a 20’ radius Spread who fail their save will be captivated by the lights & try to stay in them. They will only defend themselves if attacked.

The lights can be moved 30’ per round as a Free Action & those captivated will follow. If this leads them into danger, each target gets a new save.

If the lights are obscured (such as by *Obscuring Mist*), the effect ends on the targets.

Only Bards need to use the Verbal component.

Solid Fog(PH p281)

<Conj(creat), VSM(powdered peas, powdered hoof), 1StdAct, Medium-range, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of fog. Movement in the cloud is slowed to 5’ and taking a 5’ step is not an option. While in the fog, melee attacks & damage have a –2 penalty & ranged attacks (other than magical rays, etc.) are impossible.

The fog slows falling, reducing 1d6 of damage per 10’ of solid fog fallen through.

The fog is dispersed by a Strong Wind in 1 rnd.

Whelm, Mass(PH2 p128)

<Ench(comp)[mind], VS, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– One living target per level takes 1d6 nonlethal damage per caster level (max 10d6).

## 5th Level

Break Enchantment(PH p207)(DR306 p110)+

<Abj, VS, 1Minute, Close-range, no SR>

– Attempts to free 1 subject per level within a 30’ area from all Curses, Enchantments, Transmutations, and Petrification. Each effect is subject to a Dispel Check (max +15). Cursed items typically have a DC of 25.

If petrifaction is removed from a creature, it does not need to make a saving throw to survive.

Effects that cannot be removed by *Dispel Magic* can be removed by this spell if their level is no more than 5th.

This spell breaks effects on creatures. A cursed item still have its curse, it just may no longer apply to the subject.

Dominate Person(PH p224)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>

– Telepathically control one Humanoid. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input.

The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

Etherealness, Swift(PH2 p113)

<Trans, VS, 1 Swift Action, Close-range, 1rnd, WillNeg, SR applies>

– Target becomes ethereal, along with his/her equipment, for 1 round. If the target is within a solid object when the spell ends, he/she is shunted into the nearest open space & takes 1d6 damage per 5’ moved.

Feeblemind(PH p229)

<Ench(comp)[mind], VSM(marbles), 1StdAct, Medium-range, Instantaneous, WillNeg, SR applies>

– Target’s Intelligence & Charisma permanently drops to 1. If the target is an Arcane spellcaster or uses arcane spell-like effects, it gets a –4 penalty on its save.

This spell can only be removed by *Heal*, *Limited Wish*, *Miracle,* or *Wish*.

Friend to Foe(PH2 p114)

<Ill(phantasm)[mind], VSM(silk), 1StdAct, Medium-range, up to 1rnd/lvl(D), WillNeg, SR applies>

– Up to one living creature per level in a 30’ area see each other as enemies. Each target who fails his/her save attacks the closest ally until he/she does damage, at which point the spell ends for that target.

Hold Monster(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One living creature is Held. It gets a new Will save each round to end the spell.

Insight Riot(PH2 p115)

<Ench[mind], V, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– One creature per level in a 30’ area attacks the nearest creature (friend or foe) on his/her next turn. A target will attack with any available weapon, or with natural attacks if no weapon is available. Targets that do not threaten a foe move towards the nearest foe, even if he/she cannot reach the foe within the round.

Mind Fog(PH p253)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 30min, WillNeg, SR applies>

– All targets who enter the 20’ radius by 20’ high Spread of light vapor receive a –10 Competence penalty to Will saving throws & Wisdom checks for as long as they remain in the fog & 2d6 rounds after leaving. If a target makes its saving throw, it is immune to this casting of the spell.

The vapors do not provide Concealment.

The vapors can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

Rary’s Telepathic Bond(PH p268)

<Div, VSM(eggshells), 1StdAct, Close-range, 10min/lvl(D)>

– One willing creature per three levels in a 30’ area can be telepathically connected, though the caster does not have to be one of the subjects. Each subject must be willing & have an Intelligence of 3 or higher.

Once connected, the group can communicate at any range. All subjects can hear all communications of the group & language is not an issue.

Seeming(PH p275)

<Ill(glamer), VS, 1StdAct, Close-range, 12hours(D), WillDisbelief, no SR>

– One target per 2 levels in a 30’ area receive minor visual changes to their appearance. These include gaining or loosing 1’ of height, gaining or loosing weight, the addition or removal of a beard / scar, etc.

This spell provides a +10 on Disguise checks.

Anyone interacting with a subject (particularly if they touch him/her) are allowed a Will save to Disbelieve the illusion.

Unwilling subjects are allowed a Will save to negate & Spell Resistance applies.

Sending(PH p275)

<Evoc, VSM(copper wire)/DF, 10Minutes, no SR>

– Sends a message of 25 words or less to a familiar subject anywhere, who may send back a 25 word response immediately. If the subject is on another plane of existence, there is a 5% chance of the message being lost.

## 6th Level

Dispel Magic, Greater(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +20). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Mislead(PH p255)

<Ill(figment)(glamer), S, 1StdAct, Close-range, Concentration + 3rnds, no SR>

– Simultaneously, the caster becomes Invisible and an illusionary copy (sight, sound, smell, & touch) of the caster appears within range (with the option of it appearing supper-imposed on the caster). The illusionary copy will then do whatever it was programmed to do at cast time, with no requirement that it stays in range. A Will save is required to realize the copy isn’t the original.

The caster stays Invisible even if he/she attacks, up to 1rnd/lvl(D).

Overwhelm(PH2 p120)

<Ench(comp)[mind], VS, 1StdAct, Touch, Instantaneous, WillNeg, SR applies>

– The touched creature takes nonlethal damage equal to his/her current hit-point total.

Repulsion(PH p271)

<Abj, VS/AF(2 small iron bars with dog statuettes on the ends)/DF, 1StdAct, 1rnd/lvl(D), WillNeg, SR applies>

– Creatures cannot approach the caster within an invisible circle of up to 10’ radius per level Emanation. The circle moves with the caster, but cannot push creatures back. The caster can still be attacked with spells & ranged weapons.

Shadow Walk(PH p277)

<Ill(shadow), VS, 1StdAct, Touch, 1hr/lvl(D)>

– The caster and up to 1 touched subject per level travel into the Plane of Shadows (unwilling subjects receive a Will save to negate). Travel can be in two different ways:

a) Movement in the Plane of Shadows is faster than in the Material Plane, so the party can effectively travel 50 miles/hour. When the desired destination is reached, the party returns to the Material Plane.

b) The party can travel to a plane of existence that borders the Plane of Shadows. This takes 1d4 hours.

Suggestion, Mass(PH p285)

<Ench(comp)[mind][language], VM(snake tongue, honeycomb/sweet oil), 1StdAct, Medium-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster gives 1 target per level in a 30’ area 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

At the end of the duration, the instructions loose their power, triggered or otherwise.

True Seeing(PH p296)

<Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl>

– Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur* & *Displacement*, not effected by Invisibility, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane.

This spell cannot be used in conjunction with scrying magics, such as *Clairaudience / Clairvoyance.*

Veil(PH p298)

<Ill(glamer), VS, 1StdAct, Long-range, Concentration + 1hr/lvl(D), WillDisbelief>

– The caster may change the appearance of every creature in a 30’ area. The new appearances can be any combination of creatures, though a Disguise check (at +10) is needed to make the subjects look believable.

Unwilling subjects are allowed a Will save to resist being changed & SR applies.

## 7th Level

Arcane Sight, Greater(PH p201)

<Div, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s eyes glow blue & is to see magic auras within 120’, allowing his/her to know the strength & school of all magic effects & items automatically. By spending a Standard Action scrutinizing a target, the caster can know if it has any spell casting or spell-like abilities, whether they are Arcane or Divine, & the power level of the highest spell effect still available to the target today.

Ethereal Jaunt(PH p227)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster become ethereal, along with his/her equipment.

Hold Person, Mass(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One or more Humanoids in a 30’ area are Held. Each target gets a new Will save each round to end the spell.

Invisibility, Mass(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Long-range, 1min/lvl(D)>

– All creatures in a 180’ area become Invisible. The effect moves with the group & any individual straying out of range becomes visible. If any of the creatures attack, the spell ends. Note that the spell’s targets cannot see each other.

Phase Door(PH p261)

<Conj(creat), V, 1StdAct, Touch, 1use/2lvls>

– Creates an ethereal passage 5’ wide by 8’ high with a depth of 10’ + 5’ per 3 levels through wood, plaster, or stone. The passage is invisible and only usable by the caster and anyone else who can trigger it (set at creation time). The trigger must be based on observable qualities. Anyone using the passage can take one other creature through, but this counts as 2 uses.

Power Word Blind(PH p263)

<Ench(comp)[mind], V, 1StdAct, Close-range, no save, SR applies>

– One target creature is Blind:   
current hp duration current hp duration  
201+ no effect 100–51 1d4+1min  
200–101 1d4+1 rnds up to 50 Permanent

Project Image(PH p265)

<Ill(shadow), VSM(5gp doll of the caster), 1StdAct, Medium-range, 1rnd/lvl(D), WillDisbelief, no SR>

– An insubstantial, but otherwise real double of the caster is created. The caster must maintain line-of-sight with the double or the spell ends.

As a Free Action, the caster can choose to see through the double’s eyes & hear through its ears.

As a Move Action, the caster can take direct control of the double, otherwise it mimics the caster.

Spells can be cast through the double, but otherwise act normally.

Spell Turning(PH p282)(PH3.5e)+

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, until expended up to 10min/lvl>

– Reflects ranged targeted spells (i.e., not area-of-effect spells or touch attacks) back at their caster. 1d4+6 spell levels are reflect in total.

If a spell is partially reflected (i.e., not enough spell levels remaining to totally reflect the spell), the percentage of remaining ‘levels of reflection’ to the spell’s level is the percentage of the spell being reflected or the percentage of spell damage that is reflected.

For example, if a caster has 2 remaining levels of reflection is targeted with an 8th level *Polar Ray*, the caster with *Spell Turning* will take 75% of the damage while the caster of *Polar Ray* will take 25%. On the other hand, if the caster with *Spell Turning* was targeted with an 8th level *Maze*, there would be a 75% chance of him/her being effected & a 25% chance of the caster of the *Maze* being effected.

## 8th Level

Demand(PH p217)

<Ench(comp)[mind], VSM(copper wire, hair from subject), 10Minutes, 1hr/lvl, Will½>

– Sends instructions of 25 words or less to a familiar target anywhere, who may send back a 25 word response immediately.

If the target fails its Will save, it is compelled to follow the instructions in the message, if reasonable. The instructions may activate immediately or may contain a trigger to activate them later. At the end of the duration, the instructions loose their power, triggered or otherwise.

Discern Location(PH p222)

<Div, VS/DF, 10Minutes, no save, no SR>

– Finds a named creature or object, no mater where it is located (even on other planes!). The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.

This spell bypasses most anti-scrying protections and can only be blocked *Mind Blank*.

Mind Blank(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>

– Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject’s area, such as *Arcane Eye*, will not even see the subject.

Moment of Prescience(PH p255)

<Div, VS, 1StdAct, Personal, until discharged up to 1hr/lvl>

– The caster gains an Insight bonus equal to the Caster level (max +25) to be used one time within 1 hour per level. The bonus can be used on one attack roll, opposed ability check, opposed skill check, saving throw, or as a bonus to AC against a single attack (even if the caster is Flat-Footed).

Only one instance of this spell can be in effect on a person at any time.

Power Word Stun(PH p263)

<Ench(comp)[mind], V, 1StdAct, Close-range, no save, SR applies>

– One target creature is Stunned:   
current hp duration current hp duration  
151+ no effect 100–51 2d4 rnds  
150–101 1d4 rnds up to 50 4d4 rnds

Scintillating Pattern(PH p274)

<Ill(pattern)[mind], VSM(prism), 1StdAct, Close-range, Concentration + 2rnds, no save, SR applies>

– A 20’ radius Spread of colors effects 1 HD per level of creatures with sight (lowest HD 1st):

HD Effect

13+ Confused for 1d4 rounds.

7-12 Stunned for 1d4 rounds,   
then Confused for 1d4 round.

0-6 Unconscious for 1d4 rounds,   
then Stunned for 1d4 rounds,   
then Confused for 14d round.

Screen(PH p274)

<Ill(glamer), VS, 10Min, Close-range, 1day, no SR>

– The caster makes an illusion that obscures any or all objects in an area of one contiguous 30’ cube per level (laid out in any way desired by the caster). All troops could be obscured in a crossing, or only 1 out of 5 could be shown, etc. The “rules” of the illusion are set at cast time & are unchangeable.

Scrying always sees the illusion, while local onlookers get a Will save to disbelieve if there is a reason to doubt what is seen.

## 9th Level

Dominate Monster(PH p224)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>

– Telepathically control one creature. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input.

The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

Etherealness(PH p228)

<Trans, VS, 1StdAct, Touch, 1min/lvl(D)>

– The caster & up to 1 subject per 3 levels becomes ethereal, along with their equipment.

Foresight(PH p233)

<Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl>

– The caster receives mental warnings about what may harm the touched subject.

If the caster placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as “close your eyes”, “jump”, “run”).

If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

Hold Monster, Mass(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One or more creatures in a 30’ area are Held. Each one gets a new Will save each round to end the spell.

Power Word Kill(PH p263)

<Ench(comp)[mind][death], V, 1StdAct, Close-range, no save, SR applies>

– One target creature with up to 101hp dies.

Time Stop(PH p294)

<Trans, V, 1StdAct, Personal>

– The caster steps out of time, gaining 1d4+1 rounds. During this time, the caster cannot harm others or target other creatures with spells. Persistent effects, such as fire, cold, or gases can still harm the caster. The caster cannot pass through antimagic fields.

# Duskblade Spell List

Intelligence-based Spontaneous Arcane Spells (PH2 p24)

## 0th Level

Acid Splash(PH p196)

<Conj(creat)[acid], VS, 1StdAct, Close-range, no save, no SR>

– Deals 1d3 Acid damage.

Dancing Lights(PH p216)

<Evoc[light], VS, 1StdAct, Medium-range, 1min>

– Up to 4 spheres in a 10’ area that each give off 30’ of light. They can move 100’ per round.

Detect Magic(PH p219)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

– The caster can see the Magic Aura of a spell or item in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of magic.

2nd round – number of magic auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.

3rd round – strength & location of each aura. If an aura is within line-of-sight, the caster can identify its school with a Spellcraft check vs. DC 15 + spell level.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

Disrupt Undead(PH p223)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Deals 1d6 Positive Energy damage to one Undead.

Flare(PH p232)

<Evoc[light], V, 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>

– Target with sight is Dazzled for 1 minute.

Ghost Sound(PH p235)

<Ill(figment), VSM(wool/wax), 1StdAct, Close-range, 1rnd/lvl(D), WillDisbelief, no SR>

– Sounds of 4 people per level (max 20 people).

Ray of Frost(PH p269)

<Evoc[cold][ray], VS, 1StdAct, Close-range, no save, SR applies>

– Deals 1d3 Cold damage.

Read Magic(PH p269)

<Div, VSF(prism), 1StdAct, Personal, 10min/lvl>

– Reads scrolls & spell books at 1 page per min.

Touch of Fatigue(PH p294)

<Necro, VSM(sweat), 1StdAct, Touch, 1rnd/lvl, FortNeg, SR applies>

– Touched opponent becomes Fatigued for the spell’s duration.

## 1st Level

Bigby’s Tripping Hand(PH2 p103)

<Evoc[force], VSM(3 glass beads), 1StdAct, Medium-range, Instantaneous, RefNeg, SR applies>

– Make a Trip attack on one target creature.

a) attempt a Touch attack with a bonus of +(Caster level + Primary Stat modifier+2);

b) if successful, make an opposed Trip check with a bonus of +(2 + 1 per 3 caster levels) (max +7 at 15th level);

c) if successful, the target is knocked Prone.

The ‘hand’ does not provoke an Attack of Opportunity when attempting the Trip.

Blade of Blood(PH2 p103)

<Necro, VS, 1 Swift Action, Touch, until discharged up 1rnd/lvl>

– The touched weapon does +3d6 (at a cost of 5 hp) –or– +1d6 (at a cost of 0 hp) the next time it strikes a living creature. If the weapon’s wielder looses contact with the weapon (such as from dropping it), the spell ends immediately.

Burning Hands(PH p207)

<Evoc[fire], VS, 1StdAct, Ref½, SR applies>

– Creates a 15’ Cone-shaped Burst that does 1d4 Fire damage per level (max 5d4). This can set flammable materials on fire, which requires a Full-Round Action to put out.

Cause Fear(PH p208)

<Necro[fear][mind], VS, 1StdAct, Close-range, Will½, SR applies>

– One living target with up to 5HD is Frightened for 1d4 rounds unless it makes its saving throw. On a successful save, the target is Shaken for 1 round.

This spell Counters and Dispels *Remove Fear*.

Chill Touch(PH p209)

<Necro, VS, 1StdAct, SR applies>

– Touch attack deals 1d6 Negative Energy damage (no save) and 1 Strength Damage (FortNeg), except to Undead, who become Panicked for 1d4 + 1/lvl rounds (WillNeg).

Touch attack may be used 1 time per level.

Color Spray(PH p210)

<Ill(pattern)[mind], VSM(colored powder), 1StdAct, WillNeg, SR applies>

– Caster creates a 15’ Cone-shaped Burst of color that effects all creatures in the area of effect with sight:

5+ HD: Stunned for 1 round.

3-4 HD: Blinded & Stunned for 1d4 rounds, then Stunned for 1 round.

0-2 HD: Unconscious, Blinded, & Stunned for 2d4 rounds,   
then Blinded & Stunned for 1d4rnds, then Stunned for 1 round.

Deflect, Lesser(PH2 p109)

<Abj[force], V, 1 Immediate Action, Personal, until discharged up to 1rnd>

– The caster receives a Deflection bonus to AC of +1 per three caster levels (max +5) against the next attack.

Expeditious Retreat, Swift(CAdv p149)

<Trans, V, 1 Swift Action, Personal, 1 round>

– The caster’s base land speed receives a +30’ Enhancement bonus.

Jump(PH p246)

<Trans, VSM(grasshopper leg), 1StdAct, Touch, 1min/lvl(D)>

– Touched subject gains an Enhancement bonus on Jump checks:

Level Bonus Level Bonus Level Bonus

1st – 4th +10 5th – 8th +20 9th + +30

Kelgore’s Fire Bolt(PH2 p116)

<Conj/Evoc[fire], VSM(ashes), 1StdAct, Medium-range, Instantaneous, Ref½, SR partial>

– If the target creature fails its Spell Resistance check (if any), it takes 1d6 per level Fire damage (max 5d6) (Ref ½). Otherwise, it takes 1d6 Fire damage (Ref½).

Magic Weapon(PH p251)

<Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>

– Touched manufactured weapon gains a +1 Enhancement bonus to attack & damage.

A Monk’s Unarmed Strike can be the target of this spell.

Obscuring Mist(PH p258)

<Conj(creat), VS, 1StdAct, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of fog centered around the caster.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round. Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

Ray of Enfeeblement(PH p269)

<Necro[ray], VS, 1StdAct, Close-range, 1min/lvl, no save, SR applies>

– Target takes a penalty to Strength of 1d6 + 1 per 2 levels (max 1d6+5) (min 1 Strength).

Resist Energy(PH p272)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject & his/her equipment are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

Lvl # Lvl # Lvl #

up to 6th 10 7th – 10th 20 11th + 30

Rouse(PH2 p123)

<Ench(comp)[mind], VS, 1StdAct, Close-range, Instantaneous>

– All sleeping creatures in a 10’ radius Burst wake up. Does not affect creatures that are Unconscious due to negative hp or excess nonlethal damage.

Shocking Grasp(PH p279)

<Evoc[electricity], VS, 1StdAct, no save, SR applies>

– Touch delivers 1d6 per level (max 5d6) of electrical damage. Remains until discharged.

+3 attack bonus if target is in metal armor.

Stand(PH2 p125)

<Conj[teleport], VS, 1 Immediate Action, Close-range, Instantaneous>

– One willing subject stands without generating an Attack of Opportunity.

True Strike(PH p296)

<Div, VF(tiny archery target), 1StdAct, Personal>

– Add +20 Insight bonus to your next attack roll within 1 round. Also negates miss chance due to Concealment.

## 2nd Level

Animalistic Power(PH2 p101)

<Trans, VSM(animal fur), 1StdAct, Touch, 1min/lvl>

– Touched creature receives a +2 Enhancement bonus to Strength, Dexterity, & Constitution.

Bear’s Endurance(PH p203)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Constitution.

Bigby’s Striking Fist(PH2 p103)

<Evoc[force], VSM(3 glass beads), 1StdAct, Medium-range, Instantaneous, Ref½, SR applies>

– The ‘fist’ makes an attack followed by a Bull Rush on the target.

a) attempt an attack with a bonus of +(Caster level + Primary Stat modifier + 2);

b) if successful, the target takes 1d6 per 2 levels nonlethal damage (max 5d6) (Ref½);

c) if the target fails his/her Reflex save in the above step, make Bull Rush check with a bonus of +(4 + 1 per 2 caster levels);

c) if successful, the target is moved in a direction of the caster’s choice, though this movement does not provoke Attacks of Opportunity.

The ‘fist’ does not provoke an Attack of Opportunity when attempting the Bull Rush.

Bull’s Strength(PH p207)

<Trans, VSM(bull hair)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Strength.

Cat’s Grace(PH p208)

<Trans, VSM(cat hair), 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Dexterity.

Darkvision(PH p216)

<Trans, VSM(carrot/agate), 1StdAct, Touch, 1hr/lvl>

– The touched subject can see up to 60’ in non-magical darkness, but in black & white only.

Deflect(PH2 p109)

<Abj[force], V, 1 Immediate Action, Personal,   
until discharged up to 1rnd>

– The caster receives a Shield bonus to AC of +1 per 2 caster levels against the next attack.

Dimension Hop(PH2 p110)

<Conj(teleport), V, 1StdAct, Touch, Instantaneous, WillNeg, SR applies>

– Touched creature is teleported to an unoccupied space in line-of-sight no more than 5’ per two caster levels away.

Fly, Swift(CAdv p149)

<Trans, V, 1 Swift Action, Personal, 1 round>

– The caster flies at a speed of 60’ (40’ if in Medium or Heavy Armor –or– if carrying a Medium or Heavy load) with Good maneuverability. ½ speed going up, 2x speed going down.

If spells expires/is dispelled, subject descends   
at 60’ per round for 1d6 rounds before falling.

Ghoul Touch(PH p235)

<Necro, VSM(dirt from a ghoul’s grave), Touch, 1d6+2rnds, FortNeg, SR applies>

– Touched Humanoid is Held & gives off a stench. Anyone (other than the caster) who within 10’ of the target is Sickened (FortNeg)

Invisibility, Swift(CAdv p153)

<Ill(glamer), V, 1 Swift Action, Personal, 1rnd>

– The caster becomes Invisible until he/she attacks.

Melf’s Acid Arrow(PH p253)

<Conj(creat)[acid], VSM(rhubarb, adder’s stomach) F(dart), 1StdAct, Long-range, no save, no SR>

– 2d4 Acid damage for 1 round + 1 round per 3 levels (7 rounds max).

Scorching Ray(PH p274)

<Evoc[fire][ray], VS, 1StdAct, Close-range,   
Instantaneous, no save, SR applies>

– Generates 1 ray + 1 per four levels after 3rd (max 3 rays). Each ray does 4d6 Fire damage & can be aimed at the same or separate targets within a 30’ area.

See Invisibility(PH p275)

<Div, VSM(pinch of talc, silver powder), 1StdAct, Personal, 10min/lvl(D), no SR>

– The caster can see Invisible creatures or objects within its range of vision.

Seeking Ray(PH2 p124)

<Evoc[ray], VS, 1StdAct, Medium-range, 1rnd/lvl,   
no save, SR applies>

– The ranged touched attack of this ray ignores Cover and Concealment and has no penalty when fired into combat. If it hits, the following occurs:

a) the target instantaneously takes 4d6 Electrical damage (no save, SR applies); &

b) if the target took damage, the caster receives a +4 bonus on subsequent ‘ray’ attacks for the spell’s duration.

If this spell is cast again within the prior spell’s duration, the duration overlaps instead of stacking.

Spider Climb(PH p283)

<Trans, VSM(live spider, drop of bitumen), 1StdAct, Touch, 10min/lvl>

– Touched creature can travel along walls & ceilings like a spider (20’ movement). The subject does not loose his/her Dex bonus to AC while climbing, nor do opponents gain a bonus to attack the subject.

The subject must have bare hands & feet.

Stretch Weapon(PH2 p126)

<Trans, V, 1 Swift Action, Touch, 1 attack>

– The melee weapon wielded by the caster receives +5’ reach for one attack.

Sure Strike(PH2 p126)

<Div, V, 1 Swift Action, Personal, until discharged up to 1rnd>

– The caster receives an Insight bonus on his/her next attack roll equal to +1 per 3 caster levels.

Touch of Idiocy(PH p294)

<Ench(comp)[mind], VS, 1StdAct, Touch, 10min/lvl, no save, SR applies>

– Touched opponent receives a 1d6 penalty to Intelligence, Wisdom, & Charisma (min 1).

## 3rd Level

Crown of Might(PH2 p108)

<Trans, VSF(6” copper hoop), 1StdAct, Touch, until discharged up to 1hr/lvl(D)>

– A magical circlet appear on the subject, taking up his/her ‘head’ magic item location. If removed, the spell ends immediately.

The subject receives a +2 Enhancement bonus to Strength.

As an Immediate Action, subject can discharge the spell, receiving a +8 Enhancement bonus to Strength for 1 round.

Crown of Protection(PH2 p108)

<Trans, VSF(6” iron hoop), 1StdAct, Touch, until discharged up to 1hr/lvl(D)>

– A magical circlet appear on the subject, taking up his/her ‘head’ magic item location. If removed, the spell ends immediately.

The subject receives a +1 Deflection bonus to AC –and– a +1 Resistance bonus to all saves.

As an Immediate Action, the subject can discharge the spell, receiving a +4 Deflection bonus to AC –or– a +4 Resistance bonus on all saves for 1 round. At the end of the round, the spell ends.

Dispelling Touch(PH2 p110)

<Abj, VS, 1StdAct, Touch, Instantaneous, no save,   
no SR>

– Cancels one touched magical spell or effect on a successful Dispel Check (max +10). If the target creature / location has more than one spell / effect, make a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

Doom Scarabs(PH2 p110)

<Conj/Necro, VS, 1StdAct, Instantaneous, Will½,   
SR partial>

– All creatures in a 60’ Cone-shaped Burst take 1d6 per 2 caster levels (max 10d6) (Will½, SR applies).

For each target that has Spell Resistance, but failed his/her/its resistance check, the caster gains 1d4 Temporary HP that last up to 1 hr.

Energy Aegis(PH2 p111)

<Abj, VS/DF, 1 Immediate Action, Close-range, until discharged up to 1rnd>

– Target creature receives Energy Resistance 20 vs. an Energy Type of the caster’s choosing. Applies to the next attack that does this type of damage within 1 round.

Energy Surge(PH2 p112)

<Evoc[variable element], V, 1 Swift Action, Close-range, 1 round>

– Target weapon does +2d6 damage of one Energy Type chosen at casting time.

Halt(PH2 p114)

<Trans, V, 1 Immediate Action, Close-range, 1rnd, WillNeg, SR applies>

– Target creature becomes stuck to the floor / ground for the spell’s duration. Depending on the target’s action, he/she may still have a Standard Action available.

Does not affect a creature not in contact with the ground. Does not keep the target from teleporting away.

Keen Edge(PH p245)

<Trans, VS, 1StdAct, Close-range, 10min/lvl>

– Doubles the threat range of one slashing or piercing weapon or 50 grouped projectiles that do slashing or piercing damage.

Does not stack with Feat: Improved Critical or any other threat range improving effect.

Magic Weapon, Greater(PH p251)

<Trans, VSM(powdered lime, carbon)F(weapon)/DF, 1StdAct, Close-range, 1hr/lvl>

– Targeted manufactured weapon –or– a bundled group of 50 projectiles gain an Enhancement bonus to attack & damage of +1 per four levels (max +5).

A Monk’s Unarmed Strike can be the target of this spell.

Protection from Energy(PH p266)

<Abj, VS/DF, 1StdAct, Touch, until depleted up to 10min/lvl>

– Touched creature is immune to a total of 12 damage per level (max 120 hp) from one Energy Type. Once all the damage has been taken, the spell ends.

Note: This spell takes precedence over *Resist Energy*. Only when this spell is depleted will *Resist Energy* be applied.

Ray of Exhaustion(PH p269)

<Necro[ray], VS, 1StdAct, Close-range, 1min/lvl, Fort½, SR applies>

– If the target fails the save, he/she becomes Exhausted for the spell’s duration. On a successful save, the target becomes Fatigued (unless already Fatigued, in which case the target becomes Exhausted anyway).

Regroup(PH2 p122)

<Conj(teleport), VS, 1StdAct, Close-range, Instantaneous >

– One willing creature per level is teleported adjacent to the caster on a surface that can support its weight.

Vampiric Touch(PH p298)

<Necro, VS, 1StdAct, Touch, no save, SR applies>

– Touch attack against a living creature deals 1d6 per two levels (max 10d6). Caster gains damage as Temporary HP, which last up to 1 hour.

## 4th Level

Bigby’s Interposing Hand(PH p204)

<Evoc[force], VSF(soft glove), 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>

– Creates a magical 10’x10’ hand which stays in between the creator & a designated target, providing a +4 Cover bonus to AC for the caster against that target. The hand will function even under the effect of darkness, invisibility, disguise, etc. The target can be changed as a Move Action. The hand has the caster’s maximum hit points & saving throw and has an AC of 20. A target of up to 2,000 pounds is at ½ movement approaching the caster.

Channeled Pyroburst(PH2 p106)

<Evoc[fire], VS, 1 Swift Action, Medium-range, Instantaneous, Ref½, SR applies>

– One target takes 1d4 per 2 levels Fire damage (max 10d4).

-or-

<Evoc[fire], VS, 1StdAct, Medium-range, Instantaneous, Ref½, SR applies>

– All creatures in a 10’ radius Burst take 1d6 per level Fire damage (max 10d6).

-or-

<Evoc[fire], VS, 1Round, Medium-range, Instantaneous, Ref½, SR applies>

– All creatures in a 15’ radius Burst take 1d8 per level Fire damage (max 10d8).

-or-

<Evoc[fire], VS, 2Rounds, Medium-range, Instantaneous, Ref½, SR applies>

– All creatures in a 20’ radius Burst take 1d10 per level Fire damage (max 10d10).

Circle of Cold(DR317 p70)

<Evoc[cold], VS, 1StdAct, Instantaneous, Ref½,   
SR applies>

– All creatures within a 10’ radius Burst of the caster take 1d6 per level Cold damage (max 10d6) (Ref½) and are Paralyzed for 1 round (RefNeg).

Dimension Door(PH p221)

<Conj[teleport], V, 1StdAct, Long-range>

– Teleports the caster anywhere within range that can visualized or described by direction.

The caster may bring up to his/her maximum carry load with this spell and one willing, Medium-sized subject per three levels (or the Creature Equivalent). All subjects must be touching, with the caster touching at least one subject.

If the target location is occupied, the caster (and anyone with him/her) take 1d6 damage & are shunted in a random direction 100’.

The caster cannot act again until the next round.

Dispel Magic(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +10). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Enervation(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Target gains 1d4 Negative Levels that fade in 1hr/lvl.

Undead targeted with this spell gain 1d4 \* 5 Temporary HP for 1 hour.

Fire Shield(PH p230)

<Evoc[fire], VS/AM(phosphorous)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– Warm Shield: The caster is sheathed in blue or violet flames that give off 10’ of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Fire damage (SR applies). The caster takes ½ damage from Cold attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

-or-

<Evoc[cold], VS/AM(fireflies/glow worms)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– Cold Shield: The caster is sheathed in blue or green flames that give off 10’ of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Cold damage (SR applies). The caster takes ½ damage from Fire attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

Phantasmal Killer(PH p260)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies>

– The targeted creature sees its worst fear (though no one else sees anything). If the target fails its Will save, it must then make a Fortitude save. If it fails, the target dies. If successful, the target takes still 3d6 damage.

Shout(PH p279)

<Evoc[sonic], V, 1StdAct, SR applies>

– All creatures & objects within the 30’ Cone-shaped Burst take 5d6 Sonic damage (Fort½) and are Deafened for 2d6 rounds (FortNeg).

Anyone with an attended object is allowed a Reflex save to negate damage to the object.

Crystalline creatures take 1d6 damage per level (max 15d6) (Fort½).

This spell is Suppressed by *Silence*.

Toxic Weapon(PH2 p126)

<Conj(creat), VS, 1StdAct, Touch until discharged up to 1 hour>

– The touched Piercing or Slashing weapon is coated with poison that lasts for 1 successful hit (if made within 1 hour). The poison does 1d10 Con / 1d10 Con & has a DC equal to the spell (no SR).

## 5th Level

Bigby’s Clenched Fist(PH p203)

<Evoc[force], VSF(leather glove)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– Creates a magical 10’x10’ hand which attacks a target designated by the caster once per round. The caster chooses the target as a Move Action, and the hand may move 60’ and automatically attacks each round. The hand’s attack bonus is (Caster level + Primary Stat modifier + 10). Its damage is 1d8+12 & Fortitude save or become Stunned for 1 round.

The hand may also be directed to interpose itself between the caster and a target, or Bull Rush an opponent with an attack bonus of (Caster level + Primary Stat modifier + 14).

The hand has the caster’s normal hit points & saving throw and has AC 20.

Chain Lightning(PH p208)

<Evoc[electricity], VSF(fur, glass rod, silver pins), 1StdAct, Long-range, Ref½, SR applies>

– Primary target takes 1d6 electrical damage per level (max 20d6). Up to one secondary target per level (max 20) within 30’ of the primary target takes ½ damage.

Disintegrate(PH p222) (PH p272)+

<Trans[ray], VSM(loadstone, dust)/DF, 1StdAct, Medium-range, Instantaneous, Fort½, SR applies>

– The ray dissolved one creature or a single object of up to a 10’ cube to dust unless the target makes its Fortitude save, in which case it takes 5d6 damage (if this damage brings the target to 0hp, it is disintegrated anyway).

If collected, the resulting dust is enough to be used with *Resurrection*.

Hold Monster(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One living creature is Held. It gets a new Will save each round to end the spell.

Polar Ray(PH p262)

<Evoc[cold][ray], VSF(ceramic prism), 1StdAct, Close-range, no save, SR applies>

– Ray does 1d6 Cold dmg per lvl (max 25d6).

*Slashing Dispel*(PH2 p125) – As *Dispel Magic*, but creatures take damage for spells dispelled.

*Sonic Shield*(PH2 p125) – +4 Deflection bonus to AC; 1d8 Sonic damage and pushes back creatures that hit you in melee.

Waves of Fatigue(PH p301)

<Necro, VS, 1StdAct, Instantaneous, no save, SR applies>

– All living creatures in a 30’ Cone-shaped Burst become Fatigued. Creatures already fatigued receive no additional penalties.

# Clerical Domains

|  |  |
| --- | --- |
| Air | (PH p185) |

Rebuke / Control / Bolster Air Elementals –or– Turn / Destroy Earth Elementals, up to 3 + Charisma modifier times per day.

1st Obscuring Mist(PH p258)

<Conj(creat), VS, 1StdAct, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of fog centered around the caster.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round. Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

2nd Wind Wall(PH p302)

<Evoc[air], VSM(tiny fan, exotic feather)/DF, 1StdAct, Medium-range, 1rnd/lvl>

– An Invisible wall of air 2’ wide is created in any continuous shape desired by the caster up to 10’ long per level & 5’ high per level.

The wall is total protection from gases (including some breath weapons), gaseous forms, flying creatures up to Small-size, etc. Arrows & bolts are blocked by the wall, & other ranged weapons have a 30% miss chance. Large ranged weapons, such as a giant’s boulders, are not effected.

The wall may be walked through normally.

3rd Gaseous Form(PH p234)

<Trans, SM(gauze, smoke)/DF, 1StdAct, Touch, 2min/lvl(D)>

– A willing subject & all his/her gear transform into mist which has Fly 10’/Perfect & can slip through any opening. While gaseous, the subject has Damage Reduction 10/magic, becomes immune to poison & criticals, has an AC based only on Dexterity, size, Deflection bonuses, & armor bonuses due to Force effects. The subject cannot attack & can only cast spells with no Verbal, Somatic, Material, or Focus components (due to Metamagics).

4th Air Walk(PH p196)

<Trans[air], VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject (up to Gargantuan size) walks on air as if it were solid. Walking “uphill” is limited to 45 degrees at half-movement. Strong winds can aid or hinder the subject depending on their directions.

At the end of this spell, a subject who is still airborne will descend gently at a rate of 60’ per round for 1d6 rounds. After that, the spell is over & a subject not on the ground will fall normally.

A mount that knows the Air Walk Trick will not panic under the effect of this spell.

5th Control Winds(PH p214)

<Trans[air], VS, 1StdAct, 10min/lvl, FortNeg>

– The caster gains control of the direction & strength of the winds in up to a 40’ per level radius around him. The caster has the option of leaving up to a 40’ radius “eye” of calm air around himself.

Direction Choices:

- Outward from the caster

- Inward to the caster, but going up at the edge of the “eye”, if any.

- Clockwise

- Counter-clockwise.

- Straight, from any one side to the other

Strength Choices – increase / decrease by 1 category for each 3 levels:

Category mph Effect

Strong 21+ Difficult sailing

Severe 31+ Minor ship / building dmg

Windstorm51+ Grounds flyers, uproots trees, flattens light wood buildings

Hurricane 75+ Flattens all wood buildings, ships start taking on water

Tornado 175+ Flattens non-fortified buildings, uproots big trees

6th Chain Lightning(PH p208)

<Evoc[electricity], VSF(fur, glass rod, silver pins), 1StdAct, Long-range, Ref½, SR applies>

– Primary target takes 1d6 electrical damage per level (max 20d6). Up to one secondary target per level (max 20) within 30’ of the primary target takes ½ damage.

7th Control Weather(PH p214)

<Trans, VS, 10Minutes, 4d12hours>

– The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season Weather Choices

Spring Tornado, Thunderstorm, Hot

Summer Rain, Heat Wave, Hailstorm

Autumn Hot, Cold, Fog, Sleet

Winter Frigid Cold, Blizzard, Thaw

Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

8th Whirlwind(PH p301)

<Evoc[air], VS/DF, 1StdAct, Long-range, 1rnd/lvl(D)>

– Creates a 30’ tall cyclone that is 30’ wide at the top & 10’ wide at the base. As a Standard Action, the caster can “program” the cyclone to move when & where he/she desires at a movement of 60’ (& can change it again as another Standard Action).

Any creature that comes in contact with the cyclone who is Large-sized or smaller takes 3d6 damage (RefNeg, SR applies). If a Medium-sized or smaller creature fails its first save, it must make a second Reflex save or be picked up by the cyclone & carried with it (taking 1d8 damage per round) until the spell ends or the caster directs the cyclone to put the target down.

If the whirlwind moves out of range, it goes out of control. For 1d3 rounds, it moves randomly & then dissipates.

9th Elemental Swarm (air)(PH p226)

<Conj(sum)[air], VS, 10Minutes, Medium-range, 10min/lvl(D)>

– Summons 2d4 Large Air Elementals. Ten minutes after the spell is completed, 1d4 Huge Air Elementals arrive. Twenty minutes after the spell is completed, 1 Greater Air Elemental appears. All the Elementals serve the caster for the duration of the spell. The caster can dismissed any / all the Elementals as desired.

|  |  |
| --- | --- |
| Animal | (PH p186) |

*Speak With Animals*(PH p281), once per day.

Knowledge (nature) is a class skill.

1st Calm Animals(PH p207)

<Ench(comp)[mind], VS, 1StdAct, Close-range, 1min/lvl, SR applies>

– Calms 2d4 + 1/lvl HD of Animals, though all targets must be the same type of Animal. Any threat to a target will end the effect. Only Animals trained to attack or guard and Dire Animals are allowed a Will save to negate.

2nd Hold Animal(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One Animal is Held. It gets a new Will save each round to end the spell.

3rd Dominate Animal(PH p224)

<Ench(comp)[mind], VS, 1Round, Close-range, 1rnd/lvl, WillNeg, SR applies>

– Telepathically control one Animal with simple commands. Self-destructive orders are ignored. The caster can mentally command the target as a Move Action provided they are within Close-range of each other.

4th Summon Nature’s Ally IV(PH p288)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Nature’s Ally IV 1

Summon Nature’s Ally III 1d3

Summon Nature’s Ally II (or less) 1d4+1

5th Commune with Nature(PH p211)

<Div, VS, 10Minutes, Personal>

– By becoming “one with nature”, the caster can know up to 3 facts about the surrounding natural terrain (e.g., location of water, animal population, presence of powerful unnatural creatures). The caster can learn about an area of 1 mile/level radius above ground & 100’ /level below ground. Construction, including towns & dungeons, obstructs this spell.

6th Antilife Shell(PH p199)

<Abj, VS/DF, 1Round, 10min/lvl(D), no save, SR applies>

– Creates a 10’ radius Emanation, mobile, invisible sphere around the caster that cannot be entered by Animals, Aberrations, Magical Beasts, Dragons, Fey, Giants, Humanoids, Monstrous Humanoids, Oozes, Plants, & Vermin.

The following creature types are immune: Constructs, Elementals, Outsiders, & Undead.

7th Animal Shapes(PH p198)

<Trans(polymorph), VS/DF, 1StdAct, Close-range, 1hr/lvl(D)>

– One willing subject per level in a 30’ area are polymorphed into an animal of the caster’s choice. All subject must be turned into the same type of animal. The caster may dismiss the spell on all of the subjects, or an individual subject may dismiss the spell from himself as a Full-Round Action. See the Polymorph Table for details.

8th Summon Nature’s Ally VIII(PH p289)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Nature’s Ally VIII 1

Summon Nature’s Ally VII 1d3

Summon Nature’s Ally VI (or less) 1d4+1

9th Shapechange(PH p277)(PH3.5e)+

<Trans(polymorph), VSF(1500gp jade circlet), 1StdAct, Personal, 10min/lvl(D)>

– The caster takes a new form, which can be changed each round as Free Action, which:

a) can by any creature type, including those which has Incorporeal or Gaseous forms;

b) cannot have more HD than the Caster level (max 25HD);

c) may be as small as Fine-size & as large as Colossal-size.

The caster gets the following from the new form:

a) Strength, Dexterity, & Constitution;

b) Extraordinary & Supernatural attacks & qualities.

The caster keeps the following from its original form:

a) Intelligence, Wisdom, & Charisma;

b) hit points (ignore new Constitution score);

c) level, class, & alignment;

d) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con); and

e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);

b) the caster’s equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;

c) +10 bonus on Disguise checks;

d) gain 1 day’s natural healing of hit-points only; and

1. if slain, return to original form.

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| Army | (DR317 p78) |

Inspire allies in a 30’ radius as a Full Round action. Affected allies receive a +2 Morale bonus on attacks, damage, saves, skill checks & ability checks for (Charisma modifier) rounds. Usable 1/day.

1st Bless(PH p205)

<Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl>

– All allies within a 50’ radius Burst gain a   
+1 Morale bonus on attacks & +1 Morale bonus on saves vs. fear.

This spell Counters and Dispels the spell *Bane*.

2nd Lighten Load(DR317 p78)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl>

– The touched creature’s Strength is treated as being +(Caster level) (max +10) with regards to his/her carrying capacity. The subject’s Strength is not modified in any other way.

3rd Prayer(PH p264)

<Ench(comp)[mind], VS/DF, 1StdAct, 1rnd/lvl, no save, SR applies>

– All allies within 40’ radius Burst of the caster gain +1 Luck bonus on attacks, damage, saves, & skill checks.

All enemies within 40’ radius Burst of the caster suffer a –1 Luck penalty on attacks, damage, saves, & skill checks.

4th Divination(PH p224)

<Div, VSM(incense, 25gp offering), 10Minutes, Personal>

– Learn a useful piece of information concerning a specific goal, event, or activity that will occur within 7 days. Chance of information is 70% + 1%/level, with the caster knowing if the spell failed.

5th Easy March(DR317 p78)

<Trans, VS/DF, 10Min, Close-range, 1day/lvl(D)>

– All creatures in a 30’ radius Spread may travel locally & overland at an accelerated rate:

Hustling creatures are treated as only walking, so are not in danger of taking damage or becoming Fatigued.

Forced Marches only require a DC 5 (+1 per additional hour) Constitution check each hour after a day’s initial 8 hours.

This spell does not affect tactical movement (i.e., round to round) or modifiers to speed due to terrain, fatigue, weather, etc.

6th Heroes’ Feast(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

7th Scrying, Greater(PH p275)(PH3.5e)+

<Div(scry), VS, 1Hour, 1hr/lvl, WillNeg, SR applies>

– Sends a Magical Sensor to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day.

Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor. In addition, the caster can use the following: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic, Message, Read Magic*, and *Tongues*.

8th Heal, Mass(PH p239)

<Conj(heal), VS, 1StdAct, Close-range>

– One subject per level within a 30’ area is infused with Positive Energy, healing 10hp per level (max 250hp) and being immediately cured of the following: ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, diseased, Exhausted, Fatigued, *Feeblemind*, insanity, Nauseated, Sickened, Stunned, and / or being poisoned.

This spells does not remove Negative Levels, ability Drain, & lost levels.

If an Undead is a target of this spell, it takes 10hp per level (max 250hp) of Positive Energy damage (SR applies). On a successful Will save, the target only takes ½ damage and cannot be brought to less than 1hp.

9th Teleportation Circle(PH p293)

<Conj[teleport], VM(1,000gp amber), 10Minutes, Touch, 10min/lvl(D), no save, SR applies>

– Create an almost invisible circle up to 5’ radius on the floor, ground, etc. Anyone stepping into the circle is teleported safely to a familiar destination in the same plane of existence chosen at casting time.

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| Artifice | (Eb p104) |

+4 Competence bonus on Craft checks.

Conjuration (creation) spells are at +1 caster level.

1st Animate Rope(PH p199)

<Trans, VS, 1StdAct, Medium-range, 1rnd/lvl>

– Animate a 1” diameter rope whose length is 50’ + 5’/level (double the length if ½” diameter cord is used & halve the length with 2” diameter heavy rope). It will obey one of the following each Move Action: “coil”, “coil & knot”, “loop”, “loop & knot”, “uncoil”, etc.

Anyone who steps within 1’ of the rope or who is hit by it with a ranged touch attack –and– who fails a Reflex save is Entangled. To escape, make an Escape Artist check vs. DC 20, or a Strength check vs. DC 23, or an attack vs. AC 10 & do 2 hp of damage.

An animated rope give a +2 bonus to Use Rope checks.

2nd Wood Shape(PH p303)

<Trans, VS/DF, 1StdAct, Touch, Instantaneous>

– Permanently reshapes a single piece of wood of up to 10 cubic feet + 1 cubic foot per level into a shape of the caster’s choosing, though fine detail is not possible.

3rd Stone Shape(PH p284)(PH3.5e)+

<Trans[earth], VS/AM(clay sculpted into the new shape)/DF, 1StdAct, Touch>

– Permanently reshapes a single piece of stone of up to 10 cubic feet + 1 cubic foot per level into a shape of the caster’s choosing, though fine detail is not possible.

4th Minor Creation(PH p253)

<Conj(creat), VSM(tiny piece of substance to be created), 1Minute, 1hr/lvl(D)>

– Creates an object of up to 1 cubic foot per level made from wood, cloth, hemp, or other non-living vegetable matter.

A Craft check is needed to make complex items

5th Fabricate(PH p229)

<Trans, VS, 1Round per Unit of raw materials, Close-range, Instantaneous>

– Converts 1 Unit of raw materials per level into mundane items. For this spell, a Unit is 1 cubic foot of metal –or– 10 cubic feet of other materials. An appropriate Craft check must be made to determine the quality of the produced items.

6th Major Creation(PH p252)

<Conj(creat), VSM(tiny piece of substance to be created), 10Minutes, Close-Range>

– Creates one object of up to 1 cubic foot per level. Duration is based on the material created:

Wood/Cloth 2hrs/lvl

Stone/Base Metal 1hr/lvl

Precious Metal 20min/lvl

Gem 10min/lvl

Adamantite, Mithral,  
Alchemical Silver 1rnd/lvl

Note that a Cold Iron item cannot be created.

A Craft check is needed to make complex items

7th Hardening(MoF p99)(D&D p216)(Eb p112)

<Trans, VS, 1StdAct, Touch, Permanent>

– Touched object’s Hardness is increased by 1 per 2 levels.

A metal or mineral object can have a volume up to 1 cubic foot per level. An object of another material can be up to 10 cubic feet per level.

8th True Creation(CDiv p184) (Eb p117)

<Conj(creat), VSM(tiny piece of substance to be created)X(value of created object in gp), 10Minutes, 0’ range, Instantaneous>

– Creates one nonmagical, nonliving object of up to 1 cubic foot per level.

A Craft check is needed to make complex items

9th Prismatic Sphere(PH p264)

<Abj, V, 1StdAct, 10min/lvl(D)>

– Creates a 10’ radius opaque sphere around the caster. Anyone within 20’ of the sphere who has less than 8HD is Blind for 2d4 x 10 minutes.

The caster can walk through the sphere without difficulty. Anyone else trying to go through the wall is effected by each of its colors (SR check required for each color), unless they are dispelled in order. The colors, in order, are the following:  
Color Negated by Effect Save  
Red *Cone of Cold* 20hp Fire Ref½  
Orange *Gust of Wind* 40hp Acid Ref½  
Yellow *Disintegrate* 80hp Electricity Ref½  
Green *Passwall* Death or 1d6Con Fort½  
Blue *Magic Missile Flesh to Stone* FortNeg  
Indigo *Daylight Insanity* WillNeg  
Violet *Dispel Magic* *Plane Shift* WillNeg

The wall is immune to *Dispel Magic*, *Greater Dispel Magic*, and *Antimagic Sphere*, but not *Mordenkainen’s Disjunction*.

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| Balance | (Spell p271) (PGF p84) (Und p53) |

Add your Wisdom modifier to your AC for one round per level. Usable 1/day as a Free Action.

1st Make Whole(PH p252)

<Trans, VS, 1StdAct, Close-range>

– Repairs breaks in an object of up to 10cubic feet per lvl. This spell cannot repair warping, burning disintegration, melting, being ground into powder, nor can it target Constructs.

2nd Calm Emotions(PH p207)

<Ench(comp)[mind], VS/DF, 1StdAct, Medium-range, Concentration up to 1rnd/lvl, WillNeg, SR applies>

– Calms all creatures in a 20’ radius Spread. Calmed creatures cannot attack, but are able to defend themselves. If a subject is attacked or threatened, the spell is broken.

This spell Suppresses (but doesn’t negate) Barbarian Rage, Bardic Music that Inspires Courage, Fear effects, Confusion effects, and any Morale bonuses.

3rd Clarity of Mind(Spell p46)(Und p57)

<Abj, VS/DF, 1StdAct, Touch, 1hour/lvl>

– The touched living creature gains the following:

a) +4 Insight bonus on saving throws vs. spells with the Charm, Compulsion, and Glamer sub-schools;

b) The miss chance cause by any Glamer spells (such as *Blur* or *Displacement*) is reduced by 10%.

4th Dismissal(PH p222)

<Abj, VS/DF, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– Forces an Extraplanar creature to return to its native plane (80%) or a random plane (20%). The target receives its HD as a bonus to its saving throw & the Caster level as a penalty to its saving throw.

5th Sanctuary, Mass(Und p61)

<Abj, VS/DF, 1StdAct, Touch, 1rnd/lvl, no SR>

– One touched subject per two levels receives protection from attacks.

When an opponent attempt to target the subject with a melee attack, ranged attack, or a targeted spell (as opposed to an area-of-effect spell), the opponent must make a Will save. If successful, the opponent continues its action. On a failure, the opponent cannot attack the subject, looses the action, and cannot attempt to attack the subject again for the remainder of the duration.

If the subject attacks anyone, the spell ends.

6th Banishment(PH p202)

<Abj, VS/AF(object or substance hated by the target), Close-range, WillNeg, SR applies>

– Banishes up to 2 HD per level of Extraplanar creatures in a 30’ area away from the current plane. Extra hated objects give a +1 on SR Checks and +2 to the spell’s DC.

7th Word of Balance(Und p63)

<Evoc[sonic], V, 1StdAct, SR applies>

– Any Lawful Good, Chaotic Good, Lawful Evil, or Chaotic Evil creatures within a 30’ radius Spread who hears ‘word of balance’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Nauseated for 1 round.

up to Caster lvl - 1: Weakened for 2d4 rnds  
& above.

up to Caster lvl - 5: Paralyzed for 1d10 min  
& above.

up to Caster lvl - 10: Dead / Destroyed.

In addition, if the caster is on his/her home plane of existence, any LG, CG, LE, or CE Extraplanar creature in the area of effect (even if the ‘word of chaos’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

8th Protection from Spells(PH p266)

<Abj, VSM(500gp diamond)F(1,000gp diamond per subject), 1StdAct, Touch, 10min/lvl>

– Up to 1 touched subject per 4 levels gains a   
+8 Resistance bonus to saving throws against spells & spell-like abilities.

The spell ends for any subject that stops carrying his/her focus diamond.

9th Weighed in the Balance(Und p63)

<Necro, V, 1StdAct, Instantaneous, WillNeg, SR applies>

– All creatures in a 30’ radius Spread around the caster benefit or are penalized by how close their alignment is to Neutral and their relationship with the natural world.

Type / Alignment Effect

LG, CG, LE, CE *Inflict Critical Wounds*

NG, LN, CN, NE *Inflict Light Wounds*

N *Cure Critical Wounds*

any Undead *Heal*

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| Cavern | (Spell p271) (PGF p85) (FR p62) |

Gain the dwarven ability ‘Stonecunning’. If you already have ‘Stonecunning’, then the bonus to observe unusual stone work goes up to +4.

1st Detect Secret Doors(PH p220)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

– The caster can see secret doors, compartments, caches, etc, in a 60’ Cone-shaped Emanation. This spell does not locate items that are obscured (i.e., behind boxes or under a rug).

The information gained increases each round:

1st round – presence of a secret door.

2nd round – number of secret doors & the location of each one. If not in line-of-sight, the caster only knows the direction. If not in line-of-sight, the caster only knows the direction.

3rd+ rounds – method to open one specific secret door.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

2nd Darkness(PH p216)

<Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object radiates shadowy illumination in a 20’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

3rd Meld into Stone(PH p252)

<Trans[earth], VS/DF, 1StdAct, Personal, 10min/lvl>

– The caster (& up to 100 pounds of gear) can step into a block of stone that can entirely contains his/her body & equipment. The caster remains just under the surface that was entered & is able to hear what is going on outside the stone (but not see). While in the stone, the caster can target himself/herself with spells. The caster may exit the surface that was entered at any time.

The following effect is inflicted on the caster if the target stone is damaged as listed:

- *Stone Shape*: Take 3d6 damage*.*

- *Passwall:* Expelled.

- *Stone to Flesh* –or– not exiting before the duration ends –or– the spell is Dispelled   
–or– the stone is broken so that the caster can no longer fit within it: Expelled & take 5d6 damage.

- *Transmute Rock to Mud* –or– the stone is totally destroyed: Expelled & Fort save vs. DC 18 or die.

4th Leomund’s Secure Shelter(PH p247)

<Conj(creat), VSM(bits of stone, lime, sand, water, & wood, string)F(tiny bell, silver wire), 10Minutes, Close-range, 2hrs/lvl(D)>

– A 20’x20’ cottage appears, which is made from materials appropriate for the location (stone, timber, or sod). It has a door, 2 shuttered windows, & a fireplace whose chimney is sealed with an iron grate. The door & shutters are under the effect of *Arcane Lock* and *Alarm*. The chimney grate simply has an *Alarm*. An *Unseen Servant* is also available for the duration. There are simple furnishings for 8 occupants.

5th Passwall(PH p259)

<Trans, VSM(sesame seeds), 1StdAct, Touch, 1hr/lvl(D)>

– Creates a 5’ x 8’ passage through wood, plaster, or stone. The passage’s depth is 10’ + 5’ per 3 levels (max 25’ total). If the depth is not enough to pierce the wall, a dead-end passage is created, though another *Passwall* can be cast at its end to make it longer.

If Dispelled, anything in the passage is pushed out the side away from the dispelling.

6th Find the Path(PH p230)

<Div, VSF(rune stones), 3Rounds, 10min/lvl>

– The touched subject knows the shortest, most direct route to the specified location (not objects or people).

The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a *Glyph of Warding*. It does not predict the actions of guardians.

This spell will get a subject out of a *Maze* spell in 1 round.

7th Maw of Stone(FR p72)

<Trans, VS/DF, 1StdAct, Close-range, 10min/lvl(D)>

– Animates a natural cave opening or cavern up to 15’ high when a triggering condition (set at cast time) occurs. The effective Strength of the ‘maw’ is 30 (+7 modifier). If ‘maw’ has a height, length, -or- width greater than 8’, it is considered ‘Large’.

Cave Mouth: Makes one Grapple check each round on a creature going through it.

Cavern: Makes one Grapple check each round on each creature within it.

Medium-sized:

a) Base Attack Bonus = Caster Level + Caster’s Wisdom modifier + 7;

b) 2d6+10 damage on a Hold;

c) AC 15, Hardness 8;

d) Cave Mouths have 40hp, while Caverns have 60hp.

Large-sized:

a) Base Attack Bonus = Caster Level + Caster’s Wisdom modifier + 6;

b) +4 Size bonus on Grapple checks;

c) 2d8+10 damage on a Hold;

d) AC 14, Hardness 8;

e) Cave Mouths have 60hp, while Caverns have 90hp.

8th Earthquake(PH p225)

<Evoc[earth], VS/DF, 1StdAct, Long-range, 1rnd, no SR>

– Intense tremor shakes a 80’ radius Spread (shapeable). The effect depends on the terrain. The result in [brackets] is halved / avoided with a Reflex save vs. DC 15.

Terrain Effect

Cave Roof collapses [8d6 damage to anyone below & ‘pinned beneath rubble’].

Cliff Landslide that goes horizontally as far as it fell vertically [8d6 damage & ‘pinned beneath rubble’].

Open [Fall down]. 25% chance of falling in a fissure (Reflex save vs. DC 20 to get out before it closes & kills anyone still trapped).

Building Takes 100hp damage (no Hardness) [8d6 damage to all within & ‘pinned beneath rubble’].

Marsh Fissures drain the water. [Sink in mud / quicksand].

Anyone ‘pinned beneath rubble’ takes 1d6 subdual damage each minute. If he/she goes unconscious, make a Constitution check vs. DC 15 or take 1d6 lethal damage per minute.

9th Imprisonment(PH p244)

<Abj, VS, 1StdAct, Touch, WillNeg, SR applies>

– Touched target goes into Suspended Animation & is hidden within a sphere deep below the earth. If the caster knows the target’s name & details about its life, the target receives a –4 penalty on its save.

The target can only be freed by the spell *Freedom* cast in the area where this spell was cast. If not previously known, only *Wish,* *Miracle*,or *Discern Location* can find the location where to cast *Freedom.*

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| Celerity | (Spell p271) (CDiv p137) |

+10’ land movement when wearing up to Light Armor & carrying up to a Light Load.

1st Expeditious Retreat(PH p228)

<Trans, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s base land speed receives a +30’ Enhancement bonus.

This spell has no effect on the speed of Flying, Burrowing, Climbing, or Swimming.

2nd Cat’s Grace(PH p208)

<Trans, VSM(cat hair), 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Dexterity.

3rd Blur(PH p206)

<Ill(glamer), V, 1StdAct, Touch, 1min/lv(D)>

– Attacks miss touched subject 20% of the time.

4th Haste(PH p239)

<Trans, VSM(licorice root), 1StdAct, Close-range, 1rnd/lvl>

– One subject/lvl within a 30’ area moves faster:

a) +1 bonus on attacks;

b) +1 Dodge bonus to AC;

c) +30’ Enhancement bonus to all forms of movement (land, climb, swim, burrow, fly), up to double the base movement;

d) when making a Full-Round Attack, the subject gets an additional attack at his/her best attack bonus.

This spell Counters & Dispels *Slow*.

5th Tree Stride(PH p296)

<Conj[teleport], VS/DF, 1StdAct, Personal, until depleted up to 1hr/lvl>

– The caster may enter a living tree large enough to fully contains his/her body. The caster then knows the location of all trees of the same type within range.

As a Full-Round action, the caster has the option of teleporting to one of those trees, which counts as one ‘stride’. The spell is depleted when the caster has made 1 ‘stride’ per level.

Type of Tree Range Type of Tree Range

oak, ash, yew 3,000’ other Deciduous 1,500’

elm, linden 2,000’ any other Tree 500’

While the spell has duration remaining & has not been depleted, the caster may enter & leave trees at will.

6th Wind Walk(PH p302)

<Trans[air], VS/DF, 1StdAct, Touch, 1hr/lvl(D)>

– The caster and one subject per three levels are transformed into a gaseous form, which grants the following:

a) Fly 10’/Perfect;

b) able to slip through any opening;

c) gains Damage Reduction 10/magic;

d) immune to poison & criticals;

e) has an AC based only on Dexterity, size, Deflection bonuses, & armor bonuses due to Force effects;

f) cannot attack

g) can only cast spells with no Verbal, Somatic, Material, or Focus components (due to Metamagics);

h) if wearing white, most viewers will think the subject is a cloud / mist;

i) may invoke a magic wind, which makes the subject Fly speed increase to 60mph with Poor maneuverability;

j) each subject may independently spends 5 rounds to shift back to solid form. At any time before the end of the duration, the subject may spend 5 more rounds shifting back to the wind walk form.

The caster can dismiss the spell for any or all subject at will.

If the spell is within 1 minute of its duration ending, all remaining subjects automatically descend at 60’ per round (or faster if desired) before the spell expires.

7th Cat’s Grace, Mass(PH p208)

<Trans, VSM(cat hair), 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a   
+4 Enhancement bonus to Dexterity.

8th Blink, Greater(Spell p32)(CArc p99)(UE p50)(CDiv p154)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster flashes in & out of the Ethereal plane. The caster

a) has no chance of losing each attack or spell;

b) has a 50% chance of any attack or spell targeting him being lost (20% if the attacker can see Invisible –or– can target Ethereal creatures, no chance of missing if the opponent can do both). Note that Feat: Blind-Fight does not apply when fighting a blinking opponent;

c) takes ½ damage from area-of-effect attacks & falling;

d) can only move ¾ of normal;

e) can step through solid matter up to his/her modified movement rate. If movement ends before the solid material is exited, the caster takes 1d6 damage per 5’ traveled;

f) attacks as if Invisible, gaining a +2 attack bonus, and sneak attack damage typically applies.

g) able to attack creatures in the Ethereal plane with a 20% chance of loosing the attack or spell.

h) the caster can Ready an action to avoid a specific attack (including magic). Unless the attack can effect an incorporeal target, it misses.

9th Time Stop(PH p294)

<Trans, V, 1StdAct, Personal>

– The caster steps out of time, gaining 1d4+1 rounds. During this time, the caster cannot harm others or target other creatures with spells. Persistent effects, such as fire, cold, or gases can still harm the caster. The caster cannot pass through antimagic fields.

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| Celestial | (BoED p86) |

Smite Evil, 1/day – +4 attack & +(Cleric level) damage vs. an Evil opponent.

1st Vision of Heaven(BoED p111)

<Ench[mind], V, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– The Evil target receives a glimpse of Heaven, causing it to become Dazed for 1 round.

The target has a –1 penalty on Will saves to resist Redemption(BoED p28) for 24 hours.

2nd Consecrate(PH p212)

<Evoc[good], VSM(holy water, 25gp of silver dust)DF, 1StdAct, Close-range, 2hrs/lvl, no SR>

– A 20’ radius Emanation is filled with Positive Energy. The following applies in the area:

a) All Charisma checks to Turn and   
Destroy Undead gain a +3 Sacred bonus.

b) Undead cannot be created or summoned.

c) Undead in the area receive a –1 Sacred penalty on attacks, damage, & saves.

If cast on an altar or other permanent fixture to the caster’s deity, the Sacred bonuses & penalties are doubled. A caster cannot consecrate an area with a permanent fixture to another deity.

If cast in an area sacred to a different deity, the area is cut off from its connection to that deity and its power. The area does not gain the Undead effecting powers listed above.

This spell Counters & Dispels *Desecrate*.

3rd Blessed Sight(BoED p92)

<Div, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s eyes glow white & he/she can see the Alignment Aura of Evil creatures, spells, or objects in a 120’ Cone-shaped Emanation. Although similar to *Detect Evil*, this spell does not require concentration & sees the location & strengths of all auras within the emanation on the first round.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

An “Overwhelming” aura may Stun a Good-aligned caster for 1 round.

4th Planar Ally, Lesser(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(100), 10Minutes, no SR>

– The caster requests his/her deity send an Elemental or Outsider of up to 6HD (a specific one may be requested by name).

Once the ‘ally’ arrives, the caster must negotiate what task it should do & what it gets in return. The following table gives an idea of the cost in money, items, etc.

Time Required Payment

up to 1min/lvl 100gp / HD

up to 1hr/lvl 500gp / HD

up to 1day/lvl 1,000 / HD

Difficulty Modifier

Matches Alignment 50% less

Non-hazardous 50% less

Very Dangerous 100% more

Suicidal no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

5th Heavenly Lightning(BoED p100)

<Evoc[good], VS, 1StdAct, Close-range, no save, SR applies>

– Up to one creature per two Caster levels takes 3d6 damage.

6th Call Faithful Servants(BoED p93)

<Conj(call)[good], VS, 1Minute, Close-range, Instantaneous>

– The caster calls 1d4 Lantern Archons (LG), 1d4 Coure Eladrins (CG), or 1d4 Musteval Guardinals (NG) to server as guards, soldiers, spies, etc., for up to 1 year. Only 2HD per Caster level of Celestials can be controlled at any time.

Note: This spell can only be cast by Celestials, and the caster may not have cast a Conjuration spell for 3 days prior to casting this spell.

7th Heavenly Lightning Storm(BoED p100)

<Evoc[good], VS, 1StdAct, Medium-range, no save, SR applies>

– Up to one creature per Caster level takes 5d6 damage.

8th Holy Aura(PH p241)

<Abj[good], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster gains a radiance, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Evil spells & spells cast by Evil creatures.

d) Blocks any mind control.

e) If an Evil creatures successfully hits someone with the aura in melee, the attacker becomes permanently Blind (FortNeg).

9th Gate(PH p234)

<Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

– Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.

-or-

<Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR>

– Calls & controls one or more Outsiders to perform a task. The caster may target:

a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.

b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.

c) a single non-unique / divine Outsider of more than 2x the Caster level can be called but not controlled.

d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is never controlled.

A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be “immediate” or “contractual” term:

a) Any task which requires no more than 1rnd/lvl to complete can be assigned without a ‘contract’ (i.e., no payment).

b) A “long term” task requires a ‘contract’, which entitles the summoned creature(s) to be fairly paid when the task is completed.

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| Charity | (DR355 p25) |

You may grant a touched creature (2\*Class level) Temporary Hit-Points for 1 minute per Class level. You loose the same number of hit-points until the duration ends (these hit-points cannot be healed for the duration either). When the effect ends, the hit-points are restored, even if the ally was injured or killed. Activated as a Full Round action. Usable 1/day.

1st Goodberry(PH p237)

<Trans, VS/DF, 1StdAct, Touch, 1day/lvl>

– When cast on a handful of freshly picked berries, 2d4 become ‘good berries’. Each can cure 1 hp (max 8 hp per 24 hours) & is as nourishing as a normal meal.

2nd Aid(PH p196)

<Ench(comp)[mind], VS/DF, 1StdAct, Touch, 1min/lvl>

– Touched subject gains a +1 Morale bonus to attack & saving throws vs. fear and gains Temporary HP equal to 1d8 + 1/lvl (max 1d8+10).

3rd Create Food and Water(PH p214)

<Conj(creat), VS, 10Min, Close-range, Instantaneous>

– Creates enough simple food & water to feed 3 humans (or 1 horse) per level for 1 day (after which the food goes bad).

4th Imbue with Spell Ability(PH p243)

<Evoc, VS/DF, 10Minutes, Touch, until discharged(D)>

– The caster transfers his/her ability to cast one or more spells into another creature. The subject must have an Intelligence of at least 5 and a Wisdom of at least 9. Only cleric spells from the schools of Abjuration, Divination, and Conjuration(healing) can be transferred.

Until the subject casts the imbued spell(s), the caster does not regain the spell slot corresponding to this spell (typically a 4th level slot).

The spells that can be imbued on a subject is based on the subject’s HD:

HD Spells Imbued

1-2 one 1st level spell

3-4 up to two 1st level spells

5+ up to two 1st level & one 2nd level spells

The imbued spells are cast at the caster’s level & the caster is responsible to his/her deity for how the spells are used.

5th Cure Light Wounds, Mass(PH p216)

<Conj(heal), VS, 1StdAct, Close-range>

– Cures 1d8 +1/level damage (max +25) to   
one creature per level in a 30’ area with Positive Energy.

6th Heroes’ Feast(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

7th Refuge(PH p270)

<Conj[teleport], VSM(1,500gp trigger object), 1StdAct, Touch, until discharged>

– A preset teleportation is activated when the trigger object is broken at the same time the command word is spoken. The caster presets the object to either

a) teleport the breaker to the caster’s sanctum; or

b) teleport the caster to the breaker’s location.

8th Mordenkainen’s Magnificent Mansion(PH p256)

<Conj(creat), VSF(5gp small ivory portal, 5gp piece of marble, 5hp tiny silver spoon), 1StdAct, Close-range, 2hrs/lvl(D)>

– Creates an extra-dimensional space of up to three contiguous 10’ cubes per level. The space is designed for many people to rest comfortably:

a) Contains fresh air & food for 12 people/lvl.

b) Has 2 *Unseen Servants* per lvl.

c) The floor plan is designated by the caster.

The entrance is 8’ tall by 4’ wide & can only be entered by those designated by the caster. Once the caster enters the mansion, the entrance becomes Invisible & sealed, though it may be reopened from the inside.

9th Heal, Mass(PH p239)

<Conj(heal), VS, 1StdAct, Close-range>

– One subject per level within a 30’ area is infused with Positive Energy, healing 10hp per level (max 250hp) and being immediately cured of the following: ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, diseased, Exhausted, Fatigued, *Feeblemind*, insanity, Nauseated, Sickened, Stunned, and / or being poisoned.

This spells does not remove Negative Levels, ability Drain, & lost levels.

If an Undead is a target of this spell, it takes 10hp per level (max 250hp) of Positive Energy damage (SR applies). On a successful Will save, the target only takes ½ damage and cannot be brought to less than 1hp.

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| Chaos | (PH p186) |

Cast [chaos] spells at +1 Caster Level.

1st Protection from Law(PH p266)

<Abj[chaos], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Lawful creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Chaotic Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

2nd Shatter(PH p278)

<Evoc[sonic], VSM(chip of mica)/DF, 1StdAct, Close-range, SR applies>

– Sonic vibration destroy objects in 1 of 3 ways:

a) All non-magic glass, crystal, etc., in a 5’ radius Burst that weigh less than 1 lb/lvl are shattered. An attended object gets a Will save to negate. Otherwise, no save.

b) A single solid object weighing up to 10 lbs/lvl can be shattered. An attended object gets a Will save to negate.

c) A targeted crystalline creature takes 1d6 Sonic damage per level (max 10d6), Fortitude save for ½.

3rd Magic Circle against Law(PH p250)

<Abj[chaos], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Lawful creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Chaotic Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[chaos], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Chaotic creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

4th Chaos Hammer(PH p208)(PH3.5e)+

<Evoc[chaotic], VS, 1StdAct, Medium-range, Will½, SR applies>

– All creatures in a 20’ radius Burst take different effects based on their alignment:

Lawful Outsiders – 1d6/lvl (max 10d6) (Will½) & Slowed for 1d6 rnds (WillNeg).

Lawful – 1d8 per 2 levels (max 5d8) (Will½) & Slowed for 1d6 rnds (WillNeg).

Neutral – 1d4 per 2 lvls (max 5d4) (Will½).

Chaotic – no effect.

5th Dispel Law(PH p222)

<Abj[chaotic], VS/DF, 1StdAct, Personal, Until Discharged up to 1rnd/lvl>

– The caster gains a flickering aura, which provides a +4 Deflection bonus to AC against Lawful creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

a) touch attack on a Lawful creature from another plane will force it home if it fails its SR check (if any) and its Will save.

b) touching a Lawful spell or an enchantment cast by a Lawful caster ends the spell as per a successful casting of *Dispel Magic*.

6th Animate Objects(PH p199)

<Trans, VS, 1StdAct, Medium-range, 1rnd/lvl>

– Animates the equivalent of one Small-sized, non-magical, unattended (i.e., not carried or worn) object per level, which can be used to immediately attack an opponent. Use the Animated Object creature(MM p13) for the items effected by this spell.

The caster may change which objects are animated as a Move Action each round.

The caster may animate larger objects in place of a number of Small objects.

1 Medium = 2 Small 1 Gargantuan = 16 Small

1 Large = 4 Small 1 Colossal = 32 Small

1 Huge = 8 Small

7th Word of Chaos(PH p303)

<Evoc[chaotic][sonic], V, 1StdAct, SR applies>

– Any non-Chaotic creatures within a 40’ radius Spread who can hear the ‘word of chaos’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Deafened for 1d4rnds.

up to Caster lvl - 1: Stunned for 1 round  
& above.

up to Caster lvl - 5: Confused for 1d10 min  
& above.

up to Caster lvl - 10: Dead / Destroyed.

In addition, if the caster is on his/her home plane of existence, any non-Chaotic Extraplanar creature in the area of effect (even if the ‘word of chaos’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

8th Cloak of Chaos(PH p210)

<Abj[chaotic], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster is engulfed in random patterns, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Lawful spells & spells cast by Lawful creatures.

d) Blocks any mind control.

e) If a Lawful creature hits the subject in melee, the attacker becomes Confused for 1 round (WillNeg).

9th Summon Monster IX (chaotic)(PH p288)

<Conj(sum)[chaotic], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Chaotic creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster IX 1

Summon Monster VIII 1d3

Summon Monster VII (or lower) 1d4+1

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| --- | --- |
| Charm | (Spell p271) (PGF p85) (Eb p105) |

Gain +4 Charisma for 1 minute, usable once per day as a Free Action.

1st Charm Person(PH p209)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, SR applies>

– One Humanoid considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets a +5 on the save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

2nd Calm Emotions(PH p207)

<Ench(comp)[mind], VS/DF, 1StdAct, Medium-range, Concentration up to 1rnd/lvl, WillNeg, SR applies>

– Calms all creatures in a 20’ radius Spread. Calmed creatures cannot attack, but are able to defend themselves. If a subject is attacked or threatened, the spell is broken.

This spell Suppresses (but doesn’t negate) Barbarian Rage, Bardic Music that Inspires Courage, Fear effects, Confusion effects, and any Morale bonuses.

3rd Suggestion(PH p285)

<Ench(comp)[mind][language], VM(snake tongue, honeycomb/sweet oil), 1StdAct, Close-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster gives the target 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

At the end of the duration, the instructions loose their power, triggered or otherwise.

4th Good Hope(PH p237)

<Ench(com)[mind], VS, 1StdAct, Medium-range, 1min/lvl>

– One living creature per level in a 30’ area receives a +2 Morale bonus on All Actions and damage rolls.

5th Charm Monster(PH p209)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

– One living creature considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

6th Geas/Quest(PH p234)

<Ench(comp)[mind][language], V, 10Minutes, Close-range, until discharged(D), no save, SR applies>

– One subject obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level. Specific tasks must be completed for the spell to be discharged.

If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage each day (no save) & is Sickened (FortNeg). The effects end after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic* or *Break Enchantment*, though it can be ended by *Limited Wish, Miracle,* or *Wish*. *Remove Curse* only works if its Caster level is two higher than this spell’s Caster level.

7th Insanity(PH p244)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, Instantaneous, WillNeg, SR applies>

– One target becomes continuously Confused.

Only curable by *Greater Restoration, Limited Wish, Miracle,* or *Wish*.

8th Demand(PH p217)

<Ench(comp)[mind], VSM(copper wire, hair from subject), 10Minutes, 1hr/lvl, Will½>

– Sends instructions of 25 words or less to a familiar target anywhere, who may send back a 25 word response immediately.

If the target fails its Will save, it is compelled to follow the instructions in the message, if reasonable. The instructions may activate immediately or may contain a trigger to activate them later. At the end of the duration, the instructions loose their power, triggered or otherwise.

9th Dominate Monster(PH p224)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>

– Telepathically control one creature. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input.

The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

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| --- | --- |
| Chastity | (DR355 p25) |

*Dispel Magic (targeted)* on yourself only, usable 1/day.

1st Shield of Faith(PH p278)

<Abj, VSM(holy writings), 1StdAct, Touch, 1min/lvl>

– Touched subject is surrounded by a magical aura that grants a Deflection bonus to AC of 2 +1 per six levels (max total bonus is +5).

2nd Restoration, Lesser(PH p272)

<Conj(heal), VS, 3Rounds, Touch, Instantaneous>

– Touched creature has penalties on one ability score removed -or- has 1d4 ability Damage cured from one ability score.

Also, the subject has Fatigue removed or has Exhaustion upgraded to Fatigue.

This spell cannot heal permanent ability Drain.

3rd Magic Vestment(PH p251)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl>

– Armor, shield, or clothes gain +1 per four levels Enhancement bonus to AC (max +5).

4th Imbue with Spell Ability(PH p243)

<Evoc, VS/DF, 10Minutes, Touch, until discharged(D)>

– The caster transfers his/her ability to cast one or more spells into another creature. The subject must have an Intelligence of at least 5 and a Wisdom of at least 9. Only cleric spells from the schools of Abjuration, Divination, and Conjuration(healing) can be transferred.

Until the subject casts the imbued spell(s), the caster does not regain the spell slot corresponding to this spell (typically a 4th level slot).

The spells that can be imbued on a subject is based on the subject’s HD:

HD Spells Imbued

1-2 one 1st level spell

3-4 up to two 1st level spells

5+ up to two 1st level & one 2nd level spells

The imbued spells are cast at the caster’s level & the caster is responsible to his/her deity for how the spells are used.

5th Break Enchantment(PH p207)(DR306 p110)+

<Abj, VS, 1Minute, Close-range, no SR>

– Attempts to free 1 subject per level within a 30’ area from all Curses, Enchantments, Transmutations, and Petrifaction. Each effect is subject to a Dispel Check (max +15). Cursed items typically have a DC of 25.

If petrifaction is removed from a creature, it does not need to make a saving throw to survive.

Effects that cannot be removed by *Dispel Magic* can be removed by this spell if their level is no more than 5th.

This spell breaks effects on creatures. A cursed item still have its curse, it just may no longer apply to the subject.

6th Bigby’s Interposing Hand(PH p204)

<Evoc[force], VSF(soft glove), 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>

– Creates a magical 10’x10’ hand which stays in between the creator & a designated target, providing a +4 Cover bonus to AC for the caster against that target. The hand will function even under the effect of darkness, invisibility, disguise, etc. The target can be changed as a Move Action. The hand has the caster’s maximum hit points & saving throw and has an AC of 20. A target of up to 2,000 pounds is at ½ movement approaching the caster.

7th Repulsion(PH p271)

<Abj, VS/AF(2 small iron bars with dog statuettes on the ends)/DF, 1StdAct, 1rnd/lvl(D), WillNeg, SR applies>

– Creatures cannot approach the caster within an invisible circle of up to 10’ radius per level Emanation. The circle moves with the caster, but cannot push creatures back. The caster can still be attacked with spells & ranged weapons.

8th Antimagic Field(PH p200)

<Abj, VSM(iron powder)/DF, 1StdAct, 10min/lvl(D), no save>

– Almost all magical effects, spells, spell-like abilities, supernatural abilities, and magic items are suppressed (but not dispelled) within 10’ radius Emanation of the caster. Summoned, conjured, & incorporeal creatures ‘wink out’ until the antimagic field stops overlapping with their last location, at which point they return. Time spent suppressed counts against duration. The field is invisible & moves with the caster.

Magical creatures, such as Elementals & Golems, can enter the field & even fight, but they cannot use their supernatural & spell-like abilities

Some spells, such as *Wall of Force* & *Prismatic Sphere* are specifically immune to this spell.

9th Mind Blank(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>

– Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject’s area, such as *Arcane Eye*, will not even see the subject.

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| City | (RoD p162) |

Gather Information & Knowledge(local) become class skills.

1st Rooftop Strider(RoD p167)

<Trans, VSM(chip of roof tile), 1StdAct, Personal, 1min/lvl>

– The caster gains the following benefits:

a) +5 Competence bonus on Balance and Jump checks;

b) Automatically succeed on Jump checks to clear a horizontal distance of up to 5’; &

c) Do not need to make a Balance check for Running or Charging across a sloped surface.

2nd City Lights(RoD p164)

<Evoc[light], VSM(tinder), 1StdAct, Instantaneous, Fort½, SR applies>

– All creatures within a 60’ radius Burst of the caster are Dazzled for 1 minute (no save) and Blind for 1 round (FortNeg).

Any [darkness] spell within the area of effect whose spell level is equal or lower than this spell is Countered or Dispelled.

This spell may only be cast if there are at least four sources of artificial light (*Light* spells, torches, lanterns, etc.) within the area of effect. The spell does not need to be cast within the limits of a city, despite its name.

3rd Winding Alleys(RoD p169)

<Ill(phantasm)[mind], VS/DF, 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– When cast on a creature who is within a Small Town (or larger), the target thinks he/she is trapped in the current location. The effect ends when one of the following occur:

a) the target makes an Intelligence check vs. DC 15 (may be attempted each round);

b) the target takes damage; or

c) the duration ends.

4th Commune with City(RoD p165)

<Div, VS, 10Minutes, Personal, Instantaneous>

– The caster instantly knows up to three facts from among the following subjects:

a) population of the community;

b) dominant race within the community &   
the percentage of the population it encompasses;

c) any given race’s percentage of the total population;

d) the level of the highest-level character in a given class;

e) the type and alignment of one of the community’s power centers;

f) a significant economic factor affecting trade within the city; or

g) a major news item within the city

5th Skyline Runner(RoD p168)

<Trans, VS/DF, 1StdAct, Personal, 1hr/lvl>

– The caster may walk on any city surface as if it were level ground, including vertical walls, glass windows, clothes-drying lines, etc. The caster’s movement rate does change, even when walking straight up a wall.

6th City Stride(RoD p234)

<Conj[teleport], VSM(chip of stone/brick from destination city), 1 Round, Touch, Instantaneous>

– The caster (carrying Maximum load) & one willing Medium-size creature per three levels (or the Creature Equivalent) are instantly transported from one Small City (or larger) to another Small City (or larger) within 100 miles per level.

The destination city must have been visited before by the caster, who must also have a piece of stone or brick from that location.

The caster and those he/she brings along arrive at a random, safe place within the border of the city (but not within a building).

7th Urban Shield(RoD p168)

<Abj, VSM(chip of stone or brick)/DF, 1 Immediate Action, Personal, 1rnd/lvl>

– When cast within a Small City (or larger community), the caster gains Cover against all attacks & spells, while the caster’s opponents loose all Cover gained from walls, lampposts, or other parts of the city.

8th City’s Might(RoD p165)

<Trans, VSM(chip of stone/brick from a city)/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes more powerful as long as he/she is within 100’ of the community where the spell was cast.

The advantages are determined by community size. ‘Bonus’ is an Enhancement bonus to Strength –and– Constitution:

Community Size Bonus Damage Reduct.

up to Large Town +2 2 / adamantine

Small City +4 4 / adamantine

Large City +6 6 / adamantine

Metropolis +10 10 / adamantine

9th Animate City(RoD p164)

<Trans, VS/DF, 1Round, 1min/lvl(D), no save, no SR>

– When cast within a Small City (or larger), all buildings within a 60’ radius Emanation around the caster animate and target the caster’s enemies:

a) each enemy receives an attack from a Gargantuan Animated Object each round (slam +15 melee, 2d8+10 damage). This attack ignores all Cover and Concealment (even *Invisibility*);

b) each enemy has his/her movement rate reduced by half.

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| --- | --- |
| Cold | (Spell p271) (PGF p85) (CDiv p137) |

Rebuke / Control / Bolster Cold Creatures –or– Turn / Destroy Fire Creatures, up to 3+Charisma modifier times per day.

1st Chill Touch(PH p209)

<Necro, VS, 1StdAct, SR applies>

– Touch attack deals 1d6 Negative Energy damage (no save) and 1 Strength Damage (FortNeg), except to Undead, who become Panicked for 1d4 + 1/lvl rounds (WillNeg).

Touch attack may be used 1 time per level.

2nd Chill Metal(PH p209)

<Trans[cold], VS/DF, 1StdAct, Close-range, 7rnds, SR applies>

– The caster causes targeted metal to become freezing cold, after which it thaws. The metal of 1 creature per 2 levels may be targeted as long as they are within 30’, or the caster may target 25 lbs. per level. Magic or attended metal get a Will saves to negate. Damage is determined by the round & the amount of contact (min damage for just touching, normal damage for wearing):  
Rnd 1 – none Rnd 6 – 1d4   
Rnd 2 – 1d4 Rnd 7 – none  
Rnd 3-5 – 2d4

This spell Counters and Dispels *Heat Metal.*

3rd Sleet Storm(PH p280)

<Conj(creat)[cold], VSM(dust, water)/DF, 1StdAct, Long-range, 1rnd/lvl, no save, no SR>

– Blocks all vision in a 40’ radius Spread by 20’ high cylinder. Moving in the area of effect requires a Balance check vs. DC 10. Success allows ½ movement, while failing by 5 or more causes the target to fall down.

4th Ice Storm(PH p243)

<Evoc[cold], VSM(dust, water)/DF, 1Round, Long-range, Instantaneous, no save, SR applies>

– Hail deals 3d6 Bludgeoning damage + 2d6 Cold damage in a 20’ radius by 40’ high cylinder. Listen checks receive a –4 penalty during the round of hail & movement through the target area is halved.

5th Wall of Ice(PH p299)

<Evoc[cold], VSM(quartz), 1StdAct, Medium-range, 1min/lvl>

– Creates an anchored sheet of ice. To breach a 10’ section requires 3hp/lvl (Fire does normal damage) –or– a Strength check vs. DC 15+Caster level. The wall has 2 forms:

a) Ice Plane – one 10’ square per level that can be stacked vertically or horizontally. Going through a breach does 1d6 +1/lvl Cold damage (no save, but SR applies).

b) Hemisphere – maximum radius of 3’ + 1’/lvl. Going through a breach causes no damage.

Any creature adjacent to where the wall is being created is allowed a Reflex save to disrupt the spell, causing it to fail.

6th Cone of Cold(PH p212)

<Evoc[cold], VSM(crystal cone)/DF, 1StdAct, Instantaneous, Ref½, SR applies>

– 60’ Cone-shaped Burst deals 1d6/lvl Cold damage (max 15d6).

7th Control Weather(PH p214)

<Trans, VS, 10Minutes, 4d12hours>

– The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season Weather Choices

Spring Tornado, Thunderstorm, Hot

Summer Rain, Heat Wave, Hailstorm

Autumn Hot, Cold, Fog, Sleet

Winter Frigid Cold, Blizzard, Thaw

Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

8th Polar Ray(PH p262)

<Evoc[cold][ray], VSF(ceramic prism), 1StdAct, Close-range, no save, SR applies>

– Ray does 1d6 Cold dmg per lvl (max 25d6).

9th Obedient Avalanche(PGF p108)(CDiv p170)

<Conj(creat)[cold], VS, 1StdAct, Medium-range, Instantaneous, no SR>

– Creates a mass of snow that falls on a 20’ radius area & expands out from there to a 40’ radius area. All flames in the 40’ radius are extinguished, even if magical. Once created, the snow is non-magical and melts normally.

All creatures within 20’ of the point of origin take the following effects:

a) 1d8 lethal damage per 2 caster levels (max 10d8) (Ref½);

b) 1d6 Cold damage per 2 caster levels (max 10d6) (Ref½);

c) Buried under the snow (RefNeg) (see DMG3.5 p90 for details);

d) The area is covered with Heavy Snow (see DMG3.5 p94 for details).

All creatures from 20’ to 40’ from the point of origin take the following effects:

a) 1d4 lethal damage per 2 caster levels (max 10d4) (Ref½);

b) 1d3 Cold damage per 2 caster levels (max 10d3) (Ref½);

c) Bull Rushed away from the point of origin at a +13 modifier (RefNeg);

d) The area is covered with Snow (see DMG3.5 p94 for details).

All small trees & vegetation are uprooted by the avalanche, leaving Light Rubble after the snow has melted. All structures take 1d6x10 hit-points of damage

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| Commerce | (Eb p105) |

+10 Competence bonus on Profession checks made to earn a living (but not checks to accomplish a specific task).

Appraise becomes a class skill.

1st Comprehend Languages(PH p212)

<Div, VSM(soot, salt)/DF, 1StdAct, Personal, 10min/lvl>

– Understands all spoken and written languages of the person or object touched.

2nd Zone of Truth(PH p303)

<Ench(comp)[mind], VS/DF, Close-range,   
1min/lvl, WillNeg, SR applies>

– Creatures in a 20’ radius Emanation that fail their save cannot lie. All subject know that the zone is in effect & have the option of not speaking or being evasive.

3rd Tongues(PH p294)

<Div, VM(small clay ziggurat)/DF, 1StdAct, Touch, 10min/lvl, no SR>

– The touched subject can understand & speak any intelligent creature’s language.

4th Glibness(PH p235)(PH3.5e)+

<Trans, S, 1StdAct, Personal, 10min/lvl(D)>

– +30 bonus on Bluff checks to convince people of what the caster claims is the truth (i.e., cannot be used to feint in combat, cause a distraction, pass secret messages, etc.).

Spells involved with determining truth (i.e., *Discern Lies, Zone of Truth*, etc.) must make a Caster Check vs. a DC of 15 + this spell’s Caster level to effect the caster.

5th True Seeing(PH p296)

<Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl>

– Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur* & *Displacement*, not effected by Invisibility, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane.

This spell cannot be used in conjunction with scrying magics, such as *Clairaudience / Clairvoyance.*

6th Leomund’s Secret Chest(PH p247)

<Conj(sum), VSF(5,000gp chest & a 50gp replica), 10Minutes, until discharged>

– The caster may place 1 cubic foot of material per level in a specially made chest, despite the actual masterwork chest being only 3’ x’ 2’ x 2’. At the spell’s completion, the chest disappears into the Ethereal Plane (75% chance of failure if there is anything living in the chest).

By holding the miniature replica & spending a Standard Action, the caster may summon the chest back to the current location. If the replica is lost, the chest can not be summoned back, even by a *Wish*.

Each day the chest spends in the Ethereal Plane after the 60 days, there is a cumulative 5% chance that the replica will loose its connection to the original chest, resulting in the later being lost.

Items in the chest are not in stasis, so they age normally.

7th Refuge(PH p270)

<Conj[teleport], VSM(1,500gp trigger object), 1StdAct, Touch, until discharged>

– A preset teleportation is activated when the trigger object is broken at the same time the command word is spoken. The caster presets the object to either

a) teleport the breaker to the caster’s sanctum; or

b) teleport the caster to the breaker’s location.

8th Analyze Dweomer(PH p197)

<Div, VSF(tiny lens made from ruby/sapphire and gold worth 1,500gp), 1StdAct, Close-range, 1rnd/lvl(D), no SR>

– Each round as a Free Action, the caster may learn the magical properties of one object or the spells on one person. An attended object is allowed a Will save to resist, in which case it is immune to this spell for 24 hours.

Target Person: All active spells on the target, including the effect & its Caster level.

Target Object: How the magic item functions, how to activate it, & the number of remaining charges. If it has active spells on it, the caster knows their effects & Caster levels.

9th Polymorph Any Object(PH p263)(PH3.5e)+

<Trans, VSM(mercury, gum arabic, smoke)/DF, 1StdAct, Close-range, FortNeg, SR applies>

– Changes any subject into anything else. “Minor” changes can be permanent (e.g., changing a manticore into a shrew), while extreme changes have a limited durations (e.g., changing a pebble into a human).

This spell can mimic the following spells: *Flesh to Stone, Baleful Polymorph*, *Stone to Flesh, Transmute Mud to Rock, Transmute Rock to Mud, Transmute Metal to Wood.*

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| Commu­nity | (Spell p271)(CDiv p137)~~(BoED p86)(Eb p105)~~ |  |

*Calm Emotion*, usable once per day.

+2 Competence bonus on Diplomacy checks.

1st Bless(PH p205)

<Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl>

– All allies within a 50’ radius Burst gain a +1 Morale bonus on attacks & +1 Morale bonus on saves vs. fear.

This spell Counters and Dispels the spell *Bane*.

2nd Status(PH p284)

<Div, VS, 1StdAct, Touch, 1hr/lvl>

– Monitors the position (distance & direction) and condition (unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc.) of one touched living subject per 3 levels at any range.

3rd Prayer(PH p264)

<Ench(comp)[mind], VS/DF, 1StdAct, 1rnd/lvl, no save, SR applies>

– All allies within 40’ radius Burst of the caster gain +1 Luck bonus on attacks, damage, saves, & skill checks.

All enemies within 40’ radius Burst of the caster suffer a –1 Luck penalty on attacks, damage, saves, & skill checks.

4th Tongues(PH p294)

<Div, VM(small clay ziggurat)/DF, 1StdAct, Touch, 10min/lvl, no SR>

– The touched subject can understand & speak any intelligent creature’s language.

5th Rary’s Telepathic Bond(PH p268)

<Div, VSM(eggshells), 1StdAct, Close-range, 10min/lvl(D)>

– One willing creature per three levels in a 30’ area can be telepathically connected, though the caster does not have to be one of the subjects. Each subject must be willing & have an Intelligence of 3 or higher.

Once connected, the group can communicate at any range. All subjects can hear all communications of the group & language is not an issue.

6th Heroes’ Feast(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

7th Refuge(PH p270)

<Conj[teleport], VSM(1,500gp trigger object), 1StdAct, Touch, until discharged>

– A preset teleportation is activated when the trigger object is broken at the same time the command word is spoken. The caster presets the object to either

a) teleport the breaker to the caster’s sanctum; or

b) teleport the caster to the breaker’s location.

8th Mordenkainen’s Magnificent Mansion(PH p256)

<Conj(creat), VSF(5gp small ivory portal, 5gp piece of marble, 5hp tiny silver spoon), 1StdAct, Close-range, 2hrs/lvl(D)>

– Creates an extra-dimensional space of up to three contiguous 10’ cubes per level. The space is designed for many people to rest comfortably:

a) Contains fresh air & food for 12 people/lvl.

b) Has 2 *Unseen Servants* per lvl.

c) The floor plan is designated by the caster.

The entrance is 8’ tall by 4’ wide & can only be entered by those designated by the caster. Once the caster enters the mansion, the entrance becomes Invisible & sealed, though it may be reopened from the inside.

9th Heal, Mass(PH p239)

<Conj(heal), VS, 1StdAct, Close-range>

– One subject per level within a 30’ area is infused with Positive Energy, healing 10hp per level (max 250hp) and being immediately cured of the following: ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, diseased, Exhausted, Fatigued, *Feeblemind*, insanity, Nauseated, Sickened, Stunned, and / or being poisoned.

This spells does not remove Negative Levels, ability Drain, & lost levels.

If an Undead is a target of this spell, it takes 10hp per level (max 250hp) of Positive Energy damage (SR applies). On a successful Will save, the target only takes ½ damage and cannot be brought to less than 1hp.

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| Competition | (Spell p272) (CDiv p138) |

+1 bonus on all Opposed Checks, as an Extraordinary ability.

1st Remove Fear(PH p271)

<Abj, VS, 1StdAct, Close-range, 10min>

– One subject + 1 per 4 levels within a 30’ area gains a +4 Morale bonus on saves vs. fear.

This spell Counters & Dispels *Cause Fear*, and Suppresses all other fear effects.

2nd Zeal(CDiv p191)

<Abj, VS, 1StdAct, Personal, 1rnd/lvl>

– The caster designates a foe. Against all enemies except the designated foe, the caster gain a +4 Deflection bonus to AC against Attacks of Opportunity.

The caster also may move through opponent’s spaces as if they were allies as long as he/she ends the movement closer to the designated foe than he/she started.

3rd Prayer(PH p264)

<Ench(comp)[mind], VS/DF, 1StdAct, 1rnd/lvl, no save, SR applies>

– All allies within 40’ radius Burst of the caster gain +1 Luck bonus on attacks, damage, saves, & skill checks.

All enemies within 40’ radius Burst of the caster suffer a –1 Luck penalty on attacks, damage, saves, & skill checks.

4th Divine Power(PH p224)

<Evoc, VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster gains the following:

a) +6 Enhancement bonus to Strength;

b) 1 Temporary HP per level; &

c) a Base Attack Bonus as if the caster was a fighter of his/her Character level.

5th Righteous Might(PH p273)(PH3.5e)+

<Trans, VS/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster & his/her equipment enlarge to the next size category, with the following effects:

a) the caster & his/her equipment enlarge to the next size category, with all the standard bonuses & penalties;

b) +4 Size bonus to Strength;

c) +2 Size bonus to Constitution;

d) gain Damage Reduction which is bypassed by ‘evil’ if you channel Positive Energy or by ‘good’ if you channel Negative Energy.

Caster lvl Damage Reduction

up to 11th 3 / (good or evil)

12th – 14th 6 / (good or evil)

15th + 9 / (good or evil)

6th Zealot Pact(CDiv p191)

<Evoc, VS/DF/X(500), 10Minutes, Touch, until discharged then 1rnd/lvl>

– When the touched, willing, living creature hits a creature whose alignment is exactly opposite to that of the deity of the Cleric who cast this spell, the target receives the following benefits for 1 round per caster lvl:

a) +4 bonus on melee attack rolls;

b) double damage;

c) all threatened criticals are automatically confirmed;

d) melee damage receives alignment descriptors that match the deity (i.e., a pact with a Lawful Good deity result in the target’s damage being [lawful][good];

e) the target can see which creatures within 60’ have the opposite alignment of the deity (as per *Detect Evil*, etc.).

f) for the spell’s duration, the target must attack a foe of the opposite alignment each round if possible.

If the pact is with a True Neutral deity, then this spell applies to one of the following alignments (chosen as casting time): Lawful Good, Chaotic Good, Lawful Evil, or Chaotic Evil.

7th Regenerate(PH p270)

<Conj(heal), VS/DF, 3Rounds, Touch, Instantaneous>

– Touched living subject’s missing limbs are restored. If the severed limb is touching the subject, then it takes 1 round to heal, otherwise the limb regrows in 2d10 rounds.

The subject is also healed 4d8 + 1/lvl (max +35) hit points, is no longer Fatigued or Exhausted, & all subdual damage is restored.

This spell cannot target Undead.

8th Moment of Prescience(PH p255)

<Div, VS, 1StdAct, Personal, until discharged up to 1hr/lvl>

– The caster gains an Insight bonus equal to the Caster level (max +25) to be used one time within 1 hour per level. The bonus can be used on one attack roll, opposed ability check, opposed skill check, saving throw, or as a bonus to AC against a single attack (even if the caster is Flat-Footed).

Only one instance of this spell can be in effect on a person at any time.

9th Visage of the Deity, Greater(CDiv p187)

<Trans[good], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes a ‘Half-Celestial’:

a) creature type changes to Outsider (but the caster can be brought back from the dead);

b) +4 bonus to Strength;

c) +2 bonus to Dexterity;

d) +4 bonus to Constitution;

e) +2 bonus to Intelligence;

f) +4 bonus to Wisdom;

g) +4 bonus to Charisma;

h) +1 increase of Natural Armor;

i) gain Low-light Vision;

j) Acid Resistance 10;

k) Cold Resistance 10;

l) Electrical Resistance 10;

m)Spell Resistance 25;

n) Damage Reduction 10 / magic;

o) gain immunity to diseases;

p) +4 Racial bonus on saves vs. poison; &

q) gain feathery wings which let the caster Fly at twice his/her ground movement with Good maneuverability.

-or-

<Trans[evil], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes a ‘Half-Fiend’:

a) creature type changes to Outsider (but the caster can be brought back from the dead);

b) +4 bonus to Strength;

c) +4 bonus to Dexterity;

d) +2 bonus to Constitution;

e) +4 bonus to Intelligence;

f) +4 bonus to Wisdom;

g) +2 bonus to Charisma;

h) +1 increase of Natural Armor;

i) gain Darkvision 60’;

j) Acid Resistance 10;

k) Cold Resistance 10;

l) Electricity Resistance 10;

m)Fire Resistance 10;

n) Spell Resistance 25;

o) Damage Reduction 10 / magic;

p) gain Poison Immunity;

q) gain 1 Bite & 2 Claw attacks (if Medium, Bite does 1d6 & each claw does 1d4; if Small, Bite & each Claw each do 1d3); &

r) gain bat-like wings which let the caster Fly at ground movement with Average maneuverability.

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| Courage | (Spell p272) (CWar p114) |

Aura of Courage – allies within 10’ gain a +4 Morale bonus vs. Fear effects.

1st Remove Fear(PH p271)

<Abj, VS, 1StdAct, Close-range, 10min>

– One subject + 1 per 4 levels within a 30’ area gains a +4 Morale bonus on saves vs. fear.

This spell Counters & Dispels *Cause Fear*, and Suppresses all other fear effects.

2nd Aid(PH p196)

<Ench(comp)[mind], VS/DF, 1StdAct, Touch, 1min/lvl>

– Touched subject gains a +1 Morale bonus to attack & saving throws vs. fear and gains Temporary HP equal to 1d8 + 1/lvl (max 1d8+10).

3rd Cloak of Bravery(Spell p47)(CWar p117)

<Abj[mind], VS, 1StdAct, 10min/lvl>

– The caster & all allies within a 60’ radius Emanation gain a Morale bonus to saves vs. Fear equal to the Caster level (max +10).

4th Heroism(PH p240)

<Ench(comp)[mind], VS, 1StdAct, Touch, 10min/lvl>

– The touched creature gains a +2 Morale bonus on attacks, saves, & skill checks.

5th Valiant Fury(CWar p118)

<Trans, VS/DF, 1StdAct, Close-range, 1rnd/lvl>

– The living subject gains the following:

a) +4 Morale bonus to Strength & Constitution;

b) +2 Morale bonus on Will saves;

c) When making a Full Round Attack, the subject gains an extra attack at his/her highest attack bonus. This does not stack with *Haste*.

6th Heroes’ Feast(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

7th Heroism, Greater(PH p240)

<Ench(comp)[mind], VS, 1StdAct, Touch, 1min/lvl>

– The touched creature gains a +4 Morale bonus on attacks, saves, & skill checks, immunity to fear effects, and 1 Temporary HP per level (max +20).

8th Lion’s Roar(CWar p118)

<Evoc[sonic], VS/DF, 1StdAct>

– All within a 120’ radius Burst hear the roar:

Allies – +1 Morale bonus on attacks & saves vs. Fear effects and 1d8 + Caster level Temporary HP (max 1d8+20) for 1min/lvl.

Enemies – 1d8 per two levels Sonic damage (Fort½) –and– Stunned for 1rnd (FortNeg).

9th Cloak of Bravery, Greater(Spell p48)(CWar p117)

<Abj[mind], VS, 1StdAct, 1hr/lvl>

– The caster & all allies within a one mile radius Emanation that have line-of-sight become immune to Fear effects & gain a +2 Morale bonus on attack rolls.

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| Craft | (Spell p272) (PGF p85) (FR p92) |

Conjuration(creation) spells are cast at +1 Caster level.

Gain Feat: Skill Focus (craft of your choice).

1st Animate Rope(PH p199)

<Trans, VS, 1StdAct, Medium-range, 1rnd/lvl>

– Animate a 1” diameter rope whose length is 50’ + 5’/level (double the length if ½” diameter cord is used & halve the length with 2” diameter heavy rope). It will obey one of the following each Move Action: “coil”, “coil & knot”, “loop”, “loop & knot”, “uncoil”, etc.

Anyone who steps within 1’ of the rope or who is hit by it with a ranged touch attack –and– who fails a Reflex save is Entangled. To escape, make an Escape Artist check vs. DC 20, or a Strength check vs. DC 23, or an attack vs. AC 10 & do 2 hp of damage.

An animated rope give a +2 bonus to Use Rope checks.

2nd Wood Shape(PH p303)

<Trans, VS/DF, 1StdAct, Touch, Instantaneous>

– Permanently reshapes a single piece of wood of up to 10 cubic feet + 1 cubic foot per level into a shape of the caster’s choosing, though fine detail is not possible.

3rd Stone Shape(PH p284)(PH3.5e)+

<Trans[earth], VS/AM(clay sculpted into the new shape)/DF, 1StdAct, Touch>

– Permanently reshapes a single piece of stone of up to 10 cubic feet + 1 cubic foot per level into a shape of the caster’s choosing, though fine detail is not possible.

4th Minor Creation(PH p253)

<Conj(creat), VSM(tiny piece of substance to be created), 1Minute, 1hr/lvl(D)>

– Creates an object of up to 1 cubic foot per level made from wood, cloth, hemp, or other non-living vegetable matter.

A Craft check is needed to make complex items

5th Wall of Stone(PH p299)

<Conj(creat)[earth], VS/AM(granite)/DF, 1StdAct, Medium-range, Instantaneous, no SR>

– Creates a wall of stone that is one 5’ square per level & 1” thick per 4 levels. The area can be doubled by halving the thickness. The stone has a Hardness 8 & each 5’ square has 15 hit points per inch of thickness.

The wall can be of any shape & will merge into adjoining stone surfaces.

6th Fantastic Machine(FR p69)

<Ill(shadow), VS/DF, 1StdAct, Medium-range, 1min/lvl(D)>

– Creates a Large animated object mentally designed by the caster to perform a physical task (up to 25 words) designated at casting time. The ‘machine’ can be assigned to do the task once or repeatedly.

a) Large (tall) size – up to 15’ tall;

b) Moves at 40’ over ground;

c) Swims at 10’ or Flies at 10’ (clumsy) if only lightly loaded;

d) Hardness 10, 22hp, AC 14;

e) Saving throws: Fort +1, Ref +1, Will –4;

f) Light load: up to 230 pounds; Medium load: 231 – 460; Heavy load: 461 – 700; Max Lift: 1,400; Drag load: 3,500.

g) Excavates 7,000 pounds of loose rock each minute (i.e., 5’ x 5’ x 5’ in 3rnds);

h) Excavates 14,000 pounds of sand or dirt each minute.

i) Can make a Slam attack once per round at +5 to hit & 1d8+4 damage (x3 damage vs. stone or metal).

j) Can make a Ranged Attack by launching Small-sized rocks at +3 to hit, range increment of 150’ (max 10 increments), & 2d6+4 damage.

7th Major Creation(PH p252)

<Conj(creat), VSM(tiny piece of substance to be created), 10Minutes, Close-Range>

– Creates one object of up to 1 cubic foot per level. Duration is based on the material created:

Wood/Cloth 2hrs/lvl

Stone/Base Metal 1hr/lvl

Precious Metal 20min/lvl

Gem 10min/lvl

Adamantite, Mithral,  
Alchemical Silver 1rnd/lvl

Note that a Cold Iron item cannot be created.

A Craft check is needed to make complex items

8th Forcecage(PH p232)

<Evoc[force], VSM(1,500gp ruby powder), 1StdAct, Close-range, 2hrs/lvl(D), no save, no SR>

– Creates a six-sided box of invisible force walls. The walls is immune to all damage & most magic (including *Dispel Magic*). The cube can be of two configurations:

a) Barred Cage – 20’ cube with 6” bands of force alternating with 6” gaps; or

b) Windowless Cell – 10’ cube with six solid walls.

Teleportation & Astral travel can escape the spell, but not spells based on Ethereal travel.

9th Fantastic Machine, Greater(FR p71)

<Ill(shadow), VS/DF, 1StdAct, Medium-range, 1min/lvl(D)>

– Creates a Large animated object mentally designed by the caster to perform physical tasks. As a Standard Action, the caster can mentally change the machine’s instructions, giving it a new task.

a) Large (tall) size – up to 15’ tall;

b) Moves at 60’ over ground;

c) Swims at 20’ or Flies at 20’ (poor) if only lightly loaded;

d) Hardness 20, 88hp, AC 20;

e) Saving throws: Fort +5, Ref +5, Will +0;

f) Light load: up to 520 pounds; Medium load: 521 – 1,040; Heavy load: 1,041 – 1,560; Max Lift: 3,120; Drag load: 7,800.

g) Excavates 20,000 pounds of loose rock each minute (i.e., 5’ x 5’ x 5’ in 1rnd);

h) Excavates 40,000 pounds of sand or dirt each minute.

i) Can make Slam attacks at +17 / +12 to hit & 1d8+9 damage (x3 damage vs. stone or metal).

j) Can make a Ranged Attack by launching Small-sized rocks at +12 / \_7 to hit, range increment of 150’ (max 10 increments), & 2d6+9 damage.

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| Creation | (Spell p272) (CDiv p138) |

Conjuration(creation) spells are cast at +1 Caster level.

1st Create Water(PH p215)

<Conj(creat), VS, 1StdAct, Close-range, Instantaneous>

– Creates 2 gallons/level of pure water.

2nd Minor Image(PH p254)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration + 2rnds, WillDisbelief, no SR>

– Creates a visual illusion with some minor sounds (i.e., not speech) of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10’ cubes that are contiguous.

3rd Create Food and Water(PH p214)

<Conj(creat), VS, 10Min, Close-range, Instantaneous>

– Creates enough simple food & water to feed 3 humans (or 1 horse) per level for 1 day (after which the food goes bad).

4th Minor Creation(PH p253)

<Conj(creat), VSM(tiny piece of substance to be created), 1Minute, 1hr/lvl(D)>

– Creates an object of up to 1 cubic foot per level made from wood, cloth, hemp, or other non-living vegetable matter.

A Craft check is needed to make complex items

5th Major Creation(PH p252)

<Conj(creat), VSM(tiny piece of substance to be created), 10Minutes, Close-Range>

– Creates one object of up to 1 cubic foot per level. Duration is based on the material created:

Wood/Cloth 2hrs/lvl

Stone/Base Metal 1hr/lvl

Precious Metal 20min/lvl

Gem 10min/lvl

Adamantite, Mithral,  
Alchemical Silver 1rnd/lvl

Note that a Cold Iron item cannot be created.

A Craft check is needed to make complex items

6th Heroes’ Feast(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

7th Permanent Image(PH p260)

<Ill(figment), VSF(fleece, sand), 1StdAct, Long-range, Permanent(D), WillDisbelief, no SR>

– Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of a 20’ cube + 1 10’ cube per level that are contiguous.

The caster can move the image with concentration, but otherwise it is static.

8th True Creation(CDiv p184) (Eb p117)

<Conj(creat), VSM(tiny piece of substance to be created)X(value of created object in gp), 10Minutes, 0’ range, Instantaneous>

– Creates one nonmagical, nonliving object of up to 1 cubic foot per level.

A Craft check is needed to make complex items

9th Pavilion of Grandeur(CDiv p172)

<Conj(creat), VS/DF, 10Minutes, Close-range, 1day/lvl(D)>

– Creates an extradimensional space of five contiguous 10’ cubes per level that has a single 10’ by 15’ entrance. Only those creatures designated by the caster may enter. The entrance may be closed, making it invisible.

Creatures within the pavilion receive natural healing at twice their base rate.

Everyone who spends 1 full hour dining in the pavilion receives the benefit of a *Heroes’ Feast* for 12 hours, up to twelve creatures per caster level.

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| Darkness | (Spell p272) (FR p62) (D&D p213) |

Gain Feat: Blind Fighting.

1st Obscuring Mist(PH p258)

<Conj(creat), VS, 1StdAct, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of fog centered around the caster.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round. Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

2nd Blindness/Deafness(PH p206)

<Necro, V, 1StdAct, Medium-range, Permanent(D), FortNeg, SR applies>

– Living subject become a) Blind; or b) Deaf.

3rd Blacklight(Spell p30)(FR p67)(D&D p216)

<Evoc[darkness], VSM(coal, dried eyeball), 1StdAct, Close-range, 1rnd/lvl(D)>

– The target creature, object, or location emanates supernatural darkness in a 20’ radius. Even creatures with Darkvision cannot see through it. The caster can see through the darkness while in the area of effect, but from outside, the area is opaque to the caster too. If a creature or an object in a creature’s possession is targeted by this spell, the creature receives a Will save to negate.

Counters or Dispels ‘light’ spell of equal or lower level, though *Daylight* will cancel this spell and be canceled by it.

4th Armor of Darkness(Spell p15) ~~(FR p67)(D&D p216)~~

<Abj[darkness], VS/DF, 1StdAct, Touch, 10min/lvl>

– Touched subject is cloaked in shadows:

a) Deflection bonus to AC of +(4 + 1 per three levels above 7th) (max +8 at 19th);

b) gains Darkvision 60’;

c) +2 bonus on Saving Throws vs. [light], [good], and ‘holy’ spells & effects; and

d) Undead gain +4 Turn Resistance;

5th Darkbolt(Spell p58)(FR p68)

<Evoc[darkness][ray], VS, 1StdAct, Medium-range, Instantaneous –or– 1rnd/2lvls, Will½, SR applies>

– The caster can project 1 ray per 2 lvls (max 7). The rays can all be fired at one time (but all targets must be within a 60’ area) –or– each round the caster may fire one ray as a Free Action (though if he/she skips a round, that ray is lost). Each ray does the following:

a) living target takes 2d8 damage (no save);

b) any target is Dazed for 1rnd (WillNeg).

6th Prying Eyes(PH p267)

<Div, VSM(crystal marbles), 1Minute, 1mile, up to 1hr/lvl, no SR>

– Creates 1d4 + 1/lvl scouts (called “eyes”), which are Fine-sized floating Constructs with AC 18 (due to size), 1hp, 30’ (perfect) movement, makes Hide checks at +16, makes Spot checks at Caster level (max +15), & has normal vision up to 120’.

The caster gives each ‘eye’ instructions of up to 25 words on how he/she wants it to scout. Once its mission is done, the ‘eye’ returns to the caster, who learns all the ‘eye’ has experienced at the rate of 1 round per hour the eye has existed. Once an ‘eye’ has reported, it disappears.

An ‘eye’ can be destroyed by taking damage, being Dispelled, or traveling more than 1 mile from the caster. The caster knows when an ‘eye’ is destroyed, but does not know the circumstances.

7th Nightmare(PH p257)

<Ill(phantasm)[mind][evil], VS, 10Minutes, Unlimited-Range, Instantaneous, WillNeg, SR applies>

– Causes a sleeping target to have hideous nightmares which deals 1d10 damage and prevents restful sleep, leaving the target Fatigued. Any subsequent attempts to sleep in the 24 hour period after the spell is cast will also result in nightmares. Arcane spell casters cannot regain spells during this time.

This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the target is not asleep when the spell is cast, the caster has the option of going into a trance (which leave the caster Defenseless & unaware of his/her surroundings) until the target does fall asleep, at which time the spell acts normally. If the caster chooses not to go into a trance, the spell is still used up.

If *Dispel Evil* is cast on the target while this spell is being cast, *Nightmare* is Cancelled and the *Nightmare*’s caster is Stunned for 10 minutes per Caster level of *Dispel Evil*.

Since Elves do not sleep, they are immune to this spell.

8th Power Word Blind(PH p263)

<Ench(comp)[mind], V, 1StdAct, Close-range, no save, SR applies>

– One target creature is Blind:   
current hp duration current hp duration  
201+ no effect 100–51 1d4+1min  
200–101 1d4+1rnds up to 50 Permanent

9th Power Word Kill(PH p263)

<Ench(comp)[mind][death], V, 1StdAct, Close-range, no save, SR applies>

– One target creature with up to 101hp dies.

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| Death | (PH p186) |

‘Death Touch’ once per day – As a touch attack on a living creature, roll 1d6 per Cleric level. If the total is greater than or equal to the touched creature’s current hit-points, it dies. This is a ‘death effect’.

1st Cause Fear(PH p208)

<Necro[fear][mind], VS, 1StdAct, Close-range, Will½, SR applies>

– One living target with up to 5HD is Frightened for 1d4 rounds unless it makes its saving throw. On a successful save, the target is Shaken for 1 round.

This spell Counters and Dispels *Remove Fear*.

2nd Death Knell(PH p217)

<Necro[death][evil], VS, 1StdAct, Touch, WillNeg, SR applies>

– If touched creature with –1 hp (or less) fails its save, it dies and the caster gains +2 Strength, 1d8 Temporary HP, and +1 effective Caster level for 10 min per HD of the target creature.

3rd Animate Dead(PH p198)

<Necro[evil], VSM(25gp/HD black onyx), 1StdAct, Touch, Instantaneous>

– Permanently animates skeletons and/or zombies from one or more touched corpses. (2 \* Caster level) HD of Undead may be animated in one casting & a caster may only have 4HD/lvl Undead under control (if exceeded, caster chooses which are “freed”). Undead controlled via Clerical “Rebuke / Control” ability don’t count against this total.

4th Death Ward(PH p217)

<Necro, VS/DF, 1StdAct, Touch, 1min/lvl>

– Grants immunity to death spells & effects, gaining Negative Levels, and Negative Energy damage & ability loss.

5th Slay Living(PH p280)

<Necro[death], VS, 1StdAct, Touch, Fort½, SR applies>

– Touched living target dies on a failed saving throw. On success, target takes 3d6 + 1/level.

6th Create Undead(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>

– Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator’s control.

Undead Min Lvl Undead Min Lvl

Ghoul 11 Mummy 15

Ghast 12 Mohrg 18

This spell must be cast at night.

7th Destruction(PH p218)

<Necro[death], VSF(500gp custom silver religious symbol), 1StdAct, Close-range, Fort½, SR applies>

– The target dies & its body ceases to exist. The target’s equipment & possession are left behind. On a successful save, target takes 10d6 damage.

8th Create Greater Undead(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>

– Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator’s control.

Undead Min Lvl Undead Min Lvl

Shadow 15 Spectre 18

Wraith 16 Devourer 20

This spell must be cast at night.

9th Wail of the Banshee(PH p298)

<Necro[death][sonic], V, 1StdAct, Close-range, FortNeg, SR applies>

– One living creature per level in a 40’ radius Spread dies. If there are too many targets, count from the point of origin outward.

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| Deathbound | (Spell p272) |

Your limit for controlling Undead animated with spells increases to 3 times Caster level (normally 2x).

1st Chill of the Grave(Spell p46)

<Necro[ray], VS, 1StdAct, Close-range, no save,   
SR applies>

– The ray’s target takes Cold damage.

Level Damage Level Damage

1st – 3rd 1d10 7th – 9th 3d10

4th – 6th 2d10 10th + 4d10

2nd Blade of Pain and Fear(Spell p30)

<Evoc, VS/DF, 1StdAct, 1rnd/lvl(D), Will½,   
SR applies>

– The caster gains a touch attack that does   
1d6 +1 per two levels damage (max 1d6+10) (no save) and makes the foe Frightened for 1d4 rounds (WillNeg). The caster’s Strength modifier is not added to the damage.

3rd Fangs of the Vampire King(Spell p88)

<Trans[evil], VS, 1StdAct, Personal, 1min/lvl>

– The caster grows fangs, granting him/her a Bite attack that does (1d6 + Strength modifier) hit-point damage + 1 point of Constitution damage. The caster may either make a Bite attack as a Standard Action, or use it as a Natural Secondary attack (with the standard –5 penalty on the attack roll) as part of a Full Round Attack.

4th Wither Limb(Spell p241)

<Necro[evil], VS, 1StdAct, Close-range, Permanent, FortNeg, SR applies>

– The caster chooses either the target’s arms or legs to be withered:

Arms – target cannot use objects or cast spells with Somatic components.

Legs – target is Prone and has his/her land movement reduced to 5’.

This effect can only be Dispelled by a caster whose level is higher than this spell’s caster.

5th Revive Undead(Spell p175)

<Necro[evil], VSM(5,000gp black pearl), 1Minute, Touch, Instantaneous>

– Reanimates the body of an Undead that was destroyed up to 1 day per level ago, assuming the spirit is willing. Subject cannot have been destroyed by ‘Turning’ and its body must be mostly intact.

When revived, the subject has 1 hp per its HD.

Subject looses a Non-Recoverable Level.

6th Awaken Undead(Spell p21)

<Necro[evil], VSM(finger bone)X(250), 1StdAct, Instantaneous>

– All Mindless Undead (typically Skeletons and Zombies) within a Close-range radius Burst gain the following:

a) an Intelligence of 1d6+4, limited by its Base Creatures (i.e., an Awakened Skeleton Dog would only have an Intelligence of 2);

b) regains any Extraordinary Racial Abilities of the Base Creatures, such as Scent or Poison;

c) +2 Profane bonus to resist *Control Undead*;

d) +2 Turn Resistance (does not stack with any other Turn Resistance).

7th Avasculate(Spell p19)

<Necro[death][evil][ray], VS, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

– The ray’s target is reduced to ½ current hp (rounded down) (no save) and is Stunned for 1 round (FortNeg).

8th Avascular Mass(Spell p19)

<Necro[death][evil][ray], VS, 1StdAct, Close-range, Instantaneous & 1rnd/lvl>

– The ray’s target is reduced to ½ current hp (rounded down) (no save, SR applies) and is Stunned for 1 round (FortNeg, SR applies).

In addition, a 20’ radius Spread around the target is filled with sticky tissue, which must be anchored on two diametrically opposing surfaces. Without support, the webs collapse & the effect ends.

All creatures within the area of effect are Entangled. Those that fail a Reflex save are also anchored & cannot move. To become unanchored requires a Strength check vs. DC 20 or an Escape Artist check vs. DC 25 (each of which consumes a Full-Round Action). A Concentration check vs. DC 25 is necessary to cast a spell in the tissue.

An unanchored creature can move slowly through the webs by making a Strength or Escape Artist check as a Full-Round Action. The target can move 5’ per 5 full points the check exceeds 10.

5’ – 19’ of webs provide Cover. 20’ or more provide Total Cover. A creature in the tissue can be attacked with a melee weapon without the attacker becoming entangled.

9th Wail of the Banshee(PH p298)

<Necro[death][sonic], V, 1StdAct, Close-range, FortNeg, SR applies>

– One living creature per level in a 40’ radius Spread dies. If there are too many targets, count from the point of origin outward.

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| Deathless | (Eb p105) |

Greater Rebuking, 1/day – if you successfully Rebuke a Deathless, you Command it instead. Attempting to do this consumes one of your daily Turn attempts.

1st Detect Undead(PH p220)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

– The caster can see the Undead Aura of any Undead in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of Undead.

2nd round – number of Undead auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.

3rd round – strength & location of each aura.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

2nd Consecrate(PH p212)

<Evoc[good], VSM(holy water, 25gp of silver dust)DF, 1StdAct, Close-range, 2hrs/lvl, no SR>

– A 20’ radius Emanation is filled with Positive Energy. The following applies in the area:

a) All Charisma checks to Turn and   
Destroy Undead gain a +3 Sacred bonus.

b) Undead cannot be created or summoned.

c) Undead in the area receive a –1 Sacred penalty on attacks, damage, & saves.

If cast on an altar or other permanent fixture to the caster’s deity, the Sacred bonuses & penalties are doubled. A caster cannot consecrate an area with a permanent fixture to another deity.

If cast in an area sacred to a different deity, the area is cut off from its connection to that deity and its power. The area does not gain the Undead effecting powers listed above.

This spell Counters & Dispels *Desecrate*.

3rd Halt Deathless(Eb p111)

<Necro, VS/DF, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– Immobilizes up to 3 Deathless in a 30’ area. If attacked, that target is immediately freed.

4th Spirit Steed(Eb p115)

<Necro, V/DF, 1StdAct, Touch, 1hr/lvl>

– The touched living Animal gains the following benefits:

a) +30’ Enhancement bonus to its Land movement speed;

b) Gains Feat: Run. If the subject already has this feat, its running speed is increase to x6, if it is in no more than Light Armor & carrying no more than a Light load. Otherwise, it runs at x5.

c) Ability to ‘Hustle’ for the duration of the spell without becoming Fatigued.

At the end of this spell, the subject becomes Fatigued.

5th Hallow(PH p238)

<Evoc[good], VSM(herbs & incense worth 1,000gp + 1,000gp per level of the included spell)/DF, Touch, 24Hours, Instantaneous>

– Designates a 40’ radius Emanation from touch spot as Holy. For 1 year, everyone within the Hallowed area has the following benefits:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Evil creatures;

b) Blocks any mind control;

c) Non-Good Summoned & Conjured creatures cannot enter the area unless they make a Spell Resistance check;

d) Dead bodies interred within the area cannot become Undead;

e) One spell from the Hallow / Unhallow Table can be added to the entire Hallowed area for the full year. The spell can be designated to effect only followers of the caster’s faith, only those who do not follow the caster’s faith, creatures that share the caster’s alignment, everyone, etc.

f) If cast by a Cleric, all Charisma checks to Turn / Destroy Undead gain a +4 Sacred bonus & all Charisma checks to Rebuke / Command Undead receive a –4 Sacred penalty (no SR).

This spell Counters *Unhallow*.

6th Create Deathless(Eb p109)

<Necro[good], VSM(moonstone worth 50gp/HD, grave dirt, pure water), 1Hour, Close-range, Instantaneous>

– Transforms a dead body into a Deathless. Note that the Deathless is not automatically under the creator’s control.

This spell typically creates an Undying Soldier(Eb p302).

7th Control Deathless(Eb p109)

<Necro, VS/DF, 1StdAct, Close-range, 1min/lvl, WillNeg, SR applies>

– Up to 2HD of Deathless per level in a 30’ area will not attack the caster. If the caster gives the Deathless an order, they will obey (even if they do not normally understand your language).

When the spell ends, the Deathless will revert to their normal behavior, though intelligent Deathless will remember that the caster controlled them.

8th Create Greater Deathless(Eb p110)

<Necro[good], VSM(moonstone worth 50gp/HD, grave dirt, pure water), 1Hour, Close-range, Instantaneous>

– Transforms a dead body into a Deathless. Note that the Deathless is not automatically under the creator’s control.

This spell typically creates an Undying Councilor(Eb p301).

9th Hero’s Blade(Eb p112)

<Necro, VS, 1StdAct, Touch, 1min/lvl>

– The touched melee weapon gains the following benefits:

a) has its threat range doubled. This stacks with Improved Critical, but not with *Keen Edge*;

b) damage is treated as ‘good’ for purposes of overcoming Damage Reduction.

c) +2d8 damage to Evil Outsiders & Undead, +2d6 damage to all other Evil creatures;

d) +2d12 damage to Evil Outsiders & Undead on a Critical Hit (Undead to not take multiplier damage on the critical), +2d10 damage to all other Evil creatures on a Critical Hit (if vulnerable);

e) any Evil creature that takes a Critical Hit is Blinded (WillNeg, SR applies) and Deafened (no save, SR applies) for 1d4 rounds;

f) any Extraplanar Evil creature that takes a Critical Hit is Banished back to its home plane for at least 24 hours (WillNeg, SR applies).

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| Decay | (Eb p105) |

Touch of Decay, 1/day – Make a Touch Attack to cause a target to decay. Living targets (including Living Constructs) take 1d4 Constitution damage. Non-living Constructs, Undead, and objects take 2d6 + 1 per Cleric level damage.

1st Doom(PH p225)

<Ench(comp)[fear][mind], VS/DF, 1StdAct, Medium-range, 1min/lvl, WillNeg, SR applies>

– Target living creature becomes Shaken.

2nd Ray of Enfeeblement(PH p269)

<Necro[ray], VS, 1StdAct, Close-range, 1min/lvl, no save, SR applies>

– Target takes a penalty to Strength of 1d6 + 1 per 2 levels (max 1d6+5) (min 1 Strength).

3rd Contagion(PH p213)

<Necro[evil], VS, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Infects touched subject with chosen disease which takes effect without an incubation period.

Name DC Dmg

Cackle Fever 16 1d6 Wis

Filth Fever 12 1d3 Dex & 1d3 Con

Mindfire 12 1d4 Int

Red Ache 15 1d6 Str

Shakes 13 1d8 Dex

Slimy Doom 14 1d4 Con

Blinding Sickness 16 1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently Blind.

4th Enervation(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Target gains 1d4 Negative Levels that fade in 1hr/lvl.

Undead targeted with this spell gain 1d4 \* 5 Temporary HP for 1 hour.

5th Blight(PH p206)

<Necro, VS/DF, 1StdAct, Touch, SR applies>

– The touched Plant Creature takes 1d6 damage per level (max 15d6), Fortitude save for ½. If a plant or tree that isn’t considered a creature is targeted by this spell, it dies immediately.

6th Antilife Shell(PH p199)

<Abj, VS/DF, 1Round, 10min/lvl(D), no save, SR applies>

– Creates a 10’ radius Emanation, mobile, invisible sphere around the caster that cannot be entered by Animals, Aberrations, Magical Beasts, Dragons, Fey, Giants, Humanoids, Monstrous Humanoids, Oozes, Plants, & Vermin.

The following creature types are immune: Constructs, Elementals, Outsiders, & Undead.

7th Withering Palm(Eb p117)(CArc p130)

<Necro, VS, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– The touched living subject takes damage to his/her Strength and Constitution equal to one per two levels.

If the touch attack was a Critical Hit, the ability loss is a Drain instead of Damage.

8th Horrid Wilting(PH p242)

<Necro, VSM(sponge)/DF, 1StdAct, Long-range, Fort½, SR applies

– All living creatures in a 60’ area takes 1d6 damage per level (max 20d6) from dehydration, except for Water Elementals & Plant Creatures, who take 1d8/lvl (max 20d8) instead.

9th Energy Drain(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Target gains 2d4 Negative Levels.

Undead targeted with this spell gain (2d4 \* 5) Temporary HP for 1 hour.

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| Destiny | (RoD p163) |

A single attack, save, ability check, or skill check made by a willing creature other than yourself can be rerolled before the DM has declared the roll a success or failure, though the new roll must be kept. Usable once per day as an Immediate Action. You must be able to see the target.

1st Omen of Peril(CDiv p171) (RoD p166)

<Div, VF(25gp marked sticks), 1Round, Personal, Instantaneous>

– The caster gains a momentary vision which vaguely indicates the level of danger he/she is in for the next hour. The chance of the vision being correct is 70% + 1% per caster level (max 90%), rolled secretly by the DM.

The three possible answers the caster will receive are ‘Safety’, ‘Peril’, or ‘Great Danger’. If the success roll failed, the caster will randomly get one of the two incorrect answers.

The vision is specific to the religion of the caster and does not provide additional information.

2nd Augury(PH p202)

<Div, VSF(25gp casting runes), 1Minute, Personal>

– Learn if an action to be taken in the next 30 minutes will result in “good results”, “bad results”, “both”, or “nothing”. Chance of information is 70% + 1%/level (90% max), with failure always resulting in “nothing”. Repeated castings by the same person within a 30 minute period always have the same result.

3rd Delay Death(RoD p165)

<Necro, VS/DF, 1StdAct, Touch, 1rnd/lvl>

– The touched living creature cannot die from hit-point loss while this spell is active. If the subject has less than –9 hit-points when the spell ends, the subject die instantly.

The subject can still enter a Dying state by being reduced to –1 or less hit-points.

This spell does not protect against death from Ability Score Damage, Ability Score Drain, Level Drain, Death Effects, or death due bodily destruction (such as *Disintegrate* or decapitation by a Vorpal weapon).

4th Bestow Curse(PH p203)

<Necro, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– Touched subject is inflicted with one of the following:

a) –6 on one ability (minimum 1);

b) –4 penalty on attacks, saves, and skill checks; or

c) 50% chance of losing each action.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

This spell Counters the spell *Remove Curse.*

5th Stalwart Pact(CDiv p181) (RoD p168)

<Evoc, VS/DF/X(250), 10Minutes, Touch, until discharged then 1rnd/lvl>

– When the touched, willing, living creature is reduced to half his/her hit-points (or less), the target receives the following benefits for 1 round per caster level:

a) 5 Temporary hit-points per caster level;

b) Damage Reduction 5 / magic; &

c) +4 Luck bonus on all saving throws.

6th Warp Destiny(RoD p169)

<Trans, VS, 1 Immediate Action, Personal, Instantaneous>

– Change the result of an attack or saving throw at the cost of a penalty:

a) if cast after the caster has failed a saving throw, the caster may reroll the save with an Insight bonus equal to Caster level (max +20).

b) if caster after the caster has been struck in combat, the attack is rerolled with the caster gaining an Insight bonus to AC equal to Caster level (max +20) (even if the caster was Flat-Footed).

In both cases, the caster receives a –4 penalty on all saves and to AC until the start of the caster’s turn.

7th Bestow Curse, Greater(Spell p27) ~~(RoD p164)(CDiv p153)~~

<Trans, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– Touched subject is inflicted with one of the following (caster’s choice):

a) One ability score reduced to 1;

b) Two ability scores receive a –6 penalty (min 1);

c) –8 penalty on All Actions; or

d) 75% chance of losing each action.

This spell is not effected by *Dispel Magic, Break Enchantment*, or *Limited Wish*. It can only be removed with a *Wish, Miracle,* or *Remove Curse* cast at 17th + caster level*.*

8th Moment of Prescience(PH p255)

<Div, VS, 1StdAct, Personal, until discharged up to 1hr/lvl>

– The caster gains an Insight bonus equal to the Caster level (max +25) to be used one time within 1 hour per level. The bonus can be used on one attack roll, opposed ability check, opposed skill check, saving throw, or as a bonus to AC against a single attack (even if the caster is Flat-Footed).

Only one instance of this spell can be in effect on a person at a time.

9th Choose Destiny(RoD p164)

<Div, V, 1 Swift Action, Personal, 1rnd/lvl>

– The caster gets to roll twice for All Actions he/she makes and gets to choose which of the rolls is used.

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| Destruc­tion | (PH p186) |

‘Smite’ once per day – Before attacking, declare that Smite is being used. Add +4 to the attack bonus and add the Cleric level to the damage.

1st Inflict Light Wounds(PH p244)

<Necro, VS, 1StdAct, Touch, Will½, SR applies>

– Target takes 1d8 + 1/lvl (max +5) Negative Energy Damage.

2nd Shatter(PH p278)

<Evoc[sonic], VSM(chip of mica)/DF, 1StdAct, Close-range, SR applies>

– Sonic vibration destroy objects in 1 of 3 ways:

a) All non-magic glass, crystal, etc., in a 5’ radius Burst that weigh less than 1 lb/lvl are shattered. An attended object gets a Will save to negate. Otherwise, no save.

b) A single solid object weighing up to 10 lbs/lvl can be shattered. An attended object gets a Will save to negate.

c) A targeted crystalline creature takes 1d6 Sonic damage per level (max 10d6), Fortitude save for ½.

3rd Contagion(PH p213)

<Necro[evil], VS, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Infects touched subject with chosen disease which takes effect without an incubation period.

Name DC Dmg

Cackle Fever 16 1d6 Wis

Filth Fever 12 1d3 Dex & 1d3 Con

Mindfire 12 1d4 Int

Red Ache 15 1d6 Str

Shakes 13 1d8 Dex

Slimy Doom 14 1d4 Con

Blinding Sickness 16 1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently Blind.

4th Inflict Critical Wounds(PH p244)

<Necro, VS, 1StdAct, Touch, Will½, SR applies>

– Target takes 4d8 + 1/lvl (max +20) Negative Energy Damage.

5th Inflict Light Wounds, Mass(PH p244)

<Necro, VS, 1StdAct, Close-range, Will½, SR applies>

– One living target per level within a 30’ area takes 1d8 + 1/lvl (max +25) Negative Energy Damage.

6th Harm(PH p239)

<Necro, VS, 1StdAct, Touch, Will½, SR applies>

– The touched target is infused with Negative Energy, taking 10hp per level (max 150hp) damage. On a successful save, the target only takes ½ damage and cannot be brought to less than 1hp.

If this spell targets an Undead, the subject is infused with Negative Energy, healing 10hp per level (max 150hp) and being immediately cured of the following: Blindness, Confusion, Dazed, Dazzled, Deafened, *Feeblemind*, and / or insanity.

7th Disintegrate(PH p222) (PH p272)+

<Trans[ray], VSM(loadstone, dust)/DF, 1StdAct, Medium-range, Fort½, SR applies>

– The ray dissolved one creature or a single object of up to a 10’ cube to dust unless the target makes its Fortitude save, in which case it takes 5d6 damage (if this damage brings the target to 0hp, it is disintegrated anyway).

If collected, the resulting dust is enough to be used with *Resurrection*.

8th Earthquake(PH p225)

<Evoc[earth], VS/DF, 1StdAct, Long-range, 1rnd, no SR>

– Intense tremor shakes a 80’ radius Spread (shapeable). The effect depends on the terrain. The result in [brackets] is halved / avoided with a Reflex save vs. DC 15.

Terrain Effect

Cave Roof collapses [8d6 damage to anyone below & ‘pinned beneath rubble’].

Cliff Landslide that goes horizontally as far as it fell vertically [8d6 damage & ‘pinned beneath rubble’].

Open [Fall down]. 25% chance of falling in a fissure (Reflex save vs. DC 20 to get out before it closes & kills anyone still trapped).

Building Takes 100hp damage (no Hardness) [8d6 damage to all within & ‘pinned beneath rubble’].

Marsh Fissures drain the water. [Sink in mud / quicksand].

Anyone ‘pinned beneath rubble’ takes 1d6 subdual damage each minute. If he/she goes unconscious, make a Constitution check vs. DC 15 or take 1d6 lethal damage per minute.

9th Implosion(PH p243)

<Evoc, VS, 1StdAct, Close-range, Concentration up to 4 rounds, FortNeg, SR applies>

– One targeted corporal creature per round must save or die from its body imploding. A given creature can only be targeted once per casting

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| Domination | (Spell p273) (CDiv p138) |

Gain Feat: Spell Focus (Enchantment).

1st Command(PH p211)

<Ench(comp)[language][mind], V, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– A living target obeys one of the following one-word command on its turn for 1 round:

“Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.

“Drop” – Drops the objects it is holding & can’t pick them up until next round.

“Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.

“Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.

“Halt” – Take no actions, though he/she is not considered Helpless.

2nd Enthrall(PH p227)

<Ench(charm)[language][mind][sonic], VS, 1Round, Medium-range, Concentration up to 1 hour plus 1d3 rounds, WillNeg, SR applies>

– The caster spends one round getting the audience’s attention & becomes so interesting that it gets the undivided attention of everyone in the area of effect who doesn’t save (including those who enter later). Races who hate the caster’s race gain a +4 bonus on the save. The audience’s attitude becomes ‘Friendly’.

Targets who failed their save but who have more than 5HD –or– a Wisdom score of at least 16 remain aware of their surroundings & have an attitude of ‘Indifferent’. They receive a new save if they observe something they oppose.

When the performance ends (even if due to a loss of Concentration), the audience will talk among themselves, applaud, etc., for 1d3 more rounds. If anyone in the audience is attacked, the spell cancels immediately and the audience will be upset.

One time during the spell, targets who have made their save may try to “heckle” the caster in order to end the spell early. Make an opposed Charisma check using the heckler with the highest Charisma modifier as a base, +2 per additional heckler who can make a Charisma check of 10.

3rd Suggestion(PH p285)

<Ench(comp)[mind][language], VM(snake tongue, honeycomb/sweet oil), 1StdAct, Close-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster gives the target 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

At the end of the duration, the instructions loose their power, triggered or otherwise.

4th Dominate Person(PH p224)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>

– Telepathically control one Humanoid. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input.

The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

5th Command, Greater(PH p211)

<Ench(comp)[language][mind], V, 1StdAct, Close-range, 1rnd, WillNeg(retry), SR applies>

– One living target per level within a 30’ area obeys one of the following one-word command on its turn for 1 round per level:

“Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.

“Drop” – Drops the objects it is holding & can’t pick them up.

“Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.

“Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.

“Halt” – Take no actions, though he/she is not considered Helpless.

Each target receives the same one-word command.

Targets may attempt their Will save each round until they succeed, ending the effect.

6th Geas/Quest(PH p234)

<Ench(comp)[mind][language], V, 10Minutes, Close-range, until discharged(D), no save, SR applies>

– One subject obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level. Specific tasks must be completed for the spell to be discharged.

If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage each day (no save) & is Sickened (FortNeg). The effects end after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic* or *Break Enchantment*, though it can be ended by *Limited Wish, Miracle,* or *Wish*. *Remove Curse* only works if its Caster level is two higher than this spell’s Caster level.

7th Suggestion, Mass(PH p285)

<Ench(comp)[mind][language], VM(snake tongue, honeycomb/sweet oil), 1StdAct, Medium-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster gives 1 target per level in a 30’ area 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

At the end of the duration, the instructions loose their power, triggered or otherwise.

8th True Dominate(CDiv p185)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 1day/lvl, WillNeg, SR applies>

– Telepathically control a Humanoid of up to Medium-size, though control is very limited if the two do not share a language. Actions against the target’s nature (including self-destructive acts) result in a new save with a penalty of –4. Once dominated, the caster can be any distance from the target and maintain control. *Protection from Evil*, et. al., suppress this spell, but does not dispel it.

9th Monstrous Thrall(CDiv p169)

<Ench(comp)[mind], VS/X(500/HD), 1StdAct,   
Medium-range, Instantaneous, WillNeg, SR applies>

– Telepathically control any one creature permanently, though control is very limited if the two do not share a language. Actions against the target’s nature (including self-destructive acts) result in a new save with a penalty of –4 to resist that specific command. Once dominated, the caster can be any distance from the target and maintain control. *Protection from Evil*, et. al., suppress this spell, but does not dispel it.

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| Dragon | (Spell p273) |

Bluff and Intimidate become class skills.

1st Magic Fang(PH p250)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– One natural weapon of touched creature (including Humanoids) gets +1 Enhancement bonus to attack and damage.

2nd Resist Energy(PH p272)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject & his/her equipment are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

Lvl # Lvl # Lvl #

up to 6th 10 7th – 10th 20 11th + 30

3rd Magic Fang, Greater(PH p250)

<Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl>

– One living creature (including a Humanoid) gains one of the following:

a) one natural weapon gets an Enhancement bonus to attack and damage of +1 per 4 levels (max +5); or

b) all natural weapons get a +1 Enhancement bonus on attacks and damage.

4th Voice of the Dragon(Spell p232)

<Trans, VS, 1StdAct, Personal, 10min/lvl(D)>

– The caster gains the following:

a) +10 Enhancement bonus on Bluff, Diplomacy, & Intimidate checks;

b) able to speak & understand Draconic (but not read it);

c) as a Standard Action, the caster may cast *Suggestion*, though doing so end *Voice of the Dragon*.

Note: Sorcerers cast this spell at +1 Caster lvl.

5th True Seeing(PH p296)

<Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl>

– Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur* & *Displacement*, not effected by Invisibility, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane.

This spell cannot be used in conjunction with scrying magics, such as *Clairaudience / Clairvoyance.*

6th Stoneskin(PH p284)

<Abj, VSM(250gp diamond, granite), 1StdAct, Touch, until discharged up to 10min/lvl>

– Touched creature gains Damage Reduction 10/adamantine. When 10 hp per level (max 150 hp) have been prevented, the spell is discharged.

7th Dragon Ally(Spell p72)

<Conj(call), VX(250), 10Minutes>

– The caster calls for a Dragon of up to 18HD.

The caster must negotiate with the Dragon about what task it should do & what it gets in return (min 1 round and the two must share a language). The following table gives an idea of the cost in money, items, etc.

Time Required Payment

up to 1min/lvl 50gp / HD

up to 1hr/lvl 250gp / HD

up to 1day/lvl 500 / HD

Difficulty Modifier

Non-hazardous no change

Very Dangerous 100% more

Suicidal no deal

When the task is complete, the Dragon informs the caster of its deeds & then returns home.

Note: Sorcerers cast this spell at +1 Caster lvl.

8th Suggestion, Mass(PH p285)

<Ench(comp)[mind][language], VM(snake tongue, honeycomb/sweet oil), 1StdAct, Medium-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster gives 1 target per level in a 30’ area 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

At the end of the duration, the instructions loose their power, triggered or otherwise.

9th Dominate Monster(PH p224)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>

– Telepathically control one creature. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input.

The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

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| Dragon Below | (Eb p106) |

Gain Feat: Augment Summoning.

1st Cause Fear(PH p208)

<Necro[fear][mind], VS, 1StdAct, Close-range, Will½, SR applies>

– One living target with up to 5HD is Frightened for 1d4 rounds unless it makes its saving throw. On a successful save, the target is Shaken for 1 round.

This spell Counters and Dispels *Remove Fear*.

2nd Death Knell(PH p217)

<Necro[death][evil], VS, 1StdAct, Touch, WillNeg, SR applies>

– If touched creature with –1 hp (or less) fails its save, it dies and the caster gains +2 Strength, 1d8 Temporary HP, and +1 effective Caster level for 10 min per HD of the target creature.

3rd Bestow Curse(PH p203)

<Necro, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– Touched subject is inflicted with one of the following:

a) –6 on one ability (minimum 1);

b) –4 penalty on attacks, saves, and skill checks; or

c) 50% chance of losing each action.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

This spell Counters the spell *Remove Curse.*

4th Planar Ally, Lesser(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(100), 10Minutes, no SR>

– The caster requests his/her deity send an Elemental or Outsider of up to 6HD (a specific one may be requested by name).

Once the ‘ally’ arrives, the caster must negotiate what task it should do & what it gets in return. The following table gives an idea of the cost in money, items, etc.

Time Required Payment

up to 1min/lvl 100gp / HD

up to 1hr/lvl 500gp / HD

up to 1day/lvl 1,000 / HD

Difficulty Modifier

Matches Alignment 50% less

Non-hazardous 50% less

Very Dangerous 100% more

Suicidal no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

5th Slay Living(PH p280)

<Necro[death], VS, 1StdAct, Touch, Fort½, SR applies>

– Touched living target dies on a failed saving throw. On success, target takes 3d6 + 1/level.

6th Planar Ally(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(250), 10Minutes, no SR>

– The caster requests his/her deity send Outsiders or Elementals: either one of up to 12HD or two of the same type whose total HD are not more than 12. Specific ones may be requested by name.

Once the ‘allies’ arrives, the caster must negotiate what task they should do & what they get in return. The following table gives an idea of the cost in money, items, etc.

Time Required Payment

up to 1min/lvl 100gp / HD

up to 1hr/lvl 500gp / HD

up to 1day/lvl 1,000 / HD

Difficulty Modifier

Matches Alignment 50% less

Non-hazardous 50% less

Very Dangerous 100% more

Suicidal no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

7th Blasphemy(PH p205)(PH3.5e)+

<Evoc[evil][sonic], V, 1StdAct, SR applies>

– Any non-Evil creatures within a 40’ radius Spread who can hear the ‘blasphemy’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Dazed for 1 round.

up to Caster lvl - 1: Weakened for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes  
& above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Evil Extraplanar creature in the area of effect (even if the ‘blasphemy’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a   
–4 penalty).

8th Planar Ally, Greater(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(500), 10Minutes, no SR>

– The caster requests his/her deity send Outsiders or Elementals: either one of up to 18HD or up to three of the same type whose total HD are not more than 18. Specific ones may be requested by name.

Once the ‘allies’ arrives, the caster must negotiate what task they should do & what they get in return. The following table gives an idea of the cost in money, items, etc.

Time Required Payment

up to 1min/lvl 100gp / HD

up to 1hr/lvl 500gp / HD

up to 1day/lvl 1,000 / HD

Difficulty Modifier

Matches Alignment 50% less

Non-hazardous 50% less

Very Dangerous 100% more

Suicidal no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

9th Gate(PH p234)

<Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

– Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.

-or-

<Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR>

– Calls & controls one or more Outsiders to perform a task. The caster may target:

a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.

b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.

c) a single non-unique / divine Outsider of more than 2x the Caster level can be called but not controlled.

d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is never controlled.

A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be “immediate” or “contractual” term:

a) Any task which requires no more than 1rnd/lvl to complete can be assigned without a ‘contract’ (i.e., no payment).

b) A “long term” task requires a ‘contract’, which entitles the summoned creature(s) to be fairly paid when the task is completed.

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| Dream | (Spell p273) (CDiv p138) |

Immune to Fear effects.

1st Sleep(PH p280)

<Ench(com)[mind], VSM(sand), 1Round, Medium-range, 1min/lvl, WillNeg, SR applies>

– Put 4 HD of creatures in a 10’ radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

2nd Augury(PH p202)

<Div, VSF(25gp casting runes), 1Minute, Personal>

– Learn if an action to be taken in the next 30 minutes will result in “good results”, “bad results”, “both”, or “nothing”. Chance of information is 70% + 1%/level (90% max), with failure always resulting in “nothing”. Repeated castings by the same person within a 30 minute period always have the same result.

3rd Deep Slumber(PH p217)

<Ench(com)[mind], VSM(sand), 1Round, Close-range, 1min/lvl, WillNeg, SR applies>

– Put 10 HD of creatures in a 10’ radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

4th Phantasmal Killer(PH p260)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies>

– The targeted creature sees its worst fear (though no one else sees anything). If the target fails its Will save, it must then make a Fortitude save. If it fails, the target dies. If successful, the target takes still 3d6 damage.

5th Nightmare(PH p257)

<Ill(phantasm)[mind][evil], VS, 10Minutes, Unlimited-Range, Instantaneous, WillNeg, SR applies>

– Causes a sleeping target to have hideous nightmares which deals 1d10 damage and prevents restful sleep, leaving the target Fatigued. Any subsequent attempts to sleep in the 24 hour period after the spell is cast will also result in nightmares. Arcane spell casters cannot regain spells during this time.

This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the target is not asleep when the spell is cast, the caster has the option of going into a trance (which leave the caster Defenseless & unaware of his/her surroundings) until the target does fall asleep, at which time the spell acts normally. If the caster chooses not to go into a trance, the spell is still used up.

If *Dispel Evil* is cast on the target while this spell is being cast, *Nightmare* is Cancelled and the *Nightmare*’s caster is Stunned for 10 minutes per Caster level of *Dispel Evil*.

Since Elves do not sleep, they are immune to this spell.

6th Dream Sight(CDiv p164)

<Div, S/DF, 1Round, Personal, 1min/lvl(D)>

– The caster’s body enters a deep sleep and his/her spirit is free too travel as an ‘incorporeal’ form at the rate of 100’ per round. The spirit can stop when it wishes & is able to see & hear at its current location. The spirit can be blocked, detected, and/or attack as any other ‘incorporeal’ form.

The caster may dismiss this spell at any distance from his/her body and awake immediately. The caster also wakes automatically if his/her body is disturbed.

7th Scrying, Greater(PH p275)(PH3.5e)+

<Div(scry), VS, 1Hour, 1hr/lvl, WillNeg, SR applies>

– Sends a Magical Sensor to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day.

Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor. In addition, the caster can use the following: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic, Message, Read Magic*, and *Tongues*.

8th Power Word Stun(PH p263)

<Ench(comp)[mind], V, 1StdAct, Close-range, no save, SR applies>

– One target creature is Stunned:   
current hp duration current hp duration  
151+ no effect 100–51 2d4 rnds  
150–101 1d4 rnds up to 50 4d4 rnds

9th Weird(PH p301)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies>

– All creatures in a 30’ area sees their worst fear (though no one else sees anything). Each target that fails its Will save must then make a Fortitude save. If it fails, that target dies. If successful, the target takes still 3d6 damage, is Stunned for 1 round, & takes 1d4 Strength Damage.

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| Drow | (Spell p273) ~~(PGF p86)~~ |

Gain Feat: Lightning Reflexes.

1st Cloak of Dark Power(Spell p48)(FR p68)

<Abj, VS, 1StdAct, Touch, 1min/lvl>

– The touched subject is surrounded by a dark haze that protects it from sunlight, but does not obscure its vision. In addition, it gains a +4 Resistance bonus on saves vs. [light] and [darkness] spells.

2nd Clairaudience/Clairvoyance(PH p209)

<Div(scry), VSF(small horn for hearing –or– a glass eye for seeing)/DF, 10Minutes, Long-Range, 1min/lvl(D), no SR>

– Hear –or– see into a known or obvious (i.e., other side of a door) location within range. Once the location is targeted, the Magical Sensor cannot be moved.

Magically enhanced senses cannot be used through this spell, though a 10’ radius can be seen in non-magical darkness.

3rd Suggestion(PH p285)

<Ench(comp)[mind][language], VM(snake tongue, honeycomb/sweet oil), 1StdAct, Close-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster gives the target 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

At the end of the duration, the instructions loose their power, triggered or otherwise.

4th Discern Lies(PH p221)

<Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR>

– Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.

5th Spiderform(FR p74)

<Trans, VS/DF, 1StdAct, Personal, 1hr/lvl(D)>

– Take the form of a Drider or a Monstrous Spider from size Tiny to size Large.

The caster gets the following from the new form:

a) Strength, Dexterity, & Constitution;

b) natural armor & weapons;

c) natural movement;

d) poisonous bite & web-spinning ability.

The caster keeps the following from its original form:

a) Intelligence, Wisdom, & Charisma;

b) hit points (ignore new Constitution score);

c) level, class, & alignment;

d) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con);

e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities);

In addition:

a) the Drider form allows the caster to cast spells normally;

b) the caster’s equipment is transformed into analogous equipment for the new form if humanoid shaped (if he/she becomes a Drider), otherwise it is absorbed into the body & suppressed;

c) gain 1 day’s natural healing; and

d) if slain, return to original form.

6th Otiluke’s Greater Dispelling Screen(CArc p117)

<Abj, VSM(lead crystal), 1StdAct, Close-range, 1min/lvl(D)>

– Creates an immobile wall of one 10’ square per level –or– sphere/hemisphere whose radius is up to 1’ per level. Any creature or object passing through the screen is subject to a Targeted Dispel – Each ongoing spell on the target gets a separate Dispel Check (max +20). If successful, the spell is terminated, except for unattended magic items, in which case the item is suppressed for 1d4 rounds.

Magical effects that are not affecting an object or creature are blocked by the screen.

Dispelled by *Disintegrate*.

7th Word of Chaos(PH p303)

<Evoc[chaotic][sonic], V, 1StdAct, SR applies>

– Any non-Chaotic creatures within a 40’ radius Spread who can hear the ‘word of chaos’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Deafened for 1d4rnds.

up to Caster lvl - 1: Stunned for 1 round  
& above.

up to Caster lvl - 5: Confused for 1d10 min  
& above.

up to Caster lvl - 10: Dead / Destroyed.

In addition, if the caster is on his/her home plane of existence, any non-Chaotic Extraplanar creature in the area of effect (even if the ‘word of chaos’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

8th Planar Ally, Greater(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(500), 10Minutes, no SR>

– The caster requests his/her deity send Outsiders or Elementals: either one of up to 18HD or up to three of the same type whose total HD are not more than 18. Specific ones may be requested by name.

Once the ‘allies’ arrives, the caster must negotiate what task they should do & what they get in return. The following table gives an idea of the cost in money, items, etc.

Time Required Payment

up to 1min/lvl 100gp / HD

up to 1hr/lvl 500gp / HD

up to 1day/lvl 1,000 / HD

Difficulty Modifier

Matches Alignment 50% less

Non-hazardous 50% less

Very Dangerous 100% more

Suicidal no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

9th Gate(PH p234)

<Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

– Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.

-or-

<Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR>

– Calls & controls one or more Outsiders to perform a task. The caster may target:

a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.

b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.

c) a single non-unique / divine Outsider of more than 2x the Caster level can be called but not controlled.

d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is never controlled.

A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be “immediate” or “contractual” term:

a) Any task which requires no more than 1rnd/lvl to complete can be assigned without a ‘contract’ (i.e., no payment).

b) A “long term” task requires a ‘contract’, which entitles the summoned creature(s) to be fairly paid when the task is completed.

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| Dwarf | (Spell p273) (PGF p86) (FR p62) |

Gain Feat: Great Fortitude.

1st Magic Weapon(PH p251)

<Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>

– Touched manufactured weapon gains a +1 Enhancement bonus to attack & damage.

A Monk’s Unarmed Strike can be the target of this spell.

2nd Bear’s Endurance(PH p203)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Constitution.

3rd Glyph of Warding(PH p236)

<Abj, VSM(200gp diamond dust, incense), 10Minutes, Touch, until discharged>

– Caster inscribes a one-use almost invisible rune upon an object or area (up to 5 square feet per level) which is set off when anyone (visible or otherwise) touches or passes it. The caster can set criteria which will keep the glyph from discharging, such as a password, the creature’s race or alignment, or even religion (though the spell can be fooled by *Nondetection*, *Polymorph Self*, etc.). If noticed, a *Read Magic* along with Spellcraft check vs. DC 13 will identify the effect contained by the glyph. A glyph can either

a) inflict 1d8 per 2 levels (max 5d8) in a 5’ radius of one energy type (acid, cold, electricity, fire, or sonic) (Ref½) and SR applies; or

b) store one harmful spell up to 3rd level.

4th Magic Weapon, Greater(PH p251)

<Trans, VSM(powdered lime, carbon)F(weapon)/DF, 1StdAct, Close-range, 1hr/lvl>

– Targeted manufactured weapon –or– a bundled group of 50 projectiles gain an Enhancement bonus to attack & damage of +1 per four levels (max +5).

A Monk’s Unarmed Strike can be the target of this spell.

5th Fabricate(PH p229)

<Trans, VS, 1Round per Unit of raw materials, Close-range, Instantaneous>

– Converts 1 Unit of raw materials per level into mundane items. For this spell, a Unit is 1 cubic foot of metal –or– 10 cubic feet of other materials. An appropriate Craft check must be made to determine the quality of the produced items.

6th Stone Tell(PH p284)

<Div, VS/DF, 10Minutes, Personal, 1min/lvl>

– The caster can speak to natural or worked stone about what has come into contact with it, what is behind it, etc.

7th Dictum(PH p220)

<Evoc[lawful][sonic], V, 1StdAct, SR applies>

– Any non-Lawful creatures within a 40’ radius Spread who can hear the ‘dictum’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Deafened for 1d4rnds.

up to Caster lvl - 1: Slowed for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes   
& above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Lawful Extraplanar creature in the area of effect (even if the ‘dictum’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

8th Protection from Spells(PH p266)

<Abj, VSM(500gp diamond)F(1,000gp diamond per subject), 1StdAct, Touch, 10min/lvl>

– Up to 1 touched subject per 4 levels gains a   
+8 Resistance bonus to saving throws against spells & spell-like abilities.

The spell ends for any subject that stops carrying his/her focus diamond.

9th Elemental Swarm (earth)(PH p226)

<Conj(sum)[earth], VS, 10Minutes, Medium-range, 10min/lvl(D), no SR>

– Summons 2d4 Large Earth Elementals. Ten minutes after the spell is completed, 1d4 Huge Earth Elementals arrive. Twenty minutes after the spell is completed, 1 Greater Earth Elemental appears. All the Elementals serve the caster for the duration of the spell. The caster can dismissed any / all the Elementals as desired.

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| Earth | (PH p186) |

Rebuke / Control / Bolster Earth Elementals –or– Turn / Destroy Air Elementals, up to 3 + Charisma modifier times per day.

1st Magic Stone(PH p251)

<Trans, VS/DF, 1StdAct, Touch, until discharged up to 30min>

– Up to 3 pebbles gain a +1 Enhancement bonus to attack & deal 1d6 +1 damage (double vs. Undead). Range increment is 20’.

2nd Soften Earth and Stone(PH p280)

<Trans[earth], VS/DF, 1StdAct, Close-range, Instantaneous, no SR>

– Softens one 10’ square per level of earth or unworked stone to a depth of 1’-4’.

Wet Earth → Mud: Ref save or stuck for 1d2 rounds (unable to move, attack, or cast spells). Those who save can move through the area at ½ speed & can’t run or charge.

Dry Earth → Loose Dirt: ½ speed & cannot run or charge through the effected area.

Unworked Stone → Clay: does not effect movement, but is easier to work / destroy.

3rd Stone Shape(PH p284)(PH3.5e)+

<Trans[earth], VS/AM(clay sculpted into the new shape)/DF, 1StdAct, Touch>

– Permanently reshapes a single piece of stone of up to 10 cubic feet + 1 cubic foot per level into a shape of the caster’s choosing, though fine detail is not possible.

4th Spike Stones(PH p283)

<Trans[earth], VS/DF, 1StdAct, Medium-range, 1hr/lvl(D), Ref½, SR applies>

– One 20’ square per level of rocky ground (or a stone floor) does damage to those walking across it. For each 5’ that a creature walks / runs through the area of effect, it takes 1d8 damage (no save) & have its movement reduced to ½ due to foot injuries (RefNeg).

The movement penalty lasts until a) the target receives healing magics; b) a Heal check vs. the spell’s DC; or c) 24 hours go by.

5th Wall of Stone(PH p299)

<Conj(creat)[earth], VS/AM(granite)/DF, 1StdAct, Medium-range, Instantaneous, no SR>

– Creates a wall of stone that is one 5’ square per level & 1” thick per 4 levels. The area can be doubled by halving the thickness. The stone has a Hardness 8 & each 5’ square has 15 hit points per inch of thickness.

The wall can be of any shape & will merge into adjoining stone surfaces.

6th Stoneskin(PH p284)

<Abj, VSM(250gp diamond, granite), 1StdAct, Touch, until discharged up to 10min/lvl>

– Touched creature gains Damage Reduction 10/adamantine. When 10 hp per level (max 150 hp) have been prevented, the spell is discharged.

7th Earthquake(PH p225)

<Evoc[earth], VS/DF, 1StdAct, Long-range, 1rnd, no SR>

– Intense tremor shakes a 80’ radius Spread (shapeable). The effect depends on the terrain. The result in [brackets] is halved / avoided with a Reflex save vs. DC 15.

Terrain Effect

Cave Roof collapses [8d6 damage to anyone below & ‘pinned beneath rubble’].

Cliff Landslide that goes horizontally as far as it fell vertically [8d6 damage & ‘pinned beneath rubble’].

Open [Fall down]. 25% chance of falling in a fissure (Reflex save vs. DC 20 to get out before it closes & kills anyone still trapped).

Building Takes 100hp damage (no Hardness) [8d6 damage to all within & ‘pinned beneath rubble’].

Marsh Fissures drain the water. [Sink in mud / quicksand].

Anyone ‘pinned beneath rubble’ takes 1d6 subdual damage each minute. If he/she goes unconscious, make a Constitution check vs. DC 15 or take 1d6 lethal damage per minute.

8th Iron Body(PH p245)

<Trans, VSM(iron from an iron golem or hero’s armor)/DF, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s body becomes living iron, which has the following benefits & penalties:

a) Damage Reduction 15 / adamantine;

b) Immune to Blindness, Criticals, Ability Score Damage, Deafness, Disease, Drowning, Electricity, Poison, & Stunning;

c) Immune to any effects that modify a target’s physiology or respiration. Since the caster cannot breath or drink, he/she cannot play woodwind instruments or drink potions;

d) ½ damage from Acid & Fire;

e) +6 Enhancement bonus to Strength;

f) –6 penalty to Dexterity (min Dex 1) ;

g) ½ movement;

h) –8 Armor Check penalty;

i) 50% Arcane spell failure;

j) 10x normal weight & cannot swim;

k) Fists to 1d6 normal damage (1d4 if Small);

l) Vulnerable to rust-based attacks.

9th Elemental Swarm (earth)(PH p226)

<Conj(sum)[earth], VS, 10Minutes, Medium-range, 10min/lvl(D), no SR>

– Summons 2d4 Large Earth Elementals. Ten minutes after the spell is completed, 1d4 Huge Earth Elementals arrive. Twenty minutes after the spell is completed, 1 Greater Earth Elemental appears. All the Elementals serve the caster for the duration of the spell. The caster can dismissed any / all the Elementals as desired.

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| Elf | (Spell p273) (PGF p86) (FR p63) |

Gain Feat: Point Blank Shot.

1st True Strike(PH p296)

<Div, VF(tiny archery target), 1StdAct, Personal>

– Add +20 Insight bonus to your next attack roll within 1 round. Also negates miss chance due to Concealment.

2nd Cat’s Grace(PH p208)

<Trans, VSM(cat hair), 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Dexterity.

3rd Snare(PH p280)

<Trans, VS/DF, 3Rounds, Touch, until triggered, no save, no SR>

– Creates a magical booby trap out of a rope, vine, etc. (Search vs. DC 23 for a Rogue to locate). Anyone who puts a limb into the snare’s loop is Entangled.

If attached to a supple tree, the person is also lifted off the ground & takes 1d6 damage.

To escape, make a Strength or Escape Artist check vs. DC 23 or do 5hp damage to the snare (AC 7).

4th Tree Stride(PH p296)

<Conj[teleport], VS/DF, 1StdAct, Personal, until depleted up to 1hr/lvl>

– The caster may enter a living tree large enough to fully contains his/her body. The caster then knows the location of all trees of the same type within range.

As a Full-Round action, the caster has the option of teleporting to one of those trees, which counts as one ‘stride’. The spell is depleted when the caster has made 1 ‘stride’ per level.

Type of Tree Range Type of Tree Range

oak, ash, yew 3,000’ other Deciduous 1,500’

elm, linden 2,000’ any other Tree 500’

While the spell has duration remaining & has not been depleted, the caster may enter & leave trees at will.

5th Commune with Nature(PH p211)

<Div, VS, 10Minutes, Personal>

– By becoming “one with nature”, the caster can know up to 3 facts about the surrounding natural terrain (e.g., location of water, animal population, presence of powerful unnatural creatures). The caster can learn about an area of 1 mile/level radius above ground & 100’ /level below ground. Construction, including towns & dungeons, obstructs this spell.

6th Find the Path(PH p230)

<Div, VSF(rune stones), 3Rounds, 10min/lvl>

– The touched subject knows the shortest, most direct route to the specified location (not objects or people).

The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a *Glyph of Warding*. It does not predict the actions of guardians.

This spell will get a subject out of a *Maze* spell in 1 round.

7th Liveoak(PH p248)

<Trans, VS, 10Minutes, Touch, 1day/lvl(D)>

– The touched Huge oak tree becomes a Treant when triggered. The trigger condition can have up to 1 word per caster level. The trigger instruction also tell the Treant what to do (often attacking).

The caster may only have one pending *Liveoak* spell at a time & can only cast it on a tree that is near his/her dwelling, a location sacred to the caster, or within 300’ of something the caster wants to guard.

8th Sunburst(PH p289)

<Evoc[light], VSM(sunstone, fire)/DF, 1StdAct, Long-range, Instantaneous, SR applies>

– A 80’ radius Burst of light is centered on the caster. Damage is based on creature type:

Type Effect

Undead 1d6/lvl (max 25d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg) & Blind (RefNeg).

Oozes 1d6/lvl (max 25d6) (Ref½).

others 6d6 (Ref½) & Blind (RefNeg).

This spell Dispels any spells with the [darkness] subtype within its area of effect.

9th Antipathy(PH p200)

<Ench(comp)[mind], VSM(alum, vinegar)/DF, 1Hour, Close-range, 2hrs/lvl, Will½, SR applies>

– Target object or location (up to 10’ cube per level) is avoided by a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can enter the area or touch the object, but even this causes a –4 penalty to Dexterity due to the discomfort of the act.

This spell Counters and Dispels *Sympathy*.

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| Endurance | (BoED p86) |

‘Feat of Endurance’ – For one minute, the Cleric gains an Enhancement bonus to Constitution equal to half his/her Cleric level. Activated as a Free Action. Usable once per day.

1st Endure Elements(PH p226)

<Abj, VS, 1StdAct, Touch, 24hrs>

– Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50.

2nd Bear’s Endurance(PH p203)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Constitution.

3rd Refreshment(BoED p105)

<Conj(heal)[good], VS, 1StdAct>

– All creatures within a 20’ radius Burst of the caster are healed of all non-lethal damage, including damage cause by starvation, thirst, environmental conditions, etc.

4th Sustain(BoED p109)

<Trans, VSM(wine, bread), 1Round, Touch, 6hrs/lvl>

– One living subject per two levels does not need to eat or drink for the spell’s duration & has any current penalties from starvation removed. The subjects can be of any size.

When the spell ends, a subject’s appetite returns normally (i.e., is not immediately starving). A subject may eat & drink while under the effect of this spell without penalty.

5th Stoneskin(PH p284)

<Abj, VSM(250gp diamond, granite), 1StdAct, Touch, until discharged up to 10min/lvl>

– Touched creature gains Damage Reduction 10 / adamantine. When 10 hp per level (max 150 hp) have been prevented, the spell is discharged.

6th Bear’s Endurance, Mass(PH p203)

<Trans, VS/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a   
+4 Enhancement bonus to Constitution.

7th Globe of Invulnerability(PH p236)

<Abj, VSM(glass bead), 1StdAct, 1rnd/lvl(D), no SR>

– An immobile, slightly shimmering 10’ radius sphere appears around the caster. Any 0th – 4th level spell or spell-like abilities cannot enter the sphere, though those already in effect are merely Suppressed while in the area. Area of effect spells do not effect anything within the sphere either, though the rest of the area of effect is targeted normally.

Spells can be cast out of the sphere or through the sphere without penalty. Once in effect, anyone (including the caster) can leave and reenter the sphere.

This spell can be Dispelled by a targeted *Dispel Magic*, but not an area *Dispel Magic*.

8th Spell Turning(PH p282)(PH3.5e)+

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, until expended up to 10min/lvl>

– Reflects ranged targeted spells (i.e., not area-of-effect spells or touch attacks) back at their caster. 1d4+6 spell levels are reflect in total.

If a spell is partially reflected (i.e., not enough spell levels remaining to totally reflect the spell), the percentage of remaining ‘levels of reflection’ to the spell’s level is the percentage of the spell being reflected or the percentage of spell damage that is reflected.

For example, if a caster has 2 remaining levels of reflection is targeted with an 8th level *Polar Ray*, the caster with *Spell Turning* will take 75% of the damage while the caster of *Polar Ray* will take 25%. On the other hand, if the caster with *Spell Turning* was targeted with an 8th level *Maze*, there would be a 75% chance of him/her being effected & a 25% chance of the caster of the *Maze* being effected.

9th Iron Body(PH p245)

<Trans, VSM(iron from an iron golem or hero’s armor)/DF, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s body becomes living iron, which has the following benefits & penalties:

a) Damage Reduction 15 / adamantine;

b) Immune to Blindness, Criticals, Ability Score Damage, Deafness, Disease, Drowning, Electricity, Poison, & Stunning;

c) Immune to any effects that modify a target’s physiology or respiration. Since the caster cannot breath or drink, he/she cannot play woodwind instruments or drink potions;

d) ½ damage from Acid & Fire;

e) +6 Enhancement bonus to Strength;

f) –6 penalty to Dexterity (min Dex 1) ;

g) ½ movement;

h) –8 Armor Check penalty;

i) 50% Arcane spell failure;

j) 10x normal weight & cannot swim;

k) Fists to 1d6 normal damage (1d4 if Small);

l) Vulnerable to rust-based attacks.

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| Envy | (Spell p273) |

Spells you cast that cause damage or drain ability scores or bestow Negative levels are at +1 Caster level.

Bluff is an class skill for you.

1st Disguise Self(PH p222)

<Ill(glamer), VS, 1StdAct, Personal, 10min/lv(D), WillDisbelief>

– The caster can make minor visual changes to his/her appearance. These include gaining or loosing 1’ of height, gaining or loosing weight, the addition or removal of a beard / scar, etc.

This spell provides a +10 on Disguise checks.

Anyone interacting with the caster (particularly if they touch him/her) are allowed a Will save to Disbelieve the illusion.

2nd Ray of Enfeeblement(PH p269)

<Necro[ray], VS, 1StdAct, Close-range, 1min/lvl, no save, SR applies>

– Target takes a penalty to Strength of 1d6 + 1 per 2 levels (max 1d6+5) (min 1 Strength).

3rd Touch of Idiocy(PH p294)

<Ench(comp)[mind], VS, 1StdAct, Touch, 10min/lvl, no save, SR applies>

– Touched opponent receives a 1d6 penalty to Intelligence, Wisdom, & Charisma (min 1).

4th Vampiric Touch(PH p298)

<Necro, VS, 1StdAct, Touch, no save, SR applies>

– Touch attack against a living creature deals 1d6 per two levels (max 10d6). Caster gains damage as Temporary HP, which last up to 1 hour.

5th Crushing Despair(PH p215)

<Ench(comp)[mind], VSM(vial of tears), 1StdAct, 1min/lvl, WillNeg, SR applies>

– All targets within a 30’ Cone-shaped Burst receive a –2 penalty on All Actions and damage rolls due to great sadness.

This spell Counters and Dispels *Good Hope.*

6th Magic Jar(PH p250)

<Necro, VSF(100gp gem), 1StdAct, Medium-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster transfers his/her ‘soul’ into the spell’s focus gem (known as the ‘jar’), leaving his/her original body lifeless. The spell normally ends when the caster’s soul explicitly returns to its original body, or 1hr/lvl passes (which forces the soul back to its rightful place). The jar must be within range when the spell is cast, but the caster does not need line of sight.

Once in the jar, the caster can sense all life forces (though not the specifics of what those life forces are) within 10’/lvl, even through solid material. The caster knows if each life force is powered by Positive Energy or Negative Energy, and if some life forces are more powerful than others (i.e., which has more HD, though the difference must be at least 4HD to be noticed).

As a Full-Round action, the caster can attempt to swap his/her soul into a target body, forcing that body’s soul into the jar (where it is helpless). The target gets a Will save to resist & is immune if under the effect of *Protection from Evil* or a similar spell. If the target saves, the caster cannot attempt to take over the target body again during the current spell’s duration. If the save fails, the caster is in the target’s body & the target’s soul is in the jar.

While in the target body, the caster has a mix of his/her mental abilities & the target’s physical abilities, as listed below:

The caster gets these from the new body:

a) Strength, Dexterity, & Constitution;

b) hit points;

c) natural armor & weapons;

d) natural movement, such as flying

e) automatic extraordinary abilities, such as a Troll’s regeneration.

The caster does not get the following from the target body:

a) ability to use extra limbs in combat;

b) extraordinary abilities that require activation &

c) spells, spell-like, or supernatural abilities.

The caster keeps the following from his/her original form:

a) Intelligence, Wisdom, & Charisma;

b) level, class, & alignment;

c) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con).

If the caster takes a Standard Action or the target body is slain, the caster’s soul is returns to the jar (if it is within range) & the target’s soul goes back to its body (assuming the body is still living). If the jar is not within Medium-range, the caster & the target both die. Once back in the jar, the caster can attempt to take over a new target, or transfer to his/her own body.

The spell ends if the caster transfers back to his/her original body, the jar is destroyed, the jar is targeted with *Dispel Magic*, or the caster’s body is targeted with *Dispel Magic*.

When the spell ends, the caster’s soul returns to his/her body if it is within Medium-range. If the body is out of range, the soul cannot return and the caster is dead. If a target’s soul is in the jar when the spell ends, it also returns to its body if it is within range, otherwise it dies.

7th Limited Wish(PH p248)

<Univ, VSX(300), 1StdAct>

– The caster may cast any one spell, even from another class’ spell list & even from a prohibited school of magic, up to the level listed below:

Wizards Spell Any Class

non-prohibited 6th 5th

prohibited 5th 4th

The spell has all the normal restrictions, such as allowing a saving throw, except that it is treated as a 7th level spell & any material components worth less than 1,000gp can be ignored.

This spell can also be used to break harmful spells, such as *Insanity* and *Geas/Quest*.

8th Simulacrum(PH p279)

<Ill(shadow), VSM(snow/ice, piece of target’s hair or flesh, 100gp per HD of ruby powder)  
X(100 per HD (min 1,000)), 12Hours, Instantaneous, no save, no SR>

– Creates a partially real replica of a creature which is made from snow. The replica has 50% of the original’s hit points, skills, & personality. The original can have no more HD than twice the Caster level. The replica follows the caster’s verbal orders, even if suicidal. If brought to 0 hp, the replica melts into slush.

Anyone meeting the replica who is familiar with the original can make a contested Spot check (DC is the caster’s Disguise check at the time of creation) or a Sense Motives check (DC 20) to determine that something is wrong.

The replica cannot naturally heal. The caster must spend 24 hours in a specially equipped lab and expend 100gp/hp repaired in materials

9th Wish(PH p302)

<Univ, VX(5,000), 1StdAct>

– The caster may do any one of the following:

a) Cast any one spell, even from another class’ spell list & even from a prohibited school of magic, up to the level listed below:

Wizards Spell Any Class

non-prohibited 8th 6th

prohibited 7th 5th

The spell has all the normal restrictions, such as allowing a saving throw, except that it is treated as a 9th level spell & any material components worth less than 10,000gp can be ignored;

b) This spell can be used to break harmful spells, such as *Insanity* and *Geas/Quest*;

c) Grant a creature a +1 Inherent bonus on a single attribute. To grant a +2 Inherent bonus, 2 *Wishes* must be cast back-to-back. No attribute may have higher than a +5 Inherent bonus;

d) Remove one type of injury or affliction (such as poison) from 1 subject/lvl;

e) Recreate a creature’s body so that is can be resurrected.

f) Transport 1 subject/lvl to any location in any plane of existence;

g) Undo misfortune (i.e., force a reroll) of an event within the last round;

h) Creat a normal or magical item worth up to 15,000 gp.

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| Evil | (PH p186) |

Cast [evil] spells at +1 Caster Level.

1st Protection from Good(PH p266)

<Abj[evil], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Good creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Evil Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

2nd Desecrate(PH p218)

<Evoc[evil], VSM(unholy water, 25gp of silver dust)DF, 1StdAct, Close-range, 2hrs/lvl>

– A 20’ radius Emanation is filled with Negative Energy. The following applies in the area:

a) Undead created or summoned gain +1hp per HD.

b) Undead in the area receive a +1 Profane bonus on attacks, damage, & saves.

c) All Charisma checks to Turn and   
Destroy Undead gain a –3 Profane penalty.

If cast on an altar or other permanent fixture to the caster’s deity, the Profane bonuses & penalties are doubled and an *Animate Dead* cast in the area can create (4 \* Caster lvl) HD of Undead. A caster cannot desecrate an area with a permanent fixture to another deity.

If cast in an area sacred to a different deity, the area is cut off from its connection to that deity and its power. The area does not gain the Undead effecting powers listed above.

This spell Counters & Dispels *Consecrate*.

3rd Magic Circle against Good(PH p250)

<Abj[evil], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Good creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Evil Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[evil], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Evil creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

4th Unholy Blight(PH p297)

<Evoc[evil], VS, 1StdAct, Medium-range, SR applies>

– All creatures in a 20’ radius Burst take different effects based on their alignment:

Good Outsiders – 1d6/lvl (max 10d6)(Will½) & Sickened for 1d4 rnds (WillNeg)

Good – 1d8 per 2 levels (max 5d8) (Will½)   
& Sickened for 1d4 rnds (WillNeg).

Neutral – 1d4 per 2 lvls (max 5d4) (Will½)

Evil – no effect.

5th Dispel Good(PH p222)

<Abj[evil], VS/DF, 1StdAct, Personal, Until Discharged up to 1rnd/lvl>

– The caster gains a dark nimbus, which provides a +4 Deflection bonus to AC against Good creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

a) touch attack on a Good creature from another plane will force it home if it fails its SR check (if any) and its Will save.

b) touching a Good spell or an enchantment cast by a Good caster ends the spell as per a successful casting of *Dispel Magic*.

6th Create Undead(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>

– Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator’s control.

Undead Min Lvl Undead Min Lvl

Ghoul 11 Mummy 15

Ghast 12 Mohrg 18

This spell must be cast at night.

7th Blasphemy(PH p205)(PH3.5e)+

<Evoc[evil][sonic], V, 1StdAct, SR applies>

– Any non-Evil creatures within a 40’ radius Spread who can hear the ‘blasphemy’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Dazed for 1 round.

up to Caster lvl - 1: Weakened for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes  
& above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Evil Extraplanar creature in the area of effect (even if the ‘blasphemy’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a   
–4 penalty).

8th Unholy Aura(PH p297)

<Abj[evil], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster is shrouded in gloom, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Good spells & spells cast by Good creatures.

d) Blocks any mind control.

e) If a Good creatures successfully hits someone with the aura in melee, the attacker takes 1d6 Strength Damage (FortNeg).

9th Summon Monster IX (evil)(PH p288)

<Conj(sum)[evil], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Evil creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster IX 1

Summon Monster VIII 1d3

Summon Monster VII (or lower) 1d4+1

|  |  |
| --- | --- |
| Exorcism | (Eb p106) |

You may force possessing spirits out of a subject’s body by making a Turn Check that can turn the possessing creature’s HD. If successful, the possessor cannot attempt to possess the subject again for at least 24 hours.

1st Protection from Evil(PH p266)

<Abj[good], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Good Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

2nd Magic Circle against Evil(PH p249)

<Abj[good], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Good Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[good], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Good creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

3rd Remove Curse(PH p270)

<Abj, VS, 1StdAct, Touch>

– Touched person or object is freed from all curses upon it, assuming the curse doesn’t explicitly say that this spell is ineffective.

This spell Counters & Dispels *Bestow Curse*.

4th Dismissal(PH p222)

<Abj, VS/DF, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– Forces an Extraplanar creature to return to its native plane (80%) or a random plane (20%). The target receives its HD as a bonus to its saving throw & the Caster level as a penalty to its saving throw.

5th Dispel Evil(PH p222)

<Abj[good], VS/DF, 1StdAct, Personal, until discharged up to 1rnd/lvl>

– The caster gains a white radiance, which provides a +4 Deflection bonus to AC against Evil creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

a) touch attack on an Evil creature from another plane will force it home if it fails its SR check (if any) and its Will save.

b) touching an Evil spell or an enchantment cast by an Evil caster ends the spell as per a successful casting of *Dispel Magic*.

6th Banishment(PH p202)

<Abj, VS/AF(object or substance hated by the target), Close-range, WillNeg, SR applies>

– Banishes up to 2 HD per level of Extraplanar creatures in a 30’ area away from the current plane. Extra hated objects give a +1 on SR Checks and +2 to the spell’s DC.

7th Holy Word(PH p242)

<Evoc[good][sonic], V, 1StdAct, SR applies>

– Any non-Good creatures within a 40’ radius Spread who can hear the ‘holy word’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Deafened for 1d4rnds.

up to Caster lvl - 1: Blinded for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes & above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Good Extraplanar creature in the area of effect (even if the ‘holy word’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

8th Holy Aura(PH p241)

<Abj[good], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster gains a radiance, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Evil spells & spells cast by Evil creatures.

d) Blocks any mind control.

e) If an Evil creatures successfully hits someone with the aura in melee, the attacker becomes permanently Blind (FortNeg).

9th Freedom(PH p233)

<Abj, VS, 1StdAct, Close-range>

– Releases target creature from any magics or effects restricting its movement, including *Binding, Entangle,* Grappling*, Maze,* Paralysis*,* Petrifaction (no save needed to survive), Pinning, *Sleep*, *Slow,* Stunning*, Temporal Stasis*, & *Web*.

It is the only effect that can remove the spell *Imprisonment*, but to do so, it must be cast in the same location as the spell it is dispelling & the caster must know the target’s name & background.

|  |  |
| --- | --- |
| Family | (Spell p274) (PGF p86) |

You may protect of a number of individuals (including yourself) equal to your Charisma modifier (minimum of 1) with a +4 Dodge bonus to AC which lasts for 1 round per level. Any individual moves farther than 10’ from you looses the protection. Usable once per day.

1st Bless(PH p205)

<Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl>

– All allies within a 50’ radius Burst gain a +1 Morale bonus on attacks & +1 Morale bonus on saves vs. fear.

This spell Counters and Dispels the spell *Bane*.

2nd Shield Other(PH p278)

<Abj, VSF(two 50gp platinum rings that must be worn by caster & target), 1StdAct, Close-range, 1hr/lvl(D)>

– Target gains a +1 Deflection bonus to AC & a +1 Resistance bonus to saves. Half of all hit-point damage that the target takes is actually taken by the caster. The spell ends immediately if target leaves Close-range.

3rd Helping Hand(PH p239)

<Evoc, VS/DF, 1StdAct, 1hr/lvl, no save, no SR>

– A ghostly hand appears in front of the caster, who describes a person (or creature) to it. The hand then searches for a target matching that description. The distance the hand has to travel determines how long its takes:

Distance Time Distance Time

100’ 1 round 3 miles 2 hours

1,000’ 1 minute 4 miles 3 hours

1 mile 10 minutes 5 miles 4 hours

2 miles 1 hour

If not creature within 5 miles matches the description, the hand returns to the caster, gestures with an open hand to show it did not find anyone, and the spell ends.

Once the hand locates the closest target matching the description, it beckons for the target to follow it, though the target is under no compulsion to do so. The hand remains 10’ in front of the target & matches its speed (up to 240’). Even if it is ignored, the hand will not search for a second target.

The hand is Invisible to everyone except the caster & the subject. It can pass through cracks, but not solid objects.

4th Imbue with Spell Ability(PH p243)

<Evoc, VS/DF, 10Minutes, Touch, until discharged(D)>

– The caster transfers his/her ability to cast one or more spells into another creature. The subject must have an Intelligence of at least 5 and a Wisdom of at least 9. Only cleric spells from the schools of Abjuration, Divination, and Conjuration(healing) can be transferred.

Until the subject casts the imbued spell(s), the caster does not regain the spell slot corresponding to this spell (typically a 4th level slot).

The spells that can be imbued on a subject is based on the subject’s HD:

HD Spells Imbued

1-2 one 1st level spell

3-4 up to two 1st level spells

5+ up to two 1st level & one 2nd level spells

The imbued spells are cast at the caster’s level & the caster is responsible to his/her deity for how the spells are used.

5th Rary’s Telepathic Bond(PH p268)

<Div, VSM(eggshells), 1StdAct, Close-range, 10min/lvl(D)>

– One willing creature per three levels in a 30’ area can be telepathically connected, though the caster does not have to be one of the subjects. Each subject must be willing & have an Intelligence of 3 or higher.

Once connected, the group can communicate at any range. All subjects can hear all communications of the group & language is not an issue.

6th Heroes’ Feast(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

7th Refuge(PH p270)

<Conj[teleport], VSM(1,500gp trigger object), 1StdAct, Touch, until discharged>

– A preset teleportation is activated when the trigger object is broken at the same time the command word is spoken. The caster presets the object to either

a) teleport the breaker to the caster’s sanctum; or

b) teleport the caster to the breaker’s location.

8th Protection from Spells(PH p266)

<Abj, VSM(500gp diamond)F(1,000gp diamond per subject), 1StdAct, Touch, 10min/lvl>

– Up to 1 touched subject per 4 levels gains a   
+8 Resistance bonus to saving throws against spells & spell-like abilities.

The spell ends for any subject that stops carrying his/her focus diamond.

9th Prismatic Sphere(PH p264)

<Abj, V, 1StdAct, 10min/lvl(D)>

– Creates a 10’ radius opaque sphere around the caster. Anyone within 20’ of the sphere who has less than 8HD is Blind for 2d4 x 10 minutes.

The caster can walk through the sphere without difficulty. Anyone else trying to go through the wall is effected by each of its colors (SR check required for each color), unless they are dispelled in order. The colors, in order, are the following:  
Color Negated by Effect Save  
Red *Cone of Cold* 20hp Fire Ref½  
Orange *Gust of Wind* 40hp Acid Ref½  
Yellow *Disintegrate* 80hp Electricity Ref½  
Green *Passwall* Death or 1d6Con Fort½  
Blue *Magic Missile Flesh to Stone* FortNeg  
Indigo *Daylight Insanity* WillNeg  
Violet *Dispel Magic* *Plane Shift* WillNeg

The sphere is immune to *Dispel Magic*, *Greater Dispel Magic*, and *Antimagic Sphere*, but not *Mordenkainen’s Disjunction*.

|  |  |
| --- | --- |
| Fate | (Spell p274) (CWar p114) |

Gain ‘Uncanny Dodge’. If you already have this ability, gain ‘Improved Uncanny Dodge’. Add your Cleric levels to those of any other class granting you this ability.

1st True Strike(PH p296)

<Div, VF(tiny archery target), 1StdAct, Personal>

– Add +20 Insight bonus to your next attack roll within 1 round. Also negates miss chance due to Concealment.

2nd Augury(PH p202)

<Div, VSF(25gp casting runes), 1Minute, Personal>

– Learn if an action to be taken in the next 30 minutes will result in “good results”, “bad results”, “both”, or “nothing”. Chance of information is 70% + 1%/level (90% max), with failure always resulting in “nothing”. Repeated castings by the same person within a 30 minute period always have the same result.

3rd Bestow Curse(PH p203)

<Necro, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– Touched subject is inflicted with one of the following:

a) –6 on one ability (minimum 1);

b) –4 penalty on attacks, saves, and skill checks; or

c) 50% chance of losing each action.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

This spell Counters the spell *Remove Curse.*

4th Status(PH p284)

<Div, VS, 1StdAct, Touch, 1hr/lvl>

– Monitors the position (distance & direction) and condition (unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc.) of one touched living subject per 3 levels at any range.

5th Mark of Justice(PH p252)

<Necro, VS/DF, 10Minutes, Touch, Permanent, no save, SR applies>

– The caster draws an indelible mark on the target & states the behavior that will activate a curse. The caster may choose one of the following curses:

a) –6 on one ability (minimum 1);

b) –4 penalty on attacks, saves, and skill checks; or

c) 50% chance of losing each action.

This spell is not effected by *Dispel Magic*. It can only be removed by *Break Enchantment, Limited Wish, Miracle,* or *Wish.*

This spell can be removed with *Remove Curse* only if its caster level is at least as high as this spell’s caster level*.*

6th Geas/Quest(PH p234)

<Ench(comp)[mind][language], V, 10Minutes, Close-range, until discharged(D), no save, SR applies>

– One subject obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level. Specific tasks must be completed for the spell to be discharged.

If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage each day (no save) & is Sickened (FortNeg). The effects end after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic* or *Break Enchantment*, though it can be ended by *Limited Wish, Miracle,* or *Wish*. *Remove Curse* only works if its Caster level is two higher than this spell’s Caster level.

7th Vision(PH p298)

<Div, VSM(250gp incense)F(200gp ivory strips)X(100), 1StdAct, Personal>

– The caster “remembers” legends about a target creatures, place, or object by making a Caster Check (max level bonus +25):

Connection to Target DC Info Gained

Touching 20 Good

Detailed Information 25 Incomplete

Rumors Only 30 Vague

8th Mind Blank(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>

– Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject’s area, such as *Arcane Eye*, will not even see the subject.

9th Foresight(PH p233)

<Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl>

– The caster receives mental warnings about what may harm the touched subject.

If the caster placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as “close your eyes”, “jump”, “run”).

If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

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| --- | --- |
| Feast | (Eb p106) |

You are immune to ingested poisons and diseases spread by ingestion.

1st Goodberry(PH p237)

<Trans, VS/DF, 1StdAct, Touch, 1day/lvl>

– When cast on a handful of freshly picked berries, 2d4 become ‘good berries’. Each can cure 1 hp (max 8 hp per 24 hours) & is as nourishing as a normal meal.

2nd Delay Poison(PH p217)

<Conj(healing), VS/DF, 1StdAct, Touch, 1hr/lvl>

– Touched creature suppresses the effects of current or new poisons in its body until the spell ends.

3rd Create Food and Water(PH p214)

<Conj(creat), VS, 10Min, Close-range, Instantaneous>

– Creates enough simple food & water to feed 3 humans (or 1 horse) per level for 1 day (after which the food goes bad).

4th Neutralize Poison(PH p257)

<Conj(heal), VSM(charcoal)/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject or object has all poison removed from it immediately. If a creature was poisoned, it does not need to make any further saving throws. This spell does not heal ability damage or drain taken from earlier failed saves.

In addition, the subject cannot be poisoned for 10 minutes per level. If the subject is a poisonous creature, it cannot poison anyone for the spell’s duration (WillNeg, SR applies)

5th Leomund’s Secure Shelter(PH p247)

<Conj(creat), VSM(bits of stone, lime, sand, water, & wood, string)F(tiny bell, silver wire), 10Minutes, Close-range, 2hrs/lvl(D)>

– A 20’x20’ cottage appears, which is made from materials appropriate for the location (stone, timber, or sod). It has a door, 2 shuttered windows, & a fireplace whose chimney is sealed with an iron grate. The door & shutters are under the effect of *Arcane Lock* and *Alarm*. The chimney grate simply has an *Alarm*. An *Unseen Servant* is also available for the duration. There are simple furnishings for 8 occupants.

6th Heroes’ Feast(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

7th Mordenkainen’s Magnificent Mansion(PH p256)

<Conj(creat), VSF(5gp small ivory portal, 5gp piece of marble, 5hp tiny silver spoon), 1StdAct, Close-range, 2hrs/lvl(D)>

– Creates an extra-dimensional space of up to three contiguous 10’ cubes per level. The space is designed for many people to rest comfortably:

a) Contains fresh air & food for 12 people/lvl.

b) Has 2 *Unseen Servants* per lvl.

c) The floor plan is designated by the caster.

The entrance is 8’ tall by 4’ wide & can only be entered by those designated by the caster. Once the caster enters the mansion, the entrance becomes Invisible & sealed, though it may be reopened from the inside.

8th Detoxify(Eb p110)

<Conj(heal), VS/DF, 1StdAct, Instantaneous>

– All poison & venom within a 30’ radius Spread of the caster is neutralized:

a) creatures suffering from poison are cured, though they do not have any subsequent protection and any damage they took remains;

b) any creature that generates venom cannot do so for 10 minutes per level; and

c) all poison on weapons, traps, in the air, etc., within the area of effect is neutralized.

9th Feast of Champions(Eb p111)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, heals 2d8 +1 per level (max +20), gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to magical fear & gains a +1 Morale bonus to attacks, saving throws, skill checks and ability checks.

|  |  |
| --- | --- |
| Fey | (BoED p86) |

+4 bonus on saving throws vs. spell-like abilities of Fey.

1st Faerie Fire(PH p229)

<Evoc[light], VS/DF, 1StdAct, Long-range, 1min/lvl(D), no save, SR applies>

– All objects in a 5’ radius Burst are outlined in the caster’s choice of a blue, green, or violet glow, which is as bright as a candle. This negates Concealment due to darkness, *Blur, Displacement, Invisibility,* etc.

Magical darkness spell of 2nd level or higher Suppress this spell.

2nd Charm Person(PH p209)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, SR applies>

– One Humanoid considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets a +5 on the save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

3rd Inspired Aim(BoED p101)

<Ench(comp)[mind][language], V, 1StdAct, Concentration>

– All allies within a 40’ radius Emanation gains a +2 Insight bonus on all ranged attacks.

4th Blinding Beauty(BoED p92)

<Trans[good], VS, 1StdAct, Personal, 1rnd/lvl>

– The caster gains the beauty of a Nymph. Any Humanoid within 60’ that looks at the caster becomes permanently Blind (FortNeg). The caster can suppress & unsuppress this ability as a Free Action.

Note: The caster must abstain from sexual intercourse of one week in order to be able to cast this spell.

5thTree Stride(PH p296)

<Conj[teleport], VS/DF, 1StdAct, Personal, until depleted up to 1hr/lvl>

– The caster may enter a living tree large enough to fully contains his/her body. The caster then knows the location of all trees of the same type within range.

As a Full-Round action, the caster has the option of teleporting to one of those trees, which counts as one ‘stride’. The spell is depleted when the caster has made 1 ‘stride’ per level.

Type of Tree Range Type of Tree Range

oak, ash, yew 3,000’ other Deciduous 1,500’

elm, linden 2,000’ any other Tree 500’

While the spell has duration remaining & has not been depleted, the caster may enter & leave trees at will.

6th Heroes’ Feast(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

7th Liveoak(PH p248)

<Trans, VS, 10Minutes, Touch, 1day/lvl(D)>

– The touched Huge oak tree becomes a Treant when triggered. The trigger condition can have up to 1 word per caster level. The trigger instruction also tell the Treant what to do (often attacking).

The caster may only have one pending *Liveoak* spell at a time & can only cast it on a tree that is near his/her dwelling, a location sacred to the caster, or within 300’ of something the caster wants to guard.

8th Unearthly Beauty(BoED p110)

<Trans[good], VS, 1StdAct, Personal, 1rnd/lvl>

– The caster gains the beauty of a Nymph. Any Humanoid within 60’ that looks at the caster becomes permanently Blind (FortNeg). The caster can suppress & unsuppress this ability as a Free Action.

Also as a Free Action, the caster can cause all creature within 30’ that are looking at him/her to die (WillNeg).

Note: The caster must abstain from sexual intercourse of one month in order to be able to cast this spell.

9th Summon Nature’s Ally IX(PH p289)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Nature’s Ally IX 1

Summon Nature’s Ally VIII 1d3

Summon Nature’s Ally VII (or less) 1d4+1

|  |  |
| --- | --- |
| Fire | (PH p187) |

Rebuke / Control / Bolster Fire Elementals –or– Turn / Destroy Water Elementals, up to 3 + Charisma modifier times per day.

1st Burning Hands(PH p207)

<Evoc[fire], VS, 1StdAct, Ref½, SR applies>

– Creates a 15’ Cone-shaped Burst that does 1d4 Fire damage per level (max 5d4). This can set flammable materials on fire, which requires a Full-Round Action to put out.

2nd Produce Flame(PH p265)

<Evoc[fire], VS, 1StdAct, Personal, 1min/lvl(D),   
no save, SR applies>

– A flame as bright as a torch (20’ of light) appears in the caster’s hand.

The caster can attack with the flame as either a touch attack or an energy missile with a range of 120’. The flame does 1d6 + 1/level (max +5) Fire damage & can be used every round.

Each attack removes 1 minute of duration from the spell. If the spell is brought to 0 duration, the spell ends after the damage is applied.

3rd Resist Energy (fire or cold only)(PH p272)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject & his/her equipment are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

Lvl # Lvl # Lvl #

up to 6th 10 7th – 10th 20 11th + 30

4th Wall of Fire(PH p298)

<Evoc[fire], VS/AM(phosphorus)/DF, 1StdAct, Medium-range, Concentrations + 1rnd/lvl, SR applies>

– Creates a opaque 20’ tall wall of violet fire that is either 20’ long per level & straight –or– a ring 5’ radius per 2 levels. One side (caster’s choice) causes 2d4 fire damage within 10’ and 1d4 fire damage between 10’ & 20’. Going through the wall does 2d6 + 1/lvl (max +20) Fire damage (2x to Undead).

If the wall is created on top of someone, the target gets a Reflex save to jump to one side (taking damage if the wrong side is chosen).

20hp of Cold damage in one round will extinguish a 5’ length of wall.

5th Fire Shield(PH p230)

<Evoc[fire], VS/AM(phosphorous)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– Warm Shield: The caster is sheathed in blue or violet flames that give off 10’ of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Fire damage (SR applies). The caster takes ½ damage from Cold attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

-or-

<Evoc[cold], VS/AM(fireflies/glow worms)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– Cold Shield: The caster is sheathed in blue or green flames that give off 10’ of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Cold damage (SR applies). The caster takes ½ damage from Fire attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

6th Fire Seeds(PH p230)

<Conj(creat)[fire], VSM(up to 4 acorns –or– up to 8 holly berries), Touch, 1StdAct per acorn/holy berry, until detonated up to 10min/lvl>

– Create one of the following:

Acorn Grenades: Up to 4 touched acorns become throwable weapons. Requires a ranged touch attack with a maximum range of 100’. The acorns do a total of 1d6/lvl Fire damage (max 20d6), divided up between the acorns as the caster desires. If hit, the target does not get a saving throw. Everything within 10’ of where the acorn hits takes 1hp per die of damage that acorn does (Ref½);

Holly Berry Bombs: Up to 8 touched holly berries become voice activated bombs (200’ range). On command, each berry does 1d8 + 1/level Fire damage to everything within 5’ (Ref½).

7th Fire Storm(PH p231)

<Evoc[fire], VS, 1Round, Medium-range, Ref½, SR applies>

– The caster designates 2 contiguous 10’ cubes per level are filled with flame, doing 1d6 fire damage per level (max 20d6). Natural vegetation & any other plant life are not effected by the flames, and the caster has the option of making Plant Creatures immune too.

8th Incendiary Cloud(PH p244)

<Conj(creat)[fire], VS, 1StdAct, Medium-range, 1rnd/lvl, Ref½, no SR>

– Creates a 20’ radius by 20’ high Cloud of smoke. Anyone within the cloud take 4d6 Fire damage each round.

The cloud moves away from its starting point at a rate of 10’ per round. By concentrating, the caster can move the “starting point” 60’ per round, effectively steering the direction the cloud will drift. Any section of the cloud that goes beyond range is dispelled.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

9th Elemental Swarm (fire)(PH p226)

<Conj(sum)[fire], VS, 10Minutes, Medium-range, 10min/lvl(D), no SR>

– Summons 2d4 Large Fire Elementals. Ten minutes after the spell is completed, 1d4 Huge Fire Elementals arrive. Twenty minutes after the spell is completed, 1 Greater Fire Elemental appears. All the Elementals serve the caster for the duration of the spell. The caster can dismissed any / all the Elementals as desired.

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| Force | (Spell p274) (CDiv p138) |

Reroll the damage of a weapon, spell, or an ability and take the better of the two. Usable 1/day as a Supernatural ability.

1st Mage Armor(PH p249)

<Conj(creat)[force], VSF(leather), 1StdAct, Touch, 1hr/lv(D)>

– Touched subject gains +4 Armor bonus to AC.

2nd Magic Missile(PH p251)

<Evoc[force], VS, 1StdAct, Medium-range, Instantaneous, no save, SR applies>

– Generate one 1d4+1 Force damage missile per 2 levels (max 5 missiles) that automatically hit (unless the target has Total Cover or Total Concealment). All targets must be within a 15’ area. Inanimate objects cannot be targeted.

3rd Blast of Force(Spell p31)(CDiv p153)

<Evoc[force][ray], VS, 1StdAct, Medium-range, Instantaneous, Fort½, SR applies>

– Does 1d6 Force damage per 2 lvls (max 5d6) (no save), plus knocked Prone (FortNeg – target applies his/her size & stability modifiers against a Bull Rush to the save roll).

4th Otiluke’s Resilient Sphere(PH p258)

<Evoc[force], VSM(hemisphere of crystal, hemisphere of gum arabic), 1StdAct, Close-range, 1min/lvl(D), RefNeg, SR applies>

– An immobile sphere of Force 1’ per level in diameter protects but traps one subject small enough to fit within it.

This spell is Cancelled by *Disintegrate*.

5th Wall of Force(PH p298)

<Evoc[force], VSM(clear gem powder), 1StdAct, Close-range, 1min/lvl(D), no SR>

– Creates an Invisible, immobile vertical wall of up to one contiguous 10’ square per level.

The wall is immune to all damage & most magic (including *Dispel Magic*). Spells & breath weapons cannot go through the wall, but gaze attacks & teleportation can.

This spell is Dispelled by *Disintegrate* & *Mordenkainen’s Disjunction*. It is immune to *Dispel Magic*.

6th Repulsion(PH p271)

<Abj, VS/AF(2 small iron bars with dog statuettes on the ends)/DF, 1StdAct, 1rnd/lvl(D), WillNeg, SR applies>

– Creatures cannot approach the caster within an invisible circle of up to 10’ radius per level Emanation. The circle moves with the caster, but cannot push creatures back. The caster can still be attacked with spells & ranged weapons.

7th Forcecage(PH p232)

<Evoc[force], VSM(1,500gp ruby powder), 1StdAct, Close-range, 2hrs/lvl(D), no save, no SR>

– Creates a six-sided box of invisible force walls. The walls is immune to all damage & most magic (including *Dispel Magic*). The cube can be of two configurations:

a) Barred Cage – 20’ cube with 6” bands of force alternating with 6” gaps; or

b) Windowless Cell – 10’ cube with six solid walls.

Teleportation & Astral travel can escape the spell, but not spells based on Ethereal travel.

8th Otiluke’s Telekinetic Sphere(PH p258)

<Evoc[force], VSM(crystal, gum arabic, magnets), 1StdAct, Close-range, 1min/lvl(D), RefNeg, SR applies>

– A sphere of Force 1’ per level in diameter protects but traps one subject small enough to fit within it.

If the contents of the sphere weigh 5,000 pounds or less, the caster can telekinetically move the sphere within Medium-range. Moving the sphere requires a Standard Action and results in the sphere moving 30’. If the caster does not move the sphere or concentration is disturbed, the sphere stops, or falls at a rate of 60’ if in the air (landing at this speed does no damage).

The caster can move the sphere from within.

This spell is Cancelled by *Disintegrate*.

9th Bigby’s Crushing Hand(PH p203)

<Evoc[force], VSF(egg shell)M(snakeskin glove)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– Creates a magical 10’x10’ hand which stays in between the creator & a designated target and either

a) tries to push the target away (treat as a Bull’s Rush at +18) up to the spell’s range;

b) attempts to grapple to target (Touch check: +11 + Caster level + Primary Stat modifier; Grapple check: +16 + Caster level + Primary Stat modifier; Damage: 2d6+12 normal damage)

The hand may also be directed to interpose itself between the caster and a target, or Bull Rush an opponent with an attack bonus of (Caster level + Primary Stat modifier + 18).

The hand also provide a +4 Cover bonus to AC for the caster against that target. The target can be changed as a Move Action. The hand has the caster’s normal hit points & saving throw and has an AC of 20.

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| --- | --- |
| Generosity | (DR355 p26) |

Maximize a Conjuration(healing) spell as an Immediate Action without changing its casting time or spell level, usable 1/day.

1st Deathwatch(PH p217)

<Necro[evil], VS, 1StdAct, Close-range, 10min/lvl, no save, no SR>

– The caster sees the level of health of all things within a 30’ Cone-shaped Emanation. Choices are ‘dead’, ‘Undead’, ‘fragile’ (3 or less hp), ‘fighting off dead’ (4 or more hp), & ‘object’.

This spell is not fooled by spells & abilities that allow a creature to fake being dead.

2nd Shield Other(PH p278)

<Abj, VSF(two 50gp platinum rings that must be worn by caster & target), 1StdAct, Close-range, 1hr/lvl(D)>

– Target gains a +1 Deflection bonus to AC & a +1 Resistance bonus to saves. Half of all hit-point damage that the target takes is actually taken by the caster. The spell ends immediately if target leaves Close-range.

3rd Detect Thoughts(PH p220)

<Div[mind], VSF(copper piece)/DF, 1StdAct, Concentration up to 1min/lvl, WillNeg, no SR>

– The caster can thoughts from a conscious creature with an Intelligence of at least 1 in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of thoughts.

2nd round – number of thinking minds & the Intelligence score of each one. If not in line-of-sight, the caster only knows the direction. If any have an Intelligence of at least 26 (assuming it is at least 10 points higher than the caster’s), the caster is Stunned for 1 round & the spell ends.

3rd round – Surface thoughts of any mind in the area (WillNeg).

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

4th Discern Lies(PH p221)

<Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR>

– Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.

5th True Seeing(PH p296)

<Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl>

– Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur* & *Displacement*, not effected by Invisibility, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane.

This spell cannot be used in conjunction with scrying magics, such as *Clairaudience / Clairvoyance.*

6th Prying Eyes(PH p267)

<Div, VSM(crystal marbles), 1Minute, 1mile, up to 1hr/lvl, no SR>

– Creates 1d4 + 1/lvl scouts (called “eyes”), which are Fine-sized floating Constructs with AC 18 (due to size), 1hp, 30’ (perfect) movement, makes Hide checks at +16, makes Spot checks at Caster level (max +15), & has normal vision up to 120’.

The caster gives each ‘eye’ instructions of up to 25 words on how he/she wants it to scout. Once its mission is done, the ‘eye’ returns to the caster, who learns all the ‘eye’ has experienced at the rate of 1 round per hour the eye has existed. Once an ‘eye’ has reported, it disappears.

An ‘eye’ can be destroyed by taking damage, being Dispelled, or traveling more than 1 mile from the caster. The caster knows when an ‘eye’ is destroyed, but does not know the circumstances.

7th Guards and Wards(PH p237)

<Abj, VSM(incense, rope, umber hulk blood, oil, brimstone)F(silver rod), 30Minutes, 2hrs/lvl>

– Up to 200 square feet per level (up to a height of 20’) of contiguous rooms, halls, etc., are protected from intrusion with the following effects:

a) All corridors are filled with a Cloud of fog.

b) All doors are magically locked (though the caster can open them freely). A *Knock* spell suppresses the lock for 10 minutes. +10 DC to force the door open.

c) All staircases are filled with sticky webs. Any creature entering it must make a Reflex save or become Entangled & can’t move. To break free from the webs, make a Strength check vs. DC 20 or an Escape Artist check vs. DC 25. For a non-entangled person to move through the webs, make a Strength or Escape Artist check as a Full-Round action. The target can move 5’ per 5 points the check exceeds 10. The webs provide ¼ cover per 5’, up to 100% at 20’. An open flame can burn away a 5’ cube per round, though any creature in that area takes 2d4 fire damage. The webs “grow back” in 10 minutes.

d) At each intersection, a Mind-Affecting Enchantment results in a 50% chance that intruders go the opposite direction from which they intended. No save, but SR applies.

e) Up to one door per level has an illusion over it to make it appear to be a wall.

f) One of the following:

1) Four floating, glowing spheres that give off 30’ of light. The spheres move in a simple pattern designed by the caster.   
4 corridors.

2) A 25 word message that is triggered by a condition that must occur in line-of-sight.  
2 locations.

3) Noxious Cloud, where everyone must make a Fortitude save each round or be Nauseated, which remains until the target has been out of the cloud for 1d4+1 rounds.  
2 locations.

4) A powerful blast of air 10’ wide by 10’ high by Medium-range long.  
1 corridor.

5) A 5’ squares that mentally gives each creature that passes through it a 1 or 2 sentences of reasonable sounding instructions (WillNeg). The instructions may contain a trigger to activate them or may activate immediately.  
1 location.

Each individual effect can be removed with *Dispel Magic*.

The entire *Guards and Wards* can be removed with *Mordenkainen’s Disjunction*.

8th Teleport Object(PH p293)

<Conj[teleport], V, 1StdAct, Touch>

– One object (but not a creature or a magic effect) of up to 50 pounds per level and 3 cubic feet per level is instantly transported to anywhere the caster pictures in the current plane of existence.   
How On Off Similar   
Familiar Target Target Area Mishap  
Familiar 01-97 98-99 100 —  
Studied 01-94 95-97 98-99 100  
Visited 01-88 89-94 95-98 99-100  
Seen Once 01-76 77-88 89-96 97-100  
False Dest.(d20+80) — 81-92 93-100

Alternatively, the caster can send the object deep into the Ethereal Plane. The object can then only be brought back by casting a targeted *Dispel Magic* successfully on its point of departure (whose Magic Aura is Faint).

9th Foresight(PH p233)

<Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl>

– The caster receives mental warnings about what may harm the touched subject.

If the caster placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as “close your eyes”, “jump”, “run”).

If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

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| Glory | (Spell p274) (CDiv p139) |

Turn Undead with a +2 bonus on the Turning Check & +1d6 on the Turning Damage Check.

1st Disrupt Undead(PH p223)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Deals 1d6 Positive Energy damage to one Undead.

2nd Bless Weapon(PH p205)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– Touched weapon gains special abilities against an Evil opponent only:

a) all “threats” become criticals (this does not apply to weapons with critical-related effects, such as a Vorpal weapon);

b) is a ‘good’ and ‘magic’ weapon for purposes of bypassing Damage Reduction.

c) can hit Incorporeal opponents as if it had a +1 Enhancement bonus.

3rd Searing Light(PH p275)

<Evoc[ray], VS, 1StdAct, Medium-range, no save, SR applies>

– Deals divine damage based on target:

a) if an Undead vulnerable to sunlight, target takes 1d8/lvl (max 10d8);

b) all other Undead take 1d6/lvl (max 10d6);

c) Constructs & inanimate objects take 1d6/2lvls (max 5d6);

d) all other targets take 1d8/2lvls (max 5d8).

4th Holy Smite(PH p241)

<Evoc[good], VS, 1StdAct, Medium-range, SR applies>

– All creatures in a 20’ radius Burst take different effects based on their alignment:

Evil Outsiders – 1d6/lvl (max 10d6) (Will½) & Blind for 1 round (WillNeg).

Evil – 1d8 per 2 levels (max 5d8) (Will½)   
& Blind for 1 round (WillNeg).

Neutral – 1d4 per 2 lvls (max 5d4) (Will½)

Good – no effect.

5th Holy Sword(PH p242)

<Evoc[good], VS, 1StdAct, Touch, 1rnd/lvl>

– Touched melee weapon gains the following:

a) +5 Enhancement bonus to attacks & dmg;

b) +2d6 damage to Evil opponents

c) the weapon’s damage is treated as ‘good’ for purposes of overcoming Damage Reduction.

d) generates a *Magic Circle against Evil*. If the effect is dispelled or ends in any other way, the caster may reactivate it as a Free Action on his/her turn. The effect ends 1rnd after the weapon leaves his/her hand.

This spell Suppresses all other enhancements & spells on the target weapon.

6th Bolt of Glory(Spell p35)~~(CDiv p155)~~

<Evoc[good][ray], VS/DF, 1StdAct, Close-range, Instantaneous, no save, SR applies>

– Ray of positive energy effects its target based on its nature & native plane of existence:

Evil Outsiders, Negative Energy Plane natives, and Undead take 1d12 per level (max 15d12).

Material Plane natives, Neutral Outsider and Elemental Plane natives take 1d12 per two levels (max 7d12).

All other creatures, including Good Outsiders and Positive Energy Plane natives, take no damage.

7th Sunbeam(PH p289)

<Evoc[light], VS/DF, 1StdAct, until depleted up to 1rnd/lvl, SR applies>

– As a Standard Action, the caster can generate one sunbeam per round, up to a total of 1 per 3 levels (max 6 sunbeams). The beam is a 60’ long Line.

Damage is based on creature type:

Type Effect

Undead 1d6/lvl (max 20d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg) & Blind (RefNeg).

Oozes 1d6/lvl (max 20d6) (Ref½).

others 4d6 (Ref½) & Blind (RefNeg).

8th Crown of Glory(Spell p56)~~(CDiv p160)~~

<Ench(comp)[mind], VS/DF, 1Round, 1min/lvl>

– The caster gains celestial authority & inspires allies:

a) caster gains a +4 Enhancement bonus to Charisma;

b) one creature per level within a 20’ radius Burst around the caster gains a +4 Morale bonus on attacks, saves, & skill checks; immunity to Fear effects; and +(Caster level) Temporary HP.

9th Gate(PH p234)

<Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

– Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.

-or-

<Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR>

– Calls & controls one or more Outsiders to perform a task. The caster may target:

a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.

b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.

c) a single non-unique / divine Outsider of more than 2x the Caster level can be called but not controlled.

d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is never controlled.

A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be “immediate” or “contractual” term:

a) Any task which requires no more than 1rnd/lvl to complete can be assigned without a ‘contract’ (i.e., no payment).

b) A “long term” task requires a ‘contract’, which entitles the summoned creature(s) to be fairly paid when the task is completed.

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| Gluttony | (Spell p274) |

*Enlarge Person (self only)* for 1 round per Cleric level per day. Activated and dismissed as a Free Action. Rounds to not need to be contiguous.

1st Goodberry(PH p237)

<Trans, VS/DF, 1StdAct, Touch, 1day/lvl>

– When cast on a handful of freshly picked berries, 2d4 become ‘good berries’. Each can cure 1 hp (max 8 hp per 24 hours) & is as nourishing as a normal meal.

2nd Death Knell(PH p217)

<Necro[death][evil], VS, 1StdAct, Touch, WillNeg, SR applies>

– If touched creature with –1 hp (or less) fails its save, it dies and the caster gains +2 Strength, 1d8 Temporary HP, and +1 effective Caster level for 10 min per HD of the target creature.

3rd Create Food and Water(PH p214)

<Conj(creat), VS, 10Min, Close-range, Instantaneous>

– Creates enough simple food & water to feed 3 humans (or 1 horse) per level for 1 day (after which the food goes bad).

4th Vampiric Touch(PH p298)

<Necro, VS, 1StdAct, Touch, no save, SR applies>

– Touch attack against a living creature deals 1d6 per two levels (max 10d6). Caster gains damage as Temporary HP, which last up to 1 hour.

5th Baleful Polymorph(PH p202)

<Trans, VS, 1StdAct, Close-range, Permanent, WillNeg, SR applies>

– The target is permanently transformed into a 1HD animal of up to Small size (such as a dog, lizard, monkey, etc.). If the caster attempts to transform the target into a form that will be fatal (i.e., a fish on dry land), the target receives a +4 bonus on its save.

If the target is transformed, it must make a Will save to resist becoming the target animal mentally too.

6th Heroes’ Feast(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

7th Stone to Flesh(PH p285)

<Trans, VSM(earth, blood), 1StdAct, Medium-range, Instantaneous>

– Instantly transforms stone into flesh.

a) Restores a petrified creature of any size to its original state, though a Fortitude save vs. DC 15 is needed to survive; or

b) A volume of stone up to 3’ is diameter & up to 10’ long can be turned to “flesh”.

8th Bite of the King(Spell p28)

<Necro, V, 1StdAct, Touch, 1rnd/lvl, FortNeg,   
SR applies>

– The touched living creature whose size is no greater than the caster’s size is transferred into an extradimensional space. Each round in this space causes 2d8+12 Bludgeoning damage –and– 12 hp Acid damage.

The target can cut its way out of the extra-dimensional space with a Light Slashing or Piecing weapon. The barrier has AC 21 and 35 hp.

When the spell ends, the target appears next to the caster.

This spell looks as if the caster swallows the target, though the caster takes no damage from any escape attempts.

9th *Trap the Soul*(PH p295)

<Conj(sum), VSF(gem worth 1,000gp per HD of the target), 1StdAct, Close-range, Permanent, WillNeg>

– The target’s body & soul are trapped within a gem until it is broken. If the focus gem is not worth 1,000gp per HD of the target, it shatters immediately & the spell is wasted. The target receives a Spell Resistance check if the caster does not say its name as part of casting the spell. If the caster uses the target’s name, there is no SR check and the save DC is at +2. If the spell is resisted in any way, the focus gem shatters.

-or-

<Conj(sum), VSF(trigger object, gem worth 1,000gp per HD of the target), Permanent, no save, no SR>

– The target’s body & soul are trapped within a gem until it is broken. If the focus gem is not worth 1,000gp per HD of the target, it shatters immediately & the spell is wasted. The caster prepares a trigger object with the target’s name. When that target picks up or accepts the trigger object, the spell is activated & the target does not receive a saving throw or a Spell Resistance check.

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| Gnome | (Spell 275) (PGF p86) (FR p63) |

Cast Illusion spells at +1 Caster Level.

1st Silent Image(PH p279)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration, WillDisbelief, no SR>

– Creates a visual-only illusion of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10’ cubes that are contiguous.

2nd Gembomb(Spell p101)~~(FR p70)~~

<Evoc[force], VSM(1gp gem), 1Round, Touch, until discharged up to 10min/lvl>

– As a Standard Action, the caster can throw the target gem up to 60’, where it explodes in a 5’ radius Burst, doing 1d8 per two levels   
(max 5d8) Force damage (Ref½, SR applies).

3rd Minor Image(PH p254)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration + 2rnds, WillDisbelief, no SR>

– Creates a visual illusion with some minor sounds (i.e., not speech) of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10’ cubes that are contiguous.

4th Minor Creation(PH p253)

<Conj(creat), VSM(tiny piece of substance to be created), 1Minute, 1hr/lvl(D)>

– Creates an object of up to 1 cubic foot per level made from wood, cloth, hemp, or other non-living vegetable matter.

A Craft check is needed to make complex items

5th Hallucinatory Terrain(PH p238)

<Ill(glamer), VSM(stone, twig, piece of a green plant), 10Minutes, Long-range, 2hrs/lvl(D), WillDisbelief, no SR>

– Makes one contiguous 30’ cube per level of one type of terrain look, sound, & smell like another (field into forest, etc.). Structures, equipment, & creatures are not disguised.

6th Fantastic Machine(FR p69)

<Ill(shadow), VS/DF, 1StdAct, Medium-range, 1min/lvl(D)>

– Creates a Large animated object mentally designed by the caster to perform a physical task (up to 25 words) designated at casting time. The ‘machine’ can be assigned to do the task once or repeatedly.

a) Large (tall) size – up to 15’ tall;

b) Moves at 40’ over ground;

c) Swims at 10’ or Flies at 10’ (clumsy) if only lightly loaded;

d) Hardness 10, 22hp, AC 14;

e) Saving throws: Fort +1, Ref +1, Will –4;

f) Light load: up to 230 pounds; Medium load: 231 – 460; Heavy load: 461 – 700; Max Lift: 1,400; Drag load: 3,500.

g) Excavates 7,000 pounds of loose rock each minute (i.e., 5’ x 5’ x 5’ in 3rnds);

h) Excavates 14,000 pounds of sand or dirt each minute.

i) Can make a Slam attack once per round at +5 to hit & 1d8+4 damage (x3 damage vs. stone or metal).

j) Can make a Ranged Attack by launching Small-sized rocks at +3 to hit, range increment of 150’ (max 10 increments), & 2d6+4 damage.

7th Screen(PH p274)

<Ill(glamer), VS, 10Min, Close-range, 1day, no SR>

– The caster makes an illusion that obscures any or all objects in an area of one contiguous 30’ cube per level (laid out in any way desired by the caster). All troops could be obscured in a crossing, or only 1 out of 5 could be shown, etc. The “rules” of the illusion are set at cast time & are unchangeable.

Scrying always sees the illusion, while local onlookers get a Will save to disbelieve if there is a reason to doubt what is seen.

8th Otto’s Irresistible Dance(PH p259)

<Ench(comp)[mind], V, 1StdAct, Touch, 1d4+1rnds, no save, SR applies>

– Touched target starts to dance uncontrollably & cannot take any actions, receives a –4 AC penalty, a –10 penalty to Reflex saves, & cannot effectively use a shield. The target provokes an attack of opportunity each round.

9th Summon Nature’s Ally IX (earth elemental or animal only)(PH p289)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Nature’s Ally IX 1

Summon Nature’s Ally VIII 1d3

Summon Nature’s Ally VII (or less) 1d4+1

|  |  |
| --- | --- |
| Good | (PH p187) |

Cast [good] spells at +1 Caster Level.

1st Protection from Evil(PH p266)

<Abj[good], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Good Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

2nd Aid(PH p196)

<Ench(comp)[mind], VS/DF, 1StdAct, Touch, 1min/lvl>

– Touched subject gains a +1 Morale bonus to attack & saving throws vs. fear and gains Temporary HP equal to 1d8 + 1/lvl (max 1d8+10).

3rd Magic Circle against Evil(PH p249)

<Abj[good], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Good Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[good], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Good creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

4th Holy Smite(PH p241)

<Evoc[good], VS, 1StdAct, Medium-range, SR applies>

– All creatures in a 20’ radius Burst take different effects based on their alignment:

Evil Outsiders – 1d6/lvl (max 10d6) (Will½) & Blind for 1 round (WillNeg).

Evil – 1d8 per 2 levels (max 5d8) (Will½)   
& Blind for 1 round (WillNeg).

Neutral – 1d4 per 2 lvls (max 5d4) (Will½)

Good – no effect.

5th Dispel Evil(PH p222)

<Abj[good], VS/DF, 1StdAct, Personal, until discharged up to 1rnd/lvl>

– The caster gains a white radiance, which provides a +4 Deflection bonus to AC against Evil creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

a) touch attack on an Evil creature from another plane will force it home if it fails its SR check (if any) and its Will save.

b) touching an Evil spell or an enchantment cast by an Evil caster ends the spell as per a successful casting of *Dispel Magic*.

6th Blade Barrier(PH p205)

<Evoc[force], VS, 1StdAct, Medium-range, 1min/lvl(D), SR applies>

– Creates a 20’ tall wall of spinning blades either of 20’ long per level –or– a ringed wall 5’ radius per two levels. Going through the barrier causes 1d6/lvl (max 15d6) (Ref½).

If the barrier is created on top of a creature, it is allowed a Reflex save to get out before it finishes forming (i.e., no damage).

The barrier proves a +4 Cover bonus to AC & a +2 Cover bonus to Reflex saves against attacks made through it.

7th Holy Word(PH p242)

<Evoc[good][sonic], V, 1StdAct, SR applies>

– Any non-Good creatures within a 40’ radius Spread who can hear the ‘holy word’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Deafened for 1d4rnds.

up to Caster lvl - 1: Blinded for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes & above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Good Extraplanar creature in the area of effect (even if the ‘holy word’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

8th Holy Aura(PH p241)

<Abj[good], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster gains a radiance, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Evil spells & spells cast by Evil creatures.

d) Blocks any mind control.

e) If an Evil creatures successfully hits someone with the aura in melee, the attacker becomes permanently Blind (FortNeg).

9th Summon Monster IX (good only)(PH p288)

<Conj(sum)[good], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Good creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster IX 1

Summon Monster VIII 1d3

Summon Monster VII (or lower) 1d4+1

|  |  |
| --- | --- |
| Greed | (Spell p275) |

+2 Competence bonus on Appraise, Open Lock, & Sleight of Hand checks.

1st Cheat(Spell p46)

<Trans, VSF(dice made from human bones), 1StdAct, Personal, until discharged up to 1min/lvl>

– When the caster is involved with a game of chance that does not involve magic, he/she may choose to “roll twice” and take the preferred result. The spell then ends.

Observers are allowed a Will save to notice that something unusual has occurred.

2nd Entice Gift(Spell p83)

<Ench[mind], VS, 1StdAct, Close-range, 1round, WillNeg, SR applies>

– On the target’s next action, he/she takes a   
Move Action to approach the caster, followed by a Standard Action to offer the caster what   
is in his/her hands. The caster may act out-of-turn to accept the offering (if within reach).

The target is not Flat-Footed at any time and may act normally on subsequent rounds (such as by trying to retrieve his/her possession).

3rd Knock(PH p246)

<Trans, V, 1StdAct, Medium-range, Instantaneous>

– Opens one locked, stuck, or magically sealed door of up to 10 square feet per level. Two separate locks are effected by each casting.

*Arcane Lock* is Suspended for 10 minutes.

4th Fire Trap(PH p231)

<Abj[fire], VSM(25gp gold), 10Minutes, Touch, until discharged(D), Ref½, SR applies>

– Sets a one-time trap on a closable item. If anyone besides the caster & those who know its password open the item, it explodes with a 5’ radius, doing 1d4 + 1/level (max +20) Fire damage. The item itself is unharmed.

5th Fabricate(PH p229)

<Trans, VS, 1Round per Unit of raw materials, Close-range, Instantaneous>

– Converts 1 Unit of raw materials per level into mundane items. For this spell, a Unit is 1 cubic foot of metal –or– 10 cubic feet of other materials. An appropriate Craft check must be made to determine the quality of the produced items.

6th Guards and Wards(PH p237)

<Abj, VSM(incense, rope, umber hulk blood, oil, brimstone)F(silver rod), 30Minutes, 2hrs/lvl>

– Up to 200 square feet per level (up to a height of 20’) of contiguous rooms, halls, etc., are protected from intrusion with the following effects:

a) All corridors are filled with a Cloud of fog.

b) All doors are magically locked (though the caster can open them freely). A *Knock* spell suppresses the lock for 10 minutes. +10 DC to force the door open.

c) All staircases are filled with sticky webs. Any creature entering it must make a Reflex save or become Entangled & can’t move. To break free from the webs, make a Strength check vs. DC 20 or an Escape Artist check vs. DC 25. For a non-entangled person to move through the webs, make a Strength or Escape Artist check as a Full-Round action. The target can move 5’ per 5 points the check exceeds 10. The webs provide ¼ cover per 5’, up to 100% at 20’. An open flame can burn away a 5’ cube per round, though any creature in that area takes 2d4 fire damage. The webs “grow back” in 10 minutes.

d) At each intersection, a Mind-Affecting Enchantment results in a 50% chance that intruders go the opposite direction from which they intended. No save, but SR applies.

e) Up to one door per level has an illusion over it to make it appear to be a wall.

f) One of the following:

1) Four floating, glowing spheres that give off 30’ of light. The spheres move in a simple pattern designed by the caster.   
4 corridors.

2) A 25 word message that is triggered by a condition that must occur in line-of-sight.  
2 locations.

3) Noxious Cloud, where everyone must make a Fortitude save each round or be Nauseated, which remains until the target has been out of the cloud for 1d4+1 rounds.  
2 locations.

4) A powerful blast of air 10’ wide by 10’ high by Medium-range long.  
1 corridor.

5) A 5’ squares that mentally gives each creature that passes through it a 1 or 2 sentences of reasonable sounding instructions (WillNeg). The instructions may contain a trigger to activate them or may activate immediately.  
1 location.

Each individual effect can be removed with *Dispel Magic*.

The entire *Guards and Wards* can be removed with *Mordenkainen’s Disjunction*.

7th Teleport Object(PH p293)

<Conj[teleport], V, 1StdAct, Touch>

– One object (but not a creature or a magic effect) of up to 50 pounds per level and 3 cubic feet per level is instantly transported to anywhere the caster pictures in the current plane of existence.   
How On Off Similar   
Familiar Target Target Area Mishap  
Familiar 01-97 98-99 100 —  
Studied 01-94 95-97 98-99 100  
Visited 01-88 89-94 95-98 99-100  
Seen Once 01-76 77-88 89-96 97-100  
False Dest.(d20+80) — 81-92 93-100

Alternatively, the caster can send the object deep into the Ethereal Plane. The object can then only be brought back by casting a targeted *Dispel Magic* successfully on its point of departure (whose Magic Aura is Faint).

8th Phantasmal Thief(Spell p155)~~(BoVD p100)~~

<Conj(creat), VSM(green thread), 1StdAct, Close-range, 1rnd/lvl, no save, no SR>

– Creates an Invisible force that can steal. As a Free Action, the caster can inaudibly direct the ‘thief’ on which object within range it should grab. The target object cannot be in a locked container. The ‘thief’ has the following statistics:

a) +(Caster level) on Hide checks (only needed against creatures who can see invisible);

b) +(Caster level) on Move Silently checks;

c) cannot be damaged, only Dispelled;

d) can only hold 1 object at a time, weighing up to 1 pound per Caster level.

The ‘thief’ can only take the following actions, each of which takes 1 Full Round:

Steal Object: Always successful if the ‘thief’ was not detected by the target. If detected, the ‘thief’ may try again the following round. Once in the ‘thief’s possession, the object becomes Invisible.

Bring Object to Caster: After giving the object to its caster, the ‘thief’ can be ordered to steal again the next round.

Return Object to Target: The ‘thief’ can be ordered to steal again the next round.

Steal Object from the Target’s Hand: The ‘thief’ attempts to forcefully take the desired object from the target’s hand by making a Disarm attempt with a +(Caster level) bonus. If the attempt is successful & the ‘thief’ brings the object to its caster, the spell ends immediately.

9th Sympathy(PH p292)

<Ench(comp)[mind], VSM(1,500gp of pearls, honey)/DF, 1Hour, Close-range, 2hrs/lvl, Will½, SR applies>

– Target object or location (up to 10’ cube per level) attracts a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can leave the area or object, but must make an other save 10-60 minutes later or feel the urge to return.

This spell Counters and Dispels *Antipathy*.

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| --- | --- |
| Halfling | (Spell p275) (PGF p87) |

Add your Charisma modifier to Climb, Hide, Jump, & Move Silently checks for 10 minutes. Usable once per day as a Free Action.

1st Magic Stone(PH p251)

<Trans, VS/DF, 1StdAct, Touch, until discharged up to 30min>

– Up to 3 pebbles gain a +1 Enhancement bonus to attack & deal 1d6 +1 damage (double vs. Undead). Range increment is 20’.

2nd Cat’s Grace(PH p208)

<Trans, VSM(cat hair), 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Dexterity.

3rd Magic Vestment(PH p251)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl>

– Armor, shield, or clothes gain +1 per four levels Enhancement bonus to AC (max +5).

4th Freedom of Movement(PH p233)

<Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>

– Subject moves normally despite magical impediments (*Web*, *Hold Person*, etc.).

The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin.

While under the effect of this spell, the subject can fight underwater.

5th Mordenkainen’s Faithful Hound(PH p255)

<Conj(creat), VSM(whistle, bone, thread), 1StdAct, Close-range, until triggered up to 1hr/lvl then 1rnd/lvl, no SR>

– The caster creates an Invisible & stationary watch-dog that can see Invisible and Ethereal creatures & is immune to Figments. If any creature of at least Small size comes within 30’ of the casting point (not counting creatures already in the area when the spell was cast), the watch-dog is triggered & begins to bark.

If a creature moves within 5’ of the watch-dog, it stops barking and attacks (+10 attack bonus, 2d6+3 damage) once per round. The watch-dog attacks with a Readied Action & remains Invisible when it attacks. The watch-dog cannot be killed, only dispelled. The caster must stay within 100’ of the watch-dog or the spell ends.

6th Move Earth(PH p257)

<Trans[earth], VSM(dirt, iron blade), 10Minutes per 150’square, Long-range>

– For each 10 minutes of cast time, 150’ square (up to 10’ deep) of dirt, sand, etc., if moved, up to a maximum of 750’ x 750’ (which would have a casting time of 4hrs 10min). The movement is smooth, so buildings, trees, etc. are not toppled by this spell, though they may be raised or lowered. This spell cannot be used to tunnel.

7th Shadow Walk(PH p277)

<Ill(shadow), VS, 1StdAct, Touch, 1hr/lvl(D)>

– The caster and up to 1 touched subject per level travel into the Plane of Shadows (unwilling subjects receive a Will save to negate). Travel can be in two different ways:

a) Movement in the Plane of Shadows is faster than in the Material Plane, so the party can effectively travel 50 miles/hour. When the desired destination is reached, the party returns to the Material Plane.

b) The party can travel to a plane of existence that borders the Plane of Shadows. This takes 1d4 hours.

8th Word of Recall(PH p303)

<Conj[teleport], V, 1StdAct>

– Teleports the caster, his/her Maximum Load, & one willing Medium-sized creature per three levels (or the Creature Equivalent) back to a very familiar place that was designated when the spell was memorized. The start & end locations must be in the same plane of existence.

9th Foresight(PH p233)

<Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl>

– The caster receives mental warnings about what may harm the touched subject.

If the caster placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as “close your eyes”, “jump”, “run”).

If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

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| --- | --- |
| Hatred | (Spell p275) ~~(PGF p87)~~ |

Once per day, choose one opponent. For 1 minute, you gain a +2 Profane bonus on attack, saving throws, & AC vs. that opponent only.

1st Doom(PH p225)

<Ench(comp)[fear][mind], VS/DF, 1StdAct, Medium-range, 1min/lvl, WillNeg, SR applies>

– Target living creature becomes Shaken.

2nd Scare(PH p274)

<Necro[fear][mind], VSM(bone chip from an undead), 1StdAct, Medium-range, Will½, SR applies>

– One living target per three levels within a 30’ area & up to 5HD are Frightened for 1rnd/lvl unless a target makes its saving throw. On a successful save, the target is Shaken for 1rnd.

3rd Bestow Curse(PH p203)

<Necro, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– Touched subject is inflicted with one of the following:

a) –6 on one ability (minimum 1);

b) –4 penalty on attacks, saves, and skill checks; or

c) 50% chance of losing each action.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

This spell Counters the spell *Remove Curse.*

4th Rage(PH p268)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, Concentration + 1rnd/lvl(D)>

– One willing, living creature per three levels in a 30’ area gains a +2 Morale bonus to Strength & Constitution, +1 Morale bonus on Will saves, & a –2 penalty to AC for the spell’s duration. While under the effect of this spell, it is not possible to cast spells or make some skill checks.

5th Righteous Might(PH p273)(PH3.5e)+

<Trans, VS/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster & his/her equipment enlarge to the next size category, with the following effects:

a) the caster & his/her equipment enlarge to the next size category, with all the standard bonuses & penalties;

b) +4 Size bonus to Strength;

c) +2 Size bonus to Constitution;

d) gain Damage Reduction which is bypassed by ‘evil’ if you channel Positive Energy or by ‘good’ if you channel Negative Energy.

Caster lvl Damage Reduction

up to 11th 3 / (good or evil)

12th – 14th 6 / (good or evil)

15th + 9 / (good or evil)

6th Forbiddance(PH p232)

<Abj, VSM(1,500gp of holy water & incense + 1,500gp per 60’ cube, 1,000gp of additional incense + 1,000gp per 60’ cube if a password is to be added)/DF, 6Rounds, Medium-range, Permanent>

– The caster designated an area of one contiguous 60’ cube per level. Although permanent, the caster has the option of including a password that allows the speaker to avoid effect ‘b)’.

a) The area is sealed against planar travel, blocking *Dimensional Door, Teleport, Plane Shift, Astral Travel, Ethereal Travel,* and all *Summon* spells.

b) When attempting to enter, each creature is effected based on how close their alignment is to the caster’s alignment:

1) same – no save needed to enter.

2) different along the law-chaos axis ‑or‑ the good-evil axis – 6d6 damage & cannot enter (Will½ & SR applies).

3) different along the law-chaos axis ‑and‑ the good-evil axis – 12d6 damage & cannot enter (Will½ & SR applies).

*Dispel Magic* on this spell only works if its caster’s level is at least as high as this spell’s level.

7th Blasphemy(PH p205)(PH3.5e)+

<Evoc[evil][sonic], V, 1StdAct, SR applies>

– Any non-Evil creatures within a 40’ radius Spread who can hear the ‘blasphemy’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Dazed for 1 round.

up to Caster lvl - 1: Weakened for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes  
& above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Evil Extraplanar creature in the area of effect (even if the ‘blasphemy’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a   
–4 penalty).

8th Antipathy(PH p200)

<Ench(comp)[mind], VSM(alum, vinegar)/DF, 1Hour, Close-range, 2hrs/lvl, Will½, SR applies>

– Target object or location (up to 10’ cube per level) is avoided by a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can enter the area or touch the object, but even this causes a –4 penalty to Dexterity due to the discomfort of the act.

This spell Counters and Dispels *Sympathy*.

9th Wail of the Banshee(PH p298)

<Necro[death][sonic], V, 1StdAct, Close-range, FortNeg, SR applies>

– One living creature per level in a 40’ radius Spread dies. If there are too many targets, count from the point of origin outward.

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| Healing | (PH p187) |

Cast Conjuration(healing) spells at +1 Caster Level.

1st Cure Light Wounds(PH p215)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 1d8 +1/level damage (max +5) with Positive Energy.

2nd Cure Moderate Wounds(PH p216)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 2d8 +1/level damage (max +10) with Positive Energy.

3rd Cure Serious Wounds(PH p216)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 3d8 +1/level damage (max +15) with Positive Energy.

4th Cure Critical Wounds(PH p215)

<Conj(heal), VS, 1StdAct, Touch>

– Cures 4d8 +1/level damage (max +20) with Positive Energy.

5th Cure Light Wounds, Mass(PH p216)

<Conj(heal), VS, 1StdAct, Close-range>

– Cures 1d8 +1/level damage (max +25) to   
one creature per level in a 30’ area with Positive Energy.

6th Heal(PH p239)

<Conj(heal), VS, 1StdAct, Touch>

– Touched subject is infused with Positive Energy, healing 10hp per level (max 150hp) and being immediately cured of the following: Ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, Diseased, Exhausted, Fatigued, *Feeblemind*, Insanity, Nauseated, Sickened, Stunned, and / or being Poisoned.

This spells does not remove Negative Levels, ability Drain, & lost levels.

If an Undead is the target of this spell, it takes 10hp per level (max 150hp) of Positive Energy damage (SR applies). On a successful Will save, the target only takes ½ damage and cannot be brought to less than 1hp.

7th Regenerate(PH p270)

<Conj(heal), VS/DF, 3Rounds, Touch, Instantaneous>

– Touched living subject’s missing limbs are restored. If the severed limb is touching the subject, then it takes 1 round to heal, otherwise the limb regrows in 2d10 rounds.

The subject is also healed 4d8 + 1/lvl (max +35) hit points, is no longer Fatigued or Exhausted, & all subdual damage is restored.

This spell cannot target Undead.

8th Cure Critical Wounds, Mass(PH p215)

<Conj(heal), VS, 1StdAct, Close-range>

– Cures 4d8 +1/level damage (max +40) to   
one creature per level in a 30’ area with Positive Energy.

9th Heal, Mass(PH p239)

<Conj(heal), VS, 1StdAct, Close-range>

– One subject per level within a 30’ area is infused with Positive Energy, healing 10hp per level (max 250hp) and being immediately cured of the following: ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, diseased, Exhausted, Fatigued, *Feeblemind*, insanity, Nauseated, Sickened, Stunned, and / or being poisoned.

This spells does not remove Negative Levels, ability Drain, & lost levels.

If an Undead is a target of this spell, it takes 10hp per level (max 250hp) of Positive Energy damage (SR applies). On a successful Will save, the target only takes ½ damage and cannot be brought to less than 1hp.

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| --- | --- |
| Herald | (BoED p87) (CDiv p136)+ |

+4 Sacred bonus on Diplomacy & Intimidate checks.

Intimidate becomes a class skill.

1st Comprehend Languages(PH p212)

<Div, VSM(soot, salt)/DF, 1StdAct, Personal, 10min/lvl>

– Understands all spoken and written languages of the person or object touched.

2nd Enthrall(PH p227)

<Ench(charm)[language][mind][sonic], VS, 1Round, Medium-range, Concentration up to 1 hour plus 1d3 rounds, WillNeg, SR applies>

– The caster spends one round getting the audience’s attention & becomes so interesting that it gets the undivided attention of everyone in the area of effect who doesn’t save (including those who enter later). Races who hate the caster’s race gain a +4 bonus on the save. The audience’s attitude becomes ‘Friendly’.

Targets who failed their save but who have more than 5HD –or– a Wisdom score of at least 16 remain aware of their surroundings & have an attitude of ‘Indifferent’. They receive a new save if they observe something they oppose.

When the performance ends (even if due to a loss of Concentration), the audience will talk among themselves, applaud, etc., for 1d3 more rounds. If anyone in the audience is attacked, the spell cancels immediately and the audience will be upset.

One time during the spell, targets who have made their save may try to “heckle” the caster in order to end the spell early. Make an opposed Charisma check using the heckler with the highest Charisma modifier as a base, +2 per additional heckler who can make a Charisma check of 10.

3rd Tongues(PH p294)

<Div, VM(small clay ziggurat)/DF, 1StdAct, Touch, 10min/lvl, no SR>

– The touched subject can understand & speak any intelligent creature’s language.

4th Sending(PH p275)

<Evoc, VSM(copper wire)/DF, 10Minutes, no SR>

– Sends a message of 25 words or less to a familiar subject anywhere, who may send back a 25 word response immediately. If the subject is on another plane of existence, there is a 5% chance of the message being lost.

5th Command, Greater(PH p211)

<Ench(comp)[language][mind], V, 1StdAct, Close-range, 1rnd, WillNeg(retry), SR applies>

– One living target per level within a 30’ area obeys one of the following one-word command on its turn for 1 round per level:

“Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.

“Drop” – Drops the objects it is holding & can’t pick them up.

“Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.

“Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.

“Halt” – Take no actions, though he/she is not considered Helpless.

Each target receives the same one-word command.

Targets may attempt their Will save each round until they succeed, ending the effect.

6th Dream(PH p225)

<Ill(phantasm)[mind], VS, 1Minute, Touch>

– The touched living subject gains the ability to enter a target’s dream & deliver a one-way, predetermined message of any length (i.e., Q&A). The target must be unambiguously identified by name or title & must be able to dream. If the target is not asleep when the spell is cast, the subject can either cancel the spell –or– stay in a deep trance until the target does go to sleep.

7th Visage of the Deity(CDiv p187)

<Trans[good], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes a ‘Celestial’:

a) appearance becomes metallic;

b) gain Darkvision 60’;

c) Damage Reduction 10 / magic;

d) Spell Resistance 20.

e) Acid Resistance 20;

f) Cold Resistance 20;

g) Electricity Resistance 20; &

h) Smite Evil (1/day): +Cha bonus on attack roll & +level on damage vs. Evil.

-or-

<Trans[evil], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes ‘Fiendish’:

a) appearance becomes fearsome (horns, fangs, etc);

b) gain Darkvision 60’;

c) Damage Reduction 10 / magic;

d) Spell Resistance 20;

e) Cold Resistance 20;

f) Fire Resistance 20; &

g) Smite Good (1/day): +Cha bonus on attack roll & +level on damage vs. Good.

8th Crown of Glory(Spell p56)~~(CDiv p160)~~

<Ench(comp)[mind], VS/DF, 1Round, 1min/lvl>

– The caster gains celestial authority & inspires allies:

a) caster gains a +4 Enhancement bonus to Charisma;

b) one creature per level within a 20’ radius Burst around the caster gains a +4 Morale bonus on attacks, saves, & skill checks; immunity to Fear effects; and +(Caster level) Temporary HP.

9th Visage of the Deity, Greater(CDiv p187)

<Trans[good], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes a ‘Half-Celestial’:

a) creature type changes to Outsider (but the caster can be brought back from the dead);

b) +4 bonus to Strength;

c) +2 bonus to Dexterity;

d) +4 bonus to Constitution;

e) +2 bonus to Intelligence;

f) +4 bonus to Wisdom;

g) +4 bonus to Charisma;

h) +1 increase of Natural Armor;

i) gain Low-light Vision;

j) Acid Resistance 10;

k) Cold Resistance 10;

l) Electrical Resistance 10;

m)Spell Resistance 25;

n) Damage Reduction 10 / magic;

o) gain immunity to diseases;

p) +4 Racial bonus on saves vs. poison; &

q) gain feathery wings which let the caster Fly at twice his/her ground movement with Good maneuverability.

-or-

<Trans[evil], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes a ‘Half-Fiend’:

a) creature type changes to Outsider (but the caster can be brought back from the dead);

b) +4 bonus to Strength;

c) +4 bonus to Dexterity;

d) +2 bonus to Constitution;

e) +4 bonus to Intelligence;

f) +4 bonus to Wisdom;

g) +2 bonus to Charisma;

h) +1 increase of Natural Armor;

i) gain Darkvision 60’;

j) Acid Resistance 10;

k) Cold Resistance 10;

l) Electricity Resistance 10;

m)Fire Resistance 10;

n) Spell Resistance 25;

o) Damage Reduction 10 / magic;

p) gain Poison Immunity;

q) gain 1 Bite & 2 Claw attacks (if Medium, Bite does 1d6 & each claw does 1d4; if Small, Bite & each Claw each do 1d3); &

r) gain bat-like wings which let the caster Fly at ground movement with Average maneuverability.

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| Hope | (DR340 p46) |

If you fail an attack roll, skill check, or saving throw, you may add 1d6 to the result. Must be used before any other actions are taken. Usable 1/day.

1st Bless(PH p205)

<Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl>

– All allies within a 50’ radius Burst gain a   
+1 Morale bonus on attacks & +1 Morale bonus on saves vs. fear.

This spell Counters and Dispels the spell *Bane*.

2nd Aid(PH p196)

<Ench(comp)[mind], VS/DF, 1StdAct, Touch, 1min/lvl>

– Touched subject gains a +1 Morale bonus to attack & saving throws vs. fear and gains Temporary HP equal to 1d8 + 1/lvl (max 1d8+10).

3rd Heroism(PH p240)

<Ench(comp)[mind], VS, 1StdAct, Touch, 10min/lvl>

– The touched creature gains a +2 Morale bonus on attacks, saves, & skill checks.

4th Good Hope(PH p237)

<Ench(com)[mind], VS, 1StdAct, Medium-range, 1min/lvl>

– One living creature per level in a 30’ area receives a +2 Morale bonus on All Actions and damage rolls.

5th Atonement(PH p201)

<Abj, VSM(incense)F(500gp prayer beads)X(up to 500)/DF, 1Hour, Touch, no save, SR applies>

– Removes burden of misdeeds from a truly repentant touched subject. If the misdeeds were committed willingly & knowingly, then the caster must expend 500XP. Uses include:

a) removing magical alignment changes;

b) restoring a paladin, cleric, or druid who had lost his/her class abilities.

c) a fully willing & understanding subject can redeemed/tempted into taking the same alignment as the caster. No duress, compulsion, or magical influence can be involved in making the subject want to be redeemed.

6th Heroism, Greater(PH p240)

<Ench(comp)[mind], VS, 1StdAct, Touch, 1min/lvl>

– The touched creature gains a +4 Morale bonus on attacks, saves, & skill checks, immunity to fear effects, and 1 Temporary HP per level (max +20).

7th Restoration, Greater(PH p272)

<Conj(heal), VSX(500), 10Minutes, Touch, Instantaneous>

– Touched creature is restored as follows:

a) all Negative Energy Level are removed;

b) all lost Experience Level are restored if that were drained within 1/week per level;

c) removes all ability penalties and temporary ability Damage;

d) restores all permanently Drained points;

e) eliminates Fatigue and Exhaustion; and

f) removes insanity, *Confusion*, & similar mental effects.

8th Planar Ally, Greater(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(500), 10Minutes, no SR>

– The caster requests his/her deity send Outsiders or Elementals: either one of up to 18HD or up to three of the same type whose total HD are not more than 18. Specific ones may be requested by name.

Once the ‘allies’ arrives, the caster must negotiate what task they should do & what they get in return. The following table gives an idea of the cost in money, items, etc.

Time Required Payment

up to 1min/lvl 100gp / HD

up to 1hr/lvl 500gp / HD

up to 1day/lvl 1,000 / HD

Difficulty Modifier

Matches Alignment 50% less

Non-hazardous 50% less

Very Dangerous 100% more

Suicidal no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

9th Miracle(PH p254)

<Evoc, VSX(up to 5,000XP), 1StdAct>

– The caster requests his/her deity’s intercession, which it has the option of rejecting. Requested effects can include:

a) duplicating a clerical spell of up to 8th level

b) duplicating any spell of up to 7th level,

c) removing a permanent harmful effect,

d) asking for a favor in line with the deity’s philosophy. This costs 5,000XP.

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| Humility | (DR355 p28) |

Cast Divination spells as +1 Caster Level.

1st Reduce Person(PH p269)

<Trans, VSM(powdered iron), 1Round, Close-range, 1min/lvl(D)>

– One Humanoid (& all his/her equipment) becomes 1 Size category smaller. Subject gains +2 Size bonus to Dexterity, –2 Size penalty to Strength, and +1 bonus on attacks & AC. A subject who becomes Tiny-size have a reach of 0’ & must enter an opponent’s hex to attack.

An unwilling subject gets a Fortitude save & SR applies.

This spell Counters & Dispels *Enlarge Person*.

2nd Hold Person(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One Humanoid is Held. He/she gets a new Will save each round to end the spell.

3rd Bestow Curse(PH p203)

<Necro, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– Touched subject is inflicted with one of the following:

a) –6 on one ability (minimum 1);

b) –4 penalty on attacks, saves, and skill checks; or

c) 50% chance of losing each action.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

This spell Counters the spell *Remove Curse.*

4th Ray of Exhaustion(PH p269)

<Necro[ray], VS, 1StdAct, Close-range, 1min/lvl, Fort½, SR applies>

– If the target fails the save, he/she becomes Exhausted for the spell’s duration. On a successful save, the target becomes Fatigued (unless already Fatigued, in which case the target becomes Exhausted anyway).

5th Enervation(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Target gains 1d4 Negative Levels that fade in 1hr/lvl.

Undead targeted with this spell gain 1d4 \* 5 Temporary HP for 1 hour.

6th Waves of Exhaustion(PH p301)

<Necro, VS, 1StdAct, no save, SR applies>

– All living creatures in a 60’ Cone-shaped Burst become Exhausted. Creatures already exhausted receive no additional penalties.

7th Symbol of Weakness(PH p291)

<Necro, VSM(5,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation take 3d6 Strength Damage. Targets cannot be waken without magic. The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

8th Spell Turning(PH p282)(PH3.5e)+

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, until expended up to 10min/lvl>

– Reflects ranged targeted spells (i.e., not area-of-effect spells or touch attacks) back at their caster. 1d4+6 spell levels are reflect in total.

If a spell is partially reflected (i.e., not enough spell levels remaining to totally reflect the spell), the percentage of remaining ‘levels of reflection’ to the spell’s level is the percentage of the spell being reflected or the percentage of spell damage that is reflected.

For example, if a caster has 2 remaining levels of reflection is targeted with an 8th level *Polar Ray*, the caster with *Spell Turning* will take 75% of the damage while the caster of *Polar Ray* will take 25%. On the other hand, if the caster with *Spell Turning* was targeted with an 8th level *Maze*, there would be a 75% chance of him/her being effected & a 25% chance of the caster of the *Maze* being effected.

9th Energy Drain(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save,   
SR applies>

– Target gains 2d4 Negative Levels.

Undead targeted with this spell gain (2d4 \* 5) Temporary HP for 1 hour.

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| Hunger | (Spell p275) ~~(DR312 p70)~~ |

Gain a Bite attack (1d6 for Medium, 1d4 for Small) as a secondary Natural Attack.

1st Ghoul Light(Spell p105)

<Necro, VSM(rendered fat), 1StdAct, Touch, 10min/lvl>

– Object touched gives off bright light in a 20’ radius & dim light for another 20’. The light has a greenish hue, does not generate heat,   
does not use oxygen, and cannot be smothered.

All Undead within 30’ of the light gain +1 Turn Resistance. Multiple instances do not stack.

This spell is Countered by a [darkness] spell of at least 2nd level.

2nd Ghoul Glyph(Spell p105)

<Necro, VSM(earth from a ghoul’s lair), 1Minute, Touch, until disharged, Fort½, SR applies>

– Caster inscribes a one-use rune upon a touched object which is set off when anyone (visible or otherwise) moves within 5’ of it (other than the caster). The rune itself is 1’ across and can be invisible or faintly glowing, at the caster’s option.

When triggered, all living creatures up to Large size within 5’ of the rune are Held and give off a stench that Sicken all within 10’. Both effects last for 1d6+2 rounds.

If noticed, a *Read Magic* along with Spellcraft check vs. DC 13 will identify the effect contained by the rune. The rune can be found with a Search check vs. DC 27 and removed with a Disable Device check vs. DC 27.

3rd Ghoul Gesture(Spell p104)

<Necro[ray], VSM(earth from a ghoul’s lair –or– cloth from a ghoul’s clothes), 1StdAct, Medium-range, 1rnd/lvl, Fort½, SR applies>

– Target is Held (if he/she fails the Fortitude save) or is Sickened (if successful) for the spell’s duration.

4th Enervation(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Target gains 1d4 Negative Levels that fade in 1hr/lvl.

Undead targeted with this spell gain 1d4 \* 5 Temporary HP for 1 hour.

5th Ghoul Gantlet(Spell p104)

<Necro[death][evil], VS, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– If the touched living Humanoid fails his/her Fortitude save, the target begins turning into a Ghoul. Each round, the target takes 3d6 hp of damage. At 0 hp, the target becomes a Ghoul under the caster’s control.

If the initial save fails, the effect can be removed with any of the following: *Dispel Magic*, *Greater Restoration*, *Heal*, *Limited Wish*, *Miracle*, *Mordenkainen’s Disjunction*, *Remove Curse*, *Remove Disease*, or *Wish.* Hit-point damage must be healed separately.

The caster may control 4HD of Undead per Caster level, not counting any Undead control with the Rebuke/Command Undead class ability. Additional Undead become “free”.

6th Eyes of the King(Spell p87)

<Conj(sum)(scry)[evil], VSM(bat fur), 1Minute, Unlimited, Concentration + 5rnds up to 1min/lvl(D)>

– The caster summons four Fiendish Dire Bats that glow with a faint green light (as bright as a candle). The caster may see through the eyes of any of the bats (using his/her own senses, plus any magic (such as *True Seeing*), plus the bat’s Blindsense).

The bats must stay within 40’ of each other. They can be summoned anywhere within   
Line-of-Sight, but then may move normally   
at the caster’s mental direction. While flying   
at 40’, the caster can see normally (mainly checking out the floor), while at speed 20’,   
the caster can examine the ceiling & walls too.

If concentration lapse, the bats attack the nearest active creature for 5 rounds, then disappear.

7th Field of Ghouls(Spell p90)

<Necro[death][evil], VS, 1StdAct, 1rnd/lvl, WillNeg, SR applies>

– The caster generates a 30’ radius Emanation that transforms dying Humanoids into Ghouls.

Each round, any Humanoid within the area­-of-effect whose hit-points are between –1 and –9 inclusive must save or immediately become a Ghoul under the caster’s control.

The caster has the option of having the Ghoul attack immediately, or to have it “lie dead” and ambush a creature of an indicated type.

The caster may control 4HD of Undead per Caster level, not counting any Undead control with the Rebuke/Command Undead class ability. Additional Undead become “free”.

8th Bite of the King(Spell p28)

<Necro, V, 1StdAct, Touch, 1rnd/lvl, FortNeg,   
SR applies>

– The touched living creature whose size is no greater than the caster’s size is transferred into an extradimensional space. Each round in this space causes 2d8+12 Bludgeoning damage –and– 12 hp Acid damage.

The target can cut its way out of the extra-dimensional space with a Light Slashing or Piecing weapon. The barrier has AC 21 and 35 hp.

When the spell ends, the target appears next to the caster.

This spell looks as if the caster swallows the target, though the caster takes no damage from any escape attempts.

9th Energy Drain(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save,   
SR applies>

– Target gains 2d4 Negative Levels.

Undead targeted with this spell gain (2d4 \* 5) Temporary HP for 1 hour.

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| Hunt | (DR342 p88) |

Gain Feat: Track.

1st Hide from Animals(PH p241)

<Abj, S/DF, 1StdAct, Touch, 10min/lvl(D), no save, SR applies>

– One touched subject per level cannot be perceived by Animals. Effected senses include Blindsense, Blindsight, Scent, Tremorsense, Sight, Hearing, or Smell.

If any of the spell’s subject touches or attacks (including with spells) any creature, the spell ends for all the subjects.

2nd Bear’s Endurance(PH p203)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Constitution.

3rd Snare(PH p280)

<Trans, VS/DF, 3Rounds, Touch, until triggered, no save, no SR>

– Creates a magical booby trap out of a rope, vine, etc. (Search vs. DC 23 for a Rogue to locate). Anyone who puts a limb into the snare’s loop is Entangled.

If attached to a supple tree, the person is also lifted off the ground & takes 1d6 damage.

To escape, make a Strength or Escape Artist check vs. DC 23 or do 5hp damage to the snare (AC 7).

4th Locate Creature(PH p249)

<Div, VSM(dog fur)/DF, 1StdAct, Long-range, 10min/lvl, no save, no SR>

– Senses direction toward named type of creature (human, unicorn, etc.) or a specific creature within range (must have been seen at least once within 30’). Running water blocks the spell, as do *Mislead, Nondetection,* etc.

5th Commune with Nature(PH p211)

<Div, VS, 10Minutes, Personal>

– By becoming “one with nature”, the caster can know up to 3 facts about the surrounding natural terrain (e.g., location of water, animal population, presence of powerful unnatural creatures). The caster can learn about an area of 1 mile/level radius above ground & 100’ /level below ground. Construction, including towns & dungeons, obstructs this spell.

6th Find the Path(PH p230)

<Div, VSF(rune stones), 3Rounds, 10min/lvl>

– The touched subject knows the shortest, most direct route to the specified location (not objects or people).

The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a *Glyph of Warding*. It does not predict the actions of guardians.

This spell will get a subject out of a *Maze* spell in 1 round.

7th Control Weather(PH p214)

<Trans, VS, 10Minutes, 4d12hours>

– The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season Weather Choices

Spring Tornado, Thunderstorm, Hot

Summer Rain, Heat Wave, Hailstorm

Autumn Hot, Cold, Fog, Sleet

Winter Frigid Cold, Blizzard, Thaw

Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

8th Discern Location(PH p222)

<Div, VS/DF, 10Minutes, no save, no SR>

– Finds a named creature or object, no mater where it is located (even on other planes!). The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.

This spell bypasses most anti-scrying protections and can only be blocked *Mind Blank*.

9th Foresight(PH p233)

<Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl>

– The caster receives mental warnings about what may harm the touched subject.

If the caster placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as “close your eyes”, “jump”, “run”).

If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

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| Illusion | (Spell p275) (PGF p87) |

Cast Illusion spells at +1 Caster Level.

1st Silent Image(PH p279)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration, WillDisbelief, no SR>

– Creates a visual-only illusion of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10’ cubes that are contiguous.

2nd Minor Image(PH p254)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration + 2rnds, WillDisbelief, no SR>

– Creates a visual illusion with some minor sounds (i.e., not speech) of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10’ cubes that are contiguous.

3rd Displacement(PH p223)

<Ill(glamer), VM(displacer beast hide), 1StdAct, Touch, 1rnd/lv(D)>

– Attacks miss touched subject 50% of the time.

4th Phantasmal Killer(PH p260)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies>

– The targeted creature sees its worst fear (though no one else sees anything). If the target fails its Will save, it must then make a Fortitude save. If it fails, the target dies. If successful, the target takes still 3d6 damage.

5th Persistent Image(PH p260)

<Ill(figment), VSF(fleece, sand), 1StdAct, Long-range, 1min/lvl(D), WillDisbelief, no SR>

– Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of (4 + 1 per level) 10’ cubes that are contiguous.

The illusion follows a script set up the caster.

6th Mislead(PH p255)

<Ill(figment)(glamer), S, 1StdAct, Close-range, Concentration + 3rnds, no SR>

– Simultaneously, the caster becomes Invisible and an illusionary copy (sight, sound, smell, & touch) of the caster appears within range (with the option of it appearing supper-imposed on the caster). The illusionary copy will then do whatever it was programmed to do at cast time, with no requirement that it stays in range. A Will save is required to realize the copy isn’t the original.

The caster stays Invisible even if he/she attacks, up to 1rnd/lvl(D).

7th Project Image(PH p265)

<Ill(shadow), VSM(5gp doll of the caster), 1StdAct, Medium-range, 1rnd/lvl(D), WillDisbelief, no SR>

– An insubstantial, but otherwise real double of the caster is created. The caster must maintain line-of-sight with the double or the spell ends.

As a Free Action, the caster can choose to see through the double’s eyes & hear through its ears.

As a Move Action, the caster can take direct control of the double, otherwise it mimics the caster.

Spells can be cast through the double, but otherwise act normally.

8th Screen(PH p274)

<Ill(glamer), VS, 10Min, Close-range, 1day, no SR>

– The caster makes an illusion that obscures any or all objects in an area of one contiguous 30’ cube per level (laid out in any way desired by the caster). All troops could be obscured in a crossing, or only 1 out of 5 could be shown, etc. The “rules” of the illusion are set at cast time & are unchangeable.

Scrying always sees the illusion, while local onlookers get a Will save to disbelieve if there is a reason to doubt what is seen.

9th Weird(PH p301)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies>

– All creatures in a 30’ area sees their worst fear (though no one else sees anything). Each target that fails its Will save must then make a Fortitude save. If it fails, that target dies. If successful, the target takes still 3d6 damage, is Stunned for 1 round, & takes 1d4 Strength Damage.

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| Inquisition | (Spell p275) (CDiv p139) |

+4 bonus on all Dispel Checks.

1st Detect Chaos(PH p218)

<Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>

– The caster can see the Alignment Aura of   
Chaotic creatures, spells, or objects in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of evil.

2nd round – number of evil auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.

3rd round – strength & location of each aura.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

An “Overwhelming” aura may Stun a lawful-aligned caster for 1 round, ending the spell.

2nd Zone of Truth(PH p303)

<Ench(comp)[mind], VS/DF, Close-range,   
1min/lvl, WillNeg, SR applies>

– Creatures in a 20’ radius Emanation that fail their save cannot lie. All subject know that the zone is in effect & have the option of not speaking or being evasive.

3rd Detect Thoughts(PH p220)

<Div[mind], VSF(copper piece)/DF, 1StdAct, Concentration up to 1min/lvl, WillNeg, no SR>

– The caster can thoughts from a conscious creature with an Intelligence of at least 1 in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of thoughts.

2nd round – number of thinking minds & the Intelligence score of each one. If not in line-of-sight, the caster only knows the direction. If any have an Intelligence of at least 26 (assuming it is at least 10 points higher than the caster’s), the caster is Stunned for 1 round & the spell ends.

3rd round – Surface thoughts of any mind in the area (WillNeg).

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

4th Discern Lies(PH p221)

<Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR>

– Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.

5th True Seeing(PH p296)

<Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl>

– Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur* & *Displacement*, not effected by Invisibility, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane.

This spell cannot be used in conjunction with scrying magics, such as *Clairaudience / Clairvoyance.*

6th Geas/Quest(PH p234)

<Ench(comp)[mind][language], V, 10Minutes, Close-range, until discharged(D), no save, SR applies>

– One subject obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level. Specific tasks must be completed for the spell to be discharged.

If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage each day (no save) & is Sickened (FortNeg). The effects end after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic* or *Break Enchantment*, though it can be ended by *Limited Wish, Miracle,* or *Wish*. *Remove Curse* only works if its Caster level is two higher than this spell’s Caster level.

7th Dictum(PH p220)

<Evoc[lawful][sonic], V, 1StdAct, SR applies>

– Any non-Lawful creatures within a 40’ radius Spread who can hear the ‘dictum’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Deafened for 1d4rnds.

up to Caster lvl - 1: Slowed for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes   
& above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Lawful Extraplanar creature in the area of effect (even if the ‘dictum’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

8th Shield of Law(PH p278)

<Abj[lawful], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster is surrounded by a blue glow, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Chaotic spells & spells cast by Chaotic creatures.

d) Blocks any mind control.

e) If a Chaotic creatures successfully hits someone with the aura in melee, the attacker becomes Slowed for 1rnd/lvl (WillNeg).

9th Imprisonment(PH p244)

<Abj, VS, 1StdAct, Touch, WillNeg, SR applies>

– Touched target goes into Suspended Animation & is hidden within a sphere deep below the earth. If the caster knows the target’s name & details about its life, the target receives a –4 penalty on its save.

The target can only be freed by the spell *Freedom* cast in the area where this spell was cast. If not previously known, only *Wish,* *Miracle*,or *Discern Location* can find the location where to cast *Freedom.*

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| Joy | (BoED p87) |

+4 Sacred bonus on Diplomacy checks.

1st Vision of Heaven(BoED p111)

<Ench[mind], V, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– The Evil target receives a glimpse of Heaven, causing it to become Dazed for 1 round.

The target has a –1 penalty on Will saves to resist Redemption(BoED p28) for 24 hours.

2nd Elation(BoED p98)

<Ench[mind], VS, 1StdAct, 1rnd/lvl>

– All allies within an 80’ radius Spread of the caster become full of energy & joy:

a) +2 Morale bonus to Strength & Dexterity;

b) +5’ movement.

3rd Distilled Joy(BoED p96)

<Trans, VSF(empty vial), 1Day, Touch>

– The caster fills a vial with Ambrosia that is drawn from a touched creature that is feeling joy. The process does not remove the subject’s feeling; instead the spell solidifies the joy the subject was already giving off.

Ambrosia is a magical substance that is used in the creation of some magic items, or drunk to heal 1hp & take the edge of grief & sadness for 1d4+1 hours.

4th Good Hope(PH p237)

<Ench(com)[mind], VS, 1StdAct, Medium-range, 1min/lvl>

– One living creature per level in a 30’ area receives a +2 Morale bonus on All Actions and damage rolls.

5th Chaav’s Laugh(BoED p94)

<Ench(comp)[good][mind], V, 1StdAct, 1min/lvl, WillNeg, SR applies>

– All creatures within a 40’ radius Spread around the caster that can hear the spell are effected based on their alignment:

Good only:

a) +2 Morale bonus on attack rolls & saves vs. Fear; &

b) 1d8 + 1/lvl (max 1d8+20) Temporary HP.

Evil only:

a) –2 Morale penalty on attack rolls & saves vs. Fear.

6th Heroism, Greater(PH p240)

<Ench(comp)[mind], VS, 1StdAct, Touch, 1min/lvl>

– The touched creature gains a +4 Morale bonus on attacks, saves, & skill checks, immunity to fear effects, and 1 Temporary HP per level (max +20).

7th Starmantle(BoED p108)

<Abj, VSM(20gp pixie dust), 1StdAct, Touch, 1min/lvl(D)>

– The touched living creature is surrounded the a cascade of tiny stars that fall from the subject’s shoulders to the ground. This effect gives off light as a torch & has the following:

a) Non-magical weapons (including projectiles) at destroyed & cause no dmg;

b) Magical weapons & projectiles do half damage if the subject can make a Reflex save vs. DC 15.

8th Sympathy(PH p292)

<Ench(comp)[mind], VSM(1,500gp of pearls, honey)/DF, 1Hour, Close-range, 2hrs/lvl, Will½, SR applies>

– Target object or location (up to 10’ cube per level) attracts a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can leave the area or object, but must make an other save 10-60 minutes later or feel the urge to return.

This spell Counters and Dispels *Antipathy*.

9th Otto’s Irresistible Dance(PH p259)

<Ench(comp)[mind], V, 1StdAct, Touch, 1d4+1rnds, no save, SR applies>

– Touched target starts to dance uncontrollably & cannot take any actions, receives a –4 AC penalty, a –10 penalty to Reflex saves, & cannot effectively use a shield. The target provokes an attack of opportunity each round.

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| --- | --- |
| Knowl­edge | (PH p187) |

Cast Divinations spells at +1 Caster Level.

All Knowledge skills become class skills.

1st Detect Secret Doors(PH p220)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

– The caster can see secret doors, compartments, caches, etc, in a 60’ Cone-shaped Emanation. This spell does not locate items that are obscured (i.e., behind boxes or under a rug).

The information gained increases each round:

1st round – presence of a secret door.

2nd round – number of secret doors & the location of each one. If not in line-of-sight, the caster only knows the direction. If not in line-of-sight, the caster only knows the direction.

3rd+ rounds – method to open one specific secret door.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

2nd Detect Thoughts(PH p220)

<Div[mind], VSF(copper piece)/DF, 1StdAct, Concentration up to 1min/lvl, WillNeg, no SR>

– The caster can thoughts from a conscious creature with an Intelligence of at least 1 in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of thoughts.

2nd round – number of thinking minds & the Intelligence score of each one. If not in line-of-sight, the caster only knows the direction. If any have an Intelligence of at least 26 (assuming it is at least 10 points higher than the caster’s), the caster is Stunned for 1 round & the spell ends.

3rd round – Surface thoughts of any mind in the area (WillNeg).

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

3rd Clairaudience/Clairvoyance(PH p209)

<Div(scry), VSF(small horn for hearing –or– a glass eye for seeing)/DF, 10Minutes, Long-Range, 1min/lvl(D), no SR>

– Hear –or– see into a known or obvious (i.e., other side of a door) location within range. Once the location is targeted, the Magical Sensor cannot be moved.

Magically enhanced senses cannot be used through this spell, though a 10’ radius can be seen in non-magical darkness.

4th Divination(PH p224)

<Div, VSM(incense, 25gp offering), 10Minutes, Personal>

– Learn a useful piece of information concerning a specific goal, event, or activity that will occur within 7 days. Chance of information is 70% + 1%/level, with the caster knowing if the spell failed.

5th True Seeing(PH p296)

<Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl>

– Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur* & *Displacement*, not effected by Invisibility, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane.

This spell cannot be used in conjunction with scrying magics, such as *Clairaudience / Clairvoyance.*

6th Find the Path(PH p230)

<Div, VSF(rune stones), 3Rounds, 10min/lvl>

– The touched subject knows the shortest, most direct route to the specified location (not objects or people).

The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a *Glyph of Warding*. It does not predict the actions of guardians.

This spell will get a subject out of a *Maze* spell in 1 round.

7th Legend Lore(PH p246)

<Div, VSM(250gp incense)F(200gp ivory strips), Personal>

– By only meditating, sleeping, & eating for the listed casting time, the caster “remember” legends about a target creatures, place, or object:

Connection to Target Casting Time

Touching 1d4x10 minutes

Detailed Information 1d10 days

Rumors Only 2d6 weeks

8th Discern Location(PH p222)

<Div, VS/DF, 10Minutes, no save, no SR>

– Finds a named creature or object, no mater where it is located (even on other planes!). The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.

This spell bypasses most anti-scrying protections and can only be blocked *Mind Blank*.

9th Foresight(PH p233)

<Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl>

– The caster receives mental warnings about what may harm the touched subject.

If the caster placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as “close your eyes”, “jump”, “run”).

If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

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| Law | (PH p187) |

Cast [law] spells at +1 Caster Level.

1st Protection from Chaos(PH p266)

<Abj[law], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Chaotic creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Lawful Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

2nd Calm Emotions(PH p207)

<Ench(comp)[mind], VS/DF, 1StdAct, Medium-range, Concentration up to 1rnd/lvl, WillNeg, SR applies>

– Calms all creatures in a 20’ radius Spread. Calmed creatures cannot attack, but are able to defend themselves. If a subject is attacked or threatened, the spell is broken.

This spell Suppresses (but doesn’t negate) Barbarian Rage, Bardic Music that Inspires Courage, Fear effects, Confusion effects, and any Morale bonuses.

3rd Magic Circle against Chaos(PH p249)

<Abj[law], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Chaotic creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Lawful Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[law], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Lawful creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

4th Order’s Wrath(PH p258)

<Evoc[lawful], VS, 1StdAct, Medium-range, SR applies>

– All creatures in a 30’ cube Burst take different effects based on their alignment:

Chaotic Outsiders–1d6/lvl(max 10d6)(Will½) & Dazed for 1rnd (WillNeg)

Chaotic – 1d8 per 2 levels (max 5d8) (Will½)   
& Dazed for 1rnd (WillNeg).

Neutral – 1d4 per 2 lvls (max 5d4) (Will½)

Lawful – no effect.

5th Dispel Chaos(PH p222)

<Abj[law], VS/DF, 1StdAct, Personal, Until Discharged up to 1rnd/lvl>

– The caster gains a blue glow, which provides a +4 Deflection bonus to AC against Chaotic creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

a) touch attack on a Chaotic creature from another plane will force it home if it fails its SR check (if any) and its Will save.

b) touching a Chaotic spell or an enchantment cast by a Chaotic caster ends the spell as per a successful casting of *Dispel Magic*.

6th Hold Monster(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One living creature is Held. It gets a new Will save each round to end the spell.

7th Dictum(PH p220)

<Evoc[lawful][sonic], V, 1StdAct, SR applies>

– Any non-Lawful creatures within a 40’ radius Spread who can hear the ‘dictum’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Deafened for 1d4rnds.

up to Caster lvl - 1: Slowed for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes   
& above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Lawful Extraplanar creature in the area of effect (even if the ‘dictum’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

8th Shield of Law(PH p278)

<Abj[lawful], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster is surrounded by a blue glow, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Chaotic spells & spells cast by Chaotic creatures.

d) Blocks any mind control.

e) If a Chaotic creatures successfully hits someone with the aura in melee, the attacker becomes Slowed for 1rnd/lvl (WillNeg).

9th Summon Monster IX (law)(PH p288)

<Conj(sum)[law], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Lawful creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster IX 1

Summon Monster VIII 1d3

Summon Monster VII (or lower) 1d4+1

|  |  |
| --- | --- |
| Liberation | (Spell p276) (CDiv p139) |

If you are affected by a (charm), (compulsion), or [fear] effect and fail your save, you receive a new saving throw 1 round later at the same DC.

1st Omen of Peril(CDiv p171) (RoD p166)

<Div, VF(25gp marked sticks), 1Round, Personal, Instantaneous>

– The caster gains a momentary vision which vaguely indicates the level of danger he/she is in for the next hour. The chance of the vision being correct is 70% + 1% per caster level (max 90%), rolled secretly by the DM.

The three possible answers the caster will receive are ‘Safety’, ‘Peril’, or ‘Great Danger’. If the success roll failed, the caster will randomly get one of the two incorrect answers.

The vision is specific to the religion of the caster and does not provide additional information.

2nd Undetectable Alignment(PH p297)

<Abj, VS, 1StdAct, Close-range, 24hrs>

– The target creature or object cannot have its alignment detected.

3rd Rage(PH p268)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, Concentration + 1rnd/lvl(D)>

– One willing, living creature per three levels in a 30’ area gains a +2 Morale bonus to Strength & Constitution, +1 Morale bonus on Will saves, & a –2 penalty to AC for the spell’s duration. While under the effect of this spell, it is not possible to cast spells or make some skill checks.

4th Freedom of Movement(PH p233)

<Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>

– Subject moves normally despite magical impediments (*Web*, *Hold Person*, etc.).

The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin.

While under the effect of this spell, the subject can fight underwater.

5th Break Enchantment(PH p207)(DR306 p110)+

<Abj, VS, 1Minute, Close-range, no SR>

– Attempts to free 1 subject per level within a 30’ area from all Curses, Enchantments, Transmutations, and Petrifaction. Each effect is subject to a Dispel Check (max +15). Cursed items typically have a DC of 25.

If petrifaction is removed from a creature, it does not need to make a saving throw.

Effects that cannot be removed by *Dispel Magic* can be removed by this spell if their level is no more than 5th.

This spell breaks effects on creatures. A cursed item still have its curse, it just may no longer apply to the subject.

6th Dispel Magic, Greater(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +20). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

7th Refuge(PH p270)

<Conj[teleport], VSM(1,500gp trigger object), 1StdAct, Touch, until discharged>

– A preset teleportation is activated when the trigger object is broken at the same time the command word is spoken. The caster presets the object to either

a) teleport the breaker to the caster’s sanctum; or

b) teleport the caster to the breaker’s location.

8th Mind Blank(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>

– Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject’s area, such as *Arcane Eye*, will not even see the subject.

9th Unbind­ing(CDiv p185)

<Abj, VSM(loadstone, saltpeter)/DF, 1Round>

– All binding spells within 180’ radius Burst of the caster are destroyed. Effected spells include charms, holds, arcane lock, magically created walls (including *Wall of Stone*, etc.), *Guards and Wards*, *Temporal Stasis*, *Slow,* & *Statue*. Pending magical effects, such as *Magic Mouth* & *Imbue with Spell Ability*, are discharged.

The focus of a *Magic Jar* is shattered, slaying the life force within it.

*Geas/Quest* spells are negated if their Caster level is lower that this spell’s Caster level.

Protection spells are not effected, including *Protection from Evil, Shield,* etc., though creatures trapped in *Magic Circle against Evil* are freed.

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| Life | (Eb p106) |

Grant one touched creature 1d6 + 1 per Cleric level Temporary HP for 1 hour per Cleric level. Usable 1/day.

1st Hide from Undead(PH p241)

<Abj, S/DF, 1StdAct, Touch, 10min/lvl(D), WillNeg, SR applies>

– One touched subject per level cannot be perceived by Undead. Only intelligent Undead are allowed a Will save. Effected senses include Blindsense, Blindsight, Scent, Tremorsense, Sight, Hearing, or Smell.

If any of the spell’s subject touches, attacks (including with spells) or attempts to turn any creature, the spell ends for all the subjects.

2nd Restoration, Lesser(PH p272)

<Conj(heal), VS, 3Rounds, Touch, Instantaneous>

– Touched creature has penalties on one ability score removed -or- has 1d4 ability Damage cured from one ability score.

Also, the subject has Fatigue removed or has Exhaustion upgraded to Fatigue.

This spell cannot heal permanent ability Drain.

3rd Plant Growth(PH p262)

<Trans, VS/DF, 1StdAct, Instantaneous>

– This spell either

a) causes vegetation to grow thick & overgrown in a 100’ radius circle, a 150’ radius half-circle, or a 200’ radius quarter circle (caster may choose plants to be excluded). The area of effect must be within Long-range. Movement through the overgrown area is reduced to 5’ (or 10’ for creatures of at least Large size); or

b) enhances vegetation within ½ mile to produce exceed its normal production by 1/3 in the next year.

This spell Counters *Diminish Plants*.

4th Death Ward(PH p217)

<Necro, VS/DF, 1StdAct, Touch, 1min/lvl>

– Grants immunity to death spells & effects, gaining Negative Levels, and Negative Energy damage & ability loss.

5th Disrupting Weapon(PH p223)

<Trans, VS, 1StdAct, Touch, 1rnd/lvl>

– The touched melee weapon gains the ‘Disrupting’ property. If an Undead with HD equal or less than the Caster level is hit with the weapon, it must make a Will save or be destroyed (no SR).

6th Animate Objects(PH p199)

<Trans, VS, 1StdAct, Medium-range, 1rnd/lvl>

– Animates the equivalent of one Small-sized, non-magical, unattended (i.e., not carried or worn) object per level, which can be used to immediately attack an opponent. Use the Animated Object creature(MM p13) for the items effected by this spell.

The caster may change which objects are animated as a Move Action each round.

The caster may animate larger objects in place of a number of Small objects.

1 Medium = 2 Small 1 Gargantuan = 16 Small

1 Large = 4 Small 1 Colossal = 32 Small

1 Huge = 8 Small

7th Regenerate(PH p270)

<Conj(heal), VS/DF, 3Rounds, Touch, Instantaneous>

– Touched living subject’s missing limbs are restored. If the severed limb is touching the subject, then it takes 1 round to heal, otherwise the limb regrows in 2d10 rounds.

The subject is also healed 4d8 + 1/lvl (max +35) hit points, is no longer Fatigued or Exhausted, & all subdual damage is restored.

This spell cannot target Undead.

8th Animate Plants(PH p199)

<Trans, V, 1StdAct, Close-range, 1rnd/lvl>

– One Large-sized plant per three levels is animated & can be directed to attack the caster’s opponents. As a Move Action, the caster can change which plants he/she animates.

The caster may animate bigger plants in place of a number of Large plants.

1 Huge = 2 Large 1 Colossal = 8 Large

1 Gargantuan = 4 Large

-or-

<Trans, V, 1StdAct, Close-range, 1hr/lvl, no SR>

– All plants within Close-range Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a Full-Round Strength or Escape Artist check vs. DC 20. Anyone not entangled may move ½ speed through the area of effect. On the caster’s action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

9th Heal, Mass(PH p239)

<Conj(heal), VS, 1StdAct, Close-range>

– One subject per level within a 30’ area is infused with Positive Energy, healing 10hp per level (max 250hp) and being immediately cured of the following: ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, diseased, Exhausted, Fatigued, *Feeblemind*, insanity, Nauseated, Sickened, Stunned, and / or being poisoned.

This spells does not remove Negative Levels, ability Drain, & lost levels.

If an Undead is a target of this spell, it takes 10hp per level (max 250hp) of Positive Energy damage (SR applies). On a successful Will save, the target only takes ½ damage and cannot be brought to less than 1hp.

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| Luck | (PH p187) |

‘Good Fortune’ once per day – A single roll can be rerolled before the DM has declared the roll a success or failure, though the new roll must be kept.

1st Entropic Shield(PH p227)

<Abj, VS, 1StdAct, Personal, 1min/lvl(D)>

– Ranged attacks (including rays) that target the caster have a 20% miss chance.

2nd Aid(PH p196)

<Ench(comp)[mind], VS/DF, 1StdAct, Touch, 1min/lvl>

– Touched subject gains a +1 Morale bonus to attack & saving throws vs. fear and gains Temporary HP equal to 1d8 + 1/lvl (max 1d8+10).

3rd Protection from Energy(PH p266)

<Abj, VS/DF, 1StdAct, Touch, until depleted up to 10min/lvl>

– Touched creature is immune to a total of 12 damage per level (max 120 hp) from one Energy Type. Once all the damage has been taken, the spell ends.

Note: This spell takes precedence over *Resist Energy*. Only when this spell is depleted will *Resist Energy* be applied.

4th Freedom of Movement(PH p233)

<Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>

– Subject moves normally despite magical impediments (*Web*, *Hold Person*, etc.).

The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin.

While under the effect of this spell, the subject can fight underwater.

5th Break Enchantment(PH p207)(DR306 p110)+

<Abj, VS, 1Minute, Close-range, no SR>

– Attempts to free 1 subject per level within a 30’ area from all Curses, Enchantments, Transmutations, and Petrifaction. Each effect is subject to a Dispel Check (max +15). Cursed items typically have a DC of 25.

If petrifaction is removed from a creature, it does not need to make a saving throw to survive.

Effects that cannot be removed by *Dispel Magic* can be removed by this spell if their level is no more than 5th.

This spell breaks effects on creatures. A cursed item still have its curse, it just may no longer apply to the subject.

6th Mislead(PH p255)

<Ill(figment)(glamer), S, 1StdAct, Close-range, Concentration + 3rnds, no SR>

– Simultaneously, the caster becomes Invisible and an illusionary copy (sight, sound, smell, & touch) of the caster appears within range (with the option of it appearing supper-imposed on the caster). The illusionary copy will then do whatever it was programmed to do at cast time, with no requirement that it stays in range. A Will save is required to realize the copy isn’t the original.

The caster stays Invisible even if he/she attacks, up to 1rnd/lvl(D).

7th Spell Turning(PH p282)(PH3.5e)+

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, until expended up to 10min/lvl>

– Reflects ranged targeted spells (i.e., not area-of-effect spells or touch attacks) back at their caster. 1d4+6 spell levels are reflect in total.

If a spell is partially reflected (i.e., not enough spell levels remaining to totally reflect the spell), the percentage of remaining ‘levels of reflection’ to the spell’s level is the percentage of the spell being reflected or the percentage of spell damage that is reflected.

For example, if a caster has 2 remaining levels of reflection is targeted with an 8th level *Polar Ray*, the caster with *Spell Turning* will take 75% of the damage while the caster of *Polar Ray* will take 25%. On the other hand, if the caster with *Spell Turning* was targeted with an 8th level *Maze*, there would be a 75% chance of him/her being effected & a 25% chance of the caster of the *Maze* being effected.

8th Moment of Prescience(PH p255)

<Div, VS, 1StdAct, Personal, until discharged up to 1hr/lvl>

– The caster gains an Insight bonus equal to the Caster level (max +25) to be used one time within 1 hour per level. The bonus can be used on one attack roll, opposed ability check, opposed skill check, saving throw, or as a bonus to AC against a single attack (even if the caster is Flat-Footed).

Only one instance of this spell can be in effect on a person at any time.

9th Miracle(PH p254)

<Evoc, VSX(up to 5,000XP), 1StdAct>

– The caster requests his/her deity’s intercession, which it has the option of rejecting. Requested effects can include:

a) duplicating a clerical spell of up to 8th level

b) duplicating any spell of up to 7th level,

c) removing a permanent harmful effect,

d) asking for a favor in line with the deity’s philosophy. This costs 5,000XP.

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| Lust | (Spell p276) |

For one round, you gains an Enhancement bonus to Charisma equal to your Cleric level. Activated as a Free Action. Usable 1 per day.

1st Charm Person(PH p209)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, SR applies>

– One Humanoid considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets a +5 on the save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

2nd Invisibility(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1min/lvl(D)>

– Touched creature or object is Invisible until it attacks. Can effect an object of up to 100 pounds per level.

3rd Clairaudience/Clairvoyance(PH p209)

<Div(scry), VSF(small horn for hearing –or– a glass eye for seeing)/DF, 10Minutes, Long-Range, 1min/lvl(D), no SR>

– Hear –or– see into a known or obvious (i.e., other side of a door) location within range. Once the location is targeted, the Magical Sensor cannot be moved.

Magically enhanced senses cannot be used through this spell, though a 10’ radius can be seen in non-magical darkness.

4th Planar Ally, Lesser(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(100), 10Minutes, no SR>

– The caster requests his/her deity send an Elemental or Outsider of up to 6HD (a specific one may be requested by name).

Once the ‘ally’ arrives, the caster must negotiate what task it should do & what it gets in return. The following table gives an idea of the cost in money, items, etc.

Time Required Payment

up to 1min/lvl 100gp / HD

up to 1hr/lvl 500gp / HD

up to 1day/lvl 1,000 / HD

Difficulty Modifier

Matches Alignment 50% less

Non-hazardous 50% less

Very Dangerous 100% more

Suicidal no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

5th Scrying(PH p274)(PH3.5e)+

<Div(scry), VSF(see below)/AM(eye of an eagle, nitric acid, copper, zinc)/DF, 1Hour, 1min/lvl, WillNeg, SR applies>

– Sends a Magical Sensor to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day.

Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor.

The following spells have a 5%/lvl chance of working through the ‘sensor’: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic,* & *Message*.

Focus is determined by class – Clerics use a Holy Water font (min 100gp), Druids use a natural pool of water, all others uses a 2’x4’ silver mirror (min 1,000gp).

6th Symbol of Persuasion(PH p290)

<Ench(charm)[mind], VSM(5,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation become charmed by the caster (i.e., consider him a good friend) for 1 hour per level. The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

7th Refuge(PH p270)

<Conj[teleport], VSM(1,500gp trigger object), 1StdAct, Touch, until discharged>

– A preset teleportation is activated when the trigger object is broken at the same time the command word is spoken. The caster presets the object to either

a) teleport the breaker to the caster’s sanctum; or

b) teleport the caster to the breaker’s location.

8th Sympathy(PH p292)

<Ench(comp)[mind], VSM(1,500gp of pearls, honey)/DF, 1Hour, Close-range, 2hrs/lvl, Will½, SR applies>

– Target object or location (up to 10’ cube per level) attracts a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can leave the area or object, but must make an other save 10-60 minutes later or feel the urge to return.

This spell Counters and Dispels *Antipathy*.

9th Trap the Soul(PH p295)

<Conj(sum), VSF(gem worth 1,000gp per HD of the target), 1StdAct, Close-range, Permanent, WillNeg>

– The target’s body & soul are trapped within a gem until it is broken. If the focus gem is not worth 1,000gp per HD of the target, it shatters immediately & the spell is wasted. The target receives a Spell Resistance check if the caster does not say its name as part of casting the spell. If the caster uses the target’s name, there is no SR check and the save DC is at +2. If the spell is resisted in any way, the focus gem shatters.

-or-

<Conj(sum), VSF(trigger object, gem worth 1,000gp per HD of the target), Permanent, no save, no SR>

– The target’s body & soul are trapped within a gem until it is broken. If the focus gem is not worth 1,000gp per HD of the target, it shatters immediately & the spell is wasted. The caster prepares a trigger object with the target’s name. When that target picks up or accepts the trigger object, the spell is activated & the target does not receive a saving throw or a Spell Resistance check.

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| Madness | (Spell p276) (CDiv p139) (Eb p107) |

Receive a –1 penalty on all Wisdom-based skill checks and Will saves.

Once per day, add ½ your level as a bonus a Wisdom-based skill check or a Will save. Add the bonus before making the roll.

1st Confusion, Lesser(PH p212)

<Ench(comp)[mind], VS, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– One target is Confused for a single round.

2nd Touch of Madness(CDiv p184) (Eb p116)

<Ench[mind], VS, 1StdAct, Touch, 1rnd/lvl, WillNeg, SR applies>

– Touched target is Dazed for 1rnd/lvl.

3rd Rage(PH p268)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, Concentration + 1rnd/lvl(D)>

– One willing, living creature per three levels in a 30’ area gains a +2 Morale bonus to Strength & Constitution, +1 Morale bonus on Will saves, & a –2 penalty to AC for the spell’s duration. While under the effect of this spell, it is not possible to cast spells or make some skill checks.

4th Confusion(PH p212)

<Ench(comp)[mind], VSM(3 nut shells)/DF, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– All targets within a 15’ radius Burst are Confused.

5th Bolts of Bedevil­ment(Spell p37)(CDiv p155)

<Ench[mind][ray], VS, 1StdAct, Medium-range,1rnd/lvl>

– The caster can make 1 ray attack per round that causes the living target to be Dazed for 1d3 rounds (WillNeg, SR applies).

6th Phantasmal Killer(PH p260)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies>

– The targeted creature sees its worst fear (though no one else sees anything). If the target fails its Will save, it must then make a Fortitude save. If it fails, the target dies. If successful, the target takes still 3d6 damage.

7th Insanity(PH p244)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, Instantaneous, WillNeg, SR applies>

– One target becomes continuously Confused.

Only curable by *Greater Restoration, Limited Wish, Miracle,* or *Wish*.

8th Maddening Scream(CDiv p168)(Eb p113)

<Ench(comp)[mind], V, 1StdAct, Touch, 1d4+1rnds, no save, SR applies>

– Touched target goes into a screaming and twitching fit that does not allow it to take any actions, results in a –4 AC penalty, allows Reflex saves only on a natural 20, and makes it impossible to use a shield.

9th Weird(PH p301)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies>

– All creatures in a 30’ area sees their worst fear (though no one else sees anything). Each target that fails its Will save must then make a Fortitude save. If it fails, that target dies. If successful, the target takes still 3d6 damage, is Stunned for 1 round, & takes 1d4 Strength Damage.

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| Magic | (PH p188) |

Use ‘spell completion’ or ‘spell trigger’ magic items as a Wizard of half your Cleric level (plus any Wizard levels).

1st Nystul’s Magic Aura(PH p257)

<Ill(glamer), VSF(silk cloth), 1StdAct, Touch, 1day/lvl(D), no SR>

– Touched object of up to 5 pounds per level gains one of the following magical auras:

a) not magical;

b) under the effect of a spell specified by the caster;

c) having a magical property specified by the caster.

*Detect Magic, Detect Evil*, etc., are always fooled by this spell. If *Identify* is cast on the target object, its caster is allowed a Will save (no SR) to see through this spell.

2nd Identify(PH p243)

<Div, VS/AM(100gp pearl, wine, owl feather)/DF, 1Hour, Touch>

– Determines all the properties of one magic item.

3rd Dispel Magic(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +10). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

4th Imbue with Spell Ability(PH p243)

<Evoc, VS/DF, 10Minutes, Touch, until discharged(D)>

– The caster transfers his/her ability to cast one or more spells into another creature. The subject must have an Intelligence of at least 5 and a Wisdom of at least 9. Only cleric spells from the schools of Abjuration, Divination, and Conjuration(healing) can be transferred.

Until the subject casts the imbued spell(s), the caster does not regain the spell slot corresponding to this spell (typically a 4th level slot).

The spells that can be imbued on a subject is based on the subject’s HD:

HD Spells Imbued

1-2 one 1st level spell

3-4 up to two 1st level spells

5+ up to two 1st level & one 2nd level spells

The imbued spells are cast at the caster’s level & the caster is responsible to his/her deity for how the spells are used.

5th Spell Resistance(PH p282)

<Abj, VS/DF, 1StdAct, Touch, 1min/lvl>

– Subject gains Spell Resistance of 12 + 1/lvl.

6th Antimagic Field(PH p200)

<Abj, VSM(iron powder)/DF, 1StdAct, 10min/lvl(D), no save>

– Almost all magical effects, spells, spell-like abilities, supernatural abilities, and magic items are suppressed (but not dispelled) within 10’ radius Emanation of the caster. Summoned, conjured, & incorporeal creatures ‘wink out’ until the antimagic field stops overlapping with their last location, at which point they return. Time spent suppressed counts against duration. The field is invisible & moves with the caster.

Magical creatures, such as Elementals & Golems, can enter the field & even fight, but they cannot use their supernatural & spell-like abilities

Some spells, such as *Wall of Force* & *Prismatic Sphere* are specifically immune to this spell.

7th Spell Turning(PH p282)(PH3.5e)+

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, until expended up to 10min/lvl>

– Reflects ranged targeted spells (i.e., not area-of-effect spells or touch attacks) back at their caster. 1d4+6 spell levels are reflect in total.

If a spell is partially reflected (i.e., not enough spell levels remaining to totally reflect the spell), the percentage of remaining ‘levels of reflection’ to the spell’s level is the percentage of the spell being reflected or the percentage of spell damage that is reflected.

For example, if a caster has 2 remaining levels of reflection is targeted with an 8th level *Polar Ray*, the caster with *Spell Turning* will take 75% of the damage while the caster of *Polar Ray* will take 25%. On the other hand, if the caster with *Spell Turning* was targeted with an 8th level *Maze*, there would be a 75% chance of him/her being effected & a 25% chance of the caster of the *Maze* being effected.

8th Protection from Spells(PH p266)

<Abj, VSM(500gp diamond)F(1,000gp diamond per subject), 1StdAct, Touch, 10min/lvl>

– Up to 1 touched subject per 4 levels gains a   
+8 Resistance bonus to saving throws against spells & spell-like abilities.

The spell ends for any subject that stops carrying his/her focus diamond.

9th Mordenkainen’s Disjunction(PH p255)

<Abj, V, 1StdAct, Close-range, Instantaneous>

– All magical effects & items in a 40’ radius Burst are disrupted:

a) The caster’s spells & items are safe;

b) There is a 1% per caster level chance of destroying an *Antimagic Field*. If destroyed, all spells & items within it are effected, otherwise they are immune.

c) Spells & magical effects vulnerable to *Dispel Magic* are dispelled;

d) Magic items must make a Will save or loose all their magic. Items in a creature’s possession may use its Will base if better;

e) There is a small chance that any Artifact in the area will have its magic destroyed, but this usually results in the destruction of the spellcaster too.

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| Meditation | (Eb p107) |

You may apply Feat: Empower Spell to one spell per day without the spell taking up a higher level slot, taking extra time to cast, or requiring you to have the feat.

1st Comprehend Languages(PH p212)

<Div, VSM(soot, salt)/DF, 1StdAct, Personal, 10min/lvl>

– Understands all spoken and written languages of the person or object touched.

2nd Owl’s Wisdom(PH p259)

<Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Wisdom.

3rd Locate Object(PH p249)

<Div, VSF(forked twig)/DF, 1StdAct, Long-range, 1min/lvl, no save, no SR>

– Senses direction toward object (specific or type) within range. A unique object can only be located if the caster has personally viewed it (using a scrying spell does not count). This spell is blocked by lead.

4th Tongues(PH p294)

<Div, VM(small clay ziggurat)/DF, 1StdAct, Touch, 10min/lvl, no SR>

– The touched subject can understand & speak any intelligent creature’s language.

5th Spell Resistance(PH p282)

<Abj, VS/DF, 1StdAct, Touch, 1min/lvl>

– Subject gains Spell Resistance of 12 + 1/lvl.

6th Find the Path(PH p230)

<Div, VSF(rune stones), 3Rounds, 10min/lvl>

– The touched subject knows the shortest, most direct route to the specified location (not objects or people).

The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a *Glyph of Warding*. It does not predict the actions of guardians.

This spell will get a subject out of a *Maze* spell in 1 round.

7th Spell Turning(PH p282)(PH3.5e)+

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, until expended up to 10min/lvl>

– Reflects ranged targeted spells (i.e., not area-of-effect spells or touch attacks) back at their caster. 1d4+6 spell levels are reflect in total.

If a spell is partially reflected (i.e., not enough spell levels remaining to totally reflect the spell), the percentage of remaining ‘levels of reflection’ to the spell’s level is the percentage of the spell being reflected or the percentage of spell damage that is reflected.

For example, if a caster has 2 remaining levels of reflection is targeted with an 8th level *Polar Ray*, the caster with *Spell Turning* will take 75% of the damage while the caster of *Polar Ray* will take 25%. On the other hand, if the caster with *Spell Turning* was targeted with an 8th level *Maze*, there would be a 75% chance of him/her being effected & a 25% chance of the caster of the *Maze* being effected.

8th Mind Blank(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>

– Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject’s area, such as *Arcane Eye*, will not even see the subject.

9th Astral Projection(PH p201)

<Necro, VSM(1,000gp jacinth, 5gp silver per subject), 30Minutes, Touch>

– The caster and up to 1 willing, touched subject per 2 levels have their souls projected into the Astral Plane. While traveling, their bodies are in Suspended Animation. The travelers have astral copies of all their equipment. Travel can continue until a subject decides to return to his/her body, the effect is ended with *Dispel Magic*, or the subject’s body is slain (which kills the subject).

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| Mentalism | (Spell p276) (PGF p88) |

Grant a touched subject a Resistance bonus on his/her next Will save equal to (Cleric lvl + 2). This Abjuration effect lasts until discharged, up to 1 hour. Activated as a Standard Action and is usable 1/day.

1st Confusion, Lesser(PH p212)

<Ench(comp)[mind], VS, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– One target is Confused for a single round.

2nd Detect Thoughts(PH p220)

<Div[mind], VSF(copper piece)/DF, 1StdAct, Concentration up to 1min/lvl, WillNeg, no SR>

– The caster can thoughts from a conscious creature with an Intelligence of at least 1 in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of thoughts.

2nd round – number of thinking minds & the Intelligence score of each one. If not in line-of-sight, the caster only knows the direction. If any have an Intelligence of at least 26 (assuming it is at least 10 points higher than the caster’s), the caster is Stunned for 1 round & the spell ends.

3rd round – Surface thoughts of any mind in the area (WillNeg).

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

3rd Clairaudience/Clairvoyance(PH p209)

<Div(scry), VSF(small horn for hearing –or– a glass eye for seeing)/DF, 10Minutes, Long-Range, 1min/lvl(D), no SR>

– Hear –or– see into a known or obvious (i.e., other side of a door) location within range. Once the location is targeted, the Magical Sensor cannot be moved.

Magically enhanced senses cannot be used through this spell, though a 10’ radius can be seen in non-magical darkness.

4th Modify Memory(PH p255)

<Ench(comp)[mind], VS, 1Round plus up to 5 Minutes, Close-range, Permanent, WillNeg, SR applies>

– Changes up to 5 minutes of a living subject’s memories. If the subject fails its Will save, the caster must spend up to 5 uninterrupted minutes picturing the memory. The caster:

a) eliminates the memory of a real event (though this does not negates magical effects, such as *Suggestion*),

b) changes the memory of a real event;

c) adds the memory of an event; or

d) “cleans up” the memory of a real event, allowing the subject to remember it clearly and perfectly.

5th Mind Fog(PH p253)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 30min, WillNeg, SR applies>

– All targets who enter the 20’ radius by 20’ high Spread of light vapor receive a –10 Competence penalty to Will saving throws & Wisdom checks for as long as they remain in the fog & 2d6 rounds after leaving. If a target makes its saving throw, it is immune to this casting of the spell.

The vapors do not provide Concealment.

The vapors can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

6th Rary’s Telepathic Bond(PH p268)

<Div, VSM(eggshells), 1StdAct, Close-range, 10min/lvl(D)>

– One willing creature per three levels in a 30’ area can be telepathically connected, though the caster does not have to be one of the subjects. Each subject must be willing & have an Intelligence of 3 or higher.

Once connected, the group can communicate at any range. All subjects can hear all communications of the group & language is not an issue.

7th Antipathy(PH p200)

<Ench(comp)[mind], VSM(alum, vinegar)/DF, 1Hour, Close-range, 2hrs/lvl, Will½, SR applies>

– Target object or location (up to 10’ cube per level) is avoided by a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can enter the area or touch the object, but even this causes a –4 penalty to Dexterity due to the discomfort of the act.

This spell Counters and Dispels *Sympathy*.

8th Mind Blank(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>

– Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject’s area, such as *Arcane Eye*, will not even see the subject.

9th Astral Projection(PH p201)

<Necro, VSM(1,000gp jacinth, 5gp silver per subject), 30Minutes, Touch>

– The caster and up to 1 willing, touched subject per 2 levels have their souls projected into the Astral Plane. While traveling, their bodies are in Suspended Animation. The travelers have astral copies of all their equipment. Travel can continue until a subject decides to return to his/her body, the effect is ended with *Dispel Magic*, or the subject’s body is slain (which kills the subject).

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| Metal | (Spell p276) ~~(PGF p88)~~ |

Gain Feat: Martial Weapon Proficiency and Feat: Weapon Focus with either Light Hammer –or– Warhammer.

1st Magic Weapon(PH p251)

<Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>

– Touched manufactured weapon gains a +1 Enhancement bonus to attack & damage.

A Monk’s Unarmed Strike can be the target of this spell.

2nd Heat Metal(PH p239)

<Trans[fire], VS/DF, 1StdAct, Close-range, 7rnds, SR applies>

– The caster causes targeted metal to become burning hot, after which it cools. The metal of 1 creature per 2 levels may be targeted as long as they are within 30’, or the caster may target 25 lbs. per level. Magic or attended metal get a Will saves to negate. Damage is determined by the round & the amount of contact (min damage for just touching, normal damage for wearing):  
Rnd 1 – none Rnd 6 – 1d4   
Rnd 2 – 1d4 Rnd 7 – none  
Rnd 3-5 – 2d4

This spell Counters and Dispels *Chill Metal.*

3rd Keen Edge(PH p245)

<Trans, VS, 1StdAct, Close-range, 10min/lvl>

– Doubles the threat range of one slashing or piercing weapon or 50 grouped projectiles that do slashing or piercing damage.

Does not stack with Feat: Improved Critical or any other threat range improving effect.

4th Rusting Grasp(PH p273)

<Trans,VS/DF, 1StdAct, Touch, 1rnd/lvl, no save, no SR>

– The caster’s touch corrodes non-magic iron and alloys, causing one of the following effects per round:

a) a touch attack on a ferrous creature does 3d6+ 1/lvl (max +15);

b) a melee touch attack vs. a non-magic metal weapon destroys the weapon;

c) a melee touch vs. non-magic metal armor destroys 1d6 of its AC bonus; or

d) up to a 3’ radius of a non-magic metal touched is destroyed.

5th Wall of Iron(PH p299)

<Conj(creat), VSM(iron, 50gp gold), 1StdAct, Medium-range, Instantaneous, no SR>

– Creates a wall of iron that is one 5’ square per level & 1” thick per 4 levels. The area can be doubled by halving the thickness. The iron has a Hardness 10 & each 5’ square has 30 hit points per inch of thickness.

The wall must be vertical & can merge into adjoining non-living surfaces. If not supported, the wall will fall over in a random direction unless pushed (Strength check vs. DC 40). Anything of up to Large-size caught under the wall takes 10d6 damage (Reflex save to negate).

6th Blade Barrier(PH p205)

<Evoc[force], VS, 1StdAct, Medium-range, 1min/lvl(D), SR applies>

– Creates a 20’ tall wall of spinning blades either of 20’ long per level –or– a ringed wall 5’ radius per two levels. Going through the barrier causes 1d6/lvl (max 15d6) (Ref½).

If the barrier is created on top of a creature, it is allowed a Reflex save to get out before it finishes forming (i.e., no damage).

The barrier proves a +4 Cover bonus to AC & a +2 Cover bonus to Reflex saves against attacks made through it.

7th Transmute Metal to Wood(PH p294)

<Trans, VS/DF, 1StdAct, Long-range, Instantaneous, no save, SR applies>

– All metal objects in a 40’ radius Burst are turned to wood. Any magic item made from metal is considered to have an Spell Resistance of 20 + its caster level, which must be overcome for it to be effected.

Restoring an object can only be done with a *Limited Wish, Wish,* or *Miracle*.

8th Iron Body(PH p245)

<Trans, VSM(iron from an iron golem or hero’s armor)/DF, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s body becomes living iron, which has the following benefits & penalties:

a) Damage Reduction 15/Adamantine;

b) Immune to Blindness, Criticals, Ability Score Damage, Deafness, Disease, Drowning, Electricity, Poison, & Stunning;

c) Immune to any effects that modify a target’s physiology or respiration. Since the caster cannot breath or drink, he/she cannot play woodwind instruments or drink potions;

d) ½ damage from Acid & Fire;

e) +6 Enhancement bonus to Strength;

f) –6 penalty to Dexterity (min Dex 1) ;

g) ½ movement;

h) –8 Armor Check penalty;

i) 50% Arcane spell failure;

j) 10x normal weight & cannot swim;

k) Fists to 1d6 normal damage (1d4 if Small);

l) Vulnerable to rust-based attacks.

9th Repel Metal or Stone(PH p271)

<Abj[earth], VS, 1StdAct, 1rnd/lvl(D), no save, no SR>

– All metal & stone objects in a 60’ Line are pushed away from the caster. Objects less then 500 pounds move 40’ per round. If unable to move, objects less than 3” in diameter break or bend. If a creature holds onto an effected object as it is pushed away, it is dragged along.

The location & direction of the line of force fixed at casting time & cannot be changed.

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| Mind | (Spell p276) (CDiv p140) |

+2 bonus on Bluff, Diplomacy, & Sense Motive checks.

1st Comprehend Languages(PH p212)

<Div, VSM(soot, salt)/DF, 1StdAct, Personal, 10min/lvl>

– Understands all spoken and written languages of the person or object touched.

2nd Detect Thoughts(PH p220)

<Div[mind], VSF(copper piece)/DF, 1StdAct, Concentration up to 1min/lvl, WillNeg, no SR>

– The caster can thoughts from a conscious creature with an Intelligence of at least 1 in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of thoughts.

2nd round – number of thinking minds & the Intelligence score of each one. If not in line-of-sight, the caster only knows the direction. If any have an Intelligence of at least 26 (assuming it is at least 10 points higher than the caster’s), the caster is Stunned for 1 round & the spell ends.

3rd round – Surface thoughts of any mind in the area (WillNeg).

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

3rd Telepathic Bond, Lesser(CDiv p183)

<Div[mind], VS, 1StdAct, 10min/lvl>

– The caster becomes telepathically connected to one willing creature within 30’ that has an Intelligence of at least 6.

Once connected, the subjects can communicate at any range & language is not an issue.

4th Discern Lies(PH p221)

<Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR>

– Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.

5th Rary’s Telepathic Bond(PH p268)

<Div, VSM(eggshells), 1StdAct, Close-range, 10min/lvl(D)>

– One willing creature per three levels in a 30’ area can be telepathically connected, though the caster does not have to be one of the subjects. Each subject must be willing & have an Intelligence of 3 or higher.

Once connected, the group can communicate at any range. All subjects can hear all communications of the group & language is not an issue.

6th Probe Thoughts(CDiv p176) (CDivErrata)+

<Div[mind], VS, 1Minute, Close-range, Concentration, WillNeg, SR applies>

– The caster may telepathically look into one living target’s memories for answers. The answer to one question per round can be acquired from the target’s memories. Since the communication is telepathic, the caster & target do not need to share a language.

The target knows it is being mentally probed and may try to disrupt the concentration of the caster or attempt to leave the spell’s range

If the target is sleeping, it gets a Will save each round to wake.

7th Brain Spider(Spell p38)(CDiv p156)

<Div[mind], VSM(spider)/DF, 1Round, Long-range, 1min/lvl, WillNeg, SR applies>

– The caster may eavesdrop on the thoughts of up to 8 targets who fail their Will save & SR check. It is not necessary to know the target’s language to use this spell. Each round as a Standard Action, the caster may do one of the following:

a) View the group’s surface thoughts;

b) View trains of thoughts;

c) Gain information about one topic across all the minds; or

d) Study the thoughts & memories of one target.

If the caster does a) – c) during the round, then he/she can also attempt a *Suggestion* on one of the targets, though it gets an additional saving throw (with any special resistance to Enchantment spells being applied).

8th Mind Blank(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>

– Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject’s area, such as *Arcane Eye*, will not even see the subject.

9th Weird(PH p301)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies>

– All creatures in a 30’ area sees their worst fear (though no one else sees anything). Each target that fails its Will save must then make a Fortitude save. If it fails, that target dies. If successful, the target takes still 3d6 damage, is Stunned for 1 round, & takes 1d4 Strength Damage.

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| Moon | (Spell p277) ~~(PGF p88)~~ |

You may Turn / Destroy Lycanthropes, up to 3 + Charisma modifier times per day.

1st Faerie Fire(PH p229)

<Evoc[light], VS/DF, 1StdAct, Long-range, 1min/lvl(D), no save, SR applies>

– All objects in a 5’ radius Burst are outlined in the caster’s choice of a blue, green, or violet glow, which is as bright as a candle. This negates Concealment due to darkness, *Blur, Displacement, Invisibility,* etc.

Magical darkness spell of 2nd level or higher Suppress this spell.

2nd Moonbeam(Spell p144) ~~(FR p73)~~

<Evoc[light], VSM(white powder)/DF, 1StdAct, 1min/lvl(D)>

– A 30’ long Cone-shaped Emanation of light is generated from the caster’s hand. Any lycanthrope in Humanoid form inside the   
cone transform into its animal form (WillNeg, no SR). The lycanthrope may change again   
in the following round, though a new Will   
save will be needed if he/she is still within   
the area-of-effect.

If the save is successful, the target is immune to the effects of the same caster’s *Moonbeam* for 24 hours.

This spell can penetrate (but does not dispel) magical darkness of an equal or lower level than itself.

3rd Moon Blade(Spell p143) ~~(FR p72)~~

<Evoc, VSM(candy made with winter-green oil), 1StdAct, 1min/lvl(D)>

– Creates a 3’ “sword” of moonlight. If the caster has special proficiency with any type of sword, the *Moon Blade* counts as that weapon for purposes of Weapon Focus, etc.

On a Touch Attack, the blade does 2d8 + 1/lvl (max +20) to Undead, 1d8 + 1 per 2 lvls (max +10) to all others. Since the blade is insubstantial, the caster does not get to add his/her Strength modifier to damage.

If a creature hit by a *Moon Blade* tries to use a spell or spell-like ability on its next action, it must make a Concentration check vs. DC 10 + damage + spell level to succeed. This is in addition to a possible Concentration check if the foe was struck while casting a spell.

4th Fear(PH p229)

<Necro[fear][mind], VSM(feather), 1StdAct, Will½, SR applies>

– All living creatures within a 30’ Cone-shaped Burst are Panicked for 1rnd/lvl. On a successful save, a creature is Shaken for 1rnd.

5th Moon Path(Spell p143) (FR p72)

<Evoc[force], VSM(white handkerchief), 1StdAct, Medium-range, 1min/lvl(D)>

– Creates a bridge or staircase of glowing white force up to 15’/lvl long. The path can start and/or end in midair. The path can be from 3’ to 20’ wide & does not need to be the same all the way along its length.

The path cannot be damaged, though it can be dispelled. *Disintegrate* removes a 10’ squre from the path (which may or may not break it depending on the width at that point).

The caster may designate up to 1 subject per level at casting time to have special protection on the path. While on the path, none of the subjects can be targeted with melee attacks, ranged attacks, or spells unless the attacker makes a Will save vs. DC 15 + the caster’s Wisdom modifier. If any subject under the special protections makes an attack, the protection is lost by all the subject. In addition, all subjects adhere to the path as if under the effects of *Spider Climb*.

6th Permanent Image(PH p260)

<Ill(figment), VSF(fleece, sand), 1StdAct, Long-range, Permanent(D), WillDisbelief, no SR>

– Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of a 20’ cube + 1 10’ cube per level that are contiguous.

The caster can move the image with concentration, but otherwise it is static.

7th Insanity(PH p244)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, Instantaneous, WillNeg, SR applies>

– One target becomes continuously Confused.

Only curable by *Greater Restoration, Limited Wish, Miracle,* or *Wish*.

8th Animal Shapes(PH p198)

<Trans(polymorph), VS/DF, 1StdAct, Close-range, 1hr/lvl(D)>

– One willing subject per level in a 30’ area are polymorphed into an animal of the caster’s choice. All subject must be turned into the same type of animal. The caster may dismiss the spell on all of the subjects, or an individual subject may dismiss the spell from himself as a Full-Round Action. See the Polymorph Table for details.

9th Moonfire(Spell p144)~~(FR p73)~~

<Evoc[light], VS/DF, 1StdAct, Instantaneous,   
SR applies>

– The caster creates a 60’ long Cone-shaped Burst of white moonlight that has the following effects:

a) Undead and Shapechangers take 1d8 per level (max 20d8) (Ref½);

b) All other living creatures take 1d8 per two levels (max 10d8) (Ref½);

c) Creatures that are disguised, polymorphed, or have shapechanged return to their normal form (WillNeg, SR applies). Even if the save is successful, the creature has a white outline that shows is normal form for 1 round per level.

In addition, a 60’ long Cone-shaped Emanation contininues to glow for 1 round per level, with the following effect:

a) Area has bright illumination; and

b) Electricity damage & effects within the Emanation is negated until the effect’s creature succeeds with a Caster check.

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| Mysticism (Evil) | (Spell p277) (CDiv p140) |

Gain a Luck bonus on all saving throws equal to your Charisma modifier (minimum +1) for 1 round per Cleric level. Activated as a Free Action.

1st Divine Favor(PH p224)

<Evoc, VS/DF, 1StdAct, Personal, 1min>

– The caster gains a Luck bonus of +1 per 3 levels (min +1, max +6) to attacks & weapon damage.

2nd Spiritual Weapon(PH p283)

<Evoc[force], VS/DF, 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>

– The caster summons a religiously appropriate weapon out of Force that does 1d8 +1 per three levels (max +5) damage. The weapon has the same threat range & critical multiplier as the base weapon.

The weapon attacks a designated opponent with the caster’s base attack bonus (including multiple attacks if high enough level). On the first round and any round it changes targets, the weapon only gets 1 attack. The caster must spend a Standard Action to change targets, but otherwise does not have to concentrate on the weapon.

The weapon must attack from the caster’s direction, gets no flanking bonuses, cannot give someone else a flanking bonus, & cannot be damaged. An opponent with Spell Resistance receives one SR check the first time attack by the spell.

3rd Visage of the Deity, Lesser(CDiv p187)

<Trans[evil], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes more like his/her deity:

a) +4 Enhancement bonus to Charisma;

b) Cold Resistance 10; &

c) Fire Resistance 10.

4th Weapon of the Deity(CDiv p188)

<Trans, V/DF, 1StdAct, Personal, 1rnd/lvl>

– When the caster wields his/her deity’s favored weapon, it gains a +1 Enhancement bonus to attack & damage for every 3 levels starting at 6th (i.e., +2 at 9th, etc.). The caster is considered proficient with the weapon. Only one end of a double weapon is effected.

The weapon gains an additional magical enhancement, such as ‘defending’ or ‘flaming’ that is appropriate for the deity. See Weapons of the Deity Table for the list.

5th Righteous Might(PH p273)(PH3.5e)+

<Trans, VS/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster & his/her equipment enlarge to the next size category, with the following effects:

a) the caster & his/her equipment enlarge to the next size category, with all the standard bonuses & penalties;

b) +4 Size bonus to Strength;

c) +2 Size bonus to Constitution;

d) gain Damage Reduction which is bypassed by ‘evil’ if you channel Positive Energy or by ‘good’ if you channel Negative Energy.

Caster lvl Damage Reduction

up to 11th 3 / good

12th – 14th 6 / good

15th + 9 / good

6th Visage of the Deity(CDiv p187)

<Trans[evil], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes ‘Fiendish’:

a) appearance becomes fearsome (horns, fangs, etc);

b) gain Darkvision 60’;

c) Damage Reduction 10 / magic;

d) Spell Resistance 20;

e) Cold Resistance 20;

f) Fire Resistance 20; &

g) Smite Good (1/day): +Cha bonus on attack roll & +level on damage vs. Good.

7th Blasphemy(PH p205)(PH3.5e)+

<Evoc[evil][sonic], V, 1StdAct, SR applies>

– Any non-Evil creatures within a 40’ radius Spread who can hear the ‘blasphemy’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Dazed for 1 round.

up to Caster lvl - 1: Weakened for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes  
& above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Evil Extraplanar creature in the area of effect (even if the ‘blasphemy’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a   
–4 penalty).

8th Unholy Aura(PH p297)

<Abj[evil], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster is shrouded in gloom, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Good spells & spells cast by Good creatures.

d) Blocks any mind control.

e) If a Good creatures successfully hits someone with the aura in melee, the attacker takes 1d6 Strength Damage (FortNeg).

9th Visage of the Deity, Greater(CDiv p187)

<Trans[evil], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes a ‘Half-Fiend’:

a) creature type changes to Outsider (but the caster can be brought back from the dead);

b) +4 bonus to Strength;

c) +4 bonus to Dexterity;

d) +2 bonus to Constitution;

e) +4 bonus to Intelligence;

f) +4 bonus to Wisdom;

g) +2 bonus to Charisma;

h) +1 increase of Natural Armor;

i) gain Darkvision 60’;

j) Acid Resistance 10;

k) Cold Resistance 10;

l) Electricity Resistance 10;

m)Fire Resistance 10;

n) Spell Resistance 25;

o) Damage Reduction 10 / magic;

p) gain Poison Immunity;

q) gain 1 Bite & 2 Claw attacks (if Medium, Bite does 1d6 & each claw does 1d4; if Small, Bite & each Claw each do 1d3); &

r) gain bat-like wings which let the caster Fly at ground movement with Average maneuverability.

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| Mysticism (Good) | (Spell p277) (CDiv p140) |

Gain a Luck bonus on all saving throws equal to your Charisma modifier (minimum +1) for 1 round per Cleric level. Activated as a Free Action.

1st Divine Favor(PH p224)

<Evoc, VS/DF, 1StdAct, Personal, 1min>

– The caster gains a Luck bonus of +1 per 3 levels (min +1, max +6) to attacks & weapon damage.

2nd Spiritual Weapon(PH p283)

<Evoc[force], VS/DF, 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>

– The caster summons a religiously appropriate weapon out of Force that does 1d8 +1 per three levels (max +5) damage. The weapon has the same threat range & critical multiplier as the base weapon.

The weapon attacks a designated opponent with the caster’s base attack bonus (including multiple attacks if high enough level). On the first round and any round it changes targets, the weapon only gets 1 attack. The caster must spend a Standard Action to change targets, but otherwise does not have to concentrate on the weapon.

The weapon must attack from the caster’s direction, gets no flanking bonuses, cannot give someone else a flanking bonus, & cannot be damaged. An opponent with Spell Resistance receives one SR check the first time attack by the spell.

3rd Visage of the Deity, Lesser(CDiv p187)

<Trans[good], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes more like his/her deity:

a) +4 Enhancement bonus to Charisma;

b) Acid Resistance 10;

c) Cold Resistance 10; &

d) Electricity Resistance 10.

4th Weapon of the Deity(CDiv p188)

<Trans, V/DF, 1StdAct, Personal, 1rnd/lvl>

– When the caster wields his/her deity’s favored weapon, it gains a +1 Enhancement bonus to attack & damage for every 3 levels starting at 6th (i.e., +2 at 9th, etc.). The caster is considered proficient with the weapon. Only one end of a double weapon is effected.

The weapon gains an additional magical enhancement, such as ‘defending’ or ‘flaming’ that is appropriate for the deity. See Weapons of the Deity Table for the list.

5th Righteous Might(PH p273)(PH3.5e)+

<Trans, VS/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster & his/her equipment enlarge to the next size category, with the following effects:

a) the caster & his/her equipment enlarge to the next size category, with all the standard bonuses & penalties;

b) +4 Size bonus to Strength;

c) +2 Size bonus to Constitution;

d) gain Damage Reduction which is bypassed by ‘evil’ if you channel Positive Energy or by ‘good’ if you channel Negative Energy.

Caster lvl Damage Reduction

up to 11th 3 / evil

12th – 14th 6 / evil

15th + 9 / evil

6th Visage of the Deity(CDiv p187)

<Trans[good], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes a ‘Celestial’:

a) appearance becomes metallic;

b) gain Darkvision 60’;

c) Damage Reduction 10 / magic;

d) Spell Resistance 20.

e) Acid Resistance 20;

f) Cold Resistance 20;

g) Electricity Resistance 20; &

h) Smite Evil (1/day): +Cha bonus on attack roll & +level on damage vs. Evil.

7th Holy Word(PH p242)

<Evoc[good][sonic], V, 1StdAct, SR applies>

– Any non-Good creatures within a 40’ radius Spread who can hear the ‘holy word’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Deafened for 1d4rnds.

up to Caster lvl - 1: Blinded for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes & above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Good Extraplanar creature in the area of effect (even if the ‘holy word’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

8th Holy Aura(PH p241)

<Abj[good], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster gains a radiance, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Evil spells & spells cast by Evil creatures.

d) Blocks any mind control.

e) If an Evil creatures successfully hits someone with the aura in melee, the attacker becomes permanently Blind (FortNeg).

9th Visage of the Deity, Greater(CDiv p187)

<Trans[good], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes a ‘Half-Celestial’:

a) creature type changes to Outsider (but the caster can be brought back from the dead);

b) +4 bonus to Strength;

c) +2 bonus to Dexterity;

d) +4 bonus to Constitution;

e) +2 bonus to Intelligence;

f) +4 bonus to Wisdom;

g) +4 bonus to Charisma;

h) +1 increase of Natural Armor;

i) gain Low-light Vision;

j) Acid Resistance 10;

k) Cold Resistance 10;

l) Electrical Resistance 10;

m)Spell Resistance 25;

n) Damage Reduction 10 / magic;

o) gain immunity to diseases;

p) +4 Racial bonus on saves vs. poison; &

q) gain feathery wings which let the caster Fly at twice his/her ground movement with Good maneuverability.

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| Necromancy | (Eb p107) |

Cast Necromancy spells at +1 Caster level.

1st Ray of Enfeeblement(PH p269)

<Necro[ray], VS, 1StdAct, Close-range, 1min/lvl, no save, SR applies>

– Target takes a penalty to Strength of 1d6 + 1 per 2 levels (max 1d6+5) (min 1 Strength).

2nd Command Undead(PH p211)

<Necro, VSM(bone, raw meat), 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

– One Undead creature becomes friendly towards the caster and will not attack him/her. Only intelligent Undead area allowed a saving throw. The caster can give the target orders. Intelligent Undead must be convinced with a Charisma check, but unintelligent ones will obey even destructive commands (as long as they are simple).

3rd Vampiric Touch(PH p298)

<Necro, VS, 1StdAct, Touch, no save, SR applies>

– Touch attack against a living creature deals 1d6 per two levels (max 10d6). Caster gains damage as Temporary HP, which last up to 1 hour.

4th Enervation(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Target gains 1d4 Negative Levels that fade in 1hr/lvl.

Undead targeted with this spell gain 1d4 \* 5 Temporary HP for 1 hour.

5th Wave of Fatigues(PH p301)

<Necro, VS, 1StdAct, no save, SR applies>

– All living creatures in a 30’ Cone-shaped Burst become Fatigued. Creatures already fatigued receive no additional penalties.

6th Eyebite(PH p228)

<Necro[evil], VS, 1StdAct, Close-range, Personal, 1rnd/3lvls, FortNeg, SR applies>

– The caster gains the ability to target a single living creature once per round as a Move Action. The effect is determined by the target’s HD:

10+ HD: Sickened for 10min/lvl

5 – 9 HD: Panicked for 1d4 rounds & then Shaken for 10min/lvl & above.

up to 4HD:Comatose for 10min/lvl & above.

7th Control Undead(PH p214)

<Necro, VSM(bone, meat), 1StdAct, Close-range, 1min/lvl, WillNeg, SR applies>

– Up to 2HD of Undead per level in a 30’ area will not attack the caster. If the caster gives the Undead an order, they will obey.

8th Horrid Wilting(PH p242)

<Necro, VSM(sponge)/DF, 1StdAct, Long-range, Fort½, SR applies

– All living creatures in a 60’ area takes 1d6 damage per level (max 20d6) from dehydration, except for Water Elementals & Plant Creatures, who take 1d8/lvl (max 20d8) instead.

9th Energy Drain(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Target gains 2d4 Negative Levels.

Undead targeted with this spell gain (2d4 \* 5) Temporary HP for 1 hour.

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| Night | (DR342 p89) |

Gain Low-Light Vision. If you already have Low-Light Vision, gain Darkvision 30’.

1st Sleep(PH p280)

<Ench(com)[mind], VSM(sand), 1Round, Medium-range, 1min/lvl, WillNeg, SR applies>

– Put 4 HD of creatures in a 10’ radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

2nd Deeper Darkness(PH p217)

<Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 1day/lvl(D), no SR>

– Touched object radiates shadowy illumination in a 60’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

This spell Suppresses *Daylight* and is suppressed by it, leaving only the natural illumination in the overlapping area.

3rd Deep Slumber(PH p217)

<Ench(com)[mind], VSM(sand), 1Round, Close-range, 1min/lvl, WillNeg, SR applies>

– Put 10 HD of creatures in a 10’ radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

4th Phantom Steed(PH p260)

<Conj(creat), VS, 10Minutes, 1hr/lvl(D)>

– The caster creates a magic horse with insubstantial hooves that make no sound, plus saddle, bit, & bridle. Only the one person designated by the caster can ride the horse. The horse has AC 18, 7 + 1/lvl HP, can move at 20’/lvl (max 240’) & can carry its rider plus 10 lbs/lvl. At higher caster levels, the horse has extra abilities:

8th: ride over mud, sand, etc. at normal rate.

10th: ride over water at normal rate.

12th: ride horizontally across air for 1 round at normal rate.

14th: Fly at normal rate/average.

5th Nightmare(PH p257)

<Ill(phantasm)[mind][evil], VS, 10Minutes, Unlimited-Range, Instantaneous, WillNeg, SR applies>

– Causes a sleeping target to have hideous nightmares which deals 1d10 damage and prevents restful sleep, leaving the target Fatigued. Any subsequent attempts to sleep in the 24 hour period after the spell is cast will also result in nightmares. Arcane spell casters cannot regain spells during this time.

This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the target is not asleep when the spell is cast, the caster has the option of going into a trance (which leave the caster Defenseless & unaware of his/her surroundings) until the target does fall asleep, at which time the spell acts normally. If the caster chooses not to go into a trance, the spell is still used up.

If *Dispel Evil* is cast on the target while this spell is being cast, *Nightmare* is Cancelled and the *Nightmare*’s caster is Stunned for 10 minutes per Caster level of *Dispel Evil*.

Since Elves do not sleep, they are immune to this spell.

6th Shadow Walk(PH p277)

<Ill(shadow), VS, 1StdAct, Touch, 1hr/lvl(D)>

– The caster and up to 1 touched subject per level travel into the Plane of Shadows (unwilling subjects receive a Will save to negate). Travel can be in two different ways:

a) Movement in the Plane of Shadows is faster than in the Material Plane, so the party can effectively travel 50 miles/hour. When the desired destination is reached, the party returns to the Material Plane.

b) The party can travel to a plane of existence that borders the Plane of Shadows. This takes 1d4 hours.

7th Waves of Exhaustion(PH p301)

<Necro, VS, 1StdAct, no save, SR applies>

– All living creatures in a 60’ Cone-shaped Burst become Exhausted. Creatures already exhausted receive no additional penalties.

8th Shadow Evocation, Greater(PH p277)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

– Mimics a Wizard/Sorcerer Evocation spell of up to 7th level. The spell is 3/5th real & the remainder is ‘shadow’.

The target of the spell always get a Will save to realize the spell is not entirely real (objects always make this save). The target’s Spell Resistance always applies too. Range & duration match the copied spell.

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 3/5th damage & any non-damage effect has only a 60% chance of effecting the target.

9th Shade(PH p276)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

– Mimics a Wizard/Sorcerer Conj(summoning) or Conj(creation) spell of up to 8th level. The spell is 4/5th real & the remainder is ‘shadow’.

The target of the spell always get a Will save to realize the spell is not entirely real. The target’s Spell Resistance always applies too. Range & duration match the copied spell.

The possible effects fall into 3 categories:

Damage Spells (e.g., *Melf’s Acid Arrow*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 4/5th damage & any non-damage effect has only a 80% chance of effecting the target.

Creating Objects or Substances (e.g., *Web*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – 80% chance of effecting the target.

Summon a Creature. (e.g., *Summon Swarm*):

Believer – creature has all its normal abilities & weaknesses, but only has 4/5th of its normal hp.

Nonbeliever – creature has 4/5th of its normal hp, does 4/5th of its normal damage, only has 4/5th of its normal AC bonus, & its non-damage abilities have only 80% chance of working each time.

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| Nobility | (Spell p277) (CWar p115) |

After listening to you speak for 1 round, all allies that can hear you gain a +2 Morale bonus to attack, saving throws, ability checks, skill checks, & weapon damage. Lasts 1 round per Charisma modifier (min 1 round). Activated as a Standard Action & usable 1/day.

1st Divine Favor(PH p224)

<Evoc, VS/DF, 1StdAct, Personal, 1min>

– The caster gains a Luck bonus of +1 per 3 levels (min +1, max +6) to attacks & weapon damage.

2nd Enthrall(PH p227)

<Ench(charm)[language][mind][sonic], VS, 1Round, Medium-range, Concentration up to 1 hour plus 1d3 rounds, WillNeg, SR applies>

– The caster spends one round getting the audience’s attention & becomes so interesting that it gets the undivided attention of everyone in the area of effect who doesn’t save (including those who enter later). Races who hate the caster’s race gain a +4 bonus on the save. The audience’s attitude becomes ‘Friendly’.

Targets who failed their save but who have more than 5HD –or– a Wisdom score of at least 16 remain aware of their surroundings & have an attitude of ‘Indifferent’. They receive a new save if they observe something they oppose.

When the performance ends (even if due to a loss of Concentration), the audience will talk among themselves, applaud, etc., for 1d3 more rounds. If anyone in the audience is attacked, the spell cancels immediately and the audience will be upset.

One time during the spell, targets who have made their save may try to “heckle” the caster in order to end the spell early. Make an opposed Charisma check using the heckler with the highest Charisma modifier as a base, +2 per additional heckler who can make a Charisma check of 10.

3rd Magic Vestment(PH p251)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl>

– Armor, shield, or clothes gain +1 per four levels Enhancement bonus to AC (max +5).

4th Discern Lies(PH p221)

<Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR>

– Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.

5th Command, Greater(PH p211)

<Ench(comp)[language][mind], V, 1StdAct, Close-range, 1rnd, WillNeg(retry), SR applies>

– One living target per level within a 30’ area obeys one of the following one-word command on its turn for 1 round per level:

“Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.

“Drop” – Drops the objects it is holding & can’t pick them up.

“Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.

“Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.

“Halt” – Take no actions, though he/she is not considered Helpless.

Each target receives the same one-word command.

Targets may attempt their Will save each round until they succeed, ending the effect.

6th Geas/Quest(PH p234)

<Ench(comp)[mind][language], V, 10Minutes, Close-range, until discharged(D), no save, SR applies>

– One subject obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level. Specific tasks must be completed for the spell to be discharged.

If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage each day (no save) & is Sickened (FortNeg). The effects end after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic* or *Break Enchantment*, though it can be ended by *Limited Wish, Miracle,* or *Wish*. *Remove Curse* only works if its Caster level is two higher than this spell’s Caster level.

7th Repulsion(PH p271)

<Abj, VS/AF(2 small iron bars with dog statuettes on the ends)/DF, 1StdAct, 1rnd/lvl(D), WillNeg, SR applies>

– Creatures cannot approach the caster within an invisible circle of up to 10’ radius per level Emanation. The circle moves with the caster, but cannot push creatures back. The caster can still be attacked with spells & ranged weapons.

8th Demand(PH p217)

<Ench(comp)[mind], VSM(copper wire, hair from subject), 10Minutes, 1hr/lvl, Will½>

– Sends instructions of 25 words or less to a familiar target anywhere, who may send back a 25 word response immediately.

If the target fails its Will save, it is compelled to follow the instructions in the message, if reasonable. The instructions may activate immediately or may contain a trigger to activate them later. At the end of the duration, the instructions loose their power, triggered or otherwise.

9th Storm of Vengeance(PH p285)

<Conj(sum), VS, 1Round, Long-range, Concentration up to 10rnds, SR applies>

– Creates a storm cloud that is 360’ radius wide. Unless indicated otherwise, everyone in the area takes the following effects on the specified round:

Rnd 1 – Thunder: Deaf 1d4x10min (FortNeg)

Rnd 2 – Acid Rain: 1d6 Acid dmg (no save)

Rnd 3 – Lightning: 6 targets of the caster’s choice take 10d6 Electrical dmg (Ref ½)

Rnd 4 – Hail: 5d6 bludgeoning dmg (no save)

Rnd 5-10 – Downpour: Concealment at 5’, Total Concealment at 10’, movement at ¼, no ranged attacks, spells require Concentration checks vs. DC (spell DC + level of spell being cast).

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| Ocean | (Spell p277) (PGF p89) |

*Water Breathing* as a Supernatural ability. Activates automatically when needed and stops when not needed, for up to 1 minute per level each day.

1st Endure Elements(PH p226)

<Abj, VS, 1StdAct, Touch, 24hrs>

– Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50.

2nd Sound Burst(PH p281)

<Evoc[sonic], VS/AF(musical instrument)/DF, 1StdAct, Close-range, Fort½, SR applies>

– All creatures in a 10’ radius Spread take 1d8 Sonic damage (no save) and those that can hear are Stunned for 1 round (FortNeg).

3rd Water Breathing(PH p300)

<Trans, VSM(straw)/DF, 1StdAct, Touch>

– The touched subjects of the spell can breathe underwater. 2hrs/lvl duration is evenly split between all the subjects.

4th Freedom of Movement(PH p233)

<Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>

– Subject moves normally despite magical impediments (*Web*, *Hold Person*, etc.).

The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin.

While under the effect of this spell, the subject can fight underwater.

5th Wall of Ice(PH p299)

<Evoc[cold], VSM(quartz), 1StdAct, Medium-range, 1min/lvl>

– Creates an anchored sheet of ice. To breach a 10’ section requires 3hp/lvl (Fire does normal damage) –or– a Strength check vs. DC 15+Caster level. The wall has 2 forms:

a) Ice Plane – one 10’ square per level that can be stacked vertically or horizontally. Going through a breach does 1d6 +1/lvl Cold damage (no save, but SR applies).

b) Hemisphere – maximum radius of 3’ + 1’/lvl. Going through a breach causes no damage.

Any creature adjacent to where the wall is being created is allowed a Reflex save to disrupt the spell, causing it to fail.

6th Otiluke’s Freezing Sphere(PH p258)

<Evoc[cold], VSF(small crystal sphere), 1StdAct, Long-range, Ref½, SR applies>

– An icy sphere shoots to the target point & explodes in a 10’ radius Burst, doing 1d6/lvl (max 15d6). Elementals with the ‘water’ subtype instead take 1d8/lvl (max 15d8).

If the icy sphere strikes a body of water, it freezes to a depth of 6” in an area of 100 square feet per level (max 1,500 square feet). The water stays frozen for 1 round per level. Any creature swimming on the surface is trapped in the ice, requiring a Strength or Escape Artist check vs. DC 25 to escape.

Unlike most spells, the caster can cast this spell and then “hold the charge” (just like a Touch Spell) for up to 1 round per level. The caster can use the spell normally during that time as a Standard Action. After 1 round per level has expired, the sphere explodes centered on the caster.

7th Waterspout(FR p75) (CDiv p187)(CDivErrata)+

<Conj(creat), VS/DF, 1Round, Long-range, 1rnd/lvl>

– Create a 10’ wide by 80’ tall waterspout.

a) must be cast in a body of water at least 20’ deep & more than 10’ wide.

b) can move up to 30’ per round either under the caster’s direction (which requires Concentration) or following a simple program (e.g., go in a circle, etc.). Changing the program is a Standard Action.

c) creatures & objects touched by the waterspout (or those flying / swimming within 10’ of it) must make a Reflex save (SR applies) or take 3d8 damage. In addition, Medium-size or smaller targets that fail their save are pulled into the waterspout for 1d3 rounds (automatically taking 2d6 per round) before being ejected 1d8 x 5’ above the waterspout’s base.

8th Maelstrom(FR p72) (CDiv p168)(CDivErrata)+

<Conj(creat), VS/DF, 1FullRond, Long-range, 1rnd/lvl>

– Create a 120’ wide by 60’ deep whirlpool.

a) must be cast in a body of water at least 60’ deep & more than 120’ wide.

b) creatures & objects within 50’ of the whirlpool must make a Reflex save or take 3d8 damage & be pulled in for 2d4 rounds (automatically taking 3d8 per round) before being ejected. Large-size and smaller creatures are ejected from the whirlpool’s bottom, while larger creatures are ejected from its top.

Note that targets have the option of making a Swim check vs. the spell’s DC instead of a Reflex save.

9th Elemental Swarm (water)(PH p226)

<Conj(sum)[water], VS, 10Minutes, Medium-range, 10min/lvl(D), no SR>

– Summons 2d4 Large Water Elementals. Ten minutes after the spell is completed, 1d4 Huge Water Elementals arrive. Twenty minutes after the spell is completed, 1 Greater Water Elemental appears. All the Elementals serve the caster for the duration of the spell. The caster can dismissed any / all the Elementals as desired.

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| Oracle | (Spell p277) (CDiv p140) |

Cast Divination spells as +2 level.

1st Identify(PH p243)

<Div, VS/AM(100gp pearl, wine, owl feather)/DF, 1Hour, Touch>

– Determines all the properties of one magic item.

2nd Augury(PH p202)

<Div, VSF(25gp casting runes), 1Minute, Personal>

– Learn if an action to be taken in the next 30 minutes will result in “good results”, “bad results”, “both”, or “nothing”. Chance of information is 70% + 1%/level (90% max), with failure always resulting in “nothing”. Repeated castings by the same person within a 30 minute period always have the same result.

3rd Divination(PH p224)

<Div, VSM(incense, 25gp offering), 10Minutes, Personal>

– Learn a useful piece of information concerning a specific goal, event, or activity that will occur within 7 days. Chance of information is 70% + 1%/level, with the caster knowing if the spell failed.

4th Scrying(PH p274)(PH3.5e)+

<Div(scry), VSF(see below)/AM(eye of an eagle, nitric acid, copper, zinc)/DF, 1Hour, 1min/lvl, WillNeg, SR applies>

– Sends a Magical Sensor to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day.

Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor.

The following spells have a 5%/lvl chance of working through the ‘sensor’: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic,* & *Message*.

Focus is determined by class – Clerics use a Holy Water font (min 100gp), Druids use a natural pool of water, all others uses a 2’x4’ silver mirror (min 1,000gp)

5th Commune(PH p211)

<Div, VSM(holy/unholy water, incense)X(100)/DF, Personal, 1rnd/lvl>

– The caster’s deity answers one yes-or-no question per level. The topic must be within the deity’s area of interest.

6th Legend Lore(PH p246)

<Div, VSM(250gp incense)F(200gp ivory strips), Personal>

– By only meditating, sleeping, & eating for the listed casting time, the caster “remember” legends about a target creatures, place, or object:

Connection to Target Casting Time

Touching 1d4x10 minutes

Detailed Information 1d10 days

Rumors Only 2d6 weeks

7th Scrying, Greater(PH p275)(PH3.5e)+

<Div(scry), VS, 1Hour, 1hr/lvl, WillNeg, SR applies>

– Sends a Magical Sensor to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day.

Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor. In addition, the caster can use the following: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic, Message, Read Magic*, and *Tongues*.

8th Discern Location(PH p222)

<Div, VS/DF, 10Minutes, no save, no SR>

– Finds a named creature or object, no mater where it is located (even on other planes!). The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.

This spell bypasses most anti-scrying protections and can only be blocked *Mind Blank*.

9th Foresight(PH p233)

<Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl>

– The caster receives mental warnings about what may harm the touched subject.

If the caster placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as “close your eyes”, “jump”, “run”).

If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

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| Orc | (Spell p278) ~~(PGF p89)~~ |

‘Smite’ once per day – Add your Cleric level as a bonus to the damage (if you hit). +4 on the attack roll if target is a Dwarf or Elf.

1st Cause Fear(PH p208)

<Necro[fear][mind], VS, 1StdAct, Close-range, Will½, SR applies>

– One living target with up to 5HD is Frightened for 1d4 rounds unless it makes its saving throw. On a successful save, the target is Shaken for 1 round.

This spell Counters and Dispels *Remove Fear*.

2nd Produce Flame(PH p265)

<Evoc[fire], VS, 1StdAct, Personal, 1min/lvl(D),   
no save, SR applies>

– A flame as bright as a torch (20’ of light) appears in the caster’s hand.

The caster can attack with the flame as either a touch attack or an energy missile with a range of 120’. The flame does 1d6 + 1/level (max +5) Fire damage & can be used every round.

Each attack removes 1 minute of duration from the spell. If the spell is brought to 0 duration, the spell ends after the damage is applied.

3rd Prayer(PH p264)

<Ench(comp)[mind], VS/DF, 1StdAct, 1rnd/lvl, no save, SR applies>

– All allies within 40’ radius Burst of the caster gain +1 Luck bonus on attacks, damage, saves, & skill checks.

All enemies within 40’ radius Burst of the caster suffer a –1 Luck penalty on attacks, damage, saves, & skill checks.

4th Divine Power(PH p224)

<Evoc, VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster gains the following:

a) +6 Enhancement bonus to Strength;

b) 1 Temporary HP per level; &

c) a Base Attack Bonus as if the caster was a fighter of his/her Character level.

5th Prying Eyes(PH p267)

<Div, VSM(crystal marbles), 1Minute, 1mile, up to 1hr/lvl, no SR>

– Creates 1d4 + 1/lvl scouts (called “eyes”), which are Fine-sized floating Constructs with AC 18 (due to size), 1hp, 30’ (perfect) movement, makes Hide checks at +16, makes Spot checks at Caster level (max +15), & has normal vision up to 120’.

The caster gives each ‘eye’ instructions of up to 25 words on how he/she wants it to scout. Once its mission is done, the ‘eye’ returns to the caster, who learns all the ‘eye’ has experienced at the rate of 1 round per hour the eye has existed. Once an ‘eye’ has reported, it disappears.

An ‘eye’ can be destroyed by taking damage, being Dispelled, or traveling more than 1 mile from the caster. The caster knows when an ‘eye’ is destroyed, but does not know the circumstances.

6th Eyebite(PH p228)

<Necro[evil], VS, 1StdAct, Close-range, Personal, 1rnd/3lvls, FortNeg, SR applies>

– The caster gains the ability to target a single living creature once per round as a Move Action. The effect is determined by the target’s HD:

10+ HD: Sickened for 10min/lvl

5 – 9 HD: Panicked for 1d4 rounds & then Shaken for 10min/lvl & above.

up to 4HD:Comatose for 10min/lvl & above.

7th Blasphemy(PH p205)(PH3.5e)+

<Evoc[evil][sonic], V, 1StdAct, SR applies>

– Any non-Evil creatures within a 40’ radius Spread who can hear the ‘blasphemy’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Dazed for 1 round.

up to Caster lvl - 1: Weakened for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes  
& above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Evil Extraplanar creature in the area of effect (even if the ‘blasphemy’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a   
–4 penalty).

8th Cloak of Chaos(PH p210)

<Abj[chaotic], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster is engulfed in random patterns, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Lawful spells & spells cast by Lawful creatures.

d) Blocks any mind control.

e) If a Lawful creature hits the subject in melee, the attacker becomes Confused for 1 round (WillNeg).

9th Power Word Kill(PH p263)

<Ench(comp)[mind][death], V, 1StdAct, Close-range, no save, SR applies>

– One target creature with up to 101hp dies.

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| Pact | (Spell p278) (CDiv p140) |

Appraise, Intimidate, and Sense Motive become Cleric class skills for you.

1st Command(PH p211)

<Ench(comp)[language][mind], V, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– A living target obeys one of the following one-word command on its turn for 1 round:

“Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.

“Drop” – Drops the objects it is holding & can’t pick them up until next round.

“Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.

“Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.

“Halt” – Take no actions, though he/she is not considered Helpless.

2nd Shield Other(PH p278)

<Abj, VSF(two 50gp platinum rings that must be worn by caster & target), 1StdAct, Close-range, 1hr/lvl(D)>

– Target gains a +1 Deflection bonus to AC & a +1 Resistance bonus to saves. Half of all hit-point damage that the target takes is actually taken by the caster. The spell ends immediately if target leaves Close-range.

3rd Speak with Dead(PH p281)

<Necro[language], VS/DF, 10Minutes, 10’ range, 1min/lvl, no SR>

– The caster may ask a mostly intact corpse one question per two levels within the spell’s duration. If the corpse’s original alignment is different from the caster’s, it gets a Will save (equal to its Will save when it was alive) to avoid answering. The corpse only knows what it did while it was alive & only speaks languages it knew.

Any given corpse can only be targeted with this spell once per week. Corpses that have been turned into Undead are immune.

4th Divination(PH p224)

<Div, VSM(incense, 25gp offering), 10Minutes, Personal>

– Learn a useful piece of information concerning a specific goal, event, or activity that will occur within 7 days. Chance of information is 70% + 1%/level, with the caster knowing if the spell failed.

5th Stalwart Pact(CDiv p181) (RoD p168)

<Evoc, VS/DF/X(250), 10Minutes, Touch, until discharged then 1rnd/lvl>

– When the touched, willing, living creature is reduced to half his/her hit-points (or less), the target receives the following benefits for 1 round per caster level:

a) 5 Temporary hit-points per caster level;

b) Damage Reduction 5 / magic; &

c) +4 Luck bonus on all saving throws.

6th Zealot Pact(CDiv p191)

<Evoc, VS/DF/X(500), 10Minutes, Touch, until discharged then 1rnd/lvl>

– When the touched, willing, living creature hits a creature whose alignment is exactly opposite to that of the deity of the Cleric who cast this spell, the target receives the following benefits for 1 round per caster lvl:

a) +4 bonus on melee attack rolls;

b) double damage;

c) all threatened criticals are automatically confirmed;

d) melee damage receives alignment descriptors that match the deity (i.e., a pact with a Lawful Good deity result in the target’s damage being [lawful][good];

e) the target can see which creatures within 60’ have the opposite alignment of the deity (as per *Detect Evil*, etc.).

f) for the spell’s duration, the target must attack a foe of the opposite alignment each round if possible.

If the pact is with a True Neutral deity, then this spell applies to one of the following alignments (chosen as casting time): Lawful Good, Chaotic Good, Lawful Evil, or Chaotic Evil.

7th Renewal Pact(CDiv p177)

<Conj(heal), VSX(500)/DF, 10Minutes, Touch, until triggered>

– The touched, willing, living creature becomes the target of a *Heal* spell when one or more of the following conditions apply to the subject: Ability Damage, Blinded, Confused, Dazed, Dazzled, Deafened, Diseased, Exhausted, Fatigued, *Feebleminded*, Insanity, Nauseated, Sickened, Stunned, or Poisoned.

Any given creature may only have one *Renewal Pact* in effect on him/her at a given time.

8th Death Pact(CDiv p161)(MoF p88)

<Necro[evil], VSM(500gp diamond)X(250)/DF, 10Minutes, Touch, until discharged>

– When killed, the touched, living, willing subject is teleported to a safe location (designated at casting time), subject to a *Raise Dead* spell, followed by a *Heal*. The subject must sacrifice 2 points of Constitution (non-recoverable) when targeted by this spell. The Constitution is still lost even if this spell is dispelled before it discharges.

9th Gate(PH p234)

<Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

– Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.

-or-

<Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR>

– Calls & controls one or more Outsiders to perform a task. The caster may target:

a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.

b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.

c) a single non-unique / divine Outsider of more than 2x the Caster level can be called but not controlled.

d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is never controlled.

A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be “immediate” or “contractual” term:

a) Any task which requires no more than 1rnd/lvl to complete can be assigned without a ‘contract’ (i.e., no payment).

b) A “long term” task requires a ‘contract’, which entitles the summoned creature(s) to be fairly paid when the task is completed.

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| Passion | (Eb p107) |

Each day, you can activate *Rage* on yourself as a Free Action for 1 round per Cleric level. The rounds may be used during the day as you wish. This is a Supernatural ability.

1st Cause Fear(PH p208)

<Necro[fear][mind], VS, 1StdAct, Close-range, Will½, SR applies>

– One living target with up to 5HD is Frightened for 1d4 rounds unless it makes its saving throw. On a successful save, the target is Shaken for 1 round.

This spell Counters and Dispels *Remove Fear*.

2nd Tasha’s Hideous Laughter(PH p292)

<Ench(comp)[mind], VSM(feather, tiny tarts), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– One target with 3 or higher Intelligence falls down laughing & can make no action for the duration of the spell (but is not Helpless).

A creature of a different type from the caster receive a +4 bonus on its save.

3rd Confusion(PH p212)

<Ench(comp)[mind], VSM(3 nut shells)/DF, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– All targets within a 15’ radius Burst are Confused.

4th Crushing Despair(PH p215)

<Ench(comp)[mind], VSM(vial of tears), 1StdAct, 1min/lvl, WillNeg, SR applies>

– All targets within a 30’ Cone-shaped Burst receive a –2 penalty on All Actions and damage rolls due to great sadness.

This spell Counters and Dispels *Good Hope.*

5th Command, Greater(PH p211)

<Ench(comp)[language][mind], V, 1StdAct, Close-range, 1rnd, WillNeg(retry), SR applies>

– One living target per level within a 30’ area obeys one of the following one-word command on its turn for 1 round per level:

“Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.

“Drop” – Drops the objects it is holding & can’t pick them up.

“Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.

“Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.

“Halt” – Take no actions, though he/she is not considered Helpless.

Each target receives the same one-word command.

Targets may attempt their Will save each round until they succeed, ending the effect.

6th Heroism, Greater(PH p240)

<Ench(comp)[mind], VS, 1StdAct, Touch, 1min/lvl>

– The touched creature gains a +4 Morale bonus on attacks, saves, & skill checks, immunity to fear effects, and 1 Temporary HP per level (max +20).

7th Song of Discord(PH p281)

<Ench(comp)[mind][sonic], VS, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– All creatures within a 20’ radius Spread have a 50% chance each round of attacking the nearest target, whether friend or foe.

8th Otto’s Irresistible Dance(PH p259)

<Ench(comp)[mind], V, 1StdAct, Touch, 1d4+1rnds, no save, SR applies>

– Touched target starts to dance uncontrollably & cannot take any actions, receives a –4 AC penalty, a –10 penalty to Reflex saves, & cannot effectively use a shield. The target provokes an attack of opportunity each round.

9th Dominate Monster(PH p224)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>

– Telepathically control one creature. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input.

The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

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| Patience | (DR355 p28) |

You may delay the effect of a spell that affects you for 10 rounds as an Immediate Action. Activated after the saving throw (if any). Usable once per day.

1st Sanctuary(PH p274)

<Abj, VS/DF, 1StdAct, Touch, 1rnd/lvl, no SR>

– When an opponent attempt to target the subject with a melee attack, ranged attack, or a targeted spell (as opposed to an area–of–effect spell), the opponent must make a Will save. If successful, the opponent continues its action. On a failure, the opponent cannot attack the subject & looses the action & cannot attempt to attack the subject again for the remainder of the duration.

If the subject attacks anyone, the spell ends.

2nd Delay Poison(PH p217)

<Conj(healing), VS/DF, 1StdAct, Touch, 1hr/lvl>

– Touched creature suppresses the effects of current or new poisons in its body until the spell ends.

3rd Protection from Energy(PH p266)

<Abj, VS/DF, 1StdAct, Touch, until depleted up to 10min/lvl>

– Touched creature is immune to a total of 12 damage per level (max 120 hp) from one Energy Type. Once all the damage has been taken, the spell ends.

Note: This spell takes precedence over *Resist Energy*. Only when this spell is depleted will *Resist Energy* be applied.

4th Slow(PH p280)

<Trans, VSM(molasses), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– One subject per level within a 30’ area:

a) may only take one Standard Action or Move Action each round;

b) suffers a –1 penalty to AC, attacks, & Reflex saves;

c) has its movement halved.

This spell Counters & Dispels *Haste*.

5th Hold Monster(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One living creature is Held. It gets a new Will save each round to end the spell.

6th Bear’s Endurance, Mass(PH p203)

<Trans, VS/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a   
+4 Enhancement bonus to Constitution.

7th Contingency(PH p213)

<Evoc, VSM(quicksilver, eyelash from a magic-using creature)F(1,500gp ivory & gem statue), 10Minutes, Personal, until discharged up to 1day/lvl>

– The caster presets a spell to be cast automatically upon himself when a condition (set at cast time) occurs. An example would be “if I fall more than 10’, cast *Feather Fall*". The preset spell can be no higher than 1/3rd the Caster’s level (rounded up, max 6th).

A caster may have only one *Contingency*-class spell at any given time.

8th Sequester(PH p276)

<Abj, VSM(basilisk eyelash, gum arabic, whitewash), 1StdAct, Touch, 1day/lvl(D)>

– Touched willing creature or object (up to 2’ cube per level) becomes Invisible & immune to divination magics. Living targets are placed in Suspended Animation for the spell’s duration.

9th Time Stop(PH p294)

<Trans, V, 1StdAct, Personal>

– The caster steps out of time, gaining 1d4+1 rounds. During this time, the caster cannot harm others or target other creatures with spells. Persistent effects, such as fire, cold, or gases can still harm the caster. The caster cannot pass through antimagic fields.

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| Pestilence | (Spell p278) (CDiv p141) |

You are immune to all diseases, though you can still be a carrier.

1st Doom(PH p225)

<Ench(comp)[fear][mind], VS/DF, 1StdAct, Medium-range, 1min/lvl, WillNeg, SR applies>

– Target living creature becomes Shaken.

2nd Summon Swarm(PH p289)

<Conj(sum), VS/AM(red cloth)/DF, 1Round, Close-range, Concentration+2rnds, no save, no SR>

– Summons either a Swarm of Bats(MM p237), a Swarm of Rats(MM p239), or a Swarm of Spiders(MM p239). The swarm attacks any creatures that are within its area. If there is no creature to attack, the swarm moves to the nearest creature. The caster has no control over the swarm’s movement or target.

3rd Contagion(PH p213)

<Necro[evil], VS, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Infects touched subject with chosen disease which takes effect without an incubation period.

Name DC Dmg

Cackle Fever 16 1d6 Wis

Filth Fever 12 1d3 Dex & 1d3 Con

Mindfire 12 1d4 Int

Red Ache 15 1d6 Str

Shakes 13 1d8 Dex

Slimy Doom 14 1d4 Con

Blinding Sickness 16 1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently Blind.

4th Poison(PH p262)

<Necro, VS/DF, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Touch deals 1d10 Constitution damage, repeats in 1 minute. DC is 10 + ½ caster level + caster’s Wisdom modifier.

5th Plague of Rats(CDiv p174)(CDivErrata)+

<Conj(sum), VS/DF, 1FullRound, Medium-range, 1rnd/lvl, no save, no SR>

– Summons one Swarm of Rats(MM p239) per two Caster levels (max 6 swarms). All swarms must be summoned contiguous to at least one other swarm. Once summoned, the swarms do not move, even to chase creatures.

6th Curse of Lycan­thropy(Spell p57)~~(CDiv p160)~~

<Necro, VSM(pint of animal blood)/DF, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– The target Humanoid dies and 1d6 Wererats claw their way out of the target’s body. The Wererats to not attack the caster & his/her allies, but may attack others.

7th Scourge(CDiv p179)

<Necro, VSF(whip)/DF, 1StdAct, Long-range, Instantaneous, FortNeg, SR applies>

– One living creature per level in a 50’ area are inflicted with magical disease. Each target must make Fortitude save once per day or take 1d3 Strength & 1d3 Dexterity damage. The disease continues until it is cured with *Remove Disease, Restoration*, or *Heal*).

8th Create Greater Undead(mummy only)(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>

– Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator’s control.

Undead Min Lvl Undead Min Lvl

Shadow 15 Spectre 18

Wraith 16 Devourer 20

This spell must be cast at night.

9th Otyugh Swarm(CDiv p172)

<Conj(creat), VSF(6,000 lbs. of sewage), 1StdAct, Medium-range, 7days –or– 7months (D)>

– Creates 3d4 Otyughs or 1d3+1 Otyughs advanced to 15HD & Huge size. They will perform a named task for up to 7 days –or– guard the area where they were created for 7 months.

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| Planning | (Spell p278) (CWar p115) |

Gain Feat: Extend Spell.

1st Deathwatch(PH p217)

<Necro[evil], VS, 1StdAct, Close-range, 10min/lvl, no save, no SR>

– The caster sees the level of health of all things within a 30’ Cone-shaped Emanation. Choices are ‘dead’, ‘undead’, ‘fragile’ (3 or less hp), ‘fighting off dead’ (4 or more hp), & ‘object’.

This spell is not fooled by spells & abilities that allow a creature to fake being dead.

2nd Augury(PH p202)

<Div, VSF(25gp casting runes), 1Minute, Personal>

– Learn if an action to be taken in the next 30 minutes will result in “good results”, “bad results”, “both”, or “nothing”. Chance of information is 70% + 1%/level (90% max), with failure always resulting in “nothing”. Repeated castings by the same person within a 30 minute period always have the same result

3rd Clairaudience/Clairvoyance(PH p209)

<Div(scry), VSF(small horn for hearing –or– a glass eye for seeing)/DF, 10Minutes, Long-Range, 1min/lvl(D), no SR>

– Hear –or– see into a known or obvious (i.e., other side of a door) location within range. Once the location is targeted, the Magical Sensor cannot be moved.

Magically enhanced senses cannot be used through this spell, though a 10’ radius can be seen in non-magical darkness.

4th Status(PH p284)

<Div, VS, 1StdAct, Touch, 1hr/lvl>

– Monitors the position (distance & direction) and condition (unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc.) of one touched living subject per 3 levels at any range.

5th Detect Scrying(PH p219)

<Div, VSM(piece of mirror, tiny brass trumpet), 1StdAct, 24hrs, no save, no SR>

– The caster is immediately aware of the existence & location of any Magical Sensors within a 40’ radius Emanation.

On a successful Caster check, the caster can get a visual image of the scryer, and his/her distance & direction.

6th Heroes’ Feast(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

7th Scrying, Greater(PH p275)(PH3.5e)+

<Div(scry), VS, 1Hour, 1hr/lvl, WillNeg, SR applies>

– Sends a Magical Sensor to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge DC

None (must have a Connection) –10

Heard of the target –5

Met the target +0

Know the target well +5

Connection DC

Likeness or picture +2

Possession or garment +5

Lock of hair, bit of fingernail, etc. +10

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day.

Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor. In addition, the caster can use the following: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic, Message, Read Magic*, and *Tongues*.

8th Discern Location(PH p222)

<Div, VS/DF, 10Minutes, no save, no SR>

– Finds a named creature or object, no mater where it is located (even on other planes!). The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.

This spell bypasses most anti-scrying protections and can only be blocked *Mind Blank*.

9th Time Stop(PH p294)

<Trans, V, 1StdAct, Personal>

– The caster steps out of time, gaining 1d4+1 rounds. During this time, the caster cannot harm others or target other creatures with spells. Persistent effects, such as fire, cold, or gases can still harm the caster. The caster cannot pass through antimagic fields.

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| Plant | (PH p188) |

Rebuke / Control Plant Creatures, up to 3 + Charisma modifier times per day.

Knowledge (nature) is a class skill.

1st Entangle(PH p227)

<Trans, VS/DF, 1StdAct, Long-range, 1min/lvl, RefNeg, no SR>

– All plants in a 40’ radius Spread Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a full-round Strength or Escape Artist check vs. DC 20. Anyone not entangled (including a target that has just broken free) may move ½ speed through the area of effect. On the caster’s action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

2nd Barkskin(PH p202)

<Trans, VS/DF, 1StdAct, Touch, 10min/lvl>

– Touched living subject gains an Enhancement bonus to his/her Natural Armor bonus to AC of 2 + 1 per 3 levels after 3rd (max +5).

3rd Plant Growth(PH p262)

<Trans, VS/DF, 1StdAct, Instantaneous>

– This spell either

a) causes vegetation to grow thick & overgrown in a 100’ radius circle, a 150’ radius half-circle, or a 200’ radius quarter circle (caster may choose plants to be excluded). The area of effect must be within Long-range. Movement through the overgrown area is reduced to 5’ (or 10’ for creatures of at least Large size); or

b) enhances vegetation within ½ mile to produce exceed its normal production by 1/3 in the next year.

This spell Counters *Diminish Plants*.

4th Command Plants(PH p211)

<Trans, V, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

– Up to (2 \* Caster level) HD of plant creatures in a 30’ area become friendly towards the caster and will not attack him/her. Any attempt to give the creatures orders requires a successful Charisma check.

5th Wall of Thorns(PH p300)

<Conj(creat), VS, 1StdAct, Medium-range, 10min/lvl(D), no save, no SR>

– Creates one contiguous 10’ cube of brambles per level, shaped as the caster desires. The wall’s width can be reduced to 5’ in order to double the amount of area covered. The caster may target the wall to trap creatures within it.

Each round spent moving while in the wall causes 25hp of damage minus the creature’s AC (not including Dexterity & Dodge bonuses). A creature may move through the wall by making a Strength check as a Full-Round Action. For each 5 points the check exceeds 20, the creature may move 5’ (but still takes damage).

It takes 10 minutes to chop a 1’ safe passage through the wall. The thorns are immune to normal fire, but magic fire will burn down an area in 10 minutes.

Creatures who can pass through overgrown area unhindered can walk though the wall at normal speed without taking damage.

6th Repel Wood(PH p271)

<Trans, VS, 1StdAct, 1min/lvl(D), no save, no SR>

– All wooden objects in a 60’ Line are pushed away from the caster. Wooden objects move 40’ per round. If unable to move, objects less than 3” in diameter snap. If a creature holds onto a wooden object as it is pushed away, it is dragged along.

The location & direction of the line of force fixed at casting time & cannot be changed.

7th Animate Plants(PH p199)

<Trans, V, 1StdAct, Close-range, 1rnd/lvl>

– One Large-sized plant per three levels is animated & can be directed to attack the caster’s opponents. As a Move Action, the caster can change which plants he/she animates.

The caster may animate bigger plants in place of a number of Large plants.

1 Huge = 2 Large 1 Colossal = 8 Large

1 Gargantuan = 4 Large

-or-

<Trans, V, 1StdAct, Close-range, 1hr/lvl, no SR>

– All plants within Close-range Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a Full-Round Strength or Escape Artist check vs. DC 20. Anyone not entangled may move ½ speed through the area of effect. On the caster’s action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

8th Control Plants(PH p213)

<Trans, VS/DF, 1StdAct, Close-range, 1min/lvl, WillNeg, no SR>

– Up to 2HD per level of Plant Creatures in a 30’ area understand the caster’s commands and will not attack. The targets will even obey orders that are not suicidal.

9th Shambler(PH p277)

<Conj(creat), VS, 1StdAct, Medium-range>

– Creates 1d4+2 11HD Shambling Mounds within a 30’ area. The caster can either use them as guards or to perform tasks, in which case they remain for 7 days, or to guard a location within range, in which case they remain for 7 months. In either case, the creatures are dismissible by the caster.

The Shambling Mounds only have their standard fire resistance if they reside in rainy or marshy terrain.

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| Pleasure | (BoED p87) |

You are immune to any effect that damages or drains your Charisma.

1st Remove Fear(PH p271)

<Abj, VS, 1StdAct, Close-range, 10min>

– One subject + 1 per 4 levels within a 30’ area gains a +4 Morale bonus on saves vs. fear.

This spell Counters & Dispels *Cause Fear*, and Suppresses all other fear effects.

2nd Lastai’s Caress(BoED p102)

<Ench(comp)[good][mind], VSM(peach seed), 1StdAct, Touch, 1rnd/lvl, no save, SR applies>

– The caster must know the touched subject to be Evil for this spell to take effect.

The caster has the option of having the target Shaken for the spell’s duration, or to have a random effect occur each round:

d4 Effect d4 Effect

1 Cowering 3 Nauseated

2 Frightened 4 Shaken

3rd Heart’s Ease(BoED p100)

<Ench(comp)[mind], VS/DF, 1StdAct, Close-range, Permanent>

– Once touched subject per level has ‘emotional wounds’ healed:

a) ends Fear & Despair effects, including any similar [mind] effects (but not (charm) or (comp) effects);

b) Dispels *Confusion* and *Insanity*;

c) restores 2d4 Wisdom damage (but not drain);

d) removes the lingering effects of torture; &

e) generally makes the subject feel good.

4th Remove Fatigue(BoED p105)

<Trans, S, 10Min, Touch, Instantaneous>

– Up to one living subject per two levels gains the benefit of 8 hours of sleep.

If a subject is Exhausted, it is now Fatigued (& 1 hour of rest will remove this state).

If a subject is Fatigued, it is now rested.

If a subject is rested, it does not need to sleep again for 24 hours.

Note: This spell has no effect on restoring spells.

5th Eagle’s Splendor, Mass(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a +4 Enhancement bonus to Charisma.

6th Celestial Blood(BoED p94)

<Abj[good], VSM(holy water), 1Round, Touch, 1min/lvl>

– The touched non-Evil creature gains the following protections:

a) Acid Resistance 10;

b) Cold Resistance 10;

c) Electricity Resistance 10;

d) +4 bonus to saves vs. poison; &

e) Damage Reduction 10 / evil.

7th Empyreal Ecstasy(BoED p98)

<Abj, VS/DF, 1Round, 30’ range, 1min/lvl(D), WillNeg, SR applies>

– One subject per level feels extremely good:

a) Any lingering pain effects are ended, including those from *Symbol of Pain*, etc. It does not dispel ongoing magical pain effects.

b) Becomes immune to new [mind] spells & effects (though any already in effect remain);

c) Only takes ½ damage from melee & ranged attacks;

d) All skill checks receive a –4 penalty;

e) Casting spells requires a Concentration check vs. DC 15.

8th Spread of Contentment(BoED p107)

<Ench(comp)[mind], VSM(feather of a lammasu), 1Hour, Long-range, 1hr/lvl(D), no save, SR applies>

– Non-summoned creatures in a 10’ per level radius Burst become calm & more pleasant.

Old Attitude New Attitude

Hostile Indifferent

Unfriendly Indifferent

Indifferent Friendly

Friendly Helpful

Creatures that have been magically enrages & forced to attack have that effect cancelled.

This spell Counters *Spread of Savagery* (from Book of Vile Darkness).

9th Sublime Revelry(BoED p109)

<Abj, VS/DF, 1Round, Close-range, 1min/lvl(D)>

– One subject per level in a 30’ area feels extremely good:

a) Any lingering pain effects are ended, including those from *Symbol of Pain*, etc. It does not dispel ongoing magical pain effects.

b) Becomes immune to new [mind] spells & effects. Any already in effect are Suppressed;

c) Only takes ½ damage from melee & ranged attacks.

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| Portal | (Spell p278) ~~(PGF p89) (Und p53)~~ |

Detect an active or inactive *Portal* as if it was a secret door (DC 20).

1st Summon Monster I(PH p285)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one creature from the ‘Summon Monster I’ Table to fight the caster’s enemy. The creature can attack on the caster’s initiative starting its first round.

2nd Analyze Portal(Spell p10) ~~(FR p66)~~

<Div, VSM(lens, mirror)/DF, 1Minute, Concentration up to 1rnd/lvl(D)>

– Detects and analyzes Portals in a 60’ Cone-shaped Emanation. Detection takes 1 round, after which the caster may spend an addional rounds to identify properties of each Portal by making a Caster check vs. DC 17 (retry once per round).

3rd Dimensional Anchor(PH p221)(PH p250)+

<Abj[ray], VS, 1StdAct, Medium-range, 1min/lvl, no save, no SR>

– Target creature or object is encased in a green glow & cannot travel extradimensionally. This includes spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport,* etc. It does not extend the duration of Summoning spells.

-or-

<Abj, VSF(calling diagram), 1StdAct, Medium-range, 24hrs/lvl, no save, no SR>

– Target creature within the Calling Diagram cannot leave it or travel extradimensionally. This includes spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport,* etc. It does not extend the duration of Summoning spells.

-or-

<Abj, VS, 1StdAct, Medium-range, no save, no SR>

– Target creature within a *Magic Circle against Good*, etc., cannot leave it or travel extradimensionally for the remainder of the Magic Circle’s duration. This includes spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport,* etc. It does not extend the duration of Summoning spells.

4th Dimension Door(PH p221)

<Conj[teleport], V, 1StdAct, Long-range>

– Teleports the caster anywhere within range that can visualized or described by direction.

The caster may bring up to his/her maximum carry load with this spell and one willing, Medium-sized subject per three levels (or the Creature Equivalent). All subjects must be touching, with the caster touching at least one subject.

If the target location is occupied, the caster (and anyone with him/her) take 1d6 damage & are shunted in a random direction 100’.

The caster cannot act again until the next round.

5th Teleport(PH p292)

<Conj[teleport], V, 1StdAct, Touch>

– The caster (carrying Maximum load) & one willing Medium-size creature per three levels (or the Creature Equivalent) are instantly transported up to 100 miles per level. The destination must be pictured by the caster.  
How On Off Similar   
Familiar Target Target Area Mishap  
Familiar 01-97 98-99 100 —  
Studied 01-94 95-97 98-99 100  
Visited 01-88 89-94 95-98 99-100  
Seen Once 01-76 77-88 89-96 97-100  
False Dest.(d20+80) — 81-92 93-100

6th Banishment(PH p202)

<Abj, VS/AF(object or substance hated by the target), Close-range, WillNeg, SR applies>

– Banishes up to 2 HD per level of Extraplanar creatures in a 30’ area away from the current plane. Extra hated objects give a +1 on SR Checks and +2 to the spell’s DC.

7th Etherealness(PH p228)

<Trans, VS, 1StdAct, Touch, 1min/lvl(D)>

– The caster & up to 1 subject per 3 levels becomes ethereal, along with their equipment.

8th Maze(PH p252)

<Conj[teleport], VS, 1StdAct, Close-range, up to 10min, no save, SR applies>

– A single target becomes trapped in an extradimensional maze made from force. Each round, the target may attempt to escape by making an Intelligence check vs. DC 20. When successful, or when 10 minutes pass, the target is returned to the location from which it disappeared.

The target cannot escape with teleportation magics, but can use *Plane Shift*. Minotaurs are immune to this spell.

9th Gate(PH p234)

<Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

– Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.

-or-

<Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR>

– Calls & controls one or more Outsiders to perform a task. The caster may target:

a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.

b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.

c) a single non-unique / divine Outsider of more than 2x the Caster level can be called but not controlled.

d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is never controlled.

A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be “immediate” or “contractual” term:

a) Any task which requires no more than 1rnd/lvl to complete can be assigned without a ‘contract’ (i.e., no payment).

b) A “long term” task requires a ‘contract’, which entitles the summoned creature(s) to be fairly paid when the task is completed.

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| Pride | (Spell p278) |

If you roll a Natural 1 on a saving throw, you may reroll it immediately. If you roll another 1, you must keep it.

1st Hypnotism(PH p242)

<Ench(comp)[mind], VS, 1FullRound, Close-range, 2d4rnds(D), WillNeg, SR applies>

– 2d4 HD of creatures in a 30’ area who can see or hear the caster are fascinated by the effect (+2 save if in combat, –2 if alone and unthreatened).

Each fascinated target considers the caster two Attitude Categories better than normal. The caster can make a simple, reasonable request of the target which is likely to be followed.

A target who failed its saving throw does not remember the caster cast a spell on it after the spell wears off.

2nd Eagle’s Splendor(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Charisma.

3rd Heroism(PH p240)

<Ench(comp)[mind], VS, 1StdAct, Touch, 10min/lvl>

– The touched creature gains a +2 Morale bonus on attacks, saves, & skill checks.

4th Divine Power(PH p224)

<Evoc, VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster gains the following:

a) +6 Enhancement bonus to Strength;

b) 1 Temporary HP per level; &

c) a Base Attack Bonus as if the caster was a fighter of his/her Character level.

5th Reduce Person, Mass(PH p269)

<Trans, VSM(powdered iron), 1Round, Close-range, 1min/lvl(D), FortNeg, SR applies>

– One Humanoid per level (& all their equipment) within a 30’ area becomes 1 Size category smaller. Subject gains +2 Size bonus to Dexterity, –2 Size penalty to Strength, and +1 bonus on attacks & AC. A subject who becomes Tiny-size have a reach of 0’ & must enter an opponent’s hex to attack.

This spell Counters & Dispels *Enlarge Person* and *Mass Enlarge Person*.

6th Forbiddance(PH p232)

<Abj, VSM(1,500gp of holy water & incense + 1,500gp per 60’ cube, 1,000gp of additional incense + 1,000gp per 60’ cube if a password is to be added)/DF, 6Rounds, Medium-range, Permanent>

– The caster designated an area of one contiguous 60’ cube per level. Although permanent, the caster has the option of including a password that allows the speaker to avoid effect ‘b)’.

a) The area is sealed against planar travel, blocking *Dimensional Door, Teleport, Plane Shift, Astral Travel, Ethereal Travel,* and all *Summon* spells.

b) When attempting to enter, each creature is effected based on how close their alignment is to the caster’s alignment:

1) same – no save needed to enter.

2) different along the law-chaos axis ‑or‑ the good-evil axis – 6d6 damage & cannot enter (Will½ & SR applies).

3) different along the law-chaos axis ‑and‑ the good-evil axis – 12d6 damage & cannot enter (Will½ & SR applies).

*Dispel Magic* on this spell only works if its caster’s level is at least as high as this spell’s level.

7th Heroism, Greater(PH p240)

<Ench(comp)[mind], VS, 1StdAct, Touch, 1min/lvl>

– The touched creature gains a +4 Morale bonus on attacks, saves, & skill checks, immunity to fear effects, and 1 Temporary HP per level (max +20).

8th Spell Immunity, Greater(PH p281)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

– Touched subject gains unbeatable Spell Resistance to one spell per four caster levels. The spell must be 8th level or less & allow an SR check. The subject gains immunity to a spell whether is cast as a spell or used as a spell-like ability.

A given subject may only have a single *Spell Immunity* or *Greater Spell Immunity* in effect at one time.

9th Charm Monster, Mass(PH p209)

<Ench(charm)[mind], V, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

– The caster causes one or more creatures to considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

The caster can target one creature of with any number of HD –or– (2 \* Caster level) HD of creatures in a 30’ area.

If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

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| Protection | (PH p188) |

‘Protective Ward’ once per day – The touched target receives a Resistance bonus on his/her next saving throw equal to your Cleric level. If not used in one hour, the ward dissipates. Activation is a Standard Action.

1st Sanctuary(PH p274)

<Abj, VS/DF, 1StdAct, Touch, 1rnd/lvl, no SR>

– When an opponent attempt to target the subject with a melee attack, ranged attack, or a targeted spell (as opposed to an area–of–effect spell), the opponent must make a Will save. If successful, the opponent continues its action. On a failure, the opponent cannot attack the subject & looses the action & cannot attempt to attack the subject again for the remainder of the duration.

If the subject attacks anyone, the spell ends.

2nd Shield Other(PH p278)

<Abj, VSF(two 50gp platinum rings that must be worn by caster & target), 1StdAct, Close-range, 1hr/lvl(D)>

– Target gains a +1 Deflection bonus to AC & a +1 Resistance bonus to saves. Half of all hit-point damage that the target takes is actually taken by the caster. The spell ends immediately if target leaves Close-range.

3rd Protection from Energy(PH p266)

<Abj, VS/DF, 1StdAct, Touch, until depleted up to 10min/lvl>

– Touched creature is immune to a total of 12 damage per level (max 120 hp) from one Energy Type. Once all the damage has been taken, the spell ends.

Note: This spell takes precedence over *Resist Energy*. Only when this spell is depleted will *Resist Energy* be applied.

4th Spell Immunity(PH p281)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

– Touched subject gains unbeatable Spell Resistance to one spell per four caster levels. The spell must be 4th level or less & allow an SR check. The subject gains immunity to a spell whether is cast as a spell or used as a spell-like ability.

A given subject may only have a single *Spell Immunity* or *Greater Spell Immunity* in effect at one time.

5th Spell Resistance(PH p282)

<Abj, VS/DF, 1StdAct, Touch, 1min/lvl>

– Subject gains Spell Resistance of 12 + 1/lvl.

6th Antimagic Field(PH p200)

<Abj, VSM(iron powder)/DF, 1StdAct, 10min/lvl(D), no save>

– Almost all magical effects, spells, spell-like abilities, supernatural abilities, and magic items are suppressed (but not dispelled) within 10’ radius Emanation of the caster. Summoned, conjured, & incorporeal creatures ‘wink out’ until the antimagic field stops overlapping with their last location, at which point they return. Time spent suppressed counts against duration. The field is invisible & moves with the caster.

Magical creatures, such as Elementals & Golems, can enter the field & even fight, but they cannot use their supernatural & spell-like abilities

Some spells, such as *Wall of Force* & *Prismatic Sphere* are specifically immune to this spell.

7th Repulsion(PH p271)

<Abj, VS/AF(2 small iron bars with dog statuettes on the ends)/DF, 1StdAct, 1rnd/lvl(D), WillNeg, SR applies>

– Creatures cannot approach the caster within an invisible circle of up to 10’ radius per level Emanation. The circle moves with the caster, but cannot push creatures back. The caster can still be attacked with spells & ranged weapons.

8th Mind Blank(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>

– Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject’s area, such as *Arcane Eye*, will not even see the subject.

9th Prismatic Sphere(PH p264)

<Abj, V, 1StdAct, 10min/lvl(D)>

– Creates a 10’ radius opaque sphere around the caster. Anyone within 20’ of the sphere who has less than 8HD is Blind for 2d4 x 10 minutes.

The caster can walk through the sphere without difficulty. Anyone else trying to go through the wall is effected by each of its colors (SR check required for each color), unless they are dispelled in order. The colors, in order, are the following:  
Color Negated by Effect Save  
Red *Cone of Cold* 20hp Fire Ref½  
Orange *Gust of Wind* 40hp Acid Ref½  
Yellow *Disintegrate* 80hp Electricity Ref½  
Green *Passwall* Death or 1d6Con Fort½  
Blue *Magic Missile Flesh to Stone* FortNeg  
Indigo *Daylight Insanity* WillNeg  
Violet *Dispel Magic* *Plane Shift* WillNeg

The sphere is immune to *Dispel Magic*, *Greater Dispel Magic*, and *Antimagic Sphere*, but not *Mordenkainen’s Disjunction*.

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| Purification | (Spell p279) (CDiv p141) |

Cast Abjuration spells at +1 Caster level.

1st Nimbus of Light(CDiv p170)

<Evoc[light], VS/DF, 1StdAct, Personal, until discharged up to 1min/lvl(D)>

– The caster is surrounded by radiance, which gives of bright light in a 30’ radius and shadowy light 30’ past that.

As a Move Action, the caster can concentrate the light around his/her arm, after which the caster can may a ranged touch attack at a target within 30’ as a Standard Action. If it hits, the spell does 1d8 + 1 per round since the spell was cast (max 1d8 + caster level).

Making the ranged attack ends the spell.

2nd Deific Vengeance(CDiv p161)

<Conj(sum), VS/DF, 1StdAct, Close-range, Instantaneous, Will½, SR applies>

– A single target takes 1d6 per two levels (max 5d6), unless it is Undead, in which is takes 1d6 per level (max 10d6).

3rd Recitation(CDiv p176)(UE p52)

<Conj(creat), VSF(sacred text)/DF, 1StdAct, 1rnd/lvl, no save, SR applies>

– All allies within a 60’ radius Burst of the caster gain a +2 (or +3 if they worship the caster’s deity) Luck bonus on attacks & saving throws, while any enemies in the burst suffer a –2 penalty on attacks & saves.

4th Castigate(Spell p44)~~(CDiv p158)~~

<Evoc[sonic], V, 1StdAct, Instantaneous, Fort½,   
SR applies>

– Enemies within 10’ radius Burst of the caster as affected as follows:

Alignment Damage

Same no damage

Within 1 Step 1d2/lvl (max 10d2) (Fort½)

Further 1d4/lvl (max 10d4) (Fort½)

5th Dance of the Unicorn(Spell p58)~~(CDiv p161)~~

<Abj, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster is surrounded by a a 5’ per level radius Emanation purifying transparent mist. Within the area-of-effect, the following apply:

a) all nonmagical air-born contaminants (including inhaled poison) are negated;

b) all creatures receive a +4 bonus on saves vs. magical / supernatural air-born contaminants (such as Green Dragon breath, *Acid Fog*, etc.).

c) everything becomes damp.

6th Fires of Purity(CDiv p165)

<Evoc[fire], VS/DF, 1StdAct, Touch, 1rnd/lvl, RefNeg, SR applies>

– The touched (usually willing) creature is engulfed in magical flames that do not harm it and gains the following benefits:

a) melee attacks do +1d6 + 1 per caster level (max +1d6+15) Fire damage (no save, SR applies) and Catches Fire (RefNeg);

b) any creature that strikes the subject with a non-reach weapon 1d6 + 1/lvl (max 1d6+15) Fire damage (no save, SR applies) and Catches Fire (RefNeg);

c) subject takes half damage from Fire-based attacks. If the attack allows a Reflex save, the subject takes no damage on a successful save.

7th Righteous Wrath of the Faithful(CDiv p178)(CDivErrata)+

<Ench(comp)[mind], VS/DF, 1StdAct, 1rnd/lvl>

– All allies within a 30’ radius Burst of the caster are filled with a divine fury whose strength depends on the subject’s religion:

a) Subjects who worship the same deity as the caster:

1) One extra attack per round at his/her highest attack bonus.

2) +2 Morale bonus to attacks, damage, & saves.

3) +3 Morale bonus on saves vs. Mind-Affecting spells & effects.

4) 2d8 Temporary HP.

5) At the end of the spell, the subject is Fatigued for 10 minutes.

b) Others:

1) +1 Morale bonus on attacks & saving throws vs. Fear spells & effects.

2) 1d8 Temporary HP.

8th Sunburst(PH p289)

<Evoc[light], VSM(sunstone, fire)/DF, 1StdAct, Long-range, Instantaneous, SR applies>

– A 80’ radius Burst of light is centered on the caster. Damage is based on creature type:

Type Effect

Undead 1d6/lvl (max 25d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg) & Blind (RefNeg).

Oozes 1d6/lvl (max 25d6) (Ref½).

others 6d6 (Ref½) & Blind (RefNeg).

This spell Dispels any spells with the [darkness] subtype within its area of effect.

9th Visage of the Deity, Greater(CDiv p187)

<Trans[good], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes a ‘Half-Celestial’:

a) creature type changes to Outsider (but the caster can be brought back from the dead);

b) +4 bonus to Strength;

c) +2 bonus to Dexterity;

d) +4 bonus to Constitution;

e) +2 bonus to Intelligence;

f) +4 bonus to Wisdom;

g) +4 bonus to Charisma;

h) +1 increase of Natural Armor;

i) gain Low-light Vision;

j) Acid Resistance 10;

k) Cold Resistance 10;

l) Electrical Resistance 10;

m)Spell Resistance 25;

n) Damage Reduction 10 / magic;

o) gain immunity to diseases;

p) +4 Racial bonus on saves vs. poison; &

q) gain feathery wings which let the caster Fly at twice his/her ground movement with Good maneuverability.

-or-

<Trans[evil], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster becomes a ‘Half-Fiend’:

a) creature type changes to Outsider (but the caster can be brought back from the dead);

b) +4 bonus to Strength;

c) +4 bonus to Dexterity;

d) +2 bonus to Constitution;

e) +4 bonus to Intelligence;

f) +4 bonus to Wisdom;

g) +2 bonus to Charisma;

h) +1 increase of Natural Armor;

i) gain Darkvision 60’;

j) Acid Resistance 10;

k) Cold Resistance 10;

l) Electricity Resistance 10;

m)Fire Resistance 10;

n) Spell Resistance 25;

o) Damage Reduction 10 / magic;

p) gain Poison Immunity;

q) gain 1 Bite & 2 Claw attacks (if Medium, Bite does 1d6 & each claw does 1d4; if Small, Bite & each Claw each do 1d3); &

r) gain bat-like wings which let the caster Fly at ground movement with Average maneuverability.

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| Radiance | (DR321 p68) |

You are immune to ‘pattern’ spells & effects, such as *Color Spray* and *Hypnotic Pattern*.

1st Color Spray(PH p210)

<Ill(pattern)[mind], VSM(colored powder), 1StdAct, WillNeg, SR applies>

– Caster creates a 15’ Cone-shaped Burst of color that effects all creatures in the area of effect with sight:

5+ HD: Stunned for 1 round.

3-4 HD: Blinded & Stunned for 1d4 rounds, then Stunned for 1 round.

0-2 HD: Unconscious, Blinded, & Stunned for 2d4 rounds,   
then Blinded & Stunned for 1d4rnds, then Stunned for 1 round.

2nd Hypnotic Pattern(PH p242)

<Ill(pattern)[mind], (V)SM(burning incense / crystal rod filled with phosphorescent material), 1StdAct, Medium-range, Concentration + 2rnds, WillNeg, SR applies>

– A 10’ radius Spread of colorful lights fascinates up to 2d4 + 1/lvl (max +10) HD of creatures with sight, starting with the lowest HD creature in the area of effect.

Only Bards use the Verbal component.

3rd Searing Light(PH p275)

<Evoc[ray], VS, 1StdAct, Medium-range, no save, SR applies>

– Deals divine damage based on target:

a) if an Undead vulnerable to sunlight, target takes 1d8/lvl (max 10d8);

b) all other Undead take 1d6/lvl (max 10d6);

c) Constructs & inanimate objects take 1d6/2lvls (max 5d6);

d) all other targets take 1d8/2lvls (max 5d8).

4th Faerie Fire, Widened(PH p229)

<Evoc[light], VS/DF, 1StdAct, Long-range, 1min/lvl(D), no save, SR applies>

– All objects in a 10’ radius Burst are outlined in the caster’s choice of a blue, green, or violet glow, which is as bright as a candle. This negates Concealment due to darkness, *Blur, Displacement, Invisibility,* etc.

Magical darkness spell of 2nd level or higher Suppress this spell.

5th Rainbow Pattern(PH p268)

<Ill(pattern)[mind], (V)SM(phosphor)F(prism), 1StdAct, Medium-range, Concentration + 1rnd/lv(D), WillNeg, SR applies>

– Up to 24HD of creatures in a 20’ radius Spread who fail their save will be captivated by the lights & try to stay in them. They will only defend themselves if attacked.

The lights can be moved 30’ per round as a Free Action & those captivated will follow. If this leads them into danger, each target gets a new save.

If the lights are obscured (such as by *Obscuring Mist*), the effect ends on the targets.

Only Bards need to use the Verbal component.

6th Rainbow(DR321 p68)

<Conj(create), VS/DF, 1StdAct, 1hr/lvl>

– The caster receives a rainbow-colored +1 Longbow and a quiver of magic arrows. The caster is treated as being proficient with the created Longbow.

There is an unlimited quantity of each of the seven types of arrows in the quiver (identified by their color).

Red: +1 Adamantine Elemental-Bane

Orange: +1 Silver Construct-Bane

Yellow: +1 Evil-Aligned Plant-Bane

Green: +1 Good-Aligned Magical-Beast Bane

Blue: +1 Lawful-Aligned Undead-Bane

Indigo: +1 Chaotic-Aligned Aberration-Bane

Violet: +1 Cold Iron Dragon-Bane

Only the caster may use the Longbow and Arrows. The caster may put them down, but can summon them back to his/her hand as a Free Action. The bow cannot be sundered or destroyed, but it can be Dispelled. The bow and arrows have no weight. When the spell ends, the bow and all the arrows vanish.

7th Prismatic Spray(PH p264)

<Evoc, VS, 1StdAct, Instantaneous, SR applies>

– Everyone within the 60’ long Cone-shaped Burst suffer the following:

a) Blind for 2d4 rounds, unless 9HD+; and

b) Each subject is hit by 1-2 random colors:

d8 Color Effect

1 Red 20hp fire damage (Ref½)

2 Orange 40hp acid damage (Ref½)

3 Yellow 80hp electricity damage (Ref½)

4 Green Poison – Death (Fort½ 1d6Con)

5 Blue Turned to Stone (FortNeg)

6 Indigo *Insanity* (as spell) (WillNeg)

7 Violet *Plane Shift* (as spell) (WillNeg)

8 2 colors Roll twice, ignoring ‘8’s.

8th Scintillating Pattern(PH p274)

<Ill(pattern)[mind], VSM(prism), 1StdAct, Close-range, Concentration + 2rnds, no save, SR applies>

– A 20’ radius Spread of colors effects 1 HD per level of creatures with sight (lowest HD 1st):

HD Effect

13+ Confused for 1d4 rounds.

7-12 Stunned for 1d4 rounds,   
then Confused for 1d4 round.

0-6 Unconscious for 1d4 rounds,   
then Stunned for 1d4 rounds,   
then Confused for 14d round.

9th Prismatic Wall(PH p264)

<Abj, VS, 1StdAct, Close-range, 10min/lvl(D)>

– Creates an opaque, vertical wall 4’/lvl wide by 2’/lvl tall. Anyone within 20’ of the wall who has less than 8HD is Blind for 2d4 rounds (no save).

The caster can walk through the wall without difficulty. Anyone else trying to go through the wall is effected by each of its colors (SR check required for each color), unless they are dispelled in order. The colors, in order, are the following:  
Color Negated by Effect Save  
Red *Cone of Cold* 20hp Fire Ref½  
Orange *Gust of Wind* 40hp Acid Ref½  
Yellow *Disintegrate* 80hp Electricity Ref½  
Green *Passwall* Death or 1d6Con Fort½  
Blue *Magic Missile Flesh to Stone* FortNeg  
Indigo *Daylight Insanity* WillNeg  
Violet *Dispel Magic* *Plane Shift* WillNeg

The wall is immune to *Dispel Magic*, *Greater Dispel Magic*, and *Antimagic Sphere*, but not *Mordenkainen’s Disjunction*.

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| Renewal | (Spell p279) (PGF p90) |

If your hit points falls below 0, but are still more than –10, you gain 1d8 + Charisma hit points. This effect happens automatically once per day.

1st Charm Person(PH p209)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, SR applies>

– One Humanoid considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets a +5 on the save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

2nd Restoration, Lesser(PH p272)

<Conj(heal), VS, 3Rounds, Touch, Instantaneous>

– Touched creature has penalties on one ability score removed -or- has 1d4 ability Damage cured from one ability score.

Also, the subject has Fatigue removed or has Exhaustion upgraded to Fatigue.

This spell cannot heal permanent ability Drain.

3rd *Remove Disease*(PH p271)

<Conj(heal), VS, 1StdAct, Touch, Instantaneous>

– Cures all diseases affecting subject, as well as parasites, Green Slime, etc.

4th Reincarnate(PH p270)

<Trans, VSM(1,000 rare oils & unguents)/DF, Instantaneous, Touch>

– If cast on a body dead up to one week whose soul is willing & able to return, then a new Humanoid body of a random type is mystically created for the soul to enter. The target retains his/her Intelligence, Wisdom, Charisma, and memories. The target loose one class level, but retains all other level-based advantages (including skill ranks, base attack bonus, base hit points, etc.). The new body’s Strength, Dexterity, & Constitution is determined by removing any previous Racial Modifiers & applying the new body’s Racial Modifiers (see the Reincarnation Forms Table in the Creature Index).

5th Atonement(PH p201)

<Abj, VSM(incense)F(500gp prayer beads)X(up to 500)/DF, 1Hour, Touch, no save, SR applies>

– Removes burden of misdeeds from a truly repentant touched subject. If the misdeeds were committed willingly & knowingly, then the caster must expend 500XP. Uses include:

a) removing magical alignment changes;

b) restoring a paladin, cleric, or druid who had lost his/her class abilities.

c) a fully willing & understanding subject can redeemed/tempted into taking the same alignment as the caster. No duress, compulsion, or magical influence can be involved in making the subject want to be redeemed.

6th Heroes’ Feast(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

7th Restoration, Greater(PH p272)

<Conj(heal), VSX(500), 10Minutes, Touch, Instantaneous>

– Touched creature is restored as follows:

a) all Negative Energy Level are removed;

b) all lost Experience Level are restored if that were drained within 1/week per level;

c) removes all ability penalties and temporary ability Damage;

d) restores all permanently Drained points;

e) eliminates Fatigue and Exhaustion; and

f) removes insanity, *Confusion*, & similar mental effects.

8th Polymorph Any Object(PH p263)(PH3.5e)+

<Trans, VSM(mercury, gum arabic, smoke)/DF, 1StdAct, Close-range, FortNeg, SR applies>

– Changes any subject into anything else. “Minor” changes can be permanent (e.g., changing a manticore into a shrew), while extreme changes have a limited durations (e.g., changing a pebble into a human).

This spell can mimic the following spells: *Flesh to Stone, Baleful Polymorph*, *Stone to Flesh, Transmute Mud to Rock, Transmute Rock to Mud, Transmute Metal to Wood.*

9th Freedom(PH p233)

<Abj, VS, 1StdAct, Close-range>

– Releases target creature from any magics or effects restricting its movement, including *Binding, Entangle,* Grappling*, Maze,* Paralysis*,* Petrification (no save needed to survive), Pinning, *Sleep*, *Slow,* Stunning*, Temporal Stasis*, & *Web*.

It is the only effect that can remove the spell *Imprisonment*, but to do so, it must be cast in the same location as the spell it is dispelling & the caster must know the target’s name & background.

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| Repose | (PGF p90) |

‘Death Touch’ once per day – As a touch attack on a living creature, roll 1d6 per Cleric level. If the total is greater than or equal the touched creature’s hit-points, it dies (no save). This is a Death effect.

1st Hide from Undead(PH p241)

<Abj, S/DF, 1StdAct, Touch, 10min/lvl(D), WillNeg, SR applies>

– One touched subject per level cannot be perceived by Undead. Only intelligent Undead are allowed a Will save. Effected senses include Blindsense, Blindsight, Scent, Tremorsense, Sight, Hearing, or Smell.

If any of the spell’s subject touches, attacks (including with spells) or attempts to turn any creature, the spell ends for all the subjects.

2nd Gentle Repose(PH p234)

<Necro, VSM(salt, copper piece per eye)/DF, 1StdAct, Touch, 1day/lvl>

– Prevents the touched corpse from rotting. Time spells under the effect of this spell does not count towards the time limit of the corpse being brought back by *Raise Dead*, etc.

3rd Speak with Dead(PH p281)

<Necro[language], VS/DF, 10Minutes, 10’ range, 1min/lvl, no SR>

– The caster may ask a mostly intact corpse one question per two levels within the spell’s duration. If the corpse’s original alignment is different from the caster’s, it gets a Will save (equal to its Will save when it was alive) to avoid answering. The corpse only knows what it did while it was alive & only speaks languages it knew.

Any given corpse can only be targeted with this spell once per week. Corpses that have been turned into Undead are immune.

4th Death Ward(PH p217)

<Necro, VS/DF, 1StdAct, Touch, 1min/lvl>

– Grants immunity to death spells & effects, gaining Negative Levels, and Negative Energy damage & ability loss.

5th Slay Living(PH p280)

<Necro[death], VS, 1StdAct, Touch, Fort½, SR applies>

– Touched living target dies on a failed saving throw. On success, target takes 3d6 + 1/level.

6th Undeath to Death(PH p297)

<Necro[death], VSM(500gp of diamond power)/DF, 1StdAct, Medium-range, WillNeg, SR applies>

– Destroys 1d4 HD per level (max 20d4) of Undead in a 40’ radius Burst. The lowest HD creatures in the area are effected first & creatures with 9 or more HD are immune.

7th Destruction(PH p218)

<Necro[death], VSF(500gp custom silver religious symbol), 1StdAct, Close-range, Fort½, SR applies>

– The target dies & its body ceases to exist. The target’s equipment & possession are left behind. On a successful save, target takes 10d6 damage.

8th Surelife(PGF p115)

<Abj, VSM(special ointment), 1Round, Personal, 1min/lvl>

– The caster, but not his/her possessions, are protected from a named natural condition that would be fatal, such as an avalanche or boiling oil.

9th Wail of the Banshee(PH p298)

<Necro[death][sonic], V, 1StdAct, Close-range, FortNeg, SR applies>

– One living creature per level in a 40’ radius Spread dies. If there are too many targets, count from the point of origin outward.

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| Retribution | (Spell p279) (FR p65) |

‘Strike of Vengeance’ once per day – When you have been harmed in combat, you may make an attack on the one who harmed you with a melee or ranged weapon on your next action. If it hits, you do maximum damage.

1st Shield of Faith(PH p278)

<Abj, VSM(holy writings), 1StdAct, Touch, 1min/lvl>

– Touched subject is surrounded by a magical aura that grants a Deflection bonus to AC of 2 +1 per six levels (max total bonus is +5).

2nd Bear’s Endurance(PH p203)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Constitution.

3rd Speak with Dead(PH p281)

<Necro[language], VS/DF, 10Minutes, 10’ range, 1min/lvl, no SR>

– The caster may ask a mostly intact corpse one question per two levels within the spell’s duration. If the corpse’s original alignment is different from the caster’s, it gets a Will save (equal to its Will save when it was alive) to avoid answering. The corpse only knows what it did while it was alive & only speaks languages it knew.

Any given corpse can only be targeted with this spell once per week. Corpses that have been turned into Undead are immune.

4th Fire Shield(PH p230)

<Evoc[fire], VS/AM(phosphorous)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– Warm Shield: The caster is sheathed in blue or violet flames that give off 10’ of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Fire damage (SR applies). The caster takes ½ damage from Cold attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

-or-

<Evoc[cold], VS/AM(fireflies/glow worms)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– Cold Shield: The caster is sheathed in blue or green flames that give off 10’ of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Cold damage (SR applies). The caster takes ½ damage from Fire attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

5th Mark of Justice(PH p252)

<Necro, VS/DF, 10Minutes, Touch, Permanent, no save, SR applies>

– The caster draws an indelible mark on the target & states the behavior that will activate a curse. The caster may choose one of the following curses:

a) –6 on one ability (minimum 1);

b) –4 penalty on attacks, saves, and skill checks; or

c) 50% chance of losing each action.

This spell is not effected by *Dispel Magic*. It can only be removed by *Break Enchantment, Limited Wish, Miracle,* or *Wish.*

This spell can be removed with *Remove Curse* only if its caster level is at least as high as this spell’s caster level*.*

6th Banishment(PH p202)

<Abj, VS/AF(object or substance hated by the target), Close-range, WillNeg, SR applies>

– Banishes up to 2 HD per level of Extraplanar creatures in a 30’ area away from the current plane. Extra hated objects give a +1 on SR Checks and +2 to the spell’s DC.

7th Spell Turning(PH p282)(PH3.5e)+

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, until expended up to 10min/lvl>

– Reflects ranged targeted spells (i.e., not area-of-effect spells or touch attacks) back at their caster. 1d4+6 spell levels are reflect in total.

If a spell is partially reflected (i.e., not enough spell levels remaining to totally reflect the spell), the percentage of remaining ‘levels of reflection’ to the spell’s level is the percentage of the spell being reflected or the percentage of spell damage that is reflected.

For example, if a caster has 2 remaining levels of reflection is targeted with an 8th level *Polar Ray*, the caster with *Spell Turning* will take 75% of the damage while the caster of *Polar Ray* will take 25%. On the other hand, if the caster with *Spell Turning* was targeted with an 8th level *Maze*, there would be a 75% chance of him/her being effected & a 25% chance of the caster of the *Maze* being effected.

8th Discern Location(PH p222)

<Div, VS/DF, 10Minutes, no save, no SR>

– Finds a named creature or object, no mater where it is located (even on other planes!). The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.

This spell bypasses most anti-scrying protections and can only be blocked *Mind Blank*.

9th Storm of Vengeance(PH p285)

<Conj(sum), VS, 1Round, Long-range, Concentration up to 10rnds, SR applies>

– Creates a storm cloud that is 360’ radius wide. Unless indicated otherwise, everyone in the area takes the following effects on the specified round:

Rnd 1 – Thunder: Deaf 1d4x10min (FortNeg)

Rnd 2 – Acid Rain: 1d6 Acid dmg (no save)

Rnd 3 – Lightning: 6 targets of the caster’s choice take 10d6 Electrical dmg (Ref ½)

Rnd 4 – Hail: 5d6 bludgeoning dmg (no save)

Rnd 5-10 – Downpour: Concealment at 5’, Total Concealment at 10’, movement at ¼, no ranged attacks, spells require Concentration checks vs. DC (spell DC + level of spell being cast).

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| Revered Ancestor | (FoE p149) |

Gain Exotic Weapon Proficiency (Valenar Double Scimitar). If you are already proficient, gain Feat Weapon Focus (Valenar Double Scimitar).

1st Magic Weapon(PH p251)

<Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>

– Touched manufactured weapon gains a +1 Enhancement bonus to attack & damage.

A Monk’s Unarmed Strike can be the target of this spell.

2nd Aid(PH p196)

<Ench(comp)[mind], VS/DF, 1StdAct, Touch, 1min/lvl>

– Touched subject gains a +1 Morale bonus to attack & saving throws vs. fear and gains Temporary HP equal to 1d8 + 1/lvl (max 1d8+10).

3rd Heroism(PH p240)

<Ench(comp)[mind], VS, 1StdAct, Touch, 10min/lvl>

– The touched creature gains a +2 Morale bonus on attacks, saves, & skill checks.

4th Spirit Steed(Eb p115)

<Necro, V/DF, 1StdAct, Touch, 1hr/lvl>

– The touched living Animal gains the following benefits:

a) +30’ Enhancement bonus to its Land movement speed;

b) Gains Feat: Run. If the subject already has this feat, its running speed is increase to x6, if it is in no more than Light Armor & carrying no more than a Light load. Otherwise, it runs at x5.

c) Ability to ‘Hustle’ for the duration of the spell without becoming Fatigued.

At the end of this spell, the subject becomes Fatigued.

5th Glimpse of Eternity(FoE p151)

<Ench(comp), VSM(sand from an hourglass), 1StdAct, Close-range, 1rnd/3lvls, Will½, SR applies>

– The target takes 1d6 per level nonlethal damage (max 15d6) (Will½) –and– is Confused for 1 round per 3 levels (WillNeg).

6th Heroism, Greater(PH p240)

<Ench(comp)[mind], VS, 1StdAct, Touch, 1min/lvl>

– The touched creature gains a +4 Morale bonus on attacks, saves, & skill checks, immunity to fear effects, and 1 Temporary HP per level (max +20).

7th Vision(PH p298)

<Div, VSM(250gp incense)F(200gp ivory strips)X(100), 1StdAct, Personal>

– The caster “remembers” legends about a target creatures, place, or object by making a Caster Check (max level bonus +25):

Connection to Target DC Info Gained

Touching 20 Good

Detailed Information 25 Incomplete

Rumors Only 30 Vague

8th Earthquake(PH p225)

<Evoc[earth], VS/DF, 1StdAct, Long-range, 1rnd, no SR>

– Intense tremor shakes a 80’ radius Spread (shapeable). The effect depends on the terrain. The result in [brackets] is halved / avoided with a Reflex save vs. DC 15.

Terrain Effect

Cave Roof collapses [8d6 damage to anyone below & ‘pinned beneath rubble’].

Cliff Landslide that goes horizontally as far as it fell vertically [8d6 damage & ‘pinned beneath rubble’].

Open [Fall down]. 25% chance of falling in a fissure (Reflex save vs. DC 20 to get out before it closes & kills anyone still trapped).

Building Takes 100hp damage (no Hardness) [8d6 damage to all within & ‘pinned beneath rubble’].

Marsh Fissures drain the water. [Sink in mud / quicksand].

Anyone ‘pinned beneath rubble’ takes 1d6 subdual damage each minute. If he/she goes unconscious, make a Constitution check vs. DC 15 or take 1d6 lethal damage per minute.

9th Hero’s Blade(Eb p112)

<Necro, VS, 1StdAct, Touch, 1min/lvl>

– The touched melee weapon gains the following benefits:

a) has its threat range doubled. This stacks with Improved Critical, but not with *Keen Edge*;

b) damage is treated as ‘good’ for purposes of overcoming Damage Reduction.

c) +2d8 damage to Evil Outsiders & Undead, +2d6 damage to all other Evil creatures;

d) +2d12 damage to Evil Outsiders & Undead on a Critical Hit (Undead to not take multiplier damage on the critical), +2d10 damage to all other Evil creatures on a Critical Hit (if vulnerable);

e) any Evil creature that takes a Critical Hit is Blinded (WillNeg, SR applies) and Deafened (no save, SR applies) for 1d4 rounds;

f) any Extraplanar Evil creature that takes a Critical Hit is Banished back to its home plane for at least 24 hours (WillNeg, SR applies).

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| Rune | (Spell p279) ~~(PGF p90)~~ |

Gain Feat: Scribe Scroll.

1st Erase(PH p227)

<Trans, VS, 1StdAct, Close-range>

– One scroll or two pages of unattended non-magical writing are 90% likely to be erased (100% if physically touched). One magical rune (*Explosive Runes, Glyph of Warding, Arcane Marks*, or *Sepia Snake Sigil*) has a 90% chance of being erased, but it must be touched and a Caster check vs. DC 15 (a natural 1 or 2 is always a failure). If the check fails, then the magic rune is set off.

2nd Secret Page(PH p275)

<Trans, VSM(fish scales, will-o’-wisp essence), 10Minutes, Touch, Permanent, no SR>

– The touched page looks like something totally different (such as a map or poetry) unless a key-word is used. Using the key-word again returns the page to its disguised state.

If this spell is Dispelled, the hidden material is destroyed too.

*True Seeing* reveals the nature of this spell, but must be used in conjunction with *Comprehend Languages* to see the hidden message.

3rd Glyph of Warding(PH p236)

<Abj, VSM(200gp diamond dust, incense), 10Minutes, Touch, until discharged>

– Caster inscribes a one-use almost invisible rune upon an object or area (up to 5 square feet per level) which is set off when anyone (visible or otherwise) touches or passes it. The caster can set criteria which will keep the glyph from discharging, such as a password, the creature’s race or alignment, or even religion (though the spell can be fooled by *Nondetection*, *Polymorph Self*, etc.). If noticed, a *Read Magic* along with Spellcraft check vs. DC 13 will identify the effect contained by the glyph. A glyph can either

a) inflict 1d8 per 2 levels (max 5d8) in a 5’ radius of one energy type (acid, cold, electricity, fire, or sonic) (Ref½) and SR applies; or

b) store one harmful spell up to 3rd level.

4th Explosive Runes(PH p228)

<Abj[force], VS, 1StdAct, Touch, until discharged(D)>

– Touched object weighing no more than 10 lbs. (typically a book) is magically trapped with runes. Anyone reading them takes 6d6 Force damage (no save). Those within 10’ of the explosion receive a Reflex save for half damage. The trapped object also takes the damage. The caster & anyone the caster designated at cast-time do not set off the runes.

5th Planar Binding, Lesser(PH p261)

<Conj(call)[variable alignment/element], VS, 10Minutes, Close-range, WillNeg>

– Calls & traps a named type or specific Outsider or Elemental of up to 6HD until it performs a task. Before casting this spell, the caster must prepare a ‘holding area’ within range with either an inward-focused *Magic Circle* or a Calling Diagram.

Steps in a binding:

1) Target gets a Will save (but no SR) to avoid being Called into the ‘holding area’.

2) Target can try to escape from the ‘holding area’ with a Spell Resistance check, dimensional travel (which can be blocked with *Dimensional Anchor*), or a Charisma check vs. DC (15 + ½ Caster level + Caster’s Charisma modifier). Success means it can flee or attack.

3) Caster requests a service & offers a reward. The difficulty of the 1st & the generosity of the 2nd results in a bonus of 0 - +6. The Caster & the Target then make an opposed Charisma check, with success meaning the Target accepted the Caster’s offer. If the Caster rolls a ‘1’, then the Target escapes immediately.

Steps 2) & 3) are repeated every day until a) the Target accepts; b) the Target escapes; or c) the Target is dismissed with a separate spell.

If the Target accepts, it will follow the wording of the task & then report back when it is done. Open-ended tasks (i.e., “guard this door”) last up to 1 day per Caster level.

6th Glyph of Warding, Greater(PH p237)

<Abj, VSM(400gp diamond dust, incense), 10Minutes, Touch, until discharged>

– Caster inscribes a one-use almost invisible rune upon an object or area (up to 5 square feet per level) which is set off when anyone (visible or otherwise) touches or passes it. The caster can set criteria which will keep the glyph from discharging, such as a password, the creature’s race or alignment, or even religion (though the spell can be fooled by *Nondetection*, *Polymorph Self*, etc.). If noticed, a *Read Magic* along with Spellcraft check vs. DC 13 will identify the effect contained by the glyph. A glyph can either

a) inflict 1d8 per 2 levels (max 10d8) in a 5’ radius of one energy type (acid, cold, electricity, fire, or sonic) (Ref½) and SR applies; or

b) store one harmful spell up to 6th level.

7th Drawmij’s Instant Summons(PH p225)

<Conj(sum), VSM(1,000gp sapphire), 1StdAct, until discharged>

– This spell allows a target object to be located or summoned to the caster by breaking the material component sapphire. The target object can weigh no more than 10 pounds   
–or- not be longer than 6’ and must have the caster’s *Arcane Mark* on it. When this spell is cast, the target object’s name is invisible marked on the sapphire.

At any point in the future, the sapphire can be broken by the caster while he/she speaks a word of activation. At that point, one of two things happens:

a) If the target object is in the possession of a creature, the caster immediately knows the name and location of the possessor.

b) Otherwise, the target object is teleported into the caster’s grasp, even if it was on another plane of existence.

8th Symbol of Death(PH p289)

<Necro[death], VSM(5,000gp of diamond powder, 5,000gp of opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation die, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not slay 150hp worth of creatures when triggered, it remains active until it slays the remaining hp of creatures, up to 10min/lvl.

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

9th Teleportation Circle(PH p293)

<Conj[teleport], VM(1,000gp amber), 10Minutes, Touch, 10min/lvl(D), no save, SR applies>

– Create an almost invisible circle up to 5’ radius on the floor, ground, etc. Anyone stepping into the circle is teleported safely to a familiar destination in the same plane of existence chosen at casting time.

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| Scalykind | (Spell p279) ~~(PGF p90)~~ |

Rebuke / Control Snakes and Reptiles, up to 3 + Charisma modifier times per day.

1st Magic Fang(PH p250)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– One natural weapon of touched creature (including Humanoids) gets +1 Enhancement bonus to attack and damage.

2nd Animal Trance (reptiles & snakes only)(PH p198)

<Ench(comp)[mind][sonic], VS, 1StdAct, Close-range, Concentration, WillNeg (see below)>

– 2d6 HD of Animals or Magical Beasts with Intelligence of 1 or 2 stop what they are doing and watch the caster for the spell’s duration. Animals not trained to guard or attack do not get a save, though all other effected creatures do. An effected creature is treated as Fascinated.

3rd Magic Fang, Greater(PH p250)

<Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl>

– One living creature (including a Humanoid) gains one of the following:

a) one natural weapon gets an Enhancement bonus to attack and damage of +1 per 4 levels (max +5); or

b) all natural weapons get a +1 Enhancement bonus on attacks and damage.

4th Poison(PH p262)

<Necro, VS/DF, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Touch deals 1d10 Constitution damage, repeats in 1 minute. DC is 10 + ½ caster level + caster’s Wisdom modifier.

5th Animal Growth (reptiles & snakes only)(PH p198)

<Trans, VS, 1StdAct, Medium-range, 1min/lvl, FortNeg, SR applies>

– One animal per two levels in a 30’ area is increased to the next larger Size Category. The targets also gain Damage Reduction 10/magic and a +4 Resistance bonus to Saving Throws.

This spell does not grant the caster special influence over the target animals.

6th Eyebite(PH p228)

<Necro[evil], VS, 1StdAct, Close-range, Personal, 1rnd/3lvls, FortNeg, SR applies>

– The caster gains the ability to target a single living creature once per round as a Move Action. The effect is determined by the target’s HD:

10+ HD: Sickened for 10min/lvl

5 – 9 HD: Panicked for 1d4 rounds & then Shaken for 10min/lvl & above.

up to 4HD:Comatose for 10min/lvl & above.

7th Creeping Doom (composed of tiny snakes)(PH p214)

<Conj(sum), VS, 1Round, Close-range, 1min/lvl, no save, no SR>

– Summons one Centipede Swarm(MM p238) per 2 Caster levels (max 10 swarms), each of which appears where the caster designates within Close-range. The swarms attack any creature with which they come in contact (they may even be summoned around a creature).

As a Standard Action, the caster can direct one or more swarms to move towards any opponent within 100’ of the caster. If the caster is ever more that 100’ away from a swarm, it will continue to attack any opponent in its area, but will remain stationary until the caster returns.

8th Animal Shapes (reptiles & snakes only)(PH p198)

<Trans(polymorphed), VS/DF, 1StdAct, Close-range, 1hr/lvl(D)>

– One willing subject per level in a 30’ area are polymorphed into an animal of the caster’s choice. All subject must be turned into the same type of animal. The caster may dismiss the spell on all of the subjects, or an individual subject may dismiss the spell from himself as a Full-Round Action. See the Polymorph Table for details.

9th Shapechange(PH p277)(PH3.5e)+

<Trans(polymorph), VSF(1500gp jade circlet), 1StdAct, Personal, 10min/lvl(D)>

– The caster takes a new form, which can be changed each round as Free Action, which:

a) can by any creature type, including those which has Incorporeal or Gaseous forms;

b) cannot have more HD than the Caster level (max 25HD);

c) may be as small as Fine-size & as large as Colossal-size.

The caster gets the following from the new form:

a) Strength, Dexterity, & Constitution;

b) Extraordinary & Supernatural attacks & qualities.

The caster keeps the following from its original form:

a) Intelligence, Wisdom, & Charisma;

b) hit points (ignore new Constitution score);

c) level, class, & alignment;

d) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con); and

e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);

b) the caster’s equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;

c) +10 bonus on Disguise checks;

d) gain 1 day’s natural healing of hit-points only; and

e) if slain, return to original form.

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| Shadow | (Eb p108) |

Gain Feat: Blind-Fight.

1st Obscuring Mist(PH p258)

<Conj(creat), VS, 1StdAct, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of fog centered around the caster.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round. Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

2nd Darkness(PH p216)

<Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object radiates shadowy illumination in a 20’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

3rd Deeper Darkness(PH p217)

<Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 1day/lvl(D), no SR>

– Touched object radiates shadowy illumination in a 60’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

This spell Suppresses *Daylight* and is suppressed by it, leaving only the natural illumination in the overlapping area.

4th Shadow Conjuration(PH p276)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

– Mimics a Wizard/Sorcerer Conj(summoning) or Conj(creation) spell of up to 3rd level. The spell is 1/5th real & the remainder is ‘shadow’.

The target of the spell always get a Will save to realize the spell is not entirely real. The target’s Spell Resistance always applies too. Range & duration match the copied spell.

The possible effects fall into 3 categories:

Damage Spells (e.g., *Melf’s Acid Arrow*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 1/5th damage & any non-damage effect has only a 20% chance of effecting the target.

Creating Objects or Substances (e.g., *Web*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – 20% chance of effecting the target.

Summon a Creature. (e.g., *Summon Swarm*):

Believer – creature has all its normal abilities & weaknesses, but only has 1/5th of its normal hp.

Nonbeliever – creature has 1/5th of its normal hp, does 1/5th of its normal damage, only has 1/5th of its normal AC bonus, & its non-damage abilities have only 20% chance of working each time.

5th Shadow Evocation(PH p277)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

– Mimics a Wizard/Sorcerer Evocation spell of up to 4th level. The spell is 1/5th real & the remainder is ‘shadow’.

The target of the spell always get a Will save to realize the spell is not entirely real (objects always make this save). The target’s Spell Resistance always applies too. Range & duration match the copied spell.

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 1/5th damage & any non-damage effect has only a 20% chance of effecting the target.

6th Shadow Walk(PH p277)

<Ill(shadow), VS, 1StdAct, Touch, 1hr/lvl(D)>

– The caster and up to 1 touched subject per level travel into the Plane of Shadows (unwilling subjects receive a Will save to negate). Travel can be in two different ways:

a) Movement in the Plane of Shadows is faster than in the Material Plane, so the party can effectively travel 50 miles/hour. When the desired destination is reached, the party returns to the Material Plane.

b) The party can travel to a plane of existence that borders the Plane of Shadows. This takes 1d4 hours.

7th Shadow Conjuration, Greater(PH p276)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

– Mimics a Wizard/Sorcerer Conj(summoning) or Conj(creation) spell of up to 6th level. The spell is 3/5th real & the remainder is ‘shadow’.

The target of the spell always get a Will save to realize the spell is not entirely real. The target’s Spell Resistance always applies too. Range & duration match the copied spell.

The possible effects fall into 3 categories:

Damage Spells (e.g., *Melf’s Acid Arrow*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 3/5th damage & any non-damage effect has only a 60% chance of effecting the target.

Creating Objects or Substances (e.g., *Web*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – 60% chance of effecting the target.

Summon a Creature. (e.g., *Summon Swarm*):

Believer – creature has all its normal abilities & weaknesses, but only has 3/5th of its normal hp.

Nonbeliever – creature has 3/5th of its normal hp, does 3/5th of its normal damage, only has 3/5th of its normal AC bonus, & its non-damage abilities have only 60% chance of working each time.

8th Shadow Evocation, Greater(PH p277)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

– Mimics a Wizard/Sorcerer Evocation spell of up to 7th level. The spell is 3/5th real & the remainder is ‘shadow’.

The target of the spell always get a Will save to realize the spell is not entirely real (objects always make this save). The target’s Spell Resistance always applies too. Range & duration match the copied spell.

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 3/5th damage & any non-damage effect has only a 60% chance of effecting the target.

9th Shade(PH p276)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

– Mimics a Wizard/Sorcerer Conj(summoning) or Conj(creation) spell of up to 8th level. The spell is 4/5th real & the remainder is ‘shadow’.

The target of the spell always get a Will save to realize the spell is not entirely real. The target’s Spell Resistance always applies too. Range & duration match the copied spell.

The possible effects fall into 3 categories:

Damage Spells (e.g., *Melf’s Acid Arrow*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 4/5th damage & any non-damage effect has only a 80% chance of effecting the target.

Creating Objects or Substances (e.g., *Web*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – 80% chance of effecting the target.

Summon a Creature. (e.g., *Summon Swarm*):

Believer – creature has all its normal abilities & weaknesses, but only has 4/5th of its normal hp.

Nonbeliever – creature has 4/5th of its normal hp, does 4/5th of its normal damage, only has 4/5th of its normal AC bonus, & its non-damage abilities have only 80% chance of working each time.

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| Slime | (Spell p280) (PGF p91) |

Rebuke / Control Oozes, up to 3 + Charisma modifier times per day.

1st Grease(PH p237)

<Conj(creat), VSM(butter/pork rind), 1StdAct, Close-range, 1rnd/lvl(D), no SR>

– This spell has several uses:

a) Make one 10’ square slippery. Going through the area requires a Reflex save to avoid falling down. A creature can go through the area at ½ movement by making a Balance check vs. DC 10 (failure of this check by less than 5 allows a Reflex save to avoid falling, while failing by 5 or more guarantees a fall);

b) Make one object slippery. If the object is held, the wielder gets a Reflex save to avoid the effect entirely. If the save fails (or was not in anyone’s possession when the spell was cast), the object becomes slippery for the duration & is immediately dropped. A Reflex save is then required each round to hold the object.

c) Make one person slippery. The subject gains a +10 Circumstance bonus on Escape Artist checks & on Grapple checks made to resist or escape a grapple, or escape a pin.

2nd Melf’s Acid Arrow(PH p253)

<Conj(creat)[acid], VSM(rhubarb, adder’s stomach) F(dart), 1StdAct, Long-range, no save, no SR>

– 2d4 Acid damage for 1 round + 1 round per 3 levels (7 rounds max).

3rd Poison(PH p262)

<Necro, VS/DF, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Touch deals 1d10 Constitution damage, repeats in 1 minute. DC is 10 + ½ caster level + caster’s Wisdom modifier.

4th Rusting Grasp(PH p273)

<Trans,VS/DF, 1StdAct, Touch, 1rnd/lvl, no save, no SR>

– The caster’s touch corrodes non-magic iron and alloys, causing one of the following effects per round:

a) a touch attack on a ferrous creature does 3d6+ 1/lvl (max +15);

b) a melee touch attack vs. a non-magic metal weapon destroys the weapon;

c) a melee touch vs. non-magic metal armor destroys 1d6 of its AC bonus; or

d) up to a 3’ radius of a non-magic metal touched is destroyed.

5th Evard’s Black Tentacles(PH p228)

<Conj(creat), VSM(octopus or squid tentacle), 1StdAct, Medium-range, 1rnd/lvl(D), no SR>

– A 20’ radius Spread is filled with 10’ tentacles. The tentacles attempt to Grapple every creature within the area of effect. Each is considered Large-sized, has a Strength 19, and has a Base Attack Bonus equal to its caster level (i.e., attack of +(8+lvl)). Anyone grappled takes 1d6+4 lethal damage each round.

Even if not grappled, it is only possible to go half movement through the area of effect.

The tentacles are immune to damage, but can be dispelled.

6th Transmute Rock to Mud(PH p295)

<Trans[earth], VSM(clay, water)/DF, 1StdAct, Medium-range, Permanent, no SR>

– Transforms two contiguous 10’ cubes per level of non-magical, unworked stone into mud.

a) If cast on the ground, the depth of mud cannot exceed 10’. Movement through the mud is reduced to 5’ & the target receives a –2 penalty on attacks & AC.

b) If cast on the ceiling, the mud falls (doing 8d6 Ref½, no SR) & pools 5’ deep on the floor.

If this spell is not dispelled, the mud dries naturally into dirt.

This spell Counters & Dispels *Transmute Mud to Rock*.

7th Destruction(PH p218)

<Necro[death], VSF(500gp custom silver religious symbol), 1StdAct, Close-range, Fort½, SR applies>

– The target dies & its body ceases to exist. The target’s equipment & possession are left behind. On a successful save, target takes 10d6 damage.

8th Power Word Blind(PH p263)

<Ench(comp)[mind], V, 1StdAct, Close-range, no save, SR applies>

– One target creature is Blind:   
current hp duration current hp duration  
201+ no effect 100–51 1d4+1min  
200–101 1d4+1rnds up to 50 Permanent

9th Implosion(PH p243)

<Evoc, VS, 1StdAct, Close-range, Concentration up to 4 rounds, FortNeg, SR applies>

– One targeted corporal creature per round must save or die from its body imploding. A given creature can only be targeted once per casting

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| Sky | (RotW p174) |

1. Spot becomes a class skill.

2. Your fly / glide speed increases by +5’.

1st Raptor’s Sight(RotW p175)

<Trans, VS/DF, 1StdAct, Personal, 1hr/lvl(D)>

– The caster receives the following:

a) +5 Competence bonus on Spot checks; &

b) If the caster has at least 5 ranks in Spot, he/she only receives –1 penalty per range increment on ranged attacks (normally –2).

2nd Summon Dire Hawk(RotW p175)

<Conj(sum), VS/DF, 1 Round, Close-range, 1min/lvl(D)>

– The caster summons one Dire Hawk, with whom the caster can communicate telepathically as a Free Action. It may act  
on the round it is summoned.

3rd Enduring Flight(RotW p175)

<Trans, V, 1 Round, Personal>

– The caster gains the following benefits:

a) is able to Fly at normal speed while wearing Medium Armor and/or carrying a Medium Load; and

b) if the caster’s flight has a limited duration (such as due to a spell or a limited natural ability), the duration is doubled.

The spell ends as soon as the caster lands.

4th Aerial Alacrity(RotW p174)

<Trans, V, 1 Swift Action, Personal 1min/lvl(D)>

– The caster gains the following:

a) Flying speed increases by +30’;

b) Maneuverability category improves by one category (maximum ‘perfect’); and

c) while airborne, the caster gains a +1 Dodge bonus to AC and Reflex saves.

5th Control Winds(PH p214)

<Trans[air], VS, 1StdAct, 10min/lvl, FortNeg>

– The caster gains control of the direction & strength of the winds in up to a 40’ per level radius around him. The caster has the option of leaving up to a 40’ radius “eye” of calm air around himself.

Direction Choices:

- Outward from the caster

- Inward to the caster, but going up at the edge of the “eye”, if any.

- Clockwise

- Counter-clockwise.

- Straight, from any one side to the other

Strength Choices – increase / decrease by 1 category for each 3 levels:

Category mph Effect

Strong 21+ Difficult sailing

Severe 31+ Minor ship / building dmg

Windstorm51+ Grounds flyers, uproots trees, flattens light wood buildings

Hurricane 75+ Flattens all wood buildings, ships start taking on water

Tornado 175+ Flattens non-fortified buildings, uproots big trees

6th Wind Walk(PH p302)

<Trans[air], VS/DF, 1StdAct, Touch, 1hr/lvl(D)>

– The caster and one subject per three levels are transformed into a gaseous form, which grants the following:

a) Fly 10’/Perfect;

b) able to slip through any opening;

c) gains Damage Reduction 10/magic;

d) immune to poison & criticals;

e) has an AC based only on Dexterity, size, Deflection bonuses, & armor bonuses due to Force effects;

f) cannot attack

g) can only cast spells with no Verbal, Somatic, Material, or Focus components (due to Metamagics);

h) if wearing white, most viewers will think the subject is a cloud / mist;

i) may invoke a magic wind, which makes the subject Fly speed increase to 60mph with Poor maneuverability;

j) each subject may independently spends 5 rounds to shift back to solid form. At any time before the end of the duration, the subject may spend 5 more rounds shifting back to the wind walk form.

The caster can dismiss the spell for any or all subject at will.

If the spell is within 1 minute of its duration ending, all remaining subjects automatically descend at 60’ per round (or faster if desired) before the spell expires.

7th Reverse Gravity(PH p273)

<Trans, VSM(loadstone, iron filing)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), no save, no SR>

– All unattached objects & creatures in one contiguous 10’ cube per 2 levels falls up. If an attached object is available, a target can attempt a Reflex save to grab onto it. Targets only “fall” to the limit of the area of effect & hover there until the spell ends. Any ability to fly or levitate makes this spell ineffective.

8th Master of the Sky(RotW p175)

<Trans[air], V, 1StdAct, Personal, 1min/lvl(D)>

The caster is helped by the wind around him/her, gaining the following benefits:

a) +2 Competence bonus on attacks & damage while airborne;

b) Maneuverability becomes Perfect;

c) movement (land or air) is not impeded by winds of less than hurricane force;

d) ranged attacks that target the caster automatically miss;

e) melee attacks that target the caster have a 50% Miss Chance unless the attacker is at least of Gargantuan size; and

f) creatures of Medium size or less cannot enter the caster’s square (such as from a Bull’s Rush or as part of a Tumble).

9th Summon Devoted Roc(RotW p175)

<Conj(sum), VS/DF, 1 Round, Close-range, 1hr/lvl(D)>

– The caster summons one Roc (who has a +5 Enhancement bonus on attacks, damage, & saves, and whose natural weapons are treated as ‘magical’ for purposes of overcoming Damage Reduction), with whom the caster can communicate telepathically as a Free Action. It may act on the round it is summoned.

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| Sloth | (Spell p280) |

You receive no penalty on melee attacks when you are Prone.

1st Touch of Fatigue(PH p294)

<Necro, VSM(sweat), 1StdAct, Touch, 1rnd/lvl, FortNeg, SR applies>

– Touched opponent becomes Fatigued for the spell’s duration.

2ndUnseen Servant(PH p297)

<Conj(creat), VSM(string, wood), 1StdAct, Close-range, 1hr/lvl>

– Creates invisible force that can do simple tasks, like cleaning & opening doors. It has a Strength of 2 (so it can lift 20 pounds or drag 100 pounds) & a movement of 15’, but it must stay in range.

The servant cannot attack, nor can it be the direct target of attacks, but if it takes 6hp of damage from area-of-effect attacks, it is dissipated.

3rd Deep Slumber(PH p217)

<Ench(com)[mind], VSM(sand), 1Round, Close-range, 1min/lvl, WillNeg, SR applies>

– Put 10 HD of creatures in a 10’ radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

4th Slow(PH p280)

<Trans, VSM(molasses), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– One subject per level within a 30’ area:

a) may only take one Standard Action or Move Action each round;

b) suffers a –1 penalty to AC, attacks, & Reflex saves;

c) has its movement halved.

This spell Counters & Dispels *Haste*.

5th Symbol of Sleep(PH p291)

<Ench(comp)[mind], VSM(1,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures with up to 10HD within a 60’ radius Emanation fall into a catatonic sleep for 3d6x10minutes. Targets cannot be waken without magic. The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

6th Waves of Fatigue(PH p301)

<Necro, VS, 1StdAct, Instantaneous, no save, SR applies>

– All living creatures in a 30’ Cone-shaped Burst become Fatigued. Creatures already fatigued receive no additional penalties.

7th Shadow Walk(PH p277)

<Ill(shadow), VS, 1StdAct, Touch, 1hr/lvl(D)>

– The caster and up to 1 touched subject per level travel into the Plane of Shadows (unwilling subjects receive a Will save to negate). Travel can be in two different ways:

a) Movement in the Plane of Shadows is faster than in the Material Plane, so the party can effectively travel 50 miles/hour. When the desired destination is reached, the party returns to the Material Plane.

b) The party can travel to a plane of existence that borders the Plane of Shadows. This takes 1d4 hours.

8th Waves of Exhaustion(PH p301)

<Necro, VS, 1StdAct, no save, SR applies>

– All living creatures in a 60’ Cone-shaped Burst become Exhausted. Creatures already exhausted receive no additional penalties.

9th Astral Projection(PH p201)

<Necro, VSM(1,000gp jacinth, 5gp silver per subject), 30Minutes, Touch>

– The caster and up to 1 willing, touched subject per 2 levels have their souls projected into the Astral Plane. While traveling, their bodies are in Suspended Animation. The travelers have astral copies of all their equipment. Travel can continue until a subject decides to return to his/her body, the effect is ended with *Dispel Magic*, or the subject’s body is slain (which kills the subject).

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| Spell | (Spell p280) (PGF p91) |

+2 bonus on Concentration & Spellcraft checks.

1st Mage Armor(PH p249)

<Conj(creat)[force], VSF(leather), 1StdAct, Touch, 1hr/lv(D)>

– Touched subject gains +4 Armor bonus to AC.

2nd Silence(PH p279)(Spell p10)+

<Ill(glamer), VS, 1StdAct, Long-range, 1min/lvl(D)>

– The caster creates a 20’ radius Emanation that negates sound, including [sonic] & [language] spells & effects.

This spell can be targeted on a creature, objects, or a point in space. If targeting an unwilling creature or an object in its possession, it gets a Will save to negate (SR applies). If cast on a point in space, the effect is immobile.

This spell Counters and Dispels *Amplify*.

3rd Anyspell(Spell p14)(FR p67)

<Trans, VS/DF, 15Minutes, Personal, Instantaneous>

– The caster prepares an Arcane spell of up to 2nd level for later casting. The spell must be read from a spellbook or a scroll (which is then consumed). The Arcane spell then takes the place of a 3rd level Domain spell.

The spell is cast normally (including the need for expensive material components, focuses, & XP costs), but the caster may use his/her holy symbol in place of inexpensive material components. The caster’s Cleric level is used as the caster level & his/her Wisdom modifier is used as the spell’s primary caster modifier.

4th Rary’s Mnemonic Enhancer(PH p268)

<Trans, VSF(string, ink from black dragon blood & squid ink)M(50gp ivory plaque), 10Minutes, Personal, Instantaneous>

– Either

a) Prepare 3 levels of spells normally; or

b) Restore a spell up to 3rd level that was cast in the round before this spell was started.

5th Break Enchantment(PH p207)(DR306 p110)+

<Abj, VS, 1Minute, Close-range, no SR>

– Attempts to free 1 subject per level within a 30’ area from all Curses, Enchantments, Transmutations, and Petrifaction. Each effect is subject to a Dispel Check (max +15). Cursed items typically have a DC of 25.

If petrifaction is removed from a creature, it does not need to make a saving throw.

Effects that cannot be removed by *Dispel Magic* can be removed by this spell if their level is no more than 5th.

This spell breaks effects on creatures. A cursed item still have its curse, it just may no longer apply to the subject.

6th Anyspell, Greater(Spell p15)(FR p70)

<Trans, VS/DF, 15Minutes, Personal>

– The caster prepares an Arcane spell of up to 5th level for later casting. The spell must be read from a spellbook or a scroll (which is then consumed). ). The Arcane spell then takes the place of a 6th level Domain spell.

The spell is cast normally (including the need for expensive material components, focuses, & XP costs), but the caster may use his/her holy symbol in place of inexpensive material components. The caster’s Cleric level is used as the caster level & his/her Wisdom modifier is used as the spell’s primary caster modifier.

7th Limited Wish(PH p248)

<Univ, VSX(300), 1StdAct>

– The caster may cast any one spell, even from another class’ spell list & even from a prohibited school of magic, up to the level listed below:

Wizards Spell Any Class

non-prohibited 6th 5th

prohibited 5th 4th

The spell has all the normal restrictions, such as allowing a saving throw, except that it is treated as a 7th level spell & any material components worth less than 1,000gp can be ignored.

This spell can also be used to break harmful spells, such as *Insanity* and *Geas/Quest*.

8th Antimagic Field(PH p200)

<Abj, VSM(iron powder)/DF, 1StdAct, 10min/lvl(D), no save>

– Almost all magical effects, spells, spell-like abilities, supernatural abilities, and magic items are suppressed (but not dispelled) within 10’ radius Emanation of the caster. Summoned, conjured, & incorporeal creatures ‘wink out’ until the antimagic field stops overlapping with their last location, at which point they return. Time spent suppressed counts against duration. The field is invisible & moves with the caster.

Magical creatures, such as Elementals & Golems, can enter the field & even fight, but they cannot use their supernatural & spell-like abilities

Some spells, such as *Wall of Force* & *Prismatic Sphere* are specifically immune to this spell.

9th Mordenkainen’s Disjunction(PH p255)

<Abj, V, 1StdAct, Close-range, Instantaneous>

– All magical effects & items in a 40’ radius Burst are disrupted:

a) The caster’s spells & items are safe;

b) There is a 1% per caster level chance of destroying an *Antimagic Field*. If destroyed, all spells & items within it are effected, otherwise they are immune.

c) Spells & magical effects vulnerable to *Dispel Magic* are dispelled;

d) Magic items must make a Will save or loose all their magic. Items in a creature’s possession may use its Will base if better;

e) There is a small chance that any Artifact in the area will have its magic destroyed, but this usually results in the destruction of the spellcaster too.

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| Spider | (Spell p280) (PGF p91) |

Rebuke / Control Spiders, up to 3 + Charisma modifier times per day.

1st Spider Climb(PH p283)

<Trans, VSM(live spider, drop of bitumen), 1StdAct, Touch, 10min/lvl>

– Touched creature can travel along walls & ceilings like a spider (20’ movement). The subject does not loose his/her Dex bonus to AC while climbing, nor do opponents gain a bonus to attack the subject.

The subject must have bare hands & feet.

2nd Summon Swarm(PH p289)

<Conj(sum), VS/AM(red cloth)/DF, 1Round, Close-range, Concentration+2rnds, no save, no SR>

– Summons a Swarm of Spiders(MM p239). The swarm attacks any creatures that are within its area. If there is no creature to attack, the swarm moves to the nearest creature. The caster has no control over the swarm’s movement or target.

3rd Phantom Steed (large monstrous spider)  
(PH p260)(PGF p91)+

<Conj(creat), VS, 10Minutes, 1hr/lvl(D)>

– The caster creates a magic Large Monstrous Spider with insubstantial ‘feet’ that make no sound, plus saddle, bit, & bridle. Only the one person designated by the caster can ride the spider. The spider has AC 18, 7 + 1/lvl HP, can move at 20’/lvl (max 240’) & can carry its rider plus 10 lbs/lvl. At higher caster levels, the horse has extra abilities:

8th: ride over mud, sand, etc. at normal rate.

10th: ride over water at normal rate.

12th: ride horizontally across air for 1 round at normal rate.

14th: Fly at normal rate/average.

4th Giant Vermin(PH p235)

<Trans, VS/DF, 1StdAct, Close-range, 1min/lvl>

– Enlarge either 3 normal centipedes, 2 normal spiders, or 1 normal scorpion in a 30’ area (all subjects must be the same type). The target vermin will follow the caster’s extremely simple commands (i.e., “Attack”).

Lvl Size Lvl Size

up to 9th Medium 18th – 19th Gargantuan

10th – 13th Large 20th+ Colossal

14th – 17th Huge

5th Insect Plague(PH p244)

<Conj(sum), VS/DF, 1Round, Long-range, 1min/lvl, no save, no SR>

– Summons 1 Locust Swarm(PH p239) per three levels (max 6 swarms). The swarms must be contiguous, but not overlapping. Any creature within a swarm is attacked. The swarms are immobile.

6th Spider Curse(Spell p200)~~(FR p74)~~

<Trans[mind], VS/DF, 1Minute, Medium-range, 24hrs/lvl, WillNeg, SR applies>

– Transforms a Medium-size (or smaller) Humanoid into a creature that looks like a Drider (i.e., Humanoid head, arms, & torso, Spider body and legs). The caster maintains telepathic control over the target for the spell’s duration, no matter what the range.

The subject gets the following from the new form:

a) +4 bonus to Strength, +4 bonus to Dexterity, & +4 bonus to Constitution;

b) size Large, with the standard modifier (i.e., 5’ reach, –1 to all attacks, etc.).

The subject keeps the following from its original form:

a) Intelligence, Wisdom, & Charisma;

b) hit points (ignore new Constitution score);

c) level, class, & alignment;

d) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con); and

e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);

b) the subject’s equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;

c) has a poison attack that does 1d6 Str / 1d6 Str, DC = 16 + caster’s Wisdom modifier;

d) if slain, return to original form.

Control is comperable to *Dominate Person*:

a) If the caster & the target do not share a language, control is limited.

b) The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input.

c) The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

d) Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

e) Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it..

f) A Sense Motive check vs. DC 15 will show that the target is under magic control.

7th Stone Spiders(Spell p208)~~(FR p75)~~

<Trans, VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Transform 1d3 pebbles into stone Constructs of Monstrous Spiders of any size from Tiny to Huge. Use the statistics for Monstrous Spiders with the following changes:

a) +6 improvement to Natural Armor;

b) Damage Reduction 10 / magic; and

c) Poison attack of 1d3 Str / 1d3 Str, DC =   
10 + ½ Caster level + Caster’s Wisdom modifier.

8th Creeping Doom(PH p214)

<Conj(sum), VS, 1Round, Close-range, 1min/lvl, no save, no SR>

– Summons one Centipede Swarm(MM p238) per 2 Caster levels (max 10 swarms), each of which appears where the caster designates within Close-range. The swarms attack any creature with which they come in contact (they may even be summoned around a creature).

As a Standard Action, the caster can direct one or more swarms to move towards any opponent within 100’ of the caster. If the caster is ever more that 100’ away from a swarm, it will continue to attack any opponent in its area, but will remain stationary until the caster returns.

9th Spider Shapes(Spell p201)(FR p74)

<Trans(polymorphed), VS/DF, 1StdAct, Close-range, 1hr/lvl(D)>

– Transforms 1 willing subject per level into a Monstrous Spider of Tiny to Huge-size (all subject must be the same size). Each subject can return to his/her normal form as a Full Round action.

Subject gets the following from the new form:

a) Strength, Dexterity, & Constitution;

b) Extraordinary Special Attacks (such as Poison);

c) natural movement, like climbing; &

d) gain its creature type.

Subject keeps the following from its original form:

a) Intelligence, Wisdom, & Charisma;

b) hit points (ignore new Constitution score);

c) level, class, & alignment;

d) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con); and

e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

a) the subject’s equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;

b) gain 1 day’s natural healing; and

c) if slain, return to original form.

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| Spirit | (DR312 p37) |

You can create an item (often a doll) that connects you to a target. The creation requires 100gp and a sample of the target’s hair, finger-nail, etc. You may cast a Touch spell on the target as long as he/she is within Long-range & have a Line of Effect, though the target gets a +2 Circumstance bonus on his/her save (if any). You may only create one “doll” per Month and creating a new one renders the previous one useless.

1st Bane(PH p203)

<Ench(comp)[mind][fear], VS/DF, 1StdAct, 1min/lvl, WillNeg, SR applies>

– All enemies within 50’ radius Burst suffer a  
–1 Morale penalty to attacks & –1 Morale penalty on saves vs. fear.

This spell Counters and Dispels the spell *Bless*.

2nd Scare(PH p274)

<Necro[fear][mind], VSM(bone chip from an undead), 1StdAct, Medium-range, Will½, SR applies>

– One living target per three levels within a 30’ area & up to 5HD are Frightened for 1rnd/lvl unless a target makes its saving throw. On a successful save, the target is Shaken for 1rnd.

3rd Bestow Curse(PH p203)

<Necro, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– Touched subject is inflicted with one of the following:

a) –6 on one ability (minimum 1);

b) –4 penalty on attacks, saves, and skill checks; or

c) 50% chance of losing each action.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

This spell Counters the spell *Remove Curse.*

4th Death Ward(PH p217)

<Necro, VS/DF, 1StdAct, Touch, 1min/lvl>

– Grants immunity to death spells & effects, gaining Negative Levels, and Negative Energy damage & ability loss.

5th Enervation(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Target gains 1d4 Negative Levels that fade in 1hr/lvl.

Undead targeted with this spell gain 1d4 \* 5 Temporary HP for 1 hour.

6th Magic Jar(PH p250)

<Necro, VSF(100gp gem), 1StdAct, Medium-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster transfers his/her ‘soul’ into the spell’s focus gem (known as the ‘jar’), leaving his/her original body lifeless. The spell normally ends when the caster’s soul explicitly returns to its original body, or 1hr/lvl passes (which forces the soul back to its rightful place). The jar must be within range when the spell is cast, but the caster does not need line of sight.

Once in the jar, the caster can sense all life forces (though not the specifics of what those life forces are) within 10’/lvl, even through solid material. The caster knows if each life force is powered by Positive Energy or Negative Energy, and if some life forces are more powerful than others (i.e., which has more HD, though the difference must be at least 4HD to be noticed).

As a Full-Round action, the caster can attempt to swap his/her soul into a target body, forcing that body’s soul into the jar (where it is helpless). The target gets a Will save to resist & is immune if under the effect of *Protection from Evil* or a similar spell. If the target saves, the caster cannot attempt to take over the target body again during the current spell’s duration. If the save fails, the caster is in the target’s body & the target’s soul is in the jar.

While in the target body, the caster has a mix of his/her mental abilities & the target’s physical abilities, as listed below:

The caster gets these from the new body:

a) Strength, Dexterity, & Constitution;

b) hit points;

c) natural armor & weapons;

d) natural movement, such as flying

e) automatic extraordinary abilities, such as a Troll’s regeneration.

The caster does not get the following from the target body:

a) ability to use extra limbs in combat;

b) extraordinary abilities that require activation &

c) spells, spell-like, or supernatural abilities.

The caster keeps the following from his/her original form:

a) Intelligence, Wisdom, & Charisma;

b) level, class, & alignment;

c) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con).

If the caster takes a Standard Action or the target body is slain, the caster’s soul is returns to the jar (if it is within range) & the target’s soul goes back to its body (assuming the body is still living). If the jar is not within Medium-range, the caster & the target both die. Once back in the jar, the caster can attempt to take over a new target, or transfer to his/her own body.

The spell ends if the caster transfers back to his/her original body, the jar is destroyed, the jar is targeted with *Dispel Magic*, or the caster’s body is targeted with *Dispel Magic*.

When the spell ends, the caster’s soul returns to his/her body if it is within Medium-range. If the body is out of range, the soul cannot return and the caster is dead. If a target’s soul is in the jar when the spell ends, it also returns to its body if it is within range, otherwise it dies.

7th Eyebite(PH p228)

<Necro[evil], VS, 1StdAct, Close-range, Personal, 1rnd/3lvls, FortNeg, SR applies>

– The caster gains the ability to target a single living creature once per round as a Move Action. The effect is determined by the target’s HD:

10+ HD: Sickened for 10min/lvl

5 – 9 HD: Panicked for 1d4 rounds & then Shaken for 10min/lvl & above.

up to 4HD:Comatose for 10min/lvl & above.

8th Finger of Death(PH p230)

<Necro[death], VS, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

– The living target dies on a failed saving throw. On success, target takes 3d6 + 1/level (max +25).

9th Soul Bind(PH p281)

<Necro, VSF(black sapphire worth 1,000gp per HD of target), 1StdAct, Close-range, Permanent, WillNeg, no SR>

– When cast on a body which has been dead no more than 1rnd/lvl, the body’s soul becomes trapped in the focus gem. If the gem is not worth 1,000gp per HD of the target, it shatters & the spell fails.

Once the soul is trapped, the spells *Clone, Raise Dead, Reincarnation, Resurrection*, etc., cannot be successfully cast on the target until this spell is Dispelled, or the gem is shattered.

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| Storm | (Spell p280) ~~(PGF p91)~~ |

Gain Electricity Resistance 5.

1st Entropic Shield(PH p227)

<Abj, VS, 1StdAct, Personal, 1min/lvl(D)>

– Ranged attacks (including rays) that target the caster have a 20% miss chance.

2nd Gust of Wind(PH p238)

<Evoc[air], VSF(tiny bellows), 1StdAct, 1rnd, FortNeg, no SR>

– Creates a powerful Line of air 10’ wide by 10’ high by 60’ long starting at the caster. All Listen checks & ranged attacks within the area of the spell receive a –4 penalty, and open flames are extinguished.

The effect of the wind on creatures & objects is based on their size.

Size Flying? Blown Back Subdual

up to Tiny Yes 2d6 x 10’ 2d6

up to Tiny No 1d4 x 10’ 1d4 per 10’

Small Yes 1d6 x 10’ —

Small No Prone —

Medium Yes 1d6 x 5’ —

Medium No 0’, but can’t advance

Large + — No effect

3rd Call Lightning(PH p207)

<Evoc[electricity], VS, 1Round, Medium-range, 1min/lvl, Ref½, SR applies>

– The caster can call down one 5’ wide by 30’ tall bolt of lightning per level (max 10 bolts). The caster has the option of calling the first bolt as part of the spell’s casting. After that, the caster must use a Standard Action to create the bolt. The bolts can be called down any time within the spell’s duration. In between bolts, the caster can take other actions, including casting other spells.

If cast outside during a storm (or even a Large Air Elemental or Djinni’s whirlwind), each bolt does 3d10 Electricity damage. Otherwise each bolt does 3d6 Electricity damage. This spell may be used indoors.

4th Sleet Storm(PH p280)

<Conj(creat)[cold], VSM(dust, water)/DF, 1StdAct, Long-range, 1rnd/lvl, no save, no SR>

– Blocks all vision in a 40’ radius Spread by 20’ high cylinder. Moving in the area of effect requires a Balance check vs. DC 10. Success allows ½ movement, while failing by 5 or more causes the target to fall down.

5th Ice Storm(PH p243)

<Evoc[cold], VSM(dust, water)/DF, 1Round, Long-range, Instantaneous, no save, SR applies>

– Hail deals 3d6 Bludgeoning damage + 2d6 Cold damage in a 20’ radius by 40’ high cylinder. Listen checks receive a –4 penalty during the round of hail & movement through the target area is halved.

6th Summon Monster VI(PH p287)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster VI 1

Summon Monster V 1d3

Summon Monster IV (or lower) 1d4+1

7th Control Weather(PH p214)

<Trans, VS, 10Minutes, 4d12hours>

– The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season Weather Choices

Spring Tornado, Thunderstorm, Hot

Summer Rain, Heat Wave, Hailstorm

Autumn Hot, Cold, Fog, Sleet

Winter Frigid Cold, Blizzard, Thaw

Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

8th Whirlwind(PH p301)

<Evoc[air], VS/DF, 1StdAct, Long-range, 1rnd/lvl(D)>

– Creates a 30’ tall cyclone that is 30’ wide at the top & 10’ wide at the base. As a Standard Action, the caster can “program” the cyclone to move when & where he/she desires at a movement of 60’ (& can change it again as another Standard Action).

Any creature that comes in contact with the cyclone who is Large-sized or smaller takes 3d6 damage (RefNeg, SR applies). If a Medium-sized or smaller creature fails its first save, it must make a second Reflex save or be picked up by the cyclone & carried with it (taking 1d8 damage per round) until the spell ends or the caster directs the cyclone to put the target down.

If the whirlwind moves out of range, it goes out of control. For 1d3 rounds, it moves randomly & then dissipates.

9th Storm of Vengeance(PH p285)

<Conj(sum), VS, 1Round, Long-range, Concentration up to 10rnds, SR applies>

– Creates a storm cloud that is 360’ radius wide. Unless indicated otherwise, everyone in the area takes the following effects on the specified round:

Rnd 1 – Thunder: Deaf 1d4x10min (FortNeg)

Rnd 2 – Acid Rain: 1d6 Acid dmg (no save)

Rnd 3 – Lightning: 6 targets of the caster’s choice take 10d6 Electrical dmg (Ref ½)

Rnd 4 – Hail: 5d6 bludgeoning dmg (no save)

Rnd 5-10 – Downpour: Concealment at 5’, Total Concealment at 10’, movement at ¼, no ranged attacks, spells require Concentration checks vs. DC (spell DC + level of spell being cast).

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| Strength | (PH p188) |

‘Feat of Strength’ – For one round, the Cleric gains an Enhancement bonus to Strength equal to his/her Cleric level. Activated as a Free Action. Usable once per day.

1st Enlarge Person(PH p226)

<Trans, VSM(powdered iron), 1Round, Close-range, 1min/lvl(D)>

– One Humanoid (& all his/her equipment) becomes 1 Size category larger. Subject gains +2 Size bonus to Strength, –2 Size penalty to Dexterity, and –1 penalty on attacks & AC. A subject who becomes Large-size gains ‘Reach’.

If the subject is within an area too small for his/her new size, the subject may attempt to ‘burst’ his/her surroundings with a Strength check (including the bonus). If the check fails, the subject is trapped, but takes no damage.

An unwilling subject get a Fortitude save & SR applies.

This spell Counters & Dispels *Reduce Person*.

2nd Bull’s Strength(PH p207)

<Trans, VSM(bull hair)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Strength.

3rd Magic Vestment(PH p251)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl>

– Armor, shield, or clothes gain +1 per four levels Enhancement bonus to AC (max +5).

4th Spell Immunity(PH p281)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

– Touched subject gains unbeatable Spell Resistance to one spell per four caster levels. The spell must be 4th level or less & allow an SR check. The subject gains immunity to a spell whether is cast as a spell or used as a spell-like ability.

A given subject may only have a single *Spell Immunity* or *Greater Spell Immunity* in effect at one time.

5th Righteous Might(PH p273)(PH3.5e)+

<Trans, VS/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster & his/her equipment enlarge to the next size category, with the following effects:

a) the caster & his/her equipment enlarge to the next size category, with all the standard bonuses & penalties;

b) +4 Size bonus to Strength;

c) +2 Size bonus to Constitution;

d) gain Damage Reduction which is bypassed by ‘evil’ if you channel Positive Energy or by ‘good’ if you channel Negative Energy.

Caster lvl Damage Reduction

up to 11th 3 / (good or evil)

12th – 14th 6 / (good or evil)

15th + 9 / (good or evil)

6th Stoneskin(PH p284)

<Abj, VSM(250gp diamond, granite), 1StdAct, Touch, until discharged up to 10min/lvl>

– Touched creature gains Damage Reduction 10/adamantine. When 10 hp per level (max 150 hp) have been prevented, the spell is discharged.

7th Bigby’s Grasping Hand(PH p204)

<Evoc[force], VSF(leather glove)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– Creates a magical 10’x10’ hand which stays in between the creator & a designated target and either

a) tries to push the target away (treat as a Bull’s Rush at +16) up to the spell’s range;

b) attempts to grapple to target (Touch check: + 9 + Caster level + Primary Stat modifier; Grapple check: +14 +Caster level + Primary Stat modifier). Does not harm a grappled opponent.

The hand also provide +4 Cover bonus to AC for the caster against that target. The target can be changed as a Move Action. The hand has the caster’s maximum hit points & saving throw and has a AC of 20.

8th Bigby’s Clenched Fist(PH p203)

<Evoc[force], VSF(leather glove)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– Creates a magical 10’x10’ hand which attacks a target designated by the caster once per round. The caster chooses the target as a Move Action, and the hand may move 60’ and automatically attacks each round. The hand’s attack bonus is (Caster level + Primary Stat modifier + 10). Its damage is 1d8+12 & Fortitude save or become Stunned for 1 round.

The hand may also be directed to interpose itself between the caster and a target, or Bull Rush an opponent with an attack bonus of (Caster level + Primary Stat modifier + 14).

The hand has the caster’s normal hit points & saving throw and has AC 20.

9th Bigby’s Crushing Hand(PH p203)

<Evoc[force], VSF(egg shell)M(snakeskin glove)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– Creates a magical 10’x10’ hand which stays in between the creator & a designated target and either

a) tries to push the target away (treat as a Bull’s Rush at +18) up to the spell’s range;

b) attempts to grapple to target (Touch check: +11 + Caster level + Primary Stat modifier; Grapple check: +16 + Caster level + Primary Stat modifier; Damage: 2d6+12 normal damage)

The hand may also be directed to interpose itself between the caster and a target, or Bull Rush an opponent with an attack bonus of (Caster level + Primary Stat modifier + 18).

The hand also provide a +4 Cover bonus to AC for the caster against that target. The target can be changed as a Move Action. The hand has the caster’s normal hit points & saving throw and has an AC of 20.

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| Suffering | (Spell p280) ~~(PGF p91)~~ |

‘Pain Touch’ once per day – By making a successful touch attack vs. a living creatures that is vulnerable to critical hits, bestow a –2 penalty to Strength and Dexterity for 1 minute.

1st Bane(PH p203)

<Ench(comp)[mind][fear], VS/DF, 1StdAct, 1min/lvl, WillNeg, SR applies>

– All enemies within 50’ radius Burst suffer a  
–1 Morale penalty to attacks & –1 Morale penalty on saves vs. fear.

This spell Counters and Dispels the spell *Bless*.

2nd Bear’s Endurance(PH p203)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Constitution.

3rd Bestow Curse(PH p203)

<Necro, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– Touched subject is inflicted with one of the following:

a) –6 on one ability (minimum 1);

b) –4 penalty on attacks, saves, and skill checks; or

c) 50% chance of losing each action.

This spell is not effected by *Dispel Magic*. It   
can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish.*

This spell Counters the spell *Remove Curse.*

4th Enervation(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Target gains 1d4 Negative Levels that fade in 1hr/lvl.

Undead targeted with this spell gain 1d4 \* 5 Temporary HP for 1 hour.

5th Feeblemind(PH p229)

<Ench(comp)[mind], VSM(marbles), 1StdAct, Medium-range, Instantaneous, WillNeg, SR applies>

– Target’s Intelligence & Charisma permanently drops to 1. If the target is an Arcane spellcaster or uses arcane spell-like effects, it gets a –4 penalty on its save.

This spell can only be removed by *Heal*, *Limited Wish*, *Miracle,* or *Wish*.

6th Harm(PH p239)

<Necro, VS, 1StdAct, Touch, Will½, SR applies>

– The touched target is infused with Negative Energy, taking 10hp per level (max 150hp) damage. On a successful save, the target only takes ½ damage and cannot be brought to less than 1hp.

If this spell targets an Undead, the subject is infused with Negative Energy, healing 10hp per level (max 150hp) and being immediately cured of the following: Blindness, Confusion, Dazed, Dazzled, Deafened, *Feeblemind*, and / or insanity.

7th Eyebite(PH p228)

<Necro[evil], VS, 1StdAct, Close-range, Personal, 1rnd/3lvls, FortNeg, SR applies>

– The caster gains the ability to target a single living creature once per round as a Move Action. The effect is determined by the target’s HD:

10+ HD: Sickened for 10min/lvl

5 – 9 HD: Panicked for 1d4 rounds & then Shaken for 10min/lvl & above.

up to 4HD:Comatose for 10min/lvl & above.

8th Symbol of Pain(PH p290)

<Necro[evil], VSM(1,000gp of diamond, 1,000gp of opal, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation suffer from wracking pain, receiving a –4 penalty to attacks, skill checks, & ability checks for 1 hour after they leave the area of effect. The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

9th Horrid Wilting(PH p242)

<Necro, VSM(sponge)/DF, 1StdAct, Long-range, Fort½, SR applies

– All living creatures in a 60’ area takes 1d6 damage per level (max 20d6) from dehydration, except for Water Elementals & Plant Creatures, who take 1d8/lvl (max 20d8) instead.

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| Summoner | (Spell p281) (CDiv p141) |

Conjuration (calling) & Conjuration (summoning) spells are at +2 Caster level.

1st Summon Monster I(PH p285)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one creature from the ‘Summon Monster I’ Table to fight the caster’s enemy. The creature can attack on the caster’s initiative starting its first round.

2nd Summon Monster II(PH p286)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster II 1

Summon Monster I 1d3

3rd Summon Monster III(PH p286)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster III 1

Summon Monster II 1d3

Summon Monster I 1d4+1

4th Planar Ally, Lesser(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(100), 10Minutes, no SR>

– The caster requests his/her deity send an Elemental or Outsider of up to 6HD (a specific one may be requested by name).

Once the ‘ally’ arrives, the caster must negotiate what task it should do & what it gets in return. The following table gives an idea of the cost in money, items, etc.

Time Required Payment

up to 1min/lvl 100gp / HD

up to 1hr/lvl 500gp / HD

up to 1day/lvl 1,000 / HD

Difficulty Modifier

Matches Alignment 50% less

Non-hazardous 50% less

Very Dangerous 100% more

Suicidal no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

5th Summon Monster V(PH p287)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster V 1

Summon Monster IV 1d3

Summon Monster III (or lower) 1d4+1

6th Planar Ally(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(250), 10Minutes, no SR>

– The caster requests his/her deity send Outsiders or Elementals: either one of up to 12HD or two of the same type whose total HD are not more than 12. Specific ones may be requested by name.

Once the ‘allies’ arrives, the caster must negotiate what task they should do & what they get in return. The following table gives an idea of the cost in money, items, etc.

Time Required Payment

up to 1min/lvl 100gp / HD

up to 1hr/lvl 500gp / HD

up to 1day/lvl 1,000 / HD

Difficulty Modifier

Matches Alignment 50% less

Non-hazardous 50% less

Very Dangerous 100% more

Suicidal no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

7th Summon Monster VII(PH p287)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster VII 1

Summon Monster VI 1d3

Summon Monster V (or lower) 1d4+1

8th Planar Ally, Greater(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(500), 10Minutes, no SR>

– The caster requests his/her deity send Outsiders or Elementals: either one of up to 18HD or up to three of the same type whose total HD are not more than 18. Specific ones may be requested by name.

Once the ‘allies’ arrives, the caster must negotiate what task they should do & what they get in return. The following table gives an idea of the cost in money, items, etc.

Time Required Payment

up to 1min/lvl 100gp / HD

up to 1hr/lvl 500gp / HD

up to 1day/lvl 1,000 / HD

Difficulty Modifier

Matches Alignment 50% less

Non-hazardous 50% less

Very Dangerous 100% more

Suicidal no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

9th Gate(PH p234)

<Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

– Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.

-or-

<Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR>

– Calls & controls one or more Outsiders to perform a task. The caster may target:

a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.

b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.

c) a single non-unique / divine Outsider of more than 2x the Caster level can be called but not controlled.

d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is never controlled.

A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be “immediate” or “contractual” term:

a) Any task which requires no more than 1rnd/lvl to complete can be assigned without a ‘contract’ (i.e., no payment).

b) A “long term” task requires a ‘contract’, which entitles the summoned creature(s) to be fairly paid when the task is completed.

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| Sun | (PH p188) |

‘Greater Turning’ – Make a normal turning action, but all effected Undead are Destroyed. This consumes one of the day’s “turns”. Usable once per day.

1st Endure Elements(PH p226)

<Abj, VS, 1StdAct, Touch, 24hrs>

– Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50.

2nd Heat Metal(PH p239)

<Trans[fire], VS/DF, 1StdAct, Close-range, 7rnds, SR applies>

– The caster causes targeted metal to become burning hot, after which it cools. The metal of 1 creature per 2 levels may be targeted as long as they are within 30’, or the caster may target 25 lbs. per level. Magic or attended metal get a Will saves to negate. Damage is determined by the round & the amount of contact (min damage for just touching, normal damage for wearing):  
Rnd 1 – none Rnd 6 – 1d4   
Rnd 2 – 1d4 Rnd 7 – none  
Rnd 3-5 – 2d4

This spell Counters and Dispels *Chill Metal.*

3rd Searing Light(PH p275)

<Evoc[ray], VS, 1StdAct, Medium-range, no save, SR applies>

– Deals divine damage based on target:

a) if an Undead vulnerable to sunlight, target takes 1d8/lvl (max 10d8);

b) all other Undead take 1d6/lvl (max 10d6);

c) Constructs & inanimate objects take 1d6/2lvls (max 5d6);

d) all other targets take 1d8/2lvls (max 5d8).

4th Fire Shield(PH p230)

<Evoc[fire], VS/AM(phosphorous)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– Warm Shield: The caster is sheathed in blue or violet flames that give off 10’ of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Fire damage (SR applies). The caster takes ½ damage from Cold attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

-or-

<Evoc[cold], VS/AM(fireflies/glow worms)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– Cold Shield: The caster is sheathed in blue or green flames that give off 10’ of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Cold damage (SR applies). The caster takes ½ damage from Fire attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

5th Flame Strike(PH p231)

<Evoc[fire], VS/DF, 1StdAct, Medium-range, Ref½, SR applies>

– A 40’ tall column of fire with a 10’ radius appears. 1d6 damage per level (max 15d6), half of which is Fire damage & the other half is Untyped Damage.

6th Fire Seeds(PH p230)

<Conj(creat)[fire], VSM(up to 4 acorns –or– up to 8 holly berries), Touch, 1StdAct per acorn/holy berry, until detonated up to 10min/lvl>

– Create one of the following:

Acorn Grenades: Up to 4 touched acorns become throwable weapons. Requires a ranged touch attack with a maximum range of 100’. The acorns do a total of 1d6/lvl Fire damage (max 20d6), divided up between the acorns as the caster desires. If hit, the target does not get a saving throw. Everything within 10’ of where the acorn hits takes 1hp per die of damage that acorn does (Ref½);

Holly Berry Bombs: Up to 8 touched holly berries become voice activated bombs (200’ range). On command, each berry does 1d8 + 1/level Fire damage to everything within 5’ (Ref½).

7th Sunbeam(PH p289)

<Evoc[light], VS/DF, 1StdAct, until depleted up to 1rnd/lvl, SR applies>

– As a Standard Action, the caster can generate one sunbeam per round, up to a total of 1 per 3 levels (max 6 sunbeams). The beam is a 60’ long Line.

Damage is based on creature type:

Type Effect

Undead 1d6/lvl (max 20d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg) & Blind (RefNeg).

Oozes 1d6/lvl (max 20d6) (Ref½).

others 4d6 (Ref½) & Blind (RefNeg).

8th Sunburst(PH p289)

<Evoc[light], VSM(sunstone, fire)/DF, 1StdAct, Long-range, Instantaneous, SR applies>

– A 80’ radius Burst of light is centered on the caster. Damage is based on creature type:

Type Effect

Undead 1d6/lvl (max 25d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg) & Blind (RefNeg).

Oozes 1d6/lvl (max 25d6) (Ref½).

others 6d6 (Ref½) & Blind (RefNeg).

This spell Dispels any spells with the [darkness] subtype within its area of effect.

9th Prismatic Sphere(PH p264)

<Abj, V, 1StdAct, 10min/lvl(D)>

– Creates a 10’ radius opaque sphere around the caster. Anyone within 20’ of the sphere who has less than 8HD is Blind for 2d4 x 10 minutes.

The caster can walk through the sphere without difficulty. Anyone else trying to go through the wall is effected by each of its colors (SR check required for each color), unless they are dispelled in order. The colors, in order, are the following:  
Color Negated by Effect Save  
Red *Cone of Cold* 20hp Fire Ref½  
Orange *Gust of Wind* 40hp Acid Ref½  
Yellow *Disintegrate* 80hp Electricity Ref½  
Green *Passwall* Death or 1d6Con Fort½  
Blue *Magic Missile Flesh to Stone* FortNeg  
Indigo *Daylight Insanity* WillNeg  
Violet *Dispel Magic* *Plane Shift* WillNeg

The sphere is immune to *Dispel Magic*, *Greater Dispel Magic*, and *Antimagic Sphere*, but not *Mordenkainen’s Disjunction*.

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| Temperance | (DR355 p29) |

When you begin to prepare your spells, you heal 1 hp per spell level of Domain spells that were uncast the previous day.

1st Remove Fear(PH p271)

<Abj, VS, 1StdAct, Close-range, 10min>

– One subject + 1 per 4 levels within a 30’ area gains a +4 Morale bonus on saves vs. fear.

This spell Counters & Dispels *Cause Fear*, and Suppresses all other fear effects.

2nd Calm Emotions(PH p207)

<Ench(comp)[mind], VS/DF, 1StdAct, Medium-range, Concentration up to 1rnd/lvl, WillNeg, SR applies>

– Calms all creatures in a 20’ radius Spread. Calmed creatures cannot attack, but are able to defend themselves. If a subject is attacked or threatened, the spell is broken.

This spell Suppresses (but doesn’t negate) Barbarian Rage, Bardic Music that Inspires Courage, Fear effects, Confusion effects, and any Morale bonuses.

3rd Dispel Magic(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +10). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

4th Neutralize Poison(PH p257)

<Conj(heal), VSM(charcoal)/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject or object has all poison removed from it immediately. If a creature was poisoned, it does not need to make any further saving throws. This spell does not heal ability damage or drain taken from earlier failed saves.

In addition, the subject cannot be poisoned for 10 minutes per level. If the subject is a poisonous creature, it cannot poison anyone for the spell’s duration (WillNeg, SR applies)

5th Atonement(PH p201)

<Abj, VSM(incense)F(500gp prayer beads)X(up to 500)/DF, 1Hour, Touch, no save, SR applies>

– Removes burden of misdeeds from a truly repentant touched subject. If the misdeeds were committed willingly & knowingly, then the caster must expend 500XP. Uses include:

a) removing magical alignment changes;

b) restoring a paladin, cleric, or druid who had lost his/her class abilities.

c) a fully willing & understanding subject can redeemed/tempted into taking the same alignment as the caster. No duress, compulsion, or magical influence can be involved in making the subject want to be redeemed.

6th Dispel Magic, Greater(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +20). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

7th Symbol of Stunning(PH p291)

<Ench(comp)[mind], VSM(5,000gp diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation are Stunned for 1d6rnds, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not effect 150hp worth of creatures when triggered, it remains active until it effects the remaining hp of creatures, up to 10min/lvl.

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

a) target looks at the symbol;

b) target reads the symbol;

c) target touches the symbol (including covering it);

d) target passes over the symbol;

e) target passes through the portal marked with the symbol;

f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*

8th Shield of Law(PH p278)

<Abj[lawful], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster is surrounded by a blue glow, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Chaotic spells & spells cast by Chaotic creatures.

d) Blocks any mind control.

e) If a Chaotic creatures successfully hits someone with the aura in melee, the attacker becomes Slowed for 1rnd/lvl (WillNeg).

9th Iron Body(PH p245)

<Trans, VSM(iron from an iron golem or hero’s armor)/DF, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s body becomes living iron, which has the following benefits & penalties:

a) Damage Reduction 15 / adamantine;

b) Immune to Blindness, Criticals, Ability Score Damage, Deafness, Disease, Drowning, Electricity, Poison, & Stunning;

c) Immune to any effects that modify a target’s physiology or respiration. Since the caster cannot breath or drink, he/she cannot play woodwind instruments or drink potions;

d) ½ damage from Acid & Fire;

e) +6 Enhancement bonus to Strength;

f) –6 penalty to Dexterity (min Dex 1) ;

g) ½ movement;

h) –8 Armor Check penalty;

i) 50% Arcane spell failure;

j) 10x normal weight & cannot swim;

k) Fists to 1d6 normal damage (1d4 if Small);

l) Vulnerable to rust-based attacks.

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| Time | (Spell p281) ~~(PGF p91)~~ |

Gain Feat: Improved Initiative.

1st True Strike(PH p296)

<Div, VF(tiny archery target), 1StdAct, Personal>

– Add +20 Insight bonus to your next attack roll within 1 round. Also negates miss chance due to Concealment.

2nd Gentle Repose(PH p234)

<Necro, VSM(salt, copper piece per eye)/DF, 1StdAct, Touch, 1day/lvl>

– Prevents the touched corpse from rotting. Time spells under the effect of this spell does not count towards the time limit of the corpse being brought back by *Raise Dead*, etc.

3rd Haste(PH p239)

<Trans, VSM(licorice root), 1StdAct, Close-range, 1rnd/lvl>

– One subject/lvl within a 30’ area moves faster:

a) +1 bonus on attacks;

b) +1 Dodge bonus to AC;

c) +30’ Enhancement bonus to all forms of movement (land, climb, swim, burrow, fly), up to double the base movement;

d) when making a Full-Round Attack, the subject gets an additional attack at his/her best attack bonus.

This spell Counters & Dispels *Slow*.

4th Freedom of Movement(PH p233)

<Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>

– Subject moves normally despite magical impediments (*Web*, *Hold Person*, etc.).

The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin.

While under the effect of this spell, the subject can fight underwater.

5th Permanency(PH p259)

<Univ, VSX(see below), 2Rounds, Touch>

– The targeted spell gains a duration of “Permanent”. See the Permanency Table for spells that are allowed to become permanent.

6th Contingency(PH p213)

<Evoc, VSM(quicksilver, eyelash from a magic-using creature)F(1,500gp ivory & gem statue), 10Minutes, Personal, until discharged up to 1day/lvl>

– The caster presets a spell to be cast automatically upon himself when a condition (set at cast time) occurs. An example would be “if I fall more than 10’, cast *Feather Fall*". The preset spell can be no higher than 1/3rd the Caster’s level (rounded up, max 6th).

A caster may have only one *Contingency*-class spell at any given time.

7th Legend Lore(PH p246)

<Div, VSM(250gp incense)F(200gp ivory strips), Personal>

– By only meditating, sleeping, & eating for the listed casting time, the caster “remember” legends about a target creatures, place, or object:

Connection to Target Casting Time

Touching 1d4x10 minutes

Detailed Information 1d10 days

Rumors Only 2d6 weeks

8th Foresight(PH p233)

<Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl>

– The caster receives mental warnings about what may harm the touched subject.

If the caster placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as “close your eyes”, “jump”, “run”).

If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

9th Time Stop(PH p294)

<Trans, V, 1StdAct, Personal>

– The caster steps out of time, gaining 1d4+1 rounds. During this time, the caster cannot harm others or target other creatures with spells. Persistent effects, such as fire, cold, or gases can still harm the caster. The caster cannot pass through antimagic fields.

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| Trade | (Spell p281) (PGF p92) |

As a Free Action, you may activate *Detect Thoughts* against one target for (Charisma modifier) minutes. Usable once per day.

1st Message(PH p253)

<Trans[language], VSF(copper wire), 1StdAct, Medium-range, 10min/lvl, no SR>

– The caster plus 1 creature per level can communicate within range by whispering as long as there is no physical/magical barrier.

2nd Gembomb(Spell p101)~~(FR p70)~~

<Evoc[force], VSM(1gp gem), 1Round, Touch, until discharged up to 10min/lvl>

– As a Standard Action, the caster can throw the target gem up to 60’, where it explodes in a 5’ radius Burst, doing 1d8 per two levels   
(max 5d8) Force damage (Ref½, SR applies).

3rd Eagle’s Splendor(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Charisma.

4th Sending(PH p275)

<Evoc, VSM(copper wire)/DF, 10Minutes, no SR>

– Sends a message of 25 words or less to a familiar subject anywhere, who may send back a 25 word response immediately. If the subject is on another plane of existence, there is a 5% chance of the message being lost.

5th Fabricate(PH p229)

<Trans, VS, 1Round per Unit of raw materials, Close-range, Instantaneous>

– Converts 1 Unit of raw materials per level into mundane items. For this spell, a Unit is 1 cubic foot of metal –or– 10 cubic feet of other materials. An appropriate Craft check must be made to determine the quality of the produced items.

6th True Seeing(PH p296)

<Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl>

– Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur* & *Displacement*, not effected by Invisibility, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane.

This spell cannot be used in conjunction with scrying magics, such as *Clairaudience / Clairvoyance.*

7th Mordenkainen’s Magnificent Mansion(PH p256)

<Conj(creat), VSF(5gp small ivory portal, 5gp piece of marble, 5hp tiny silver spoon), 1StdAct, Close-range, 2hrs/lvl(D)>

– Creates an extra-dimensional space of up to three contiguous 10’ cubes per level. The space is designed for many people to rest comfortably:

a) Contains fresh air & food for 12 people/lvl.

b) Has 2 *Unseen Servants* per lvl.

c) The floor plan is designated by the caster.

The entrance is 8’ tall by 4’ wide & can only be entered by those designated by the caster. Once the caster enters the mansion, the entrance becomes Invisible & sealed, though it may be reopened from the inside.

8th Mind Blank(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>

– Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject’s area, such as *Arcane Eye*, will not even see the subject.

9th Discern Location(PH p222)

<Div, VS/DF, 10Minutes, no save, no SR>

– Finds a named creature or object, no mater where it is located (even on other planes!). The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.

This spell bypasses most anti-scrying protections and can only be blocked *Mind Blank*.

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| Transformation | (RoE p180) |

Cast Transmutation spells a +1 Caster level

1st Enlarge Person(PH p226)

<Trans, VSM(powdered iron), 1Round, Close-range, 1min/lvl(D)>

– One Humanoid (& all his/her equipment) becomes 1 Size category larger. Subject gains +2 Size bonus to Strength, –2 Size penalty to Dexterity, and –1 penalty on attacks & AC. A subject who becomes Large-size gains ‘Reach’.

If the subject is within an area too small for his/her new size, the subject may attempt to ‘burst’ his/her surroundings with a Strength check (including the bonus). If the check fails, the subject is trapped, but takes no damage.

An unwilling subject gets a Fortitude save & SR applies.

This spell Counters & Dispels *Reduce Person*.

2nd Alter Self(PH p197)

<Trans(polymorph), VS, 1StdAct, Personal, 10min/lvl(D)>

– The caster’s body changes into an other creature of the same type (typically Humanoid) within 1 size category larger or smaller. The new creature can have a base HD no more than the Caster level (max 5HD). The caster can choose the details of the body within the typical range (eye color, hair length, skin tone, etc.). The caster retains all his/her own ability scores, attack bonuses, etc. See the Alternate Form Table.

3rd Gaseous Form(PH p234)

<Trans, SM(gauze, smoke)/DF, 1StdAct, Touch, 2min/lvl(D)>

– A willing subject & all his/her gear transform into mist which has Fly 10’/Perfect & can slip through any opening. While gaseous, the subject has Damage Reduction 10/magic, becomes immune to poison & criticals, has an AC based only on Dexterity, size, Deflection bonuses, & armor bonuses due to Force effects. The subject cannot attack & can only cast spells with no Verbal, Somatic, Material, or Focus components (due to Metamagics).

4th Involuntary Shapeshifting(RoE p188)

<Trans, VS/DF, 1StdAct, Close-range, 1rnd/2lvls(D), FortNeg, SR applies>

– One target creature with the Extraordinary or Supernatural ability to change shape must do so as its action every round (though depending on the amount of time this action consumes, the target may be able to take other actions).

Also, each time the target changes shape, it takes 1hp/lvl (max 15hp) damage.

If the target has more than one target form, it may choose whichever one it wishes.

5th Polymorph(PH p263) (DR337 p88)+

<Trans(polymorph), VSM(cocoon), 1StdAct, Touch, 1min/lvl(D)>

– The touched willing subject is changed into a new form, which

a) can be one of the following creature types: Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Ooze, Plant, or Vermin;

b) cannot have more HD than either the caster or the target (max 15HD);

c) can be as small as Fine-size; and

d) cannot be incorporeal or gaseous.

Subject gets the following from the new form:

a) Strength, Dexterity, & Constitution;

b) Extraordinary Special Attacks (such as Constrict, Improved Grab, & Poison);

c) natural movement, like swimming & flying; &

d) gain its creature type.

The subject does not get the following from the new form:

a) Extraordinary Special Qualities (such as Blindsight, Regeneration, or Scent); &

b) Supernatural or Spell-like Abilities.

Subject keeps the following from its original form:

a) Intelligence, Wisdom, & Charisma;

b) hit points (ignore new Constitution score);

c) level, class, & alignment;

d) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con); and

e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);

b) the subject’s equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;

c) gain 1 day’s natural healing of hit-points only;

e) if slain, return to original form;

f) creatures with the Shapeshifter subtype can return to the original form as a Standard Action.

6th Baleful Polymorph(PH p202)

<Trans, VS, 1StdAct, Close-range, Permanent, WillNeg, SR applies>

– The target is permanently transformed into a 1HD animal of up to Small size (such as a dog, lizard, monkey, etc.). If the caster attempts to transform the target into a form that will be fatal (i.e., a fish on dry land), the target receives a +4 bonus on its save.

If the target is transformed, it must make a Will save to resist becoming the target animal mentally too.

7th Doppelganger Transformation(RoE p184)

<Trans[mindset], VS/DF, 1StdAct, Personal, 1min/lvl>

– Gain the following:

a) +4 Enhancement bonus to Wisdom;

b) +2 Enhancement bonus to Strength;

c) +2 Enhancement bonus to Dexterity;

d) +2 Enhancement bonus to Constitution;

e) +2 Enhancement bonus to Charisma;

f) gain +4 Natural Armor bonus to AC (if this is better than your current value);

g) immunity to Sleep and Charm effects; &

h) gain Darkvision 60’.

Mindset – While this spell is prepared, the caster gains a +2 bonus on Bluff & Disguise checks and a +2 bonus on saves vs. sleep & charm.

Note: Changelings cast this spell at +1 level.

8th Polymorph Any Object(PH p263)(PH3.5e)+

<Trans, VSM(mercury, gum arabic, smoke)/DF, 1StdAct, Close-range, FortNeg, SR applies>

– Changes any subject into anything else. “Minor” changes can be permanent (e.g., changing a manticore into a shrew), while extreme changes have a limited durations (e.g., changing a pebble into a human).

This spell can mimic the following spells: *Flesh to Stone, Baleful Polymorph*, *Stone to Flesh, Transmute Mud to Rock, Transmute Rock to Mud, Transmute Metal to Wood.*

9th Shapechange(PH p277)(PH3.5e)+

<Trans(polymorph), VSF(1500gp jade circlet), 1StdAct, Personal, 10min/lvl(D)>

– The caster takes a new form, which can be changed each round as Free Action, which:

a) can by any creature type, including those which has Incorporeal or Gaseous forms;

b) cannot have more HD than the Caster level (max 25HD);

c) may be as small as Fine-size & as large as Colossal-size.

The caster gets the following from the new form:

a) Strength, Dexterity, & Constitution;

b) Extraordinary & Supernatural attacks & qualities.

The caster keeps the following from its original form:

a) Intelligence, Wisdom, & Charisma;

b) hit points (ignore new Constitution score);

c) level, class, & alignment;

d) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con); and

e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);

b) the caster’s equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;

c) +10 bonus on Disguise checks;

d) gain 1 day’s natural healing of hit-points only; and

e) if slain, return to original form.

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| Travel | (PH p188) |

For a total of 1 round per Cleric level per day, the spell *Freedom of Movement* will activate automatically if you are ever impeded by a magical effect. The *Freedom of Movement* only lasts as long as needed, so the total number of rounds can be split over multiple occurrences.

Survival becomes a class skill.

1st Longstrider(PH p249)

<Trans, VSM(dirt), 1StdAct, Personal, 1hr/lvl(D)>

– The caster gains a +10’ Enhancement bonus to his/her land movement. Does not effect the speed of burrowing, climbing, flying, or swimming.

2nd Locate Object(PH p249)

<Div, VSF(forked twig)/DF, 1StdAct, Long-range, 1min/lvl, no save, no SR>

– Senses direction toward object (specific or type) within range. A unique object can only be located if the caster has personally viewed it (using a scrying spell does not count). This spell is blocked by lead.

3rd Fly(PH p232)

<Trans, VSF(feather)/DF, 1StdAct, Touch, 10min/lvl>

– Subject flies at a speed of 60’ (40’ if in Medium or Heavy Armor –or– if carrying a Medium or Heavy load) with Good maneuverability. ½ speed going up, 2x speed going down.

If spells expires/is dispelled, subject descends at 60’ per round for 1d6 rounds before falling

4th Dimension Door(PH p221)

<Conj[teleport], V, 1StdAct, Long-range>

– Teleports the caster anywhere within range that can visualized or described by direction.

The caster may bring up to his/her maximum carry load with this spell and one willing, Medium-sized subject per three levels (or the Creature Equivalent). All subjects must be touching, with the caster touching at least one subject.

If the target location is occupied, the caster (and anyone with him/her) take 1d6 damage & are shunted in a random direction 100’.

The caster cannot act again until the next round.

5th Teleport(PH p292)

<Conj[teleport], V, 1StdAct, Touch>

– The caster (carrying Maximum load) & one willing Medium-size creature per three levels (or the Creature Equivalent) are instantly transported up to 100 miles per level. The destination must be pictured by the caster.  
How On Off Similar   
Familiar Target Target Area Mishap  
Familiar 01-97 98-99 100 —  
Studied 01-94 95-97 98-99 100  
Visited 01-88 89-94 95-98 99-100  
Seen Once 01-76 77-88 89-96 97-100  
False Dest.(d20+80) — 81-92 93-100

6th Find the Path(PH p230)

<Div, VSF(rune stones), 3Rounds, 10min/lvl>

– The touched subject knows the shortest, most direct route to the specified location (not objects or people).

The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a *Glyph of Warding*. It does not predict the actions of guardians.

This spell will get a subject out of a *Maze* spell in 1 round.

7th Teleport, Greater(PH p292)

<Conj[teleport], V, 1StdAct, Touch>

– The caster (carrying Maximum load) & one willing Medium-size creature per three levels (or the Creature Equivalent) are instantly transported anywhere in the current plane of existence. The destination must be pictured by the caster. There is no chance of ending up in the wrong place, but if the caster’s information is somehow false, the spell’s subjects remain in the casting location.

8th Phase Door(PH p261)

<Conj(creat), V, 1StdAct, Touch, 1use/2lvls>

– Creates an ethereal passage 5’ wide by 8’ high with a depth of 10’ + 5’ per 3 levels through wood, plaster, or stone. The passage is invisible and only usable by the caster and anyone else who can trigger it (set at creation time). The trigger must be based on observable qualities. Anyone using the passage can take one other creature through, but this counts as 2 uses.

9th Astral Projection(PH p201)

<Necro, VSM(1,000gp jacinth, 5gp silver per subject), 30Minutes, Touch>

– The caster and up to 1 willing, touched subject per 2 levels have their souls projected into the Astral Plane. While traveling, their bodies are in Suspended Animation. The travelers have astral copies of all their equipment. Travel can continue until a subject decides to return to his/her body, the effect is ended with *Dispel Magic*, or the subject’s body is slain (which kills the subject).

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| Trickery | (PH p189) |

Bluff, Disguise, & Hide become class skills.

1st Disguise Self(PH p222)

<Ill(glamer), VS, 1StdAct, Personal, 10min/lv(D), WillDisbelief>

– The caster can make minor visual changes to his/her appearance. These include gaining or loosing 1’ of height, gaining or loosing weight, the addition or removal of a beard / scar, etc.

This spell provides a +10 on Disguise checks.

Anyone interacting with the caster (particularly if they touch him/her) are allowed a Will save to Disbelieve the illusion.

2nd Invisibility(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1min/lvl(D)>

– Touched creature or object is Invisible until it attacks. Can effect an object of up to 100 pounds per level.

3rd Nondetection(PH p257)

<Abj, VSM(50gp diamond dust), 1StdAct, Touch, 1hr/lvl>

– Touched subject (and its possessions) or an object can only be a target of a *Locate Object*, Crystal Ball, etc., on a Caster check vs. DC (11 + caster level) (+4 if caster is the subject).

4th Confusion(PH p212)

<Ench(comp)[mind], VSM(3 nut shells)/DF, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– All targets within a 15’ radius Burst are Confused.

5th False Vision(PH p229)

<Ill(glamer), VSM(250gp jade dust), 1StdAct, Touch, 1hr/lvl(D), no save, no SR>

– If a Divination (scrying) spell is used within a 40’ radius Emanation of the touched object, the Magical Sensor automatically sees & hears an illusion designated by the caster at casting time. By concentrating, the caster can make the image move within the area of effect, otherwise it is static.

6th Mislead(PH p255)

<Ill(figment)(glamer), S, 1StdAct, Close-range, Concentration + 3rnds, no SR>

– Simultaneously, the caster becomes Invisible and an illusionary copy (sight, sound, smell, & touch) of the caster appears within range (with the option of it appearing supper-imposed on the caster). The illusionary copy will then do whatever it was programmed to do at cast time, with no requirement that it stays in range. A Will save is required to realize the copy isn’t the original.

The caster stays Invisible even if he/she attacks, up to 1rnd/lvl(D).

7th Screen(PH p274)

<Ill(glamer), VS, 10Min, Close-range, 1day, no SR>

– The caster makes an illusion that obscures any or all objects in an area of one contiguous 30’ cube per level (laid out in any way desired by the caster). All troops could be obscured in a crossing, or only 1 out of 5 could be shown, etc. The “rules” of the illusion are set at cast time & are unchangeable.

Scrying always sees the illusion, while local onlookers get a Will save to disbelieve if there is a reason to doubt what is seen.

8th Polymorph Any Object(PH p263)(PH3.5e)+

<Trans, VSM(mercury, gum arabic, smoke)/DF, 1StdAct, Close-range, FortNeg, SR applies>

– Changes any subject into anything else. “Minor” changes can be permanent (e.g., changing a manticore into a shrew), while extreme changes have a limited durations (e.g., changing a pebble into a human).

This spell can mimic the following spells: *Flesh to Stone, Baleful Polymorph*, *Stone to Flesh, Transmute Mud to Rock, Transmute Rock to Mud, Transmute Metal to Wood.*

9th Time Stop(PH p294)

<Trans, V, 1StdAct, Personal>

– The caster steps out of time, gaining 1d4+1 rounds. During this time, the caster cannot harm others or target other creatures with spells. Persistent effects, such as fire, cold, or gases can still harm the caster. The caster cannot pass through antimagic fields.

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| Truth | (RoE p181) |

Cast Divination spells a +1 Caster level

Gain a bonus on all Sense Motive checks equal to your Cleric level.

1st Detect Thoughts(PH p220)

<Div[mind], VSF(copper piece)/DF, 1StdAct, Concentration up to 1min/lvl, WillNeg, no SR>

– The caster can thoughts from a conscious creature with an Intelligence of at least 1 in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of thoughts.

2nd round – number of thinking minds & the Intelligence score of each one. If not in line-of-sight, the caster only knows the direction. If any have an Intelligence of at least 26 (assuming it is at least 10 points higher than the caster’s), the caster is Stunned for 1 round & the spell ends.

3rd round – Surface thoughts of any mind in the area (WillNeg).

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

2nd Zone of Truth(PH p303)

<Ench(comp)[mind], VS/DF, Close-range,   
1min/lvl, WillNeg, SR applies>

– Creatures in a 20’ radius Emanation that fail their save cannot lie. All subject know that the zone is in effect & have the option of not speaking or being evasive.

3rd See Invisibility(PH p275)

<Div, VSM(pinch of talc, silver powder), 1StdAct, Personal, 10min/lvl(D), no SR>

– The caster can see Invisible creatures or objects within its range of vision.

4th Discern Lies(PH p221)

<Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR>

– Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.

5th True Seeing(PH p296)

<Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl>

– Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur* & *Displacement*, not effected by Invisibility, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane.

This spell cannot be used in conjunction with scrying magics, such as *Clairaudience / Clairvoyance.*

6th Force Shapechange(RoE p185)

<Abj, VS/DF, 1StdAct, Medium-range, 1rnd/lvl, Will½, SR applies>

– The caster chooses up to one creature to level. If a target has the Shapechanger sub-type   
–or– has an Extraordinary or Supernatural ability to assume an alternate form, then the following occurs:

a) takes 3d10 damage from pain (Will ½); &

b) reverts to its true form and must remain in that form for the spell’s duration (WillNeg).

7th Illusion Purge(RoE p187)

<Evoc, VS, 1StdAct, Personal, 1min/lvl(D), no SR>

– All Illusions of 7th level or lower within 5’ per level of the caster are negated.

8th Discern Location(PH p222)

<Div, VS/DF, 10Minutes, no save, no SR>

– Finds a named creature or object, no mater where it is located (even on other planes!). The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.

This spell bypasses most anti-scrying protections and can only be blocked *Mind Blank*.

9th True Seeing, Mass(RoE p190)

<Div, VSM(1,000gp ointment), 1StdAct, Close-range, 1min/lvl>

– Up to one creature per level who is within a 30’ area can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur* & *Displacement*, not effected by Invisibility, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane. The limit of this effect is 120’, though it may be less if there is an obstruction.

This spell cannot be used in conjunction with scrying magics, such as *Clairaudience / Clairvoyance.*

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| Tyrant | (Spell p281) ~~(CWar p115) (PGF p92)~~ |

Enchantment(compulsion) spells you cast have a +1 DC.

1st Command(PH p211)

<Ench(comp)[language][mind], V, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– A living target obeys one of the following one-word command on its turn for 1 round:

“Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.

“Drop” – Drops the objects it is holding & can’t pick them up until next round.

“Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.

“Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.

“Halt” – Take no actions, though he/she is not considered Helpless.

2nd Enthrall(PH p227)

<Ench(charm)[language][mind][sonic], VS, 1Round, Medium-range, Concentration up to 1 hour plus 1d3 rounds, WillNeg, SR applies>

– The caster spends one round getting the audience’s attention & becomes so interesting that it gets the undivided attention of everyone in the area of effect who doesn’t save (including those who enter later). Races who hate the caster’s race gain a +4 bonus on the save. The audience’s attitude becomes ‘Friendly’.

Targets who failed their save but who have more than 5HD –or– a Wisdom score of at least 16 remain aware of their surroundings & have an attitude of ‘Indifferent’. They receive a new save if they observe something they oppose.

When the performance ends (even if due to a loss of Concentration), the audience will talk among themselves, applaud, etc., for 1d3 more rounds. If anyone in the audience is attacked, the spell cancels immediately and the audience will be upset.

One time during the spell, targets who have made their save may try to “heckle” the caster in order to end the spell early. Make an opposed Charisma check using the heckler with the highest Charisma modifier as a base, +2 per additional heckler who can make a Charisma check of 10.

3rd Discern Lies(PH p221)

<Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR>

– Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.

4th Fear(PH p229)

<Necro[fear][mind], VSM(feather), 1StdAct, Will½, SR applies>

– All living creatures within a 30’ Cone-shaped Burst are Panicked for 1rnd/lvl. On a successful save, a creature is Shaken for 1rnd.

5th Command, Greater(PH p211)

<Ench(comp)[language][mind], V, 1StdAct, Close-range, 1rnd, WillNeg(retry), SR applies>

– One living target per level within a 30’ area obeys one of the following one-word command on its turn for 1 round per level:

“Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.

“Drop” – Drops the objects it is holding & can’t pick them up.

“Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.

“Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.

“Halt” – Take no actions, though he/she is not considered Helpless.

Each target receives the same one-word command.

Targets may attempt their Will save each round until they succeed, ending the effect.

6th Geas/Quest(PH p234)

<Ench(comp)[mind][language], V, 10Minutes, Close-range, until discharged(D), no save, SR applies>

– One subject obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level. Specific tasks must be completed for the spell to be discharged.

If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage each day (no save) & is Sickened (FortNeg). The effects end after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic* or *Break Enchantment*, though it can be ended by *Limited Wish, Miracle,* or *Wish*. *Remove Curse* only works if its Caster level is two higher than this spell’s Caster level.

7th Bigby’s Grasping Hand(PH p204)

<Evoc[force], VSF(leather glove)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– Creates a magical 10’x10’ hand which stays in between the creator & a designated target and either

a) tries to push the target away (treat as a Bull’s Rush at +16) up to the spell’s range;

b) attempts to grapple to target (Touch check: + 9 + Caster level + Primary Stat modifier; Grapple check: +14 +Caster level + Primary Stat modifier). Does not harm a grappled opponent.

The hand also provide +4 Cover bonus to AC for the caster against that target. The target can be changed as a Move Action. The hand has the caster’s maximum hit points & saving throw and has a AC of 20.

8th Charm Monster, Mass(PH p209)

<Ench(charm)[mind], V, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

– The caster causes one or more creatures to considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

The caster can target one creature of with any number of HD –or– (2 \* Caster level) HD of creatures in a 30’ area.

If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

9th Dominate Monster(PH p224)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>

– Telepathically control one creature. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input.

The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

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| Undead | (DR312 p37) |

+2 Competence bonus on Turning checks to Turn or Rebuke Undead.

1st Chill Touch(PH p209)

<Necro, VS, 1StdAct, SR applies>

– Touch attack deals 1d6 Negative Energy damage (no save) and 1 Strength Damage (FortNeg), except to Undead, who become Panicked for 1d4 + 1/lvl rounds (WillNeg).

Touch attack may be used 1 time per level.

2nd Command Undead(PH p211)

<Necro, VSM(bone, raw meat), 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

– One Undead creature becomes friendly towards the caster and will not attack him/her. Only intelligent Undead area allowed a saving throw. The caster can give the target orders. Intelligent Undead must be convinced with a Charisma check, but unintelligent ones will obey even destructive commands (as long as they are simple).

3rd Animate Dead(PH p198)

<Necro[evil], VSM(25gp/HD black onyx), 1StdAct, Touch, Instantaneous>

– Permanently animates skeletons and/or zombies from one or more touched corpses. (2 \* Caster level) HD of Undead may be animated in one casting & a caster may only have 4HD/lvl Undead under control (if exceeded, caster chooses which are “freed”). Undead controlled via Clerical “Rebuke / Control” ability don’t count against this total.

4th Halt Undead(PH p238)

<Necro, VSM(sulfur, garlic), 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– Immobilizes up to 3 Undead in a 30’ area. Target gets a Will save to negate only if it has intelligence. If attacked, that target is immediately freed.

5th Slay Living(PH p280)

<Necro[death], VS, 1StdAct, Touch, Fort½, SR applies>

– Touched living target dies on a failed saving throw. On success, target takes 3d6 + 1/level.

6th Create Undead(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>

– Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator’s control.

Undead Min Lvl Undead Min Lvl

Ghoul 11 Mummy 15

Ghast 12 Mohrg 18

This spell must be cast at night.

7th Undeath to Death(PH p297)

<Necro[death], VSM(500gp of diamond power)/DF, 1StdAct, Medium-range, WillNeg, SR applies>

– Destroys 1d4 HD per level (max 20d4) of Undead in a 40’ radius Burst. The lowest HD creatures in the area are effected first & creatures with 9 or more HD are immune.

8th Create Greater Undead(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>

– Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator’s control.

Undead Min Lvl Undead Min Lvl

Shadow 15 Spectre 18

Wraith 16 Devourer 20

This spell must be cast at night.

9th Wail of the Banshee(PH p298)

<Necro[death][sonic], V, 1StdAct, Close-range, FortNeg, SR applies>

– One living creature per level in a 40’ radius Spread dies. If there are too many targets, count from the point of origin outward.

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| Undeath | (Spell p281) ~~(FR p66) (LM p60)~~ |

Gain Feat: Extra Turning.

1st Detect Undead(PH p220)

<Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>

– The caster can see the Undead Aura of any Undead in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of Undead.

2nd round – number of Undead auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.

3rd round – strength & location of each aura.

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

2nd Desecrate(PH p218)

<Evoc[evil], VSM(unholy water, 25gp of silver dust)DF, 1StdAct, Close-range, 2hrs/lvl>

– A 20’ radius Emanation is filled with Negative Energy. The following applies in the area:

a) Undead created or summoned gain +1hp per HD.

b) Undead in the area receive a +1 Profane bonus on attacks, damage, & saves.

c) All Charisma checks to Turn and   
Destroy Undead gain a –3 Profane penalty.

If cast on an altar or other permanent fixture to the caster’s deity, the Profane bonuses & penalties are doubled and an *Animate Dead* cast in the area can create (4 \* Caster lvl) HD of Undead. A caster cannot desecrate an area with a permanent fixture to another deity.

If cast in an area sacred to a different deity, the area is cut off from its connection to that deity and its power. The area does not gain the Undead effecting powers listed above.

This spell Counters & Dispels *Consecrate*.

3rd Animate Dead(PH p198)

<Necro[evil], VSM(25gp/HD black onyx), 1StdAct, Touch, Instantaneous>

– Permanently animates skeletons and/or zombies from one or more touched corpses. (2 \* Caster level) HD of Undead may be animated in one casting & a caster may only have 4HD/lvl Undead under control (if exceeded, caster chooses which are “freed”). Undead controlled via Clerical “Rebuke / Control” ability don’t count against this total.

4th Death Ward(PH p217)

<Necro, VS/DF, 1StdAct, Touch, 1min/lvl>

– Grants immunity to death spells & effects, gaining Negative Levels, and Negative Energy damage & ability loss.

5th Circle of Death(PH p209)

<Necro[death], VSM(500gp black pearl), 1StdAct, Medium-range, FortNeg, SR applies>

– Kills 1d4 HD per level (max 20d4) of living creatures in a 40’ radius Burst. The lowest HD creatures in the area are effected first & creatures with 9 or more HD are immune.

6th Create Undead(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>

– Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator’s control.

Undead Min Lvl Undead Min Lvl

Ghoul 11 Mummy 15

Ghast 12 Mohrg 18

This spell must be cast at night.

7th Control Undead(PH p214)

<Necro, VSM(bone, meat), 1StdAct, Close-range, 1min/lvl, WillNeg, SR applies>

– Up to 2HD of Undead per level in a 30’ area will not attack the caster. If the caster gives the Undead an order, they will obey.

8th Create Greater Undead(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>

– Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator’s control.

Undead Min Lvl Undead Min Lvl

Shadow 15 Spectre 18

Wraith 16 Devourer 20

This spell must be cast at night.

9th Energy Drain(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Target gains 2d4 Negative Levels.

Undead targeted with this spell gain (2d4 \* 5) Temporary HP for 1 hour.

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| War | (PH p189) |

Gain Feat: Martial Weapon Proficiency and Feat: Weapon Focus in the deity’s favored weapon.

1st Magic Weapon(PH p251)

<Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>

– Touched manufactured weapon gains a +1 Enhancement bonus to attack & damage.

A Monk’s Unarmed Strike can be the target of this spell.

2nd Spiritual Weapon(PH p283)

<Evoc[force], VS/DF, 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>

– The caster summons a religiously appropriate weapon out of Force that does 1d8 +1 per three levels (max +5) damage. The weapon has the same threat range & critical multiplier as the base weapon.

The weapon attacks a designated opponent with the caster’s base attack bonus (including multiple attacks if high enough level). On the first round and any round it changes targets, the weapon only gets 1 attack. The caster must spend a Standard Action to change targets, but otherwise does not have to concentrate on the weapon.

The weapon must attack from the caster’s direction, gets no flanking bonuses, cannot give someone else a flanking bonus, & cannot be damaged. An opponent with Spell Resistance receives one SR check the first time attack by the spell.

3rd Magic Vestment(PH p251)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl>

– Armor, shield, or clothes gain +1 per four levels Enhancement bonus to AC (max +5).

4th Divine Power(PH p224)

<Evoc, VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster gains the following:

a) +6 Enhancement bonus to Strength;

b) 1 Temporary HP per level; &

c) a Base Attack Bonus as if the caster was a fighter of his/her Character level.

5th Flame Strike(PH p231)

<Evoc[fire], VS/DF, 1StdAct, Medium-range, Ref½, SR applies>

– A 40’ tall column of fire with a 10’ radius appears. 1d6 damage per level (max 15d6), half of which is Fire damage & the other half is Untyped Damage.

6th Blade Barrier(PH p205)

<Evoc[force], VS, 1StdAct, Medium-range, 1min/lvl(D), SR applies>

– Creates a 20’ tall wall of spinning blades either of 20’ long per level –or– a ringed wall 5’ radius per two levels. Going through the barrier causes 1d6/lvl (max 15d6) (Ref½).

If the barrier is created on top of a creature, it is allowed a Reflex save to get out before it finishes forming (i.e., no damage).

The barrier proves a +4 Cover bonus to AC & a +2 Cover bonus to Reflex saves against attacks made through it.

7th Power Word Blind(PH p263)

<Ench(comp)[mind], V, 1StdAct, Close-range, no save, SR applies>

– One target creature is Blind:   
current hp duration current hp duration  
201+ no effect 100–51 1d4+1min  
200–101 1d4+1 rnds up to 50 Permanent

8th Power Word Stun(PH p263)

<Ench(comp)[mind], V, 1StdAct, Close-range, no save, SR applies>

– One target creature is Stunned:   
current hp duration current hp duration  
151+ no effect 100–51 2d4 rnds  
150–101 1d4 rnds up to 50 4d4 rnds

9th Power Word Kill(PH p263)

<Ench(comp)[mind][death], V, 1StdAct, Close-range, no save, SR applies>

– One target creature with up to 101hp dies.

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| Warforged | (FoE p150) |

Rebuke / Control Constructs, up to 3 + Charisma modifier times per day.

1st Repair Light Damage(CArc p120)(Eb p114)(DR317 p35)

<Trans, VS, 1StdAct, Touch, Instantaneous>

– The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 1d8 +1 per level (max 1d8+5) hp.

2nd Construct Essence, Lesser(RoE p184)(FoE p150)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– The touched Living Construct gains the following benefits:

a) Moderate Fortification (negates critical hits and sneak attacks 75% of the time);

b) gains Low-Light Vision;

c) becomes immune to nonlethal damage and Stunning.

This spell Counters and Dispels *Lesser* *Humanoid Essence*.

This spell is negated if cast upon a target under the effect of *Humanoid Essence* or *Greater Humanoid Essence*.

3rd Stone Construct(Eb p116)

<Trans, SM(250gp diamond dust, granite), 1Round, Touch, until discharged up to 10min/lvl>

– The touched Construct gains Damage Reduction 10 / adamantine.

When 10 hp per level (max 150 hp) have been prevented, the infusion is discharged.

4th Repair Critical Damage(CArc p120)(Eb p114)

<Trans, VS, 1StdAct, Touch, Instantaneous>

– The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 4d8 +1 per level (max 4d8+20) hp.

5th Construct Energy Ward, Greater(Eb p109)

<Abj, S, 1Round, Touch, until depleted up to 10min/lvl>

– Touched Construct is immune to a total of 12 damage per level (max 120 hp) from one Energy Type. Once all the damage has been taken, the spell ends.

6th Iron Construct(Eb p113)

<Trans, SM(iron from an iron golem or hero’s armor), 1Round, Touch, 1min/lvl>

– The touched Construct becomes living iron, which has the following benefits & penalties:

a) Damage Reduction 15 / adamantine;

b) ½ damage from Acid & Fire;

c) +4 Enhancement bonus to Strength;

d) –4 penalty to Dexterity (min Dex 1) ;

e) 5x normal weight;

f) Vulnerable to rust-based attacks.

7th Construct Essence, Mass Lesser(FoE p150)

<Trans, VS, 1StdAct, Close-range, 1min/lvl>

– The one Living Construct per level in a 30’ area gain the following benefits:

a) Moderate Fortification (negates critical hits and sneak attacks 75% of the time);

b) gains Low-Light Vision;

c) becomes immune to nonlethal damage and Stunning.

This spell Counters and Dispels *Lesser* *Humanoid Essence*.

This spell is negated if cast upon a target under the effect of *Humanoid Essence* or *Greater Humanoid Essence*.

8th Total Repair(Eb p116)

<Trans, VS, 1StdAct, Touch, Instantaneous>

– The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 10hp per level (max 150hp).

In addition, the following conditions are removed from the subject: Ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, *Feeblemind*, and/or Insanity.

9th Summon Warforged Champion(FoE p151)

<Conj(sum)[law], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one Warforged Titan (advanced to 24HD) to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Changes from default Warforged Titan(Eb p303):

a) BAB +18, Grapple +35;

b) Attack with Axe: +25 (2d8+9/x3);

c) Attack with Maul: +25 (2d8+9);

d) Saves: Fort +8, Ref +7, Will +8;

e) Jump: +44;

f) extra Feats: Great Cleave, Greater Powerful Charge (total +4d6); and

g) DR 12 / adamantine.

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| Water | (PH p189) |

Rebuke / Control / Bolster Water Elements –or– Turn / Destroy Fire Elementals, up to 3 + Charisma modifier times per day.

1st Obscuring Mist(PH p258)

<Conj(creat), VS, 1StdAct, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of fog centered around the caster.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round. Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

2nd Fog Cloud(PH p232)

<Conj(creat), VS, 1StdAct, Medium-range, 10min/lvl>

– Creates a 20’ radius Spread by 20’ high Cloud of fog.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

3rd Water Breathing(PH p300)

<Trans, VSM(straw)/DF, 1StdAct, Touch>

– The touched subjects of the spell can breathe underwater. 2hrs/lvl duration is evenly split between all the subjects.

4th Control Water(PH p214)

<Trans[water], VSM(dust (to lower) -or- water (to raise))/DF, 1StdAct, Long-range, 10min/lvl(D)>

– Effects 10’/lvl x 10’/lvl x 2’/lvl (shapeable) of water by either:

a) lowering the water by 2’/lvl (min of 1”). In large / deep bodies of water, this forms a whirlpool. This effect will Slow water-based creatures / elementals (WillNeg); or,

b) raising the water by 2’/lvl. Boats will slide off the “hump” of the water.

5th Ice Storm(PH p243)

<Evoc[cold], VSM(dust, water)/DF, 1Round, Long-range, Instantaneous, no save, SR applies>

– Hail deals 3d6 Bludgeoning damage + 2d6 Cold damage in a 20’ radius by 40’ high cylinder. Listen checks receive a –4 penalty during the round of hail & movement through the target area is halved.

6th Cone of Cold(PH p212)

<Evoc[cold], VSM(crystal cone)/DF, 1StdAct, Instantaneous, Ref½, SR applies>

– 60’ Cone-shaped Burst deals 1d6/lvl Cold damage (max 15d6).

7th Acid Fog(PH p196)

<Conj(creat)[acid], VSM(peas, powdered hoof)/DF, 1StdAct, Medium-range, 1rnd/lvl, no save, no SR>

– 20’ radius spread by 20’ high Cloud deals 2d6 Acid damage per round. Movement in the cloud is slowed to 5’. Melee attacks & damage have a –2 penalty & ranged attacks are not possible. Anyone falling into the cloud is slowed down by 1d6 dmg per 10’.

The cloud can be dispersed by Severe Wind in 1 round.

8th Horrid Wilting(PH p242)

<Necro, VSM(sponge)/DF, 1StdAct, Long-range, Fort½, SR applies

– All living creatures in a 60’ area takes 1d6 damage per level (max 20d6) from dehydration, except for Water Elementals & Plant Creatures, who take 1d8/lvl (max 20d8) instead.

9th Elemental Swarm (water)(PH p226)

<Conj(sum)[water], VS, 10Minutes, Medium-range, 10min/lvl(D), no SR>

– Summons 2d4 Large Water Elementals. Ten minutes after the spell is completed, 1d4 Huge Water Elementals arrive. Twenty minutes after the spell is completed, 1 Greater Water Elemental appears. All the Elementals serve the caster for the duration of the spell. The caster can dismissed any / all the Elementals as desired.

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| Watery Death | (PGF p92) |

‘Smite Non-Aquatic Creature’ once per day – Before attacking, declare that Smite is being used. Add your Wisdom modifier as an attack bonus and add your Cleric level to the damage.

1st Entangle(PH p227)

<Trans, VS/DF, 1StdAct, Long-range, 1min/lvl, RefNeg, no SR>

– All plants in a 40’ radius Spread Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a full-round Strength or Escape Artist check vs. DC 20. Anyone not entangled (including a target that has just broken free) may move ½ speed through the area of effect. On the caster’s action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

2nd Mark of the Outcast(Und p59)

<Necro, VS/DF, 1StdAct, Close-range, Permanent, WillNeg, SR applies>

– The target’s face is marred by a mark visible to normal, low-light, and dark vision. The target receives a –5 Circumstance penalty on Bluff and Diplomacy checks and a –2 penalty to AC.

This spell cannot be dispelled. It can only be removed by *Break Enchantment, Limited Wish, Miracle, Remove Curse,* or *Wish*.

3rd Control Water(PH p214)

<Trans[water], VSM(dust (to lower) -or- water (to raise))/DF, 1StdAct, Long-range, 10min/lvl(D)>

– Effects 10’/lvl x 10’/lvl x 2’/lvl (shapeable) of water by either:

a) lowering the water by 2’/lvl (min of 1”). In large / deep bodies of water, this forms a whirlpool. This effect will Slow water-based creatures / elementals (WillNeg); or,

b) raising the water by 2’/lvl. Boats will slide off the “hump” of the water.

4th Rushing Waters(Und p61)

<Conj(sum)[water], VS/DF, 1StdAct, Medium-range, Instantaneous>

– A great wave of water is generated from the spell’s target point out in a 15’ radius Spread. All creatures in the area of effect are targeted with a Bull Rush with a +30 bonus. Each target that looses its Strength check moves 5’ + 5’ per 5 points which it lost the check. Any creature moved 5’ or more must make a Reflex save or fall prone.

Any normal fire in the area of effect, up to a bonfire, is extinguished.

5th Dehydrate(Und p58)

<Necro, VS/DF, 1StdAct, Medium-range, Instantaneous, FortNeg, SR applies>

– One living target has the water removed from his/her body.

If the target is an Ooze, Plant, or has the Aquatic subtype, it takes 1d8 + 1 per 3 levels Constitution damage (max 1d8+5).

All other living creatures take 1d6 + 1 per 3 levels Constitution damage (max 1d6+5).

6th Drown(Und p58)

<Conj(creat)[water], VS/DF, 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>

– One living target has its lungs filled with water & begins drowning (DMG p304).

1st round – Target’s hp drop to 0 & he/she is Unconscious.

2nd round – Target’s hp drop to –1 & he/she is Dying.

3rd round – Target is Dead.

The water cannot be forced from the target’s lungs, but the target can be Stabilized with a Heal check vs. DC 15.

7th Contagious Fog(Spell p52)(Und p57)

<Conj(creat), VSM(used handkerchief)/DF, 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– Creates a 30’ radius Spread by 20’ high Cloud of fog that moves 10’ per round away from its caster. Living creatures in the cloud must make a Fortitude save each round or catch The Shakes with no incubation period.

An infected target immediately takes 1d8 Dexterity damage and must make a Fortitude save vs. DC 13 each day or take another 1d8 Dexterity damage.

The vapors are heavier than air & will sink into an opening in the ground, like an ant hill.

The cloud can be dispersed by Moderate Wind in 4 rounds, or by a Strong Wind in 1 round.

8th Horrid Wilting(PH p242)

<Necro, VSM(sponge)/DF, 1StdAct, Long-range, Fort½, SR applies

– All living creatures in a 60’ area takes 1d6 damage per level (max 20d6) from dehydration, except for Water Elementals & Plant Creatures, who take 1d8/lvl (max 20d8) instead.

9th Drown, Mass(Und p58)

<Conj(creat)[water], VS/DF, 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>

– Any number of living target in a 30’ area have their lungs filled with water & begins to drown (DMG p304).

1st round – Target’s hp drop to 0 & he/she is Unconscious.

2nd round – Target’s hp drop to –1 & he/she is Dying.

3rd round – Target is Dead.

The water cannot be forced from a target’s lungs, but a target can be Stabilized with a Heal check vs. DC 15.

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| Wealth | (Spell p281) |

Appraise is a Cleric class skill for you.

Grain Feat: Skill Focus (Appraise).

1st Alarm(PH p197)

<Abj, VS/AF(tiny bell, silver wire)/DF, 1StdAct, Close-range, 2hrs/lvl(D), no save, no SR>

– If any creature of Tiny-size or larger passes through the warded 20’ radius Emanation without saying the password, an alarm (chosen at casting time) will sound.

Audible: Chimes for 1 round. Easily heard within 60’ in typical conditions.

Mental: The chime is only in the caster’s head, though he/she must be within 1 mile. This will wake the caster, but not disturb his/her concentration.

2nd Obscure Object(PH p258)

<Abj, VSM(chameleon skin)/DF, 1StdAct, Touch, 8hrs(D)>

– A touched object of up to 100 pounds per level cannot be found with Divination (scry) spells. If a scrying is targeted nearby, the subject cannot be seen.

3rd Glyph of Warding(PH p236)

<Abj, VSM(200gp diamond dust, incense), 10Minutes, Touch, until discharged>

– Caster inscribes a one-use almost invisible rune upon an object or area (up to 5 square feet per level) which is set off when anyone (visible or otherwise) touches or passes it. The caster can set criteria which will keep the glyph from discharging, such as a password, the creature’s race or alignment, or even religion (though the spell can be fooled by *Nondetection*, *Polymorph Self*, etc.). If noticed, a *Read Magic* along with Spellcraft check vs. DC 13 will identify the effect contained by the glyph. A glyph can either

a) inflict 1d8 per 2 levels (max 5d8) in a 5’ radius of one energy type (acid, cold, electricity, fire, or sonic) (Ref½) and SR applies; or

b) store one harmful spell up to 3rd level.

4th Detect Scrying(PH p219)

<Div, VSM(piece of mirror, tiny brass trumpet), 1StdAct, 24hrs, no save, no SR>

– The caster is immediately aware of the existence & location of any Magical Sensors within a 40’ radius Emanation.

On a successful Caster check, the caster can get a visual image of the scryer, and his/her distance & direction.

5th Leomund’s Secret Chest(PH p247)

<Conj(sum), VSF(5,000gp chest & a 50gp replica), 10Minutes, until discharged>

– The caster may place 1 cubic foot of material per level in a specially made chest, despite the actual masterwork chest being only 3’ x’ 2’ x 2’. At the spell’s completion, the chest disappears into the Ethereal Plane (75% chance of failure if there is anything living in the chest).

By holding the miniature replica & spending a Standard Action, the caster may summon the chest back to the current location. If the replica is lost, the chest can not be summoned back, even by a *Wish*.

Each day the chest spends in the Ethereal Plane after the 60 days, there is a cumulative 5% chance that the replica will loose its connection to the original chest, resulting in the later being lost.

Items in the chest are not in stasis, so they age normally.

6th Forbiddance(PH p232)

<Abj, VSM(1,500gp of holy water & incense + 1,500gp per 60’ cube, 1,000gp of additional incense + 1,000gp per 60’ cube if a password is to be added)/DF, 6Rounds, Medium-range, Permanent>

– The caster designated an area of one contiguous 60’ cube per level. Although permanent, the caster has the option of including a password that allows the speaker to avoid effect ‘b)’.

a) The area is sealed against planar travel, blocking *Dimensional Door, Teleport, Plane Shift, Astral Travel, Ethereal Travel,* and all *Summon* spells.

b) When attempting to enter, each creature is effected based on how close their alignment is to the caster’s alignment:

1) same – no save needed to enter.

2) different along the law-chaos axis ‑or‑ the good-evil axis – 6d6 damage & cannot enter (Will½ & SR applies).

3) different along the law-chaos axis ‑and‑ the good-evil axis – 12d6 damage & cannot enter (Will½ & SR applies).

*Dispel Magic* on this spell only works if its caster’s level is at least as high as this spell’s level.

7th Sequester(PH p276)

<Abj, VSM(basilisk eyelash, gum arabic, whitewash), 1StdAct, Touch, 1day/lvl(D)>

– Touched willing creature or object (up to 2’ cube per level) becomes Invisible & immune to divination magics. Living targets are placed in Suspended Animation for the spell’s duration.

8th Discern Location(PH p222)

<Div, VS/DF, 10Minutes, no save, no SR>

– Finds a named creature or object, no mater where it is located (even on other planes!). The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.

This spell bypasses most anti-scrying protections and can only be blocked *Mind Blank*.

9th Antipathy(PH p200)

<Ench(comp)[mind], VSM(alum, vinegar)/DF, 1Hour, Close-range, 2hrs/lvl, Will½, SR applies>

– Target object or location (up to 10’ cube per level) is avoided by a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can enter the area or touch the object, but even this causes a –4 penalty to Dexterity due to the discomfort of the act.

This spell Counters and Dispels *Sympathy*.

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| Weather | (CDiv p141) |

You do not receive penalties on Spot & Search check when it is raining or snowing.

You can move through snow-covered & icy terrain at your normal movement rate.

Natural & magical wind effects treat you as if you were one size category larger.

1st Obscuring Mist(PH p258)

<Conj(creat), VS, 1StdAct, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of fog centered around the caster.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round. Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

2nd Gust of Wind(PH p238)

<Evoc[air], VSF(tiny bellows), 1StdAct, 1rnd, FortNeg, no SR>

– Creates a powerful Line of air 10’ wide by 10’ high by 60’ long starting at the caster. All Listen checks & ranged attacks within the area of the spell receive a –4 penalty, and open flames are extinguished.

The effect of the wind on creatures & objects is based on their size.

Size Flying? Blown Back Subdual

up to Tiny Yes 2d6 x 10’ 2d6

up to Tiny No 1d4 x 10’ 1d4 per 10’

Small Yes 1d6 x 10’ —

Small No Prone —

Medium Yes 1d6 x 5’ —

Medium No 0’, but can’t advance

Large + — No effect

3rd Call Lightning(PH p207)

<Evoc[electricity], VS, 1Round, Medium-range, 1min/lvl, Ref½, SR applies>

– The caster can call down one 5’ wide by 30’ tall bolt of lightning per level (max 10 bolts). The caster has the option of calling the first bolt as part of the spell’s casting. After that, the caster must use a Standard Action to create the bolt. The bolts can be called down any time within the spell’s duration. In between bolts, the caster can take other actions, including casting other spells.

If cast outside during a storm (or even a Large Air Elemental or Djinni’s whirlwind), each bolt does 3d10 Electricity damage. Otherwise each bolt does 3d6 Electricity damage. This spell may be used indoors.

4th Ice Storm(PH p243)

<Evoc[cold], VSM(dust, water)/DF, 1Round, Long-range, Instantaneous, no save, SR applies>

– Hail deals 3d6 Bludgeoning damage + 2d6 Cold damage in a 20’ radius by 40’ high cylinder. Listen checks receive a –4 penalty during the round of hail & movement through the target area is halved.

5th Binding Winds(Spell p27) ~~(MoF p80)(CDiv p153)~~

<Evoc[air], VS, 1StdAct, Medium-range, Concentration, RefNeg, SR applies>

– Creates an immobile barrier of wind that has the following effects on one target:

a) the target cannot move through the wind barrier (i.e., it is held in place). A flying target is held in mid-air;

b) no sounds of any type can cross the barrier;

c) sonic & language-dependant spells and effects cannot cross in or out of the barrier;

d) to cast a spell, the target must make a Concentration check vs. DC (this spell’s DC + spell being cast’s DC); and

e) ranged attacks in or out of the barrier receive a –2 penalty to hit.

6th Cloud-Walkers(Spell p49) ~~(CDiv p159)~~

<Trans, VS/DF, 1StdAct, Touch, 10min/lvl(D)>

– One subject per level gains Fly 60’ (Perfect maneuverability), but outdoors only.

A subject may cancel the spell on himself as a Standard Action. The caster may dismiss the spell normally, but this effects all subjects.

7th Control Weather(PH p214)

<Trans, VS, 10Minutes, 4d12hours>

– The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season Weather Choices

Spring Tornado, Thunderstorm, Hot

Summer Rain, Heat Wave, Hailstorm

Autumn Hot, Cold, Fog, Sleet

Winter Frigid Cold, Blizzard, Thaw

Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

8th Whirlwind(PH p301)

<Evoc[air], VS/DF, 1StdAct, Long-range, 1rnd/lvl(D)>

– Creates a 30’ tall cyclone that is 30’ wide at the top & 10’ wide at the base. As a Standard Action, the caster can “program” the cyclone to move when & where he/she desires at a movement of 60’ (& can change it again as another Standard Action).

Any creature that comes in contact with the cyclone who is Large-sized or smaller takes 3d6 damage (RefNeg, SR applies). If a Medium-sized or smaller creature fails its first save, it must make a second Reflex save or be picked up by the cyclone & carried with it (taking 1d8 damage per round) until the spell ends or the caster directs the cyclone to put the target down.

If the whirlwind moves out of range, it goes out of control. For 1d3 rounds, it moves randomly & then dissipates.

9th Whirlwind, Greater(Spell p238) ~~(CDiv p189)~~

<Evoc[air], VS/DF, 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– Creates a cyclone that is 20’ radius from top to bottom and 5’ per level tall As a Move Action, the caster can move the cyclone 60’.

a) Ranged attacks cannot pass through the cyclone;

b) it extinguishes all flames;

c) Listen check fail within the cyclone;

d) it uproots trees & vegetation and leaves a trail of Dense Rubble in its wake.

e) structures within the cyclone’s radius take 2d6 x 10 hp of damage each round.

Creatures within range the cyclone are pulled towards it by the distant listed (FortNeg):

Size Flying? Range Distance

up to Large No 60’ 1d4 x 10’ +1d4 non-lethal / 10’

Huge No 40’ Prone

Gargantuan+ No 40’ Can’t move away

up to Huge Yes 60’ 60’ + 2d6 dmg

Gargantuan Yes 60’ 1d6 x 10’

Colossal Yes 60’ 1d6 x 5’

A creature up to Huge size that come into contact with the spell’s 20’ radius must make a Reflex save or take 3d6 damage. If a creature fails the first save, it must make a second Reflex save or be picked up by the winds and held there for three rounds before being ejected.

Creature that start their round within the cyclone take 6d6 dmg per round (no save) and may not move, cast spells, or attack.

A creature ejected from the cyclone is thrown 4d6 x 5’ horizontally & 4d6 x 5’ vertically (taking falling damage if can’t fly).

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| Weather’ | (Eb p108) |

You do not receive penalties on Spot & Search check due to natural weather.

Survival is a Cleric class-skill for you.

Receive a +2 bonus on all weather-related Survival checks.

1st Obscuring Mist(PH p258)

<Conj(creat), VS, 1StdAct, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of fog centered around the caster.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round. Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

2nd Fog Cloud(PH p232)

<Conj(creat), VS, 1StdAct, Medium-range, 10min/lvl>

– Creates a 20’ radius Spread by 20’ high Cloud of fog.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

3rd Call Lightning(PH p207)

<Evoc[electricity], VS, 1Round, Medium-range, 1min/lvl, Ref½, SR applies>

– The caster can call down one 5’ wide by 30’ tall bolt of lightning per level (max 10 bolts). The caster has the option of calling the first bolt as part of the spell’s casting. After that, the caster must use a Standard Action to create the bolt. The bolts can be called down any time within the spell’s duration. In between bolts, the caster can take other actions, including casting other spells.

If cast outside during a storm (or even a Large Air Elemental or Djinni’s whirlwind), each bolt does 3d10 Electricity damage. Otherwise each bolt does 3d6 Electricity damage. This spell may be used indoors.

4th Sleet Storm(PH p280)

<Conj(creat)[cold], VSM(dust, water)/DF, 1StdAct, Long-range, 1rnd/lvl, no save, no SR>

– Blocks all vision in a 40’ radius Spread by 20’ high cylinder. Moving in the area of effect requires a Balance check vs. DC 10. Success allows ½ movement, while failing by 5 or more causes the target to fall down.

5th Call Lightning Storm(PH p207)

<Evoc[electricity], VS, 1Round, Long-range, 1min/lvl, Ref½, SR applies>

– The caster can call down one 5’ wide by 30’ tall bolt of lightning per level (max 15 bolts). The caster has the option of calling the first bolt as part of the spell’s casting. After that, the caster must use a Standard Action to create the bolt. The bolts can be called down any time within the spell’s duration. In between bolts, the caster can take other actions, including casting other spells.

If cast outside during a storm (or even a Large Air Elemental or Djinni’s whirlwind), each bolt does 5d10 Electricity damage. Otherwise each bolt does 5d6 Electricity damage. This spell may be used indoors.

6th Control Winds(PH p214)

<Trans[air], VS, 1StdAct, 10min/lvl, FortNeg>

– The caster gains control of the direction & strength of the winds in up to a 40’ per level radius around him. The caster has the option of leaving up to a 40’ radius “eye” of calm air around himself.

Direction Choices:

- Outward from the caster

- Inward to the caster, but going up at the edge of the “eye”, if any.

- Clockwise

- Counter-clockwise.

- Straight, from any one side to the other

Strength Choices – increase / decrease by 1 category for each 3 levels:

Category mph Effect

Strong 21+ Difficult sailing

Severe 31+ Minor ship / building dmg

Windstorm51+ Grounds flyers, uproots trees, flattens light wood buildings

Hurricane 75+ Flattens all wood buildings, ships start taking on water

Tornado 175+ Flattens non-fortified buildings, uproots big trees

7th Control Weather(PH p214)

<Trans, VS, 10Minutes, 4d12hours>

– The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season Weather Choices

Spring Tornado, Thunderstorm, Hot

Summer Rain, Heat Wave, Hailstorm

Autumn Hot, Cold, Fog, Sleet

Winter Frigid Cold, Blizzard, Thaw

Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

8th Whirlwind(PH p301)

<Evoc[air], VS/DF, 1StdAct, Long-range, 1rnd/lvl(D)>

– Creates a 30’ tall cyclone that is 30’ wide at the top & 10’ wide at the base. As a Standard Action, the caster can “program” the cyclone to move when & where he/she desires at a movement of 60’ (& can change it again as another Standard Action).

Any creature that comes in contact with the cyclone who is Large-sized or smaller takes 3d6 damage (RefNeg, SR applies). If a Medium-sized or smaller creature fails its first save, it must make a second Reflex save or be picked up by the cyclone & carried with it (taking 1d8 damage per round) until the spell ends or the caster directs the cyclone to put the target down.

If the whirlwind moves out of range, it goes out of control. For 1d3 rounds, it moves randomly & then dissipates.

9th Storm of Vengeance(PH p285)

<Conj(sum), VS, 1Round, Long-range, Concentration up to 10rnds, SR applies>

– Creates a storm cloud that is 360’ radius wide. Unless indicated otherwise, everyone in the area takes the following effects on the specified round:

Rnd 1 – Thunder: Deaf 1d4x10min (FortNeg)

Rnd 2 – Acid Rain: 1d6 Acid dmg (no save)

Rnd 3 – Lightning: 6 targets of the caster’s choice take 10d6 Electrical dmg (Ref ½)

Rnd 4 – Hail: 5d6 bludgeoning dmg (no save)

Rnd 5-10 – Downpour: Concealment at 5’, Total Concealment at 10’, movement at ¼, no ranged attacks, spells require Concentration checks vs. DC (spell DC + level of spell being cast).

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| Windstorm | (Spell p282) |

You do not receive penalties on Spot & Search check due to rain or snow.

Your movement is not slowed by snow-covered or icy terrain.

You are treated as one size category larger with regards to wind effects (both magical and mundane).

1st Obscuring Mist(PH p258)

<Conj(creat), VS, 1StdAct, 1min/lvl, no SR>

– Creates a 20’ radius Spread by 20’ high Cloud of fog centered around the caster.

The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round. Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

2nd Binding Winds(Spell p27) ~~(MoF p80)(CDiv p153)~~

<Evoc[air], VS, 1StdAct, Medium-range, Concentration, RefNeg, SR applies>

– Creates an immobile barrier of wind that has the following effects on one target:

a) the target cannot move through the wind barrier (i.e., it is held in place). A flying target is held in mid-air;

b) no sounds of any type can cross the barrier;

c) sonic & language-dependant spells and effects cannot cross in or out of the barrier;

d) to cast a spell, the target must make a Concentration check vs. DC (this spell’s DC + spell being cast’s DC); and

e) ranged attacks in or out of the barrier receive a –2 penalty to hit.

3rd Call Lightning(PH p207)

<Evoc[electricity], VS, 1Round, Medium-range, 1min/lvl, Ref½, SR applies>

– The caster can call down one 5’ wide by 30’ tall bolt of lightning per level (max 10 bolts). The caster has the option of calling the first bolt as part of the spell’s casting. After that, the caster must use a Standard Action to create the bolt. The bolts can be called down any time within the spell’s duration. In between bolts, the caster can take other actions, including casting other spells.

If cast outside during a storm (or even a Large Air Elemental or Djinni’s whirlwind), each bolt does 3d10 Electricity damage. Otherwise each bolt does 3d6 Electricity damage. This spell may be used indoors.

4th Ice Storm(PH p243)

<Evoc[cold], VSM(dust, water)/DF, 1Round, Long-range, Instantaneous, no save, SR applies>

– Hail deals 3d6 Bludgeoning damage + 2d6 Cold damage in a 20’ radius by 40’ high cylinder. Listen checks receive a –4 penalty during the round of hail & movement through the target area is halved.

5th Arc of Lightning(Spell p15)(CArc p97)

<Conj(create)[electricity], VSM(2 small iron rods), 1StdAct, Close-range, Instantaneous, Ref½, no SR>

– Two creatures within range, and all creatures in a Line between them, take 1d6 Electricity damage per level (max 15d6).

6th Cloud-Walkers(Spell p49) ~~(CDiv p159)~~

<Trans, VS/DF, 1StdAct, Touch, 10min/lvl(D)>

– One subject per level gains Fly 60’ (Perfect maneuverability), but outdoors only.

A subject may cancel the spell on himself as a Standard Action. The caster may dismiss the spell normally, but this effects all subjects.

7th Control Weather(PH p214)

<Trans, VS, 10Minutes, 4d12hours>

– The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season Weather Choices

Spring Tornado, Thunderstorm, Hot

Summer Rain, Heat Wave, Hailstorm

Autumn Hot, Cold, Fog, Sleet

Winter Frigid Cold, Blizzard, Thaw

Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

8th Whirlwind(PH p301)

<Evoc[air], VS/DF, 1StdAct, Long-range, 1rnd/lvl(D)>

– Creates a 30’ tall cyclone that is 30’ wide at the top & 10’ wide at the base. As a Standard Action, the caster can “program” the cyclone to move when & where he/she desires at a movement of 60’ (& can change it again as another Standard Action).

Any creature that comes in contact with the cyclone who is Large-sized or smaller takes 3d6 damage (RefNeg, SR applies). If a Medium-sized or smaller creature fails its first save, it must make a second Reflex save or be picked up by the cyclone & carried with it (taking 1d8 damage per round) until the spell ends or the caster directs the cyclone to put the target down.

If the whirlwind moves out of range, it goes out of control. For 1d3 rounds, it moves randomly & then dissipates.

9th Whirlwind, Greater(Spell p238) ~~(CDiv p189)~~

<Evoc[air], VS/DF, 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– Creates a cyclone that is 20’ radius from top to bottom and 5’ per level tall As a Move Action, the caster can move the cyclone 60’.

a) Ranged attacks cannot pass through the cyclone;

b) it extinguishes all flames;

c) Listen check fail within the cyclone;

d) it uproots trees & vegetation and leaves a trail of Dense Rubble in its wake.

e) structures within the cyclone’s radius take 2d6 x 10 hp of damage each round.

Creatures within range the cyclone are pulled towards it by the distant listed (FortNeg):

Size Flying? Range Distance

up to Large No 60’ 1d4 x 10’ +1d4 non-lethal / 10’

Huge No 40’ Prone

Gargantuan+ No 40’ Can’t move away

up to Huge Yes 60’ 60’ + 2d6 dmg

Gargantuan Yes 60’ 1d6 x 10’

Colossal Yes 60’ 1d6 x 5’

A creature up to Huge size that come into contact with the spell’s 20’ radius must make a Reflex save or take 3d6 damage. If a creature fails the first save, it must make a second Reflex save or be picked up by the winds and held there for three rounds before being ejected.

Creature that start their round within the cyclone take 6d6 dmg per round (no save) and may not move, cast spells, or attack.

A creature ejected from the cyclone is thrown 4d6 x 5’ horizontally & 4d6 x 5’ vertically (taking falling damage if can’t fly).

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| Wrath | (Spell p282) |

Once per day, you may subtract up to your Cleric level in Wisdom points to add ½ this number to your Strength. This effect lasts 1 round per Cleric level and cannot be ended prematurely.

1st Rhino’s Rush(Spell p176)

<Trans, VS, 1 Swift Action, Personal, 1rnd>

– The first Charge attack made by the caster within the spell’s duration does double damage.

2nd Bull’s Strength(PH p207)

<Trans, VSM(bull hair)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Strength.

3rd Rage(PH p268)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, Concentration + 1rnd/lvl(D)>

– One willing, living creature per three levels in a 30’ area gains a +2 Morale bonus to Strength & Constitution, +1 Morale bonus on Will saves, & a –2 penalty to AC for the spell’s duration. While under the effect of this spell, it is not possible to cast spells or make some skill checks.

4th Shout(PH p279)

<Evoc[sonic], V, 1StdAct, SR applies>

– All creatures & objects within the 30’ Cone-shaped Burst take 5d6 Sonic damage (Fort½) and are Deafened for 2d6 rounds (FortNeg).

Anyone with an attended object is allowed a Reflex save to negate damage to the object.

Crystalline creatures take 1d6 damage per level (max 15d6) (Fort½).

This spell is Suppressed by *Silence*.

5th Righteous Might(PH p273)(PH3.5e)+

<Trans, VS/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster & his/her equipment enlarge to the next size category, with the following effects:

a) the caster & his/her equipment enlarge to the next size category, with all the standard bonuses & penalties;

b) +4 Size bonus to Strength;

c) +2 Size bonus to Constitution;

d) gain Damage Reduction which is bypassed by ‘evil’ if you channel Positive Energy or by ‘good’ if you channel Negative Energy.

Caster lvl Damage Reduction

up to 11th 3 / (good or evil)

12th – 14th 6 / (good or evil)

15th + 9 / (good or evil)

6th Song of Discord(PH p281)

<Ench(comp)[mind][sonic], VS, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– All creatures within a 20’ radius Spread have a 50% chance each round of attacking the nearest target, whether friend or foe.

7th Tenser’s Transformation(PH p298)

<Trans, VSM(Potion of Bull’s Strength), 1StdAct, Personal, 1rnd/lvl>

– The caster becomes a fighting machine, gaining the following:

a) +4 Enhancement bonus to Strength;

b) +4 Enhancement bonus to Dexterity;

c) +4 Enhancement bonus to Constitution;

d) +4 Natural Armor bonus to AC;

e) +5 Competence bonus to Fortitude saves;

f) Proficiency in all Simple & Martial weapons; and

g) the caster’s Base Attack Bonus becomes equivalent to the Caster level.

For the duration, the caster cannot cast spells or use spell-completion magic items.

8th Shout, Greater(PH p279)

<Evoc[sonic], VSF(metal horn), 1StdAct, SR applies>

– All creatures & objects within the 60’ Cone-shaped Burst take 10d6 Sonic dmg (Fort½), are Deafened for 4d6rnds (FortNeg), and are Stunned for 1 round (FortNeg).

Anyone with an attended object is allowed a Reflex save to negate damage to the object.

Crystalline creatures take 1d6 damage per level (max 20d6) (Fort½).

This spell is Suppressed by *Silence*.

9th Storm of Vengeance(PH p285)

<Conj(sum), VS, 1Round, Long-range, Concentration up to 10rnds, SR applies>

– Creates a storm cloud that is 360’ radius wide. Unless indicated otherwise, everyone in the area takes the following effects on the specified round:

Rnd 1 – Thunder: Deaf 1d4x10min (FortNeg)

Rnd 2 – Acid Rain: 1d6 Acid dmg (no save)

Rnd 3 – Lightning: 6 targets of the caster’s choice take 10d6 Electrical dmg (Ref ½)

Rnd 4 – Hail: 5d6 bludgeoning dmg (no save)

Rnd 5-10 – Downpour: Concealment at 5’, Total Concealment at 10’, movement at ¼, no ranged attacks, spells require Concentration checks vs. DC (spell DC + level of spell being cast).

|  |  |
| --- | --- |
| Wrath’ | (BoED p87) |

Once per day, you may make a free Attack of Opportunity against any opponent that damages you with a melee attack. This ability does not allow you to make more than one Attack of Opportunity in a round.

1st Doom(PH p225)

<Ench(comp)[fear][mind], VS/DF, 1StdAct, Medium-range, 1min/lvl, WillNeg, SR applies>

– Target living creature becomes Shaken.

2nd Energize Potion(BoED p98)

<Trans, VSM(a magic potion), 1StdAct, Ref½, SR applies>

– A touched magical potion can be launched to a spot within Close-range, where it explodes in a 10’ radius Burst, doing 1d6 damage per Spell level of the potion. The damage is of an Energy Type designated at casting time.

3rd Affliction(BoED p89)

<Necro[good], VS, 1StdAct, Touch, FortNeg, SR applies>

– Infects touched Evil target with chosen Affliction(BoED p34) which takes effect without an incubation period.

Name DC Base Damage

Depraved Decadence 18 1d4 Str

Eternal Torpor 14 1d6 Dex

Raging Desire 15 1d3 Con

Consuming Passion 17 1d4 Int

Haunting Conscience 16 1d4 Wis

Pride in Vain 20 1d6 Cha

The Base Damage has the target’s Charisma modifier added to it. If it is an Evil Elemental or Evil Undead, it takes +1 damage If it is an Evil Outsider or an Evil Cleric of an Evil Deity, it takes +2 damage.

4th Radiant Shield(BoED p104)

<Evoc[electricity][good], VS, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster is surrounded by a scintillating white aura which gives off bright light in a 10’ radius:

a) A creatures striking the caster with a non-reach weapon (including natural) takes 1d6 +1 per Caster level Electrical damage (no save, SR applies);

b) The caster takes ½ damage from Electricity attacks (if a Reflex save for ½ damage is allowed, a successful save means the caster takes no damage).

Note: The caster may not have cast a Necromancy spell or a [darkness] spell within 24 hours of casting this spell.

5th Righteous Might(PH p273)(PH3.5e)+

<Trans, VS/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster & his/her equipment enlarge to the next size category, with the following effects:

a) the caster & his/her equipment enlarge to the next size category, with all the standard bonuses & penalties;

b) +4 Size bonus to Strength;

c) +2 Size bonus to Constitution;

d) gain Damage Reduction which is bypassed by ‘evil’ if you channel Positive Energy or by ‘good’ if you channel Negative Energy.

Caster lvl Damage Reduction

up to 11th 3 / (good or evil)

12th – 14th 6 / (good or evil)

15th + 9 / (good or evil)

6th Vengeance Halo(BoED p111)

<Abj[good], VS/DF, 1StdAct, Close-range, 1min/lvl>

– The Good subject has a halo over his/her head for the spell’s duration.

If the subject is killed, his/her slayer takes 1d6 per level damage (max 20d6) (Ref½, no SR) & the spell ends.

Note: The caster must abstain from alcohol for one week prior to casting this spell.

7th Righteous Smite(BoED p106)

<Evoc[good], VS, 1StdAct, Medium-range, SR applies>

– All creatures within a 20’ radius Spread are affected as per their alignment / creature type:

Evil Outsider: 1d8/lvl (max 20d8) (Will½) & Blind for 1d4rnd (WillNeg)

other Evil: 1d6/lvl (max 20d6) (Will½) & Blind for 1d4rnd (WillNeg)

Neutral: 1d4/lvl (max 20d4) (Will½).

Good: No effect.

8th Last Judgment(BoED p102)

<Necro[good][death], V, 1Round, Close-range, Will½, SR applies>

– One Evil Humanoid, Monstrous Humanoid, or Giant per two levels dies and has its body taken to the Lower Planes unless it makes its Will save. If the save is successful, the target still takes 3d6 Wisdom damage.

Note: This spell may only be cast by a Celestial.

9th Storm of Vengeance(PH p285)

<Conj(sum), VS, 1Round, Long-range, Concentration up to 10rnds, SR applies>

– Creates a storm cloud that is 360’ radius wide. Unless indicated otherwise, everyone in the area takes the following effects on the specified round:

Rnd 1 – Thunder: Deaf 1d4x10min (FortNeg)

Rnd 2 – Acid Rain: 1d6 Acid dmg (no save)

Rnd 3 – Lightning: 6 targets of the caster’s choice take 10d6 Electrical dmg (Ref ½)

Rnd 4 – Hail: 5d6 bludgeoning dmg (no save)

Rnd 5-10 – Downpour: Concealment at 5’, Total Concealment at 10’, movement at ¼, no ranged attacks, spells require Concentration checks vs. DC (spell DC + level of spell being cast).

|  |  |
| --- | --- |
| Zeal | (DR355 p30) |

You may ‘Take 20’ on one Skill Check per day without increasing the time the check takes. Can only be used with checks that normally allow you to ‘Take 20’.

1st Bless(PH p205)

<Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl>

– All allies within a 50’ radius Burst gain a   
+1 Morale bonus on attacks & +1 Morale bonus on saves vs. fear.

This spell Counters and Dispels the spell *Bane*.

2nd Consecrate(PH p212)

<Evoc[good], VSM(holy water, 25gp of silver dust)DF, 1StdAct, Close-range, 2hrs/lvl, no SR>

– A 20’ radius Emanation is filled with Positive Energy. The following applies in the area:

a) All Charisma checks to Turn and   
Destroy Undead gain a +3 Sacred bonus.

b) Undead cannot be created or summoned.

c) Undead in the area receive a –1 Sacred penalty on attacks, damage, & saves.

If cast on an altar or other permanent fixture to the caster’s deity, the Sacred bonuses & penalties are doubled. A caster cannot consecrate an area with a permanent fixture to another deity.

If cast in an area sacred to a different deity, the area is cut off from its connection to that deity and its power. The area does not gain the Undead effecting powers listed above.

This spell Counters & Dispels *Desecrate*.

3rd Helping Hand(PH p239)

<Evoc, VS/DF, 1StdAct, 1hr/lvl, no save, no SR>

– A ghostly hand appears in front of the caster, who describes a person (or creature) to it. The hand then searches for a target matching that description. The distance the hand has to travel determines how long its takes:

Distance Time Distance Time

100’ 1 round 3 miles 2 hours

1,000’ 1 minute 4 miles 3 hours

1 mile 10 minutes 5 miles 4 hours

2 miles 1 hour

If not creature within 5 miles matches the description, the hand returns to the caster, gestures with an open hand to show it did not find anyone, and the spell ends.

Once the hand locates the closest target matching the description, it beckons for the target to follow it, though the target is under no compulsion to do so. The hand remains 10’ in front of the target & matches its speed (up to 240’). Even if it is ignored, the hand will not search for a second target.

The hand is Invisible to everyone except the caster & the subject. It can pass through cracks, but not solid objects.

4th Dismissal(PH p222)

<Abj, VS/DF, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– Forces an Extraplanar creature to return to its native plane (80%) or a random plane (20%). The target receives its HD as a bonus to its saving throw & the Caster level as a penalty to its saving throw.

5th Commune(PH p211)

<Div, VSM(holy/unholy water, incense)X(100)/DF, Personal, 1rnd/lvl>

– The caster’s deity answers one yes-or-no question per level. The topic must be within the deity’s area of interest.

6th Dispel Magic, Greater(PH p223)(PH3.5e)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +20). This spell can be used in one of three ways:

a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.

b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

7th Holy Word(PH p242)

<Evoc[good][sonic], V, 1StdAct, SR applies>

– Any non-Good creatures within a 40’ radius Spread who can hear the ‘holy word’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Deafened for 1d4rnds.

up to Caster lvl - 1: Blinded for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes & above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Good Extraplanar creature in the area of effect (even if the ‘holy word’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

8th Holy Aura(PH p241)

<Abj[good], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster gains a radiance, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Evil spells & spells cast by Evil creatures.

d) Blocks any mind control.

e) If an Evil creatures successfully hits someone with the aura in melee, the attacker becomes permanently Blind (FortNeg).

9th Miracle(PH p254)

<Evoc, VSX(up to 5,000XP), 1StdAct>

– The caster requests his/her deity’s intercession, which it has the option of rejecting. Requested effects can include:

a) duplicating a clerical spell of up to 8th level

b) duplicating any spell of up to 7th level,

c) removing a permanent harmful effect,

d) asking for a favor in line with the deity’s philosophy. This costs 5,000XP.

# Planar Domains

These domains are associated with an Outer Plane, not a specific Deity. One Planar Domain takes the place of two Clerical Domains. To compensate, each level of a Planar Domain has two spells, though the Cleric still has the normal number of Domain slots. (Spell p282)

|  |  |
| --- | --- |
| Abyss | (Spell p282) |

Requirement: Must be Chaotic Evil.

Furious Power – +4 bonus to Strength and –2 penalty to AC. Activated as a Free Action and lasts for 5 rounds (cannot be ended early). Usable once per day.

Intimidate becomes a class skill.

1st Align Weapon (chaotic or evil only)(PH p197)

<Trans[variable alignment], VS/DF, 1StdAct, Touch, 1min/lvl>

– A single manufactured weapon or 50 grouped projectiles does [chaotic] or [evil] damage for the spell’s duration. This only has a noticeable effect if used to attack an opponent vulnerable to one of those types of damage (i.e., a demon is vulnerable to [good] and / or [lawful] damage).

–or–

Cause Fear(PH p208)

<Necro[fear][mind], VS, 1StdAct, Close-range, Will½, SR applies>

– One living target with up to 5HD is Frightened for 1d4 rounds unless it makes its saving throw. On a successful save, the target is Shaken for 1 round.

This spell Counters and Dispels *Remove Fear*.

2nd Bull’s Strength(PH p207)

<Trans, VSM(bull hair)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Strength.

–or–

Death Knell(PH p217)

<Necro[death][evil], VS, 1StdAct, Touch, WillNeg, SR applies>

– If touched creature with –1 hp (or less) fails its save, it dies and the caster gains +2 Strength, 1d8 Temporary HP, and +1 effective Caster level for 10 min per HD of the target creature.

3rd Babau Slime(Spell p22)

<Trans, VSM(drop of babau slime)/DF, 1StdAct, Touch, 1min/lvl>

– The touched creature is covered with red slime, which does 1d8 Acid damage to any creature that strikes the target with an Unarmed Strike, Natural Weapon, Touch Attack, or is in a Grapple with the target.

–or–

Summon Monster III (chaotic evil only)(PH p286)

<Conj(sum) [chaos][evil], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Chaotic Evil creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster III 1

Summon Monster II 1d3

Summon Monster I 1d4+1

4th Balor Nimbus(Spell p24)

<Trans, VSM(soot)/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster is surounded by flames, which do 6d6 Fire damage to any creature in a Grapple with the caster.

–or–

Poison(PH p262)

<Necro, VS/DF, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Touch deals 1d10 Constitution damage, repeats in 1 minute. DC is 10 + ½ caster level + caster’s Wisdom modifier.

5th Slay Living(PH p280)

<Necro[death], VS, 1StdAct, Touch, Fort½, SR applies>

– Touched living target dies on a failed saving throw. On success, target takes 3d6 + 1/level damage.

–or–

Summon Monster V (chaotic evil only)(PH p287)

<Conj(sum)[chaos][evil], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Chaotic Evil creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster V 1

Summon Monster IV 1d3

Summon Monster III (or lower) 1d4+1

6th Bull’s Strength, Mass(PH p207)

<Trans, VSM(bull hair)/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a   
+4 Enhancement bonus to Strength.

–or–

Harm(PH p239)

<Necro, VS, 1StdAct, Touch, Will½, SR applies>

– The touched target is infused with Negative Energy, taking 10hp per level (max 150hp) damage. On a successful save, the target only takes ½ damage and cannot be brought to less than 1hp.

If this spell targets an Undead, the subject is infused with Negative Energy, healing 10hp per level (max 150hp) and being immediately cured of the following: Blindness, Confusion, Dazed, Dazzled, Deafened, *Feeblemind*, and / or insanity.

7th Destruction(PH p218)

<Necro[death], VSF(500gp custom silver religious symbol), 1StdAct, Close-range, Fort½, SR applies>

– The target dies & its body ceases to exist. The target’s equipment & possession are left behind. On a successful save, target takes 10d6 damage.

–or–

Summon Monster VII (chaotic evil only)(PH p287)

<Conj(sum)[chaos][evil], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Chaotic Evil creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster VII 1

Summon Monster VI 1d3

Summon Monster V (or lower) 1d4+1

8th Bodak’s Glare(Spell p34)

<Necro[death][evil], VSF(500gp black onyx), 1StdAct, 30’ range, Instantaneous, FortNeg, SR applies>

– The target living creature that can see the caster dies (the target does not need to see the caster’s eyes).

If the target was a Humanoid, then it rises as a Bodak twenty-four hours later. The caster may attempt to control the Bodak normally.

The Template for creating a Bodak can be found in the Template Index.

–or–

Finger of Death(PH p230)

<Necro[death], VS, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

– The living target dies on a failed saving throw. On success, target takes 3d6 + 1/level (max +25) damage.

9th Implosion(PH p243)

<Evoc, VS, 1StdAct, Close-range, Concentration up to 4 rounds, FortNeg, SR applies>

– One targeted corporal creature per round must save or die from its body imploding. A given creature can only be targeted once per casting

–or–

Summon Monster IX (chaotic evil only)(PH p288)

<Conj(sum)[chaos][evil], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Chaotic Evil creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster IX 1

Summon Monster VIII 1d3

Summon Monster VII (or lower) 1d4+1

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| Arborea | (Spell p282) |

Requirement: Must be Chaotic Good.

Glory of the Eladrin – gain your Charisma modifier as a Morale bonus on weapond amage and saves vs. charm & fear effects. Activated as a Free Action and lasts for 10 rounds. Usable once per day.

Survival becomes a class skill.

1st Endure Elements(PH p226)

<Abj, VS, 1StdAct, Touch, 24hrs>

– Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50.

–or–

Longstrider(PH p249)

<Trans, VSM(dirt), 1StdAct, Personal, 1hr/lvl(D)>

– The caster gains a +10’ Enhancement bonus to his/her land movement. Does not effect the speed of burrowing, climbing, flying, etc.

2nd Aid(PH p196)

<Ench(comp)[mind], VS/DF, 1StdAct, Touch, 1min/lvl>

– Touched subject gains a +1 Morale bonus to attack & saving throws vs. fear and gains Temporary HP equal to 1d8 + 1/lvl (max 1d8+10).

–or–

Eagle’s Splendor(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Charisma.

3rd Heroism(PH p240)

<Ench(comp)[mind], VS, 1StdAct, Touch, 10min/lvl>

– The touched creature gains a +2 Morale bonus on attacks, saves, & skill checks.

–or–

Summon Monster III (chaotic good only)(PH p286)

<Conj(sum) [chaos][good], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Chaotic Good creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster III 1

Summon Monster II 1d3

Summon Monster I 1d4+1

4th Neutralize Poison(PH p257)

<Conj(heal), VSM(charcoal)/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject or object has all poison removed from it immediately. If a creature was poisoned, it does not need to make any further saving throws. This spell does not heal ability damage or drain taken from earlier failed saves.

In addition, the subject cannot be poisoned for 10 minutes per level. If the subject is a poisonous creature, it cannot poison anyone for the spell’s duration (WillNeg, SR applies)

–or–

Opalescent Glare(Spell p150)

<Necro[death][good], VS/DF, 1StdAct, Personal, Instantaneous>

– Gain a Gaze Attack:

Evil creatures with up to 5HD who meet the caster’s gaze die (WillNeg, SR applies). If the creature makes his/her save, it is Panicked for 2d20 rounds unless it makes a second Will save, in which case it is only Shaken for 1 round.

Non-Evil creatures and Evil creatures with more than HD who meet the caster’s gaze must make a Will save to avoid being Panicked for 1rnd/lvl (SR applies).

5th Break Enchantment(PH p207)(DR306 p110)+

<Abj, VS, 1Minute, Close-range, no SR>

– Attempts to free 1 subject per level within a 30’ area from all Curses, Enchantments, Transmutations, and Petrifaction. Each effect is subject to a Dispel Check (max +15). Cursed items typically have a DC of 25.

If petrifaction is removed from a creature, it does not need to make a saving throw to survive.

Effects that cannot be removed by *Dispel Magic* can be removed by this spell if their level is no more than 5th.

This spell breaks effects on creatures. A cursed item still have its curse, it just may no longer apply to the subject.

–or–

Summon Monster V (chaotic good only)(PH p287)

<Conj(sum)[chaos][good], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Chaotic Good creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster V 1

Summon Monster IV 1d3

Summon Monster III (or lower) 1d4+1

6th Heroes’ Feast(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

–or–

Eagle’s Splendor, Mass(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a +4 Enhancement bonus to Charisma.

7th Spell Turning(PH p282)(PH3.5e)+

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, until expended up to 10min/lvl>

– Reflects ranged targeted spells (i.e., not area-of-effect spells or touch attacks) back at their caster. 1d4+6 spell levels are reflect in total.

If a spell is partially reflected (i.e., not enough spell levels remaining to totally reflect the spell), the percentage of remaining ‘levels of reflection’ to the spell’s level is the percentage of the spell being reflected or the percentage of spell damage that is reflected.

For example, if a caster has 2 remaining levels of reflection is targeted with an 8th level *Polar Ray*, the caster with *Spell Turning* will take 75% of the damage while the caster of *Polar Ray* will take 25%. On the other hand, if the caster with *Spell Turning* was targeted with an 8th level *Maze*, there would be a 75% chance of him/her being effected & a 25% chance of the caster of the *Maze* being effected.

–or–

Summon Monster VII (chaotic good only)(PH p287)

<Conj(sum)[chaos][good], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Chaotic Good creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster VII 1

Summon Monster VI 1d3

Summon Monster V (or lower) 1d4+1

8th Heroism, Greater(PH p240)

<Ench(comp)[mind], VS, 1StdAct, Touch, 1min/lvl>

– The touched creature gains a +4 Morale bonus on attacks, saves, & skill checks, immunity to fear effects, and 1 Temporary HP per level (max +20).

–or–

Mind Blank(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>

– Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject’s area, such as *Arcane Eye*, will not even see the subject.

9th Freedom(PH p233)

<Abj, VS, 1StdAct, Close-range>

– Releases target creature from any magics or effects restricting its movement, including *Binding, Entangle,* Grappling*, Maze,* Paralysis*,* Petrifaction (no save needed to survive), Pinning, *Sleep*, *Slow,* Stunning*, Temporal Stasis*, & *Web*.

It is the only effect that can remove the spell *Imprisonment*, but to do so, it must be cast in the same location as the spell it is dispelling & the caster must know the target’s name & background.

–or–

Summon Monster IX (chaotic good only)(PH p288)

<Conj(sum)[chaos][good], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Chaotic Good creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster IX 1

Summon Monster VIII 1d3

Summon Monster VII (or lower) 1d4+1

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| --- | --- |
| Baator | (Spell p282) |

Requirement: Must be Lawful Evil. Granted Power: You can see through magical darkness –and– Bluff becomes a class skill.

1st Bane(PH p203)

<Ench(comp)[mind][fear], VS/DF, 1StdAct, 1min/lvl, WillNeg, SR applies>

– All enemies within 50’ radius Burst suffer a  
–1 Morale penalty to attacks & –1 Morale penalty on saves vs. fear.

This spell Counters and Dispels the spell *Bless*.

–or–

Disguise Self(PH p222)

<Ill(glamer), VS, 1StdAct, Personal, 10min/lv(D), WillDisbelief>

– The caster can make minor visual changes to his/her appearance. These include gaining or loosing 1’ of height, gaining or loosing weight, the addition or removal of a beard / scar, etc.

This spell provides a +10 on Disguise checks.

Anyone interacting with the caster (particularly if they touch him/her) are allowed a Will save to Disbelieve the illusion.

2nd Darkness(PH p216)

<Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object radiates shadowy illumination in a 20’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

–or–

Fox’s Cunning(PH p233)

<Trans, VSM(fox hair)/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Intelligence.

3rd Detect Thoughts(PH p220)

<Div[mind], VSF(copper piece)/DF, 1StdAct, Concentration up to 1min/lvl, WillNeg, no SR>

– The caster can thoughts from a conscious creature with an Intelligence of at least 1 in a 60’ Cone-shaped Emanation.

The information gained increases each round:

1st round – presence of thoughts.

2nd round – number of thinking minds & the Intelligence score of each one. If not in line-of-sight, the caster only knows the direction. If any have an Intelligence of at least 26 (assuming it is at least 10 points higher than the caster’s), the caster is Stunned for 1 round & the spell ends.

3rd round – Surface thoughts of any mind in the area (WillNeg).

This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

–or–

Summon Monster III (lawful evil only)(PH p286)

<Conj(sum) [law][evil], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Lawful Evil creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster III 1

Summon Monster II 1d3

Summon Monster I 1d4+1

4th Deeper Darkness(PH p217)

<Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 1day/lvl(D), no SR>

– Touched object radiates shadowy illumination in a 60’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

This spell Suppresses *Daylight* and is suppressed by it, leaving only the natural illumination in the overlapping area.

–or–

Suggestion(PH p285)

<Ench(comp)[mind][language], VM(snake tongue, honeycomb/sweet oil), 1StdAct, Close-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster gives the target 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

At the end of the duration, the instructions loose their power, triggered or otherwise.

5th Spell Resistance(PH p282)

<Abj, VS/DF, 1StdAct, Touch, 1min/lvl>

– Subject gains Spell Resistance of 12 + 1/lvl.

–or–

Summon Monster V (lawful evil only)(PH p287)

<Conj(sum)[law][evil], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Lawful Evil creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster V 1

Summon Monster IV 1d3

Summon Monster III (or lower) 1d4+1

6th Dominate Person(PH p224)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>

– Telepathically control one Humanoid. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input.

The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

–or–

Fox’s Cunning, Mass(PH p233)

<Trans, VSM(fox hair)/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a +4 Enhancement bonus to Intelligence.

7th Repulsion(PH p271)

<Abj, VS/AF(2 small iron bars with dog statuettes on the ends)/DF, 1StdAct, 1rnd/lvl(D), WillNeg, SR applies>

– Creatures cannot approach the caster within an invisible circle of up to 10’ radius per level Emanation. The circle moves with the caster, but cannot push creatures back. The caster can still be attacked with spells & ranged weapons.

–or–

Summon Monster VII (lawful evil only)(PH p287)

<Conj(sum)[law][evil], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Lawful Evil creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster VII 1

Summon Monster VI 1d3

Summon Monster V (or lower) 1d4+1

8th Demand(PH p217)

<Ench(comp)[mind], VSM(copper wire, hair from subject), 10Minutes, 1hr/lvl, Will½>

– Sends instructions of 25 words or less to a familiar target anywhere, who may send back a 25 word response immediately.

If the target fails its Will save, it is compelled to follow the instructions in the message, if reasonable. The instructions may activate immediately or may contain a trigger to activate them later. At the end of the duration, the instructions loose their power, triggered or otherwise.

–or–

Spell Turning(PH p282)(PH3.5e)+

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, until expended up to 10min/lvl>

– Reflects ranged targeted spells (i.e., not area-of-effect spells or touch attacks) back at their caster. 1d4+6 spell levels are reflect in total.

If a spell is partially reflected (i.e., not enough spell levels remaining to totally reflect the spell), the percentage of remaining ‘levels of reflection’ to the spell’s level is the percentage of the spell being reflected or the percentage of spell damage that is reflected.

For example, if a caster has 2 remaining levels of reflection is targeted with an 8th level *Polar Ray*, the caster with *Spell Turning* will take 75% of the damage while the caster of *Polar Ray* will take 25%. On the other hand, if the caster with *Spell Turning* was targeted with an 8th level *Maze*, there would be a 75% chance of him/her being effected & a 25% chance of the caster of the *Maze* being effected.

9th Imprisonment(PH p244)

<Abj[touch], VS, 1StdAct, Touch, WillNeg, SR applies>

– Touched target goes into Suspended Animation & is hidden within a sphere deep below the earth. If the caster knows the target’s name & details about its life, the target receives a –4 penalty on its save.

The target can only be freed by the spell *Freedom* cast in the area where this spell was cast. If not previously known, only *Wish,* *Miracle*,or *Discern Location* can find the location where to cast *Freedom.*

–or–

Summon Monster IX (lawful evil only)(PH p288)

<Conj(sum)[law][evil], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Lawful Evil creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster IX 1

Summon Monster VIII 1d3

Summon Monster VII (or lower) 1d4+1

|  |  |
| --- | --- |
| Celestia | (Spell p283) |

Requirement: Must be Lawful Good.

Aura of Menace – all enemies within a 20’ radius receives a –2 penalty on all attack rolls, AC, and saves for 24 hours unless he/she hits you (WillNeg, DC is Charisma-based). Creatures who saves or breaks the effect are immune for 24 hours. Activated as a Free Action and lasts for 10 rounds. Usable once per day.

Sense Motive becomes a class skill.

1st Light of Lunia(Spell p132)

<Evoc[good][light][ray], VS, 1StdAct, until discharged up to 10min/lvl(D), no save, SR applies>

– The caster gives off bright light in a 30’ radius and shadowy illumination 30’ past that.

On the round after this spell is cast, the caster may use some or all of the light as a ray attack. It has a 30’ range, no save, SR applies, and does 2d6 damage to Undead & Evil Outsiders & 1d6 to all other creatures.

The caster may generate up to two rays. The first ray reduces the light the caster gives off to 15’ bright light and 15’ shadowy illumination. The second ends the spell. One or two rays may be fired at one time.

–or–

Shield of Faith(PH p278)

<Abj, VSM(holy writings), 1StdAct, Touch, 1min/lvl>

– Touched subject is surrounded by a magical aura that grants a Deflection bonus to AC of 2 +1 per six levels (max total bonus is +5).

2nd Bear’s Endurance(PH p203)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– +4 Enhancement bonus to Constitution.

–or–

Shield Other(PH p278)

<Abj, VSF(two 50gp platinum rings that must be worn by caster & target), 1StdAct, Close-range, 1hr/lvl(D)>

– Target gains a +1 Deflection bonus to AC & a +1 Resistance bonus to saves. Half of all hit-point damage that the target takes is actually taken by the caster. The spell ends immediately if target leaves Close-range.

3rd Magic Vestment(PH p251)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl>

– Armor, shield, or clothes gain +1 per four levels Enhancement bonus to AC (max +5).

–or–

Summon Monster III (lawful good only)(PH p286)

<Conj(sum) [law][good], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Lawful Good creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster III 1

Summon Monster II 1d3

Summon Monster I 1d4+1

4th Divine Power(PH p224)

<Evoc, VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster gains the following:

a) +6 Enhancement bonus to Strength;

b) 1 Temporary HP per level; &

c) a Base Attack Bonus as if the caster was a fighter of his/her Character level.

–or–

Magic Weapon, Greater(PH p251)

<Trans, VSM(powdered lime, carbon)F(weapon)/DF, 1StdAct, Close-range, 1hr/lvl>

– Targeted manufactured weapon –or– a bundled group of 50 projectiles gain an Enhancement bonus to attack & damage of +1 per four levels (max +5).

A Monk’s Unarmed Strike can be the target of this spell.

5th Righteous Might(PH p273)(PH3.5e)+

<Trans, VS/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster & his/her equipment enlarge to the next size category, with the following effects:

a) the caster & his/her equipment enlarge to the next size category, with all the standard bonuses & penalties;

b) +4 Size bonus to Strength;

c) +2 Size bonus to Constitution;

d) gain Damage Reduction which is bypassed by ‘evil’ if you channel Positive Energy or by ‘good’ if you channel Negative Energy.

Caster lvl Damage Reduction

up to 11th 3 / (good or evil)

12th – 14th 6 / (good or evil)

15th + 9 / (good or evil)

–or–

Summon Monster V (lawful good only)(PH p287)

<Conj(sum)[law][good], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Lawful Good creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster V 1

Summon Monster IV 1d3

Summon Monster III (or lower) 1d4+1

6th Blade Barrier(PH p205)

<Evoc[force], VS, 1StdAct, Medium-range, 1min/lvl(D), SR applies>

– Creates a 20’ tall wall of spinning blades either of 20’ long per level –or– a ringed wall 5’ radius per two levels. Going through the barrier causes 1d6/lvl (max 15d6) (Ref½).

If the barrier is created on top of a creature, it is allowed a Reflex save to get out before it finishes forming (i.e., no damage).

The barrier proves a +4 Cover bonus to AC & a +2 Cover bonus to Reflex saves against attacks made through it.

–or–

Bear’s Endurance, Mass(PH p203)

<Trans, VS/DF, 1StdAct, Close-range, 1min/lvl>

– One subject per level in a 30’ area gains a   
+4 Enhancement bonus to Constitution.

7th Regenerate(PH p270)

<Conj(heal), VS/DF, 3Rounds, Touch, Instantaneous>

– Touched living subject’s missing limbs are restored. If the severed limb is touching the subject, then it takes 1 round to heal, otherwise the limb regrows in 2d10 rounds.

The subject is also healed 4d8 + 1/lvl (max +35) hit points, is no longer Fatigued or Exhausted, & all subdual damage is restored.

This spell cannot target Undead.

–or–

Summon Monster VII (lawful good only)(PH p287)

<Conj(sum)[law][good], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Lawful Good creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster VII 1

Summon Monster VI 1d3

Summon Monster V (or lower) 1d4+1

8th Power Word Stun(PH p263)

<Ench(comp)[mind], V, 1StdAct, Close-range, no save, SR applies>

– One target creature is Stunned:   
current hp duration current hp duration  
151+ no effect 100–51 2d4 rnds  
150–101 1d4 rnds up to 50 4d4 rnds

–or–

Shield of Law(PH p278)

<Abj[lawful], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster is surrounded by a blue glow, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Chaotic spells & spells cast by Chaotic creatures.

d) Blocks any mind control.

e) If a Chaotic creatures successfully hits someone with the aura in melee, the attacker becomes Slowed for 1rnd/lvl (WillNeg).

9th Foresight(PH p233)

<Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl>

– The caster receives mental warnings about what may harm the touched subject.

If the caster placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as “close your eyes”, “jump”, “run”).

If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

–or–

Summon Monster IX (lawful good only)(PH p288)

<Conj(sum)[law][good], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>

– Summons one or more Lawful Good creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table #

Summon Monster IX 1

Summon Monster VIII 1d3

Summon Monster VII (or lower) 1d4+1

|  |  |
| --- | --- |
| Elysium | (Spell p283) |

Requirement: Must be Neutral Good.

Smite Evil – Melee attack receives +(Charisma modifier) attack & +(Cleric level) damage vs. an Evil opponent. Usable once per day for each 5 Cleric levels (i.e., 1/day at 1st, 2/day at 5th, 3/day at 10th, etc.). Treated as ‘good’ damage for overcoming Damage Reduction.

1st Charm Person(PH p209)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, SR applies>

– One Humanoid considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets a +5 on the save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

–or–

Protection from Evil(PH p266)

<Abj[good], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Good Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

2nd Enthrall(PH p227)

<Ench(charm)[language][mind][sonic], VS, 1Round, Medium-range, Concentration up to 1 hour plus 1d3 rounds, WillNeg, SR applies>

– The caster spends one round getting the audience’s attention & becomes so interesting that it gets the undivided attention of everyone in the area of effect who doesn’t save (including those who enter later). Races who hate the caster’s race gain a +4 bonus on the save. The audience’s attitude becomes ‘Friendly’.

Targets who failed their save but who have more than 5HD –or– a Wisdom score of at least 16 remain aware of their surroundings & have an attitude of ‘Indifferent’. They receive a new save if they observe something they oppose.

When the performance ends (even if due to a loss of Concentration), the audience will talk among themselves, applaud, etc., for 1d3 more rounds. If anyone in the audience is attacked, the spell cancels immediately and the audience will be upset.

One time during the spell, targets who have made their save may try to “heckle” the caster in order to end the spell early. Make an opposed Charisma check using the heckler with the highest Charisma modifier as a base, +2 per additional heckler who can make a Charisma check of 10.

–or–

Planar Tolerance(Spell p159)

<Abj, V, 1 Immediate Action, 1hr/lvl>

– One subject per level within 20’ radius Burst of the caster is “attuned” to the current plane of existent, making survival much easier. Below are some (but not all) possibilities:

Plane-Trait Effects Ignored

Fire 3d10 Fire dmg / round

Water Breath water

Earth Cannot suffocate

Positive Not blinded & stop gaining Temporary HP before exploding

Negative No damage / negative levels

3rd Magic Circle against Evil(PH p249)

<Abj[good], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Good Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[good], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Good creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

–or–

Mantle of Good(Spell p137)

<Abj[good], VS, 1StdAct, Personal, 10min/lvl(D)>

– Caster gains Spell Resistance 12 + Caster level vs. spells with the [evil] descriptor.

4th Charm Monster(PH p209)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

– One living creature considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

–or–

Holy Smite(PH p241)

<Evoc[good], VS, 1StdAct, Medium-range, SR applies>

– All creatures in a 20’ radius Burst take different effects based on their alignment:

Evil Outsiders – 1d6/lvl (max 10d6) (Will½) & Blind for 1 round (WillNeg).

Evil – 1d8 per 2 levels (max 5d8) (Will½)   
& Blind for 1 round (WillNeg).

Neutral – 1d4 per 2 lvls (max 5d4) (Will½)

Good – no effect.

5th Dispel Evil(PH p222)

<Abj[good], VS/DF, 1StdAct, Personal, until discharged up to 1rnd/lvl>

– The caster gains a white radiance, which provides a +4 Deflection bonus to AC against Evil creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

a) touch attack on an Evil creature from another plane will force it home if it fails its SR check (if any) and its Will save.

b) touching an Evil spell or an enchantment cast by an Evil caster ends the spell as per a successful casting of *Dispel Magic*.

–or–

Cure Light Wounds, Mass(PH p216)

<Conj(heal), VS, 1StdAct, Close-range>

– Cures 1d8 +1/level damage (max +25) to   
one creature per level in a 30’ area with Positive Energy.

6th Find the Path(PH p230)

<Div, VSF(rune stones), 3Rounds, 10min/lvl>

– The touched subject knows the shortest, most direct route to the specified location (not objects or people).

The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a *Glyph of Warding*. It does not predict the actions of guardians.

This spell will get a subject out of a *Maze* spell in 1 round.

–or–

Mind Fog(PH p253)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 30min, WillNeg, SR applies>

– All targets who enter the 20’ radius by 20’ high Spread of light vapor receive a –10 Competence penalty to Will saving throws & Wisdom checks for as long as they remain in the fog & 2d6 rounds after leaving. If a target makes its saving throw, it is immune to this casting of the spell.

The vapors do not provide Concealment.

The vapors can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

7th Control Weather(PH p214)

<Trans, VS, 10Minutes, 4d12hours>

– The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season Weather Choices

Spring Tornado, Thunderstorm, Hot

Summer Rain, Heat Wave, Hailstorm

Autumn Hot, Cold, Fog, Sleet

Winter Frigid Cold, Blizzard, Thaw

Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

–or–

Holy Word(PH p242)

<Evoc[good][sonic], V, 1StdAct, SR applies>

– Any non-Good creatures within a 40’ radius Spread who can hear the ‘holy word’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Deafened for 1d4rnds.

up to Caster lvl - 1: Blinded for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes & above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Good Extraplanar creature in the area of effect (even if the ‘holy word’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

8th Holy Aura(PH p241)

<Abj[good], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster gains a radiance, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Evil spells & spells cast by Evil creatures.

d) Blocks any mind control.

e) If an Evil creatures successfully hits someone with the aura in melee, the attacker becomes permanently Blind (FortNeg).

–or–

Sunburst(PH p289)

<Evoc[light], VSM(sunstone, fire)/DF, 1StdAct, Long-range, Instantaneous, SR applies>

– A 80’ radius Burst of light is centered on the caster. Damage is based on creature type:

Type Effect

Undead 1d6/lvl (max 25d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg) & Blind (RefNeg).

Oozes 1d6/lvl (max 25d6) (Ref½).

others 6d6 (Ref½) & Blind (RefNeg).

This spell Dispels any spells with the [darkness] subtype within its area of effect.

9th Heal, Mass(PH p239)

<Conj(heal), VS, 1StdAct, Close-range>

– One subject per level within a 30’ area is infused with Positive Energy, healing 10hp per level (max 250hp) and being immediately cured of the following: ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, diseased, Exhausted, Fatigued, *Feeblemind*, insanity, Nauseated, Sickened, Stunned, and / or being poisoned.

This spells does not remove Negative Levels, ability Drain, & lost levels.

If an Undead is a target of this spell, it takes 10hp per level (max 250hp) of Positive Energy damage (SR applies). On a successful Will save, the target only takes ½ damage and cannot be brought to less than 1hp.

–or–

Moment of Prescience(PH p255)

<Div, VS, 1StdAct, Personal, until discharged up to 1hr/lvl>

– The caster gains an Insight bonus equal to the Caster level (max +25) to be used one time within 1 hour per level. The bonus can be used on one attack roll, opposed ability check, opposed skill check, saving throw, or as a bonus to AC against a single attack (even if the caster is Flat-Footed).

Only one instance of this spell can be in effect on a person at any time.

|  |  |
| --- | --- |
| Hades | (Spell p284) |

Requirement: Must be Neutral Evil.

Smite Good – Melee attack receives +(Charisma modifier) attack & +(Cleric level) damage vs. a Good opponent. Usable once per day for each 5 Cleric levels (i.e., 1/day at 1st, 2/day at 5th, 3/day at 10th, etc.). Treated as ‘evil’ damage for overcoming Damage Reduction.

1st Doom(PH p225)

<Ench(comp)[fear][mind], VS/DF, 1StdAct, Medium-range, 1min/lvl, WillNeg, SR applies>

– Target living creature becomes Shaken.

–or–

Protection from Good(PH p266)

<Abj[evil], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Good creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Evil Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

2nd Rebuke(Spell p170)

<Ench(comp)[mind][fear], VSM(stick), Close-range, 1rnd/lvl, WillNeg, SR applies>

– The living target receives the following penalties due to pain:

a) Dazed for 1 round;

b) Shaken for the remaining duration; &

c) casting spells while under the effect of this spell requires a Concentration check vs. (DC of this spell + level of spell being attempted).

–or–

Resist Planar Alignment(Spell p174)

<Abj VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched creature takes only half the penalty to his/her Charisma, Wisdom, & Intelligence checks when on a Strongly Aligned planes whose alignment is different, and has no alignment-based penalties on a Mildly Aligned Plane.

3rd Magic Circle against Good(PH p250)

<Abj[evil], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Good creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Evil Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[evil], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Evil creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

–or–

Mantle of Evil(Spell p137)

<Abj[evil], VS, 1StdAct, Personal, 10min/lvl(D)>

– Caster gains Spell Resistance 12 + Caster level vs. spells with the [good] descriptor.

4th Contagion(PH p213)

<Necro[evil], VS, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Infects touched subject with chosen disease which takes effect without an incubation period.

Name DC Dmg

Cackle Fever 16 1d6 Wis

Filth Fever 12 1d3 Dex & 1d3 Con

Mindfire 12 1d4 Int

Red Ache 15 1d6 Str

Shakes 13 1d8 Dex

Slimy Doom 14 1d4 Con

Blinding Sickness 16 1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently Blind.

–or–

Unholy Blight(PH p297)

<Evoc[evil], VS, 1StdAct, Medium-range, SR applies>

– All creatures in a 20’ radius Burst take different effects based on their alignment:

Good Outsiders – 1d6/lvl (max 10d6)(Will½) & Sickened for 1d4 rnds (WillNeg)

Good – 1d8 per 2 levels (max 5d8) (Will½)   
& Sickened for 1d4 rnds (WillNeg).

Neutral – 1d4 per 2 lvls (max 5d4) (Will½)

Evil – no effect.

5th Crushing Despair(PH p215)

<Ench(comp)[mind], VSM(vial of tears), 1StdAct, 1min/lvl, WillNeg, SR applies>

– All targets within a 30’ Cone-shaped Burst receive a –2 penalty on All Actions and damage rolls due to great sadness.

This spell Counters and Dispels *Good Hope.*

–or–

Dispel Good(PH p222)

<Abj[evil], VS/DF, 1StdAct, Personal, Until Discharged up to 1rnd/lvl>

– The caster gains a dark nimbus, which provides a +4 Deflection bonus to AC against Good creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

a) touch attack on a Good creature from another plane will force it home if it fails its SR check (if any) and its Will save.

b) touching a Good spell or an enchantment cast by a Good caster ends the spell as per a successful casting of *Dispel Magic*.

6th Mind Fog(PH p253)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 30min, WillNeg, SR applies>

– All targets who enter the 20’ radius by 20’ high Spread of light vapor receive a –10 Competence penalty to Will saving throws & Wisdom checks for as long as they remain in the fog & 2d6 rounds after leaving. If a target makes its saving throw, it is immune to this casting of the spell.

The vapors do not provide Concealment.

The vapors can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

–or–

Waves of Fatigue(PH p301)

<Necro, VS, 1StdAct, Instantaneous, no save, SR applies>

– All living creatures in a 30’ Cone-shaped Burst become Fatigued. Creatures already fatigued receive no additional penalties.

7th Blasphemy(PH p205)(PH3.5e)+

<Evoc[evil][sonic], V, 1StdAct, SR applies>

– Any non-Evil creatures within a 40’ radius Spread who can hear the ‘blasphemy’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Dazed for 1 round.

up to Caster lvl - 1: Weakened for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes  
& above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Evil Extraplanar creature in the area of effect (even if the ‘blasphemy’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a   
–4 penalty).

–or–

Plane Shift(PH p262)

<Conj(teleport), VSF(plane-specific tuning fork), 1StdAct, Touch, Instantaneous, WillNeg, SR applies>

– Either 1 unwilling target –or– 8 willing targets are sent to another plane of existence.

8th Unholy Aura(PH p297)

<Abj[evil], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster is shrouded in gloom, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Good spells & spells cast by Good creatures.

d) Blocks any mind control.

e) If a Good creatures successfully hits someone with the aura in melee, the attacker takes 1d6 Strength Damage (FortNeg).

–or–

Waves of Exhaustion(PH p301)

<Necro, VS, 1StdAct, no save, SR applies>

– All living creatures in a 60’ Cone-shaped Burst become Exhausted. Creatures already exhausted receive no additional penalties.

9th Energy Drain(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

– Target gains 2d4 Negative Levels.

Undead targeted with this spell gain (2d4 \* 5) Temporary HP for 1 hour.

–or–

Gate(PH p234)

<Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

– Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.

-or-

<Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save,   
no SR>

– Calls & controls one or more Outsiders to perform a task. The caster may target:

a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.

b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.

c) a single non-unique / divine Outsider of more than 2x the Caster level can be called but not controlled.

d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is never controlled.

A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be “immediate” or “contractual” term:

a) Any task which requires no more than 1rnd/lvl to complete can be assigned without a ‘contract’ (i.e., no payment).

b) A “long term” task requires a ‘contract’, which entitles the summoned creature(s) to be fairly paid when the task is completed.

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| --- | --- |
| Limbo | (Spell p284) |

Requirement: Must be Chaotic Neutral.

Smite Law – Melee attack receives +(Charisma modifier) attack & +(Cleric level) damage vs. a Lawful opponent. Usable once per day for each 5 Cleric levels (i.e., 1/day at 1st, 2/day at 5th, 3/day at 10th, etc.). Treated as ‘chaotic’ damage for overcoming Damage Reduction.

1st Confusion, Lesser(PH p212)

<Ench(comp)[mind], VS, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– One target is Confused for a single round.

–or–

Protection from Law(PH p266)

<Abj[chaos], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Lawful creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Chaotic Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

2nd Entropic Shield(PH p227)

<Abj, VS, 1StdAct, Personal, 1min/lvl(D)>

– Ranged attacks (including rays) that target the caster have a 20% miss chance.

–or–

Resist Planar Alignment(Spell p174)

<Abj VS/DF, 1StdAct, Touch, 10min/lvl>

– The touched creature takes only half the penalty to his/her Charisma, Wisdom, & Intelligence checks when on a Strongly Aligned planes whose alignment is different, and has no alignment-based penalties on a Mildly Aligned Plane.

3rd Magic Circle against Law(PH p250)

<Abj[chaos], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Lawful creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Chaotic Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[chaos], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Chaotic creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

–or–

Mantle of Chaos(Spell p137)

<Abj[chaos], VS, 1StdAct, Personal, 10min/lvl(D)>

– Caster gains Spell Resistance 12 + Caster level vs. spells with the [law] descriptor.

4th Chaos Hammer(PH p208)(PH3.5e)+

<Evoc[chaotic], VS, 1StdAct, Medium-range, Will½, SR applies>

– All creatures in a 20’ radius Burst take different effects based on their alignment:

Lawful Outsiders – 1d6/lvl (max 10d6) (Will½) & Slowed for 1d6 rnds (WillNeg).

Lawful – 1d8 per 2 levels (max 5d8) (Will½) & Slowed for 1d6 rnds (WillNeg).

Neutral – 1d4 per 2 lvls (max 5d4) (Will½).

Chaotic – no effect.

–or–

Perinarch(Spell p153)

<Trans, VS/DF 1StdAct, Close-range, 1rnd/lvl>

– When on the Plane of Limbo, the caster may attempt to “stabilize” an area up to Close-range in radius that is not already under someone/something’s control. Each round, the caster may add or remove one of the four elements. The initial goal is usually a chunk of rock surrounded by air.

5th Baleful Polymorph(PH p202)

<Trans, VS, 1StdAct, Close-range, Permanent, WillNeg, SR applies>

– The target is permanently transformed into a 1HD animal of up to Small size (such as a dog, lizard, monkey, etc.). If the caster attempts to transform the target into a form that will be fatal (i.e., a fish on dry land), the target receives a +4 bonus on its save.

If the target is transformed, it must make a Will save to resist becoming the target animal mentally too.

–or–

Dispel Law(PH p222)

<Abj[chaotic], VS/DF, 1StdAct, Personal, Until Discharged up to 1rnd/lvl>

– The caster gains a flickering aura, which provides a +4 Deflection bonus to AC against Lawful creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

a) touch attack on a Lawful creature from another plane will force it home if it fails its SR check (if any) and its Will save.

b) touching a Lawful spell or an enchantment cast by a Lawful caster ends the spell as per a successful casting of *Dispel Magic*.

6th Animate Objects(PH p199)

<Trans, VS, 1StdAct, Medium-range, 1rnd/lvl>

– Animates the equivalent of one Small-sized, non-magical, unattended (i.e., not carried or worn) object per level, which can be used to immediately attack an opponent. Use the Animated Object creature(MM p13) for the items effected by this spell.

The caster may change which objects are animated as a Move Action each round.

The caster may animate larger objects in place of a number of Small objects.

1 Medium = 2 Small 1 Gargantuan = 16 Small

1 Large = 4 Small 1 Colossal = 32 Small

1 Huge = 8 Small

–or–

Insanity(PH p244)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, Instantaneous, WillNeg, SR applies>

– One target becomes continuously Confused.

Only curable by *Greater Restoration, Limited Wish, Miracle,* or *Wish*.

7th Song of Discord(PH p281)

<Ench(comp)[mind][sonic], VS, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– All creatures within a 20’ radius Spread have a 50% chance each round of attacking the nearest target, whether friend or foe.

–or–

Word of Chaos(PH p303)

<Evoc[chaotic][sonic], V, 1StdAct, SR applies>

– Any non-Chaotic creatures within a 40’ radius Spread who can hear the ‘word of chaos’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Deafened for 1d4rnds.

up to Caster lvl - 1: Stunned for 1 round  
& above.

up to Caster lvl - 5: Confused for 1d10 min  
& above.

up to Caster lvl - 10: Dead / Destroyed.

In addition, if the caster is on his/her home plane of existence, any non-Chaotic Extraplanar creature in the area of effect (even if the ‘word of chaos’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

8th Cloak of Chaos(PH p210)

<Abj[chaotic], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster is engulfed in random patterns, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Lawful spells & spells cast by Lawful creatures.

d) Blocks any mind control.

e) If a Lawful creature hits the subject in melee, the attacker becomes Confused for 1 round (WillNeg).

–or–

Otto’s Irresistible Dance(PH p259)

<Ench(comp)[mind], V, 1StdAct, Touch, 1d4+1rnds, no save, SR applies>

– Touched target starts to dance uncontrollably & cannot take any actions, receives a –4 AC penalty, a –10 penalty to Reflex saves, & cannot effectively use a shield. The target provokes an attack of opportunity each round.

9th Perinarch, Planar(Spell p154)

<Trans, VS/DF 1StdAct, Close-range, 1rnd/lvl>

– When on any Plane of Existence that is ‘highly morphic’ or ‘divinely morphic’, the caster may attempt to “stabilize” an area up to Close-range in radius that is not already under someone/something’s control. Each round, the caster may add or remove one of the four elements. The initial goal is usually a chunk of rock surrounded by air.

–or–

Shapechange(PH p277)(PH3.5e)+

<Trans(polymorph), VSF(1500gp jade circlet), 1StdAct, Personal, 10min/lvl(D)>

– The caster takes a new form, which can be changed each round as Free Action, which:

a) can by any creature type, including those which has Incorporeal or Gaseous forms;

b) cannot have more HD than the Caster level (max 25HD);

c) may be as small as Fine-size & as large as Colossal-size.

The caster gets the following from the new form:

a) Strength, Dexterity, & Constitution;

b) Extraordinary & Supernatural attacks & qualities.

The caster keeps the following from its original form:

a) Intelligence, Wisdom, & Charisma;

b) hit points (ignore new Constitution score);

c) level, class, & alignment;

d) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con); and

e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);

b) the caster’s equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;

c) +10 bonus on Disguise checks;

d) gain 1 day’s natural healing of hit-points only; and

e) if slain, return to original form.

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| --- | --- |
| Mechanus | (Spell p284) |

Requirement: Must be Lawful Neutral.

Smite Chaos – Melee attack receives +(Charisma modifier) attack & +(Cleric level) damage vs. a Chaotic opponent. Usable once per day for each 5 Cleric levels (i.e., 1/day at 1st, 2/day at 5th, 3/day at 10th, etc.). Treated as ‘lawful’ damage for overcoming Damage Reduction.

1st Command(PH p211)

<Ench(comp)[language][mind], V, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>

– A living target obeys one of the following one-word command on its turn for 1 round:

“Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.

“Drop” – Drops the objects it is holding & can’t pick them up until next round.

“Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.

“Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.

“Halt” – Take no actions, though he/she is not considered Helpless.

–or–

Protection from Chaos(PH p266)

<Abj[law], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Chaotic creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Lawful Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

2nd Calm Emotions(PH p207)

<Ench(comp)[mind], VS/DF, 1StdAct, Medium-range, Concentration up to 1rnd/lvl, WillNeg, SR applies>

– Calms all creatures in a 20’ radius Spread. Calmed creatures cannot attack, but are able to defend themselves. If a subject is attacked or threatened, the spell is broken.

This spell Suppresses (but doesn’t negate) Barbarian Rage, Bardic Music that Inspires Courage, Fear effects, Confusion effects, and any Morale bonuses.

–or–

Mechanus Mind(Spell p140)

<Ench(comp)[law][mind], VS, 1StdAct, Touch, 1min/lvl>

– Touched subject becomes more analytical and less emotional:

a) +4 Resistance bonus on Will saves vs. Mind-affecting spells & effects;

b) +2 Competence bonus on Intelligence-based checks; and

c) –2 penalty on Charisma-based check.

3rd Magic Circle against Chaos(PH p249)

<Abj[law], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Chaotic creatures;

b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &

c) Keeps non-Lawful Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[law], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Lawful creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

–or–

Mantle of Law(Spell p138)

<Abj[law], VS, 1StdAct, Personal, 10min/lvl(D)>

– Caster gains Spell Resistance 12 + Caster level vs. spells with the [chaos] descriptor.

4th Discern Lies(PH p221)

<Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR>

– Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.

–or–

Order’s Wrath(PH p258)

<Evoc[law], VS, 1StdAct, Medium-range, SR applies>

– All creatures in a 30’ cube Burst take different effects based on their alignment:

Chaotic Outsiders–1d6/lvl(max 10d6)(Will½) & Dazed for 1rnd (WillNeg)

Chaotic – 1d8 per 2 levels (max 5d8) (Will½)   
& Dazed for 1rnd (WillNeg).

Neutral – 1d4 per 2 lvls (max 5d4) (Will½)

Lawful – no effect.

5th Dispel Chaos(PH p222)

<Abj[law], VS/DF, 1StdAct, Personal, Until Discharged up to 1rnd/lvl>

– The caster gains a blue glow, which provides a +4 Deflection bonus to AC against Chaotic creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

a) touch attack on a Chaotic creature from another plane will force it home if it fails its SR check (if any) and its Will save.

b) touching a Chaotic spell or an enchantment cast by a Chaotic caster ends the spell as per a successful casting of *Dispel Magic*.

–or–

Mark of Justice(PH p252)

<Necro, VS/DF, 10Minutes, Touch, Permanent, no save, SR applies>

– The caster draws an indelible mark on the target & states the behavior that will activate a curse. The caster may choose one of the following curses:

a) –6 on one ability (minimum 1);

b) –4 penalty on attacks, saves, and skill checks; or

c) 50% chance of losing each action.

This spell is not effected by *Dispel Magic*. It can only be removed by *Break Enchantment, Limited Wish, Miracle,* or *Wish.*

This spell can be removed with *Remove Curse* only if its caster level is at least as high as this spell’s caster level*.*

6th Hold Monster(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One living creature is Held. It gets a new Will save each round to end the spell.

–or–

Wall of Gears(Spell p233)

<Conj(creat), VSM(gear), 1StdAct, Medium-range, 1min/lvl>

– Creates a straight 6” thick wall of metal gears, wheels, pistons, etc., whose area is 10’ square per level. Each 5’ section has Hardness 10 and 90hp. Any creature within 10’ of the wall on either side takes 1d6 per two levels (max 15d6) (Ref½, no SR).

7th Dictum(PH p220)

<Evoc[lawful][sonic], V, 1StdAct, SR applies>

– Any non-Lawful creatures within a 40’ radius Spread who can hear the ‘dictum’ & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Deafened for 1d4rnds.

up to Caster lvl - 1: Slowed for 2d4 rounds & above.

up to Caster lvl - 5: Held for 1d10 minutes   
& above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Lawful Extraplanar creature in the area of effect (even if the ‘dictum’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

–or–

Hold Person, Mass(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>

– One or more Humanoids in a 30’ area are Held. Each target gets a new Will save each round to end the spell.

8th Iron Body(PH p245)

<Trans, VSM(iron from an iron golem or hero’s armor)/DF, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s body becomes living iron, which has the following benefits & penalties:

a) Damage Reduction 15 / adamantine;

b) Immune to Blindness, Criticals, Ability Score Damage, Deafness, Disease, Drowning, Electricity, Poison, & Stunning;

c) Immune to any effects that modify a target’s physiology or respiration. Since the caster cannot breath or drink, he/she cannot play woodwind instruments or drink potions;

d) ½ damage from Acid & Fire;

e) +6 Enhancement bonus to Strength;

f) –6 penalty to Dexterity (min Dex 1) ;

g) ½ movement;

h) –8 Armor Check penalty;

i) 50% Arcane spell failure;

j) 10x normal weight & cannot swim;

k) Fists to 1d6 normal damage (1d4 if Small);

l) Vulnerable to rust-based attacks.

–or–

Shield of Law(PH p278)

<Abj[lawful], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster is surrounded by a blue glow, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Chaotic spells & spells cast by Chaotic creatures.

d) Blocks any mind control.

e) If a Chaotic creatures successfully hits someone with the aura in melee, the attacker becomes Slowed for 1rnd/lvl (WillNeg).

9th Call Marut(Spell p42)

<Conj(call)[law], VSX(500)/DF, 10Minutes, Close-range, Instantaneous>

– A Marut Inevitable (MM p159) (a CR 15 Construct) appears before the caster to do one task which will take no more than 1 hour. The Marut does not need to be paid. A specific Marut may be requested, though it may not be the one that appears.

–or–

Mordenkainen’s Disjunction(PH p255)

<Abj, V, 1StdAct, Close-range, Instantaneous>

– All magical effects & items in a 40’ radius Burst are disrupted:

a) The caster’s spells & items are safe;

b) There is a 1% per caster level chance of destroying an *Antimagic Field*. If destroyed, all spells & items within it are effected, otherwise they are immune.

c) Spells & magical effects vulnerable to *Dispel Magic* are dispelled;

d) Magic items must make a Will save or loose all their magic. Items in a creature’s possession may use its Will base if better;

e) There is a small chance that any Artifact in the area will have its magic destroyed, but this usually results in the destruction of the spellcaster too.

# Initiate Spell Lists

By taking the indicated Feat, a Divine Caster forms a tighter bond with his/her deity and gains abilities & spells not normally available.

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| Initiate of Boccob | (DR342 p49) |

Requirement: Patron Deity is Boccob –and– must be able to cast 3rd level Divine Spells.

Benefit: You can make all Knowledge checks Untrained –and– +1 caster level on Divination spells.

Add the following to one of your Divine spells list:

1st Memory Jar(DR342 p54)

<Trans, VS//DF, 1StdAct, Touch, 1min/lvl>

– The touched target receives the following:

a) +1 Competence bonus per two Caster levels (max +5) on all knowledge-related checks, including Knowledge skill checks, Bardic Knowledge checks, etc.; and

b) may reroll one Knowledge skill check that failed no more than one minute before the spell took affect.

2nd Identify(PH p243)

<Div, VS/AM(100gp pearl, wine, owl feather)/DF, 1Hour, Touch>

– Determines all the properties of one magic item.

4th Research Aid(DR342 p55)

<Trans, VS//DF, 1StdAct, 1Hour, Personal, 1day/lvl>

– The caster receives the following:

a) casting times for *Legend Lore* and *Identify* are halved;

b) +5 Circumstance bonus on Spellcraft checks made to research new spells;

c) only half the normal amount of time is required to research a new spell; and

d) crafting magic items takes half the normal time.

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| Initiate of Ehlonna | (DR342 p50) |

Requirement: Patron Deity is Ehlonna –and– must be able to cast 3rd level Divine Spells.

Benefit: *Pass without Trace* (self only), 1/day as a Spell-like Ability –and– Handle Animal& Survival to the skill list of one of your Divine spellcasting classes.

Add the following to one of your Divine spells list:

1st Longstrider(PH p249)

<Trans, VSM(dirt), 1StdAct, Personal, 1hr/lvl(D)>

– The caster gains a +10’ Enhancement bonus to his/her land movement. Does not effect the speed of burrowing, climbing, flying, or swimming.

2nd Snare(PH p280)

<Trans, VS/DF, 3Rounds, Touch, until triggered, no save, no SR>

– Creates a magical booby trap out of a rope, vine, etc. (Search vs. DC 23 for a Rogue to locate). Anyone who puts a limb into the snare’s loop is Entangled.

If attached to a supple tree, the person is also lifted off the ground & takes 1d6 damage.

4th Commune with Nature(PH p211)

<Div, VS, 10Minutes, Personal>

– By becoming “one with nature”, the caster can know up to 3 facts about the surrounding natural terrain (e.g., location of water, animal population, presence of powerful unnatural creatures). The caster can learn about an area of 1 mile/level radius above ground & 100’ /level below ground. Construction, including towns & dungeons, obstructs this spell.

8th Animal Shapes(PH p198)

<Trans(polymorph), VS/DF, 1StdAct, Close-range, 1hr/lvl(D)>

– One willing subject per level in a 30’ area are polymorphed into an animal of the caster’s choice. All subject must be turned into the same type of animal. The caster may dismiss the spell on all of the subjects, or an individual subject may dismiss the spell from himself as a Full-Round Action. See the Polymorph Table for details.

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| Initiate of Erythnul | (DR342 p50) |

Requirement: Patron Deity is Erythnul –and– must be able to cast 4th level Divine Spells.

Benefit: When you bring a creature to –10 hp (i.e., kill it) with a Critical Hit, you automatically receive a *Death Knell*. Does not apply to the Coup de Grace action.

Add the following to one of your Divine spells list:

2nd Cause Fear, Greater(DR342 p42)

<Necro[fear][mind], VS, 1StdAct, Close-range, Will½, SR applies>

– One living target with up to the same number of HD as the caster (max 15HD) is Frightened for 1d4 rounds unless it makes its saving throw. On a successful save, the target is Shaken for 1 round.

This spell Counters and Dispels *Remove Fear*.

5th Erythnul’s Slaughter(DR342 p53)

<Trans, VS/DF, 1StdAct, 1min/lvl, no save, no SR>

– The following effects apply in a 30’ radius Emanation around the caster:

a) all melee weapons have their Threat Range doubled (as per *Keen Edge*). This applies to allies and enemies alike;

b) creatures with negative hit points have no chance of automatically stablizing. Heal checks & magical healing work normally.

6th Rage, Mass(DR342 p55)

<Ench(comp)[mind], VS, 1StdAct, Close-range, Concentration + 1rnd/lvl(D)>

– One willing, living creature per level in a 30’ area gains a +2 Morale bonus to Strength & Constitution, +1 Morale bonus on Will saves, & a –2 penalty to AC for the spell’s duration. While under the effect of this spell, it is not possible to cast spells or make some skill checks.

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| Initiate of Fharlanghn | (DR342 p51) |

Requirement: Patron Deity is Fharlanghn –and– must be able to cast 3rd level Divine Spells.

Benefit: Your land speed improves by +10’.

Add the following to one of your Divine spells list:

1st Alarm(PH p197)

<Abj, VS/AF(tiny bell, silver wire)/DF, 1StdAct, Close-range, 2hrs/lvl(D), no save, no SR>

– If any creature of Tiny-size or larger passes through the warded 20’ radius Emanation without saying the password, an alarm (chosen at casting time) will sound.

Audible: Chimes for 1 round. Easily heard within 60’ in typical conditions.

Mental: The chime is only in the caster’s head, though he/she must be within 1 mile. This will wake the caster, but not disturb his/her concentration.

1st Expeditious Retreat(PH p228)

<Trans, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster’s base land speed receives a +30’ Enhancement bonus.

This spell has no effect on the speed of Flying, Burrowing, Climbing, or Swimming.

4th Dimension Door(PH p221)

<Conj[teleport], V, 1StdAct, Long-range>

– Teleports the caster anywhere within range that can visualized or described by direction.

The caster may bring up to his/her maximum carry load with this spell and one willing, Medium-sized subject per three levels (or the Creature Equivalent). All subjects must be touching, with the caster touching at least one subject.

If the target location is occupied, the caster (and anyone with him/her) take 1d6 damage & are shunted in a random direction 100’.

The caster cannot act again until the next round.

6th Phase Door(PH p261)

<Conj(creat), V, 1StdAct, Touch, 1use/2lvls>

– Creates an ethereal passage 5’ wide by 8’ high with a depth of 10’ + 5’ per 3 levels through wood, plaster, or stone. The passage is invisible and only usable by the caster and anyone else who can trigger it (set at creation time). The trigger must be based on observable qualities. Anyone using the passage can take one other creature through, but this counts as 2 uses.

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| Initiate of Heironeous | (DR342 p51) |

Requirement: Patron Deity is Heironeous –and– must be able to cast 3rd level Divine Spells.

Benefit: You do the following bonus damage when wielding a Longsword – against an Evil-aligned Outsider, +1d6; against a creature with an Aura of Evil (such as a Cleric of an Evil Deity), +1d4.

Add the following to one of your Divine spells list:

2nd Mark of Justice, Lesser(DR342 p54)

<Necro, VS/DF, 10Minutes, Touch, Permanent, no save, SR applies>

– The caster draws an indelible mark on the target & states the behavior that will activate a curse. The caster may choose one of the following curses:

a) –3 on one ability (minimum 1);

b) –2 penalty on attacks, saves, and skill checks; or

c) 25% chance of losing each action.

This spell is not effected by *Dispel Magic*. It can only be removed by *Break Enchantment, Limited Wish, Miracle,* or *Wish.*

This spell can be removed with *Remove Curse* only if its caster level is at least as high as this spell’s caster level.

3rd Bless, Greater(DR342 p52)

<Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl>

– All allies within a 50’ radius Burst gain a   
Morale bonus on attacks & Morale bonus on saves against fear equal to +1 per three caster levels (max +5).

This spell Counters and Dispels the spell *Bane*.

4th Righteousness of Heironeous(DR342 p55)

<Trans, VS/DF, 1StdAct, Personal, 1min/lvl>

– The caster does the following bonus damage when wielding a Longsword – against an Evil-aligned Outsider, +2d6; against a creature with an Aura of Evil (such as a Cleric of an Evil Deity), +2d4.

This damage supersedes the damage from the Initiate of Heironeous benefit.

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| Initiate of Hextor | (DR342 p51) |

Requirement: Patron Deity is Hextor –and– must be able to cast 3rd level Divine Spells.

Benefit: You do the following bonus damage when wielding a Flair – against a Good-aligned Outsider, +1d6; against a creature with an Aura of Good (such as a Cleric of a Good Deity), +1d4.

Add the following to one of your Divine spells list:

2nd Scare(PH p274)

<Necro[fear][mind], VSM(bone chip from an undead), 1StdAct, Medium-range, Will½, SR applies>

– One living target per three levels within a 30’ area & up to 5HD are Frightened for 1rnd/lvl unless a target makes its saving throw. On a successful save, the target is Shaken for 1rnd.

3rd Bane, Greater(DR342 p52)

<Ench(comp)[mind][fear], VS/DF, 1StdAct, 1min/lvl, WillNeg, SR applies>

– All enemies within 50’ radius Burst suffer a  
Morale penalty to attacks & Morale penalty on saves against fear equal to to –1 per three caster levels (max –5)

This spell Counters and Dispels the spell *Bless*.

4th Wrath of Hextor(DR342 p56)

<Trans, VS/DF, 1StdAct, Personal, 1min/lvl>

– The caster does the following bonus damage when wielding a Flail – against a Good-aligned Outsider, +2d6; against a creature with an Aura of Good (such as a Cleric of a Good Deity), +2d4.

This damage supersedes the damage from the Initiate of Hextor benefit.

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| Initiate of Kord | (DR342 p51) |

Requirement: Patron Deity is Kord –and– must be able to cast 2nd level Divine Spells.

Benefit: You receive a +4 Size bonus on all Bull Rush, Disarm, Grapple, Overrun, Sunder, & Trip attempts.

Add the following to one of your Divine spells list:

1st Kord’s Power Surge(DR342 p54)

<Trans, VS/DF, 1StdAct, Touch, 1rnd/lvl>

– Touched creature receives an Enhancement bonus to Strength equal to two times the Caster level (max +10), which only applies to Strength-based skill and ability checks.

When the spell ends, the subject is Fatigued for 1d4 minutes.

2nd Kord’s Greeting(DR342 p52)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– When Charging, the touched creature receives a +4 bonus on its attack and only a –1 penalty on its AC.

4th Champion of Kord(DR342 p53)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

– The touched creature receives a Sacred bonus equal to Caster level (max +10) on all Bull Rush, Disarm, Grapple, Overrun, Sunder, & Trip attempts.

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| Initiate of Nerull | (DR342 p51) |

Requirement: Patron Deity is Nerull –and– must be able to cast 4th level Divine Spells.

Benefit: When using the Death Touch ability granted by the Death Domain, use d8’s (instead of d6’s) for damage.

Add the following to one of your Divine spells list:

2nd Cause Fear, Greater(DR342 p52)

<Necro[fear][mind], VS, 1StdAct, Close-range, Will½, SR applies>

– One living target with up to the same number of HD as the caster (max 15HD) is Frightened for 1d4 rounds unless it makes its saving throw. On a successful save, the target is Shaken for 1 round.

This spell Counters and Dispels *Remove Fear*.

3rd Nerull’s Scythe(DR342 p54)

<Conj(create), VS/DF, 1Round, 1min/lvl>

– The caster conjures a Masterwork Scythe to his/her hands or at his/her feet (caster’s choice). If wielded by the caster, the weapon becomes a +1 Keen Scythe.

9th Wail of the Banshee(PH p298)

<Necro[death][sonic], V, 1StdAct, Close-range, FortNeg, SR applies>

– One living creature per level in a 40’ radius Spread dies. If there are too many targets, count from the point of origin outward.

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| Initiate of Obad-Hai | (DR342 p51) |

Requirement: Patron Deity is Obad-Hai –and– must be able to cast 3rd level Divine Spells.

Benefit: In addition to being able to convert your Prepared Divine spells spontaneously into healing spells, you may also convert them into *Summon Nature’s Ally* spells (as a Druid does).

Add the following to one of your Divine spells list:

1st Summer Breezes(DR342 p56)

<Conj(create)[air], V/DF, 1Round, Personal, 1hr/lvl>

– A cool breeze encircles the caster in a 20’ radius Emanation, with the following effects:

a) temperature is reduced by 20 degrees; and

b) creatures using only the Scent ability to target the caster receive a 20% Miss Chance.

2nd Spontaneous Combustion(DR342 p56)

<Evoc[fire], VS/DF, 1StdAct, Close-range, Instantaneous, RefNeg, SR applies>

– One target creature or flammable object is engulfed in flames. On the initial round the target takes 3d6 Fire damage, & on each subsequent round it takes 2d6.

The following methods can extinguish the fire:

a) each rounds, a new Reflex save may be attempted to put the fire out. If the target spends a Full Round Action attempting to smother the flames (which provokes an attack of opportunity), he/she receives a +4 bonus on this save;

b) an unattended object may be put out as a Full Round action that provokes an attack of opportunity; and

c) submerging the target in water automatically puts the target out.

3rd Quicksand(DR342 p54)

<Conj(create)[earth], VS/DF, 1StdAct, Close-range, Instantaneous, no SR>

– A 5’ per two levels radius area of natural rock or dirt is changed into quicksand. If targeted under a creature, he/she is allowed a Reflex save to avoid the effect.

Quicksand details can be found at (DMG p88).

5th Waves of Destruction(DR342 p56)

<Evoc[water], VS/DF, 1StdAct, Close-range, Instantaneous, Ref½, SR applies>

– Salt water falls from above in a 40’ radius area, with the following effects:

a) non-magical fires are extinguished;

b) magical fires that were created with a spell of lower level than this one are extinguished;

c) creatures with the ‘fire’ subtype take 1d6 per level damage (max 15d6);

d) other creatures take nonlethal damage equal to 1d6 per level (max 15d6).

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| Initiate of Olidammara | (DR342 p51) |

Requirement: Patron Deity is Olidammara –and– must be able to cast 2nd level Divine Spells.

Benefit: Add Gather Information, Sleight of Hand, and Tumble to the skill list of one of your Divine spellcasting classes.

Add the following to one of your Divine spells list:

2nd Festival Feast(DR342 p41)

<Conj(create), VS/DF, 10Minutes, Close-range, Instantaneous>

– Creates enough delicious food & drink (including ale, wine, etc.) to feed three Humanoids per level for one meal. Unconsumed food & drink goes bad after 2 hours (unless maintained by *Purify Food and Drink*).

4th Olidammara’s Bard Spell(DR342 p42)

<Trans, VS/DF, 10Minutes, Personal, Instantaneous>

– The caster may prepare 3 levels of Bard spells as Prepared Divine spells (0th level spells count as ½ level). Wisdom becomes the spells Primary Stat.

Multiple castings may not be used to prepare spells higher than 3rd level.

5th Olidammara’s Carapace(DR342 p42)

<Conj(create), VS, 1StdAct, Personal, Instantaneous>

– Creates a 5’ radius Hemisphere around the caster made of a shell / horn-like substance. The bottom edges of the hemisphere fuse with the floor it rests upon. The material has Hardness 8, is 1” thick per 4 cater levels, and each 5’ square has 15 hp per 1” of thickness.

Any time before the start of his/her next action round, the caster may use *Dimension Door* to leave the Carapace. As usual, the caster cay carry his/her maximum load & bring along one touched, willing Medium-sized subject per three levels (or the Creature Equivalent). The destination must be within Long-range. Note that there is nothing to indicate that the caster has left the Carapace.

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| Initiate of Pelor | (DR342 p52) |

Requirement: Patron Deity is Pelor –and– must be able to cast 3rd level Divine Spells.

Benefit: Receive a +2 Sacred bonus on Turning Checks and Turning Damage rolls.

Add the following to one of your Divine spells list:

1st True Turning(DR342 p56)

<Div, V/DF, 1StdAct, Personal, up to 1 round>

– The caster’s next Turn Check receives a +1 Insight bonus, and does +(Caster level \* 2) (max +10) Turning Damage.

3rd Bless, Greater(DR342 p52)

<Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl>

– All allies within a 50’ radius Burst gain a   
Morale bonus on attacks & Morale bonus on saves against fear equal to +1 per three caster levels (max +5).

This spell Counters and Dispels the spell *Bane*.

4th Immolate the Wicked(DR342 p54)

<Evoc[fire], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– While this spell is in effect, if the caster successfully Turns an Undead, it also takes 2d6 damage per three caster levels (max 10d6) (no save, SR applies), half of which is Fire damage & the other half is Untyped Damage.

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| Initiate of St. Cuthbert | (DR342 p52) |

Requirement: Patron Deity is St. Cuthbert –and– must be able to cast 3rd level Divine Spells.

Benefit: ‘Protective Ward’ once per day per 4 Divine caster levels – The touched target gets a Resistance bonus on his/her next saving throw equal to your Divine caster level. If not used in one hour, the ward dissipates. Activation is a Standard Action.

Add the following to one of your Divine spells list:

2nd Mark of Justice, Lesser(DR342 p54)

<Necro, VS/DF, 10Minutes, Touch, Permanent, no save, SR applies>

– The caster draws an indelible mark on the target & states the behavior that will activate a curse. The caster may choose one of the following curses:

a) –3 on one ability (minimum 1);

b) –2 penalty on attacks, saves, and skill checks; or

c) 25% chance of losing each action.

This spell is not effected by *Dispel Magic*. It can only be removed by *Break Enchantment, Limited Wish, Miracle,* or *Wish.*

This spell can be removed with *Remove Curse* only if its caster level is at least as high as this spell’s caster level.

3rd Retributive Strike(DR342 p55)

<Abj, VS/DF, 1StdAct, Personal, 1rnd/lvl>

– Adjacent creatures who successfully strike the caster with a melee weapon generate an Attack of Opportunity for the caster.

Note that this spell does not the caster extra Attacks of Opportunity.

7th Spell Turning(PH p282)(PH3.5e)+

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, until expended up to 10min/lvl>

– Reflects ranged targeted spells (i.e., not area-of-effect spells or touch attacks) back at their caster. 1d4+6 spell levels are reflect in total.

If a spell is partially reflected (i.e., not enough spell levels remaining to totally reflect the spell), the percentage of remaining ‘levels of reflection’ to the spell’s level is the percentage of the spell being reflected or the percentage of spell damage that is reflected.

For example, if a caster has 2 remaining levels of reflection is targeted with an 8th level *Polar Ray*, the caster with *Spell Turning* will take 75% of the damage while the caster of *Polar Ray* will take 25%. On the other hand, if the caster with *Spell Turning* was targeted with an 8th level *Maze*, there would be a 75% chance of him/her being effected & a 25% chance of the caster of the *Maze* being effected.

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| Initiate of Vecna | (DR342 p52) |

Requirement: Patron Deity is Vecna –and– must be able to cast 3rd level Divine Spells.

Benefit: You may use Scrolls, Wands, and other Spell Completion / Spell Trigger items as a Wizard whose level is equal to your Divine Caster level (plus your Wizard level, if any).

Add the following to one of your Divine spells list:

3rd Vecna’s Courier(DR342 p56)

<Ench[mind], VS/DF, 1Round, Touch, 1day/lvl, WillNeg, SR applies>

– The touched intelligent creature has a message of up to (25 + 1 per Caster level) words placed within his/her mind, plus a retrieval phrase. The target does not know the message or the phrase.

If the target hears the retrieval phrase within the spell’s duration, he/she enters a tance, recites the message (even if it is in a language he/she does not know), and then exists the trance without knowing what has occurred.

4th Arcane Eye(PH p200)

<Div(scry), VSM(bat fur), 10Min, 1min/lvl(D)>

– The caster creates a Magical Sensor under his/her control. By concentrating, the caster can see through the ‘eye’ with his/her normal vision (including any spells currently in effect) & control its movement. The eye can move up to 30’ per round, but slowing to 10’/round is needed to fully look at the surrounding walls & ceiling. The eye can fit through openings as small as 1” in diameter and is not subject to damage, though it can be dispelled.

6th Eyebite(PH p228)

<Necro[evil], VS, 1StdAct, Close-range, Personal, 1rnd/3lvls, FortNeg, SR applies>

– The caster gains the ability to target a single living creature once per round as a Move Action. The effect is determined by the target’s HD:

10+ HD: Sickened for 10min/lvl

5 – 9 HD: Panicked for 1d4 rounds & then Shaken for 10min/lvl & above.

up to 4HD:Comatose for 10min/lvl & above.

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| Initiate of Wee Jas | (DR342 p52) |

Requirement: Patron Deity is Wee Jas –and– must be able to cast 3rd level Divine Spells.

Benefit: By expending one of your Turning / Rebuking Attempts, you release a wave of Positive or Negative energy in a 20’ radius Burst. If you channel Positive Energy, all Undead in the area of effect take 1d6 per two Divine Caster levels (Will½, DC is Charisma-based). If you channel Negative energy, all Undead in the area of effect are cured 1d6 per two Divine Caster levels (up to their maximum, extra hp are lost).

Add the following to one of your Divine spells list:

2nd Disguise Undead(MoF p89)(T&B p87)

<Ill(glamer), VSF(moth cocoon), 1StdAct, Touch, 10min/lvl(D)>

– Makes minor visual changes to one touched Corporal Undead. +10 on Disguise checks.

4th Magic Jar(PH p250)

<Necro, VSF(100gp gem), 1StdAct, Medium-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster transfers his/her ‘soul’ into the spell’s focus gem (known as the ‘jar’), leaving his/her original body lifeless. The spell normally ends when the caster’s soul explicitly returns to its original body, or 1hr/lvl passes (which forces the soul back to its rightful place). The jar must be within range when the spell is cast, but the caster does not need line of sight.

Once in the jar, the caster can sense all life forces (though not the specifics of what those life forces are) within 10’/lvl, even through solid material. The caster knows if each life force is powered by Positive Energy or Negative Energy, and if some life forces are more powerful than others (i.e., which has more HD, though the difference must be at least 4HD to be noticed).

As a Full-Round action, the caster can attempt to swap his/her soul into a target body, forcing that body’s soul into the jar (where it is helpless). The target gets a Will save to resist & is immune if under the effect of *Protection from Evil* or a similar spell. If the target saves, the caster cannot attempt to take over the target body again during the current spell’s duration. If the save fails, the caster is in the target’s body & the target’s soul is in the jar.

While in the target body, the caster has a mix of his/her mental abilities & the target’s physical abilities, as listed below:

The caster gets these from the new body:

a) Strength, Dexterity, & Constitution;

b) hit points;

c) natural armor & weapons;

d) natural movement, such as flying

e) automatic extraordinary abilities, such as a Troll’s regeneration.

The caster does not get the following from the target body:

a) ability to use extra limbs in combat;

b) extraordinary abilities that require activation &

c) spells, spell-like, or supernatural abilities.

The caster keeps the following from his/her original form:

a) Intelligence, Wisdom, & Charisma;

b) level, class, & alignment;

c) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con).

If the caster takes a Standard Action or the target body is slain, the caster’s soul is returns to the jar (if it is within range) & the target’s soul goes back to its body (assuming the body is still living). If the jar is not within Medium-range, the caster & the target both die. Once back in the jar, the caster can attempt to take over a new target, or transfer to his/her own body.

The spell ends if the caster transfers back to his/her original body, the jar is destroyed, the jar is targeted with *Dispel Magic*, or the caster’s body is targeted with *Dispel Magic*.

When the spell ends, the caster’s soul returns to his/her body if it is within Medium-range. If the body is out of range, the soul cannot return and the caster is dead. If a target’s soul is in the jar when the spell ends, it also returns to its body if it is within range, otherwise it dies.

6th Circle of Death(PH p209)

<Necro[death], VSM(500gp black pearl), 1StdAct, Medium-range, FortNeg, SR applies>

– Kills 1d4 HD per level (max 20d4) of living creatures in a 40’ radius Burst. The lowest HD creatures in the area are effected first & creatures with 9 or more HD are immune.

# Spell Tables

## Summon Monster

Creatures with Templates include the creature’s page first, followed by the template’s page.

Initial List constructed from the table on PH p287.

|

| Summon Monster | Source | Align | CR | Aqua? | Ref | Lvl |
| --- | --- | --- | --- | --- | --- | --- |
| Celestial Dog | (MM p271) (MM p031)+ | 0LG | 0.3 |  | PH p287 | 1 |
| Celestial Giant Fire Beetle | (MM p285) (MM p031)+ | 1NG | 0.3 |  | PH p287 | 1 |
| Celestial Owl | (MM p277) (MM p031)+ | 1NG | 0.25 |  | PH p287 | 1 |
| Celestial Porpoise | (MM p278) (MM p031)+ | 1NG | 0.5 | + | PH p287 | 1 |
| Celestial Badger | (MM p268) (MM p031)+ | 2CG | 0.5 |  | PH p287 | 1 |
| Celestial Monkey | (MM p276) (MM p031)+ | 2CG | 0.16 |  | PH p287 | 1 |
| Fiendish Dire Rat | (MM p064) (MM p107)+ | 6LE | 0.3 |  | PH p287 | 1 |
| Fiendish Raven | (MM p278) (MM p107)+ | 6LE | 0.16 |  | PH p287 | 1 |
| Fiendish Monstrous Centipede, Medium | (MM p287) (MM p107)+ | 7NE | 0.5 |  | PH p287 | 1 |
| Fiendish Monstrous Scorpion, Small | (MM p287) (MM p107)+ | 7NE | 0.5 |  | PH p287 | 1 |
| Fiendish Hawk | (MM p273) (MM p107)+ | 8CE | 0.3 |  | PH p287 | 1 |
| Fiendish Monstrous Spider, Small | (MM p288) (MM p107)+ | 8CE | 0.5 |  | PH p287 | 1 |
| Fiendish Octopus | (MM p276) (MM p107)+ | 8CE | 1 | + | PH p287 | 1 |
| Fiendish Snake, Small Viper | (MM p279) (MM p107)+ | 8CE | 0.5 |  | PH p287 | 1 |
| Celestial Giant Bee | (MM p284) (MM p031)+ | 0LG | 1 |  | PH p287 | 2 |
| Celestial Giant Bombardier Beetle | (MM p284) (MM p031)+ | 1NG | 2 |  | PH p287 | 2 |
| Celestial Riding Dog | (MM p272) (MM p031)+ | 1NG | 1 |  | PH p287 | 2 |
| Celestial Eagle | (MM p272) (MM p031)+ | 2CG | 1 |  | PH p287 | 2 |
| Clockwork Mender | (MM4 p039) | 3LN | 0.5 |  | MM4 p031 | 2 |
| Fetid Fungus | (MM5 p056) | 4N | 1 |  | MM5 p057 | 2 |
| Devil, Lemure | (MM p057) | 6LE | 1 |  | PH p287 | 2 |
| Fiendish Squid | (MM p281) (MM p107)+ | 6LE | 1 | + | PH p287 | 2 |
| Fiendish Wolf | (MM p283) (MM p107)+ | 6LE | 1 |  | PH p287 | 2 |
| Fiendish Monstrous Centipede, Large | (MM p287) (MM p107)+ | 7NE | 1 |  | PH p287 | 2 |
| Fiendish Monstrous Scorpion, Medium | (MM p287) (MM p107)+ | 7NE | 1 |  | PH p287 | 2 |
| Fiendish Shark, Medium | (MM p279) (MM p107)+ | 7NE | 1 | + | PH p287 | 2 |
| Fiendish Monstrous Spider, Medium | (MM p288) (MM p107)+ | 8CE | 1 |  | PH p287 | 2 |
| Fiendish Snake, Medium Viper | (MM p280) (MM p107)+ | 8CE | 1 |  | PH p287 | 2 |
| Howler Wasp | (MM4 p074) | 8CE | 1 |  | MM4 p075 | 2 |
| Celestial Black Bear | (MM p269) (MM p031)+ | 0LG | 2 |  | PH p287 | 3 |
| Celestial Bison | (MM p269) (MM p031)+ | 1NG | 3 |  | PH p287 | 3 |
| Celestial Dire Badger | (MM p062) (MM p031)+ | 2CG | 2 |  | PH p287 | 3 |
| Celestial Hippogriff | (MM p152) (MM p031)+ | 2CG | 2 |  | PH p287 | 3 |
| Air Elemental, Small | (MM p096) | 4N | 1 |  | PH p287 | 3 |
| Earth Elemental, Small | (MM p097) | 4N | 1 |  | PH p287 | 3 |
| Fire Elemental, Small | (MM p099) | 4N | 1 |  | PH p287 | 3 |
| Water Elemental, Small | (MM p099) | 4N | 1 |  | PH p287 | 3 |
| Fiendish Ape | (MM p268) (MM p107)+ | 6LE | 3 |  | PH p287 | 3 |
| Fiendish Dire Weasel | (MM p065) (MM p107)+ | 6LE | 2 |  | PH p287 | 3 |
| Fiendish Snake, Constrictor | (MM p279) (MM p107)+ | 6LE | 2 |  | PH p287 | 3 |
| Hell Hound | (MM p151) | 6LE | 3 |  | PH p287 | 3 |
| Fiendish Boar | (MM p270) (MM p107)+ | 7NE | 2 |  | PH p287 | 3 |
| Fiendish Dire Bat | (MM p062) (MM p107)+ | 7NE | 2 |  | PH p287 | 3 |
| Fiendish Monstrous Centipede, Huge | (MM p286) (MM p107)+ | 7NE | 3 |  | PH p287 | 3 |
| Demon, Dretch | (MM p042) | 8CE | 2 |  | PH p287 | 3 |
| Demon, Nashrou | (MM4 p044) | 8CE | 2 |  | MM4 p045 | 3 |
| Fiendish Crocodile | (MM p271) (MM p107)+ | 8CE | 2 |  | PH p287 | 3 |
| Fiendish Snake, Large Viper | (MM p280) (MM p107)+ | 8CE | 2 |  | PH p287 | 3 |
| Fiendish Wolverine | (MM p283) (MM p107)+ | 8CE | 2 |  | PH p287 | 3 |
| Windrazor | (MM4 p176) | 8CE | 1 |  | MM4 p179 | 3 |
| Arcadian Avenger | (MM5 p008) | 0LG | 6 |  | MM5 p009 | 4 |
| Archon, Lantern | (MM p016) | 0LG | 2 |  | PH p287 | 4 |
| Celestial Giant Owl | (MM p205) (MM p031)+ | 0LG | 3 |  | PH p287 | 4 |
| Celestial Giant Eagle | (MM p093) (MM p031)+ | 2CG | 3 |  | PH p287 | 4 |
| Celestial Lion | (MM p274) (MM p031)+ | 2CG | 4 |  | PH p287 | 4 |
| Mephit, Air | (MM p181) | 4N | 3 |  | PH p287 | 4 |
| Mephit, Dust | (MM p181) | 4N | 3 |  | PH p287 | 4 |
| Mephit, Earth | (MM p182) | 4N | 3 |  | PH p287 | 4 |
| Mephit, Fire | (MM p182) | 4N | 3 |  | PH p287 | 4 |
| Mephit, Ice | (MM p183) | 4N | 3 |  | PH p287 | 4 |
| Mephit, Magma | (MM p183) | 4N | 3 |  | PH p287 | 4 |
| Mephit, Ooze | (MM p184) | 4N | 3 |  | PH p287 | 4 |
| Mephit, Salt | (MM p184) | 4N | 3 |  | PH p287 | 4 |
| Mephit, Steam | (MM p185) | 4N | 3 |  | PH p287 | 4 |
| Mephit, Water | (MM p185) | 4N | 3 |  | PH p287 | 4 |
| Storm Elemental, Small | (MM3 p048) | 4N | 2 |  | MM3 p048 | 4 |
| Fiendish Dire Wolf | (MM p065) (MM p107)+ | 6LE | 4 |  | PH p287 | 4 |
| Fiendish Giant Praying Mantis | (MM p285) (MM p107)+ | 7NE | 4 |  | PH p287 | 4 |
| Fiendish Shark, Large | (MM p279) (MM p107)+ | 7NE | 3 | + | PH p287 | 4 |
| Voor | (MM4 p193) | 7NE | 4 |  | MM4 p194 | 4 |
| Yeth Hound | (MM p260) | 7NE | 3 |  | PH p287 | 4 |
| Demon, Carnage | (MM5 p022) | 8CE | 4 |  | MM5 p024 | 4 |
| Demon, Gadacro | (MM5 p026) | 8CE | 3 |  | MM5 p028 | 4 |
| Fiendish Monstrous Spider, Large | (MM p288) (MM p107)+ | 8CE | 3 |  | PH p287 | 4 |
| Fiendish Snake, Huge Viper | (MM p280) (MM p107)+ | 8CE | 4 |  | PH p287 | 4 |
| Howler | (MM p154) | 8CE | 3 |  | PH p287 | 4 |
| Wrackspawn | (MM4 p182) | 8CE | 3 |  | MM4 p183 | 4 |
| Archon, Hound | (MM p015) | 0LG | 4 |  | PH p287 | 5 |
| Celestial Brown Bear | (MM p269) (MM p031)+ | 0LG | 5 |  | PH p287 | 5 |
| Celestial Giant Stag Beetle | (MM p285) (MM p031)+ | 1NG | 5 |  | PH p287 | 5 |
| Celestial Sea Cat | (MM p220) (MM p031)+ | 1NG | 5 | + | PH p287 | 5 |
| Celestial Griffon | (MM p139) (MM p031)+ | 2CG | 5 |  | PH p287 | 5 |
| Air Elemental, Medium | (MM p096) | 4N | 3 |  | PH p287 | 5 |
| Earth Elemental, Medium | (MM p097) | 4N | 3 |  | PH p287 | 5 |
| Fire Elemental, Medium | (MM p099) | 4N | 3 |  | PH p287 | 5 |
| Water Elemental, Medium | (MM p099) | 4N | 3 |  | PH p287 | 5 |
| Achaierai | (MM p009) | 6LE | 5 |  | PH p287 | 5 |
| Devil, Bearded | (MM p052) | 6LE | 5 |  | PH p287 | 5 |
| Fiendish Deinonychus | (MM p060) (MM p107)+ | 6LE | 4 |  | PH p287 | 5 |
| Fiendish Dire Ape | (MM p062) (MM p107)+ | 6LE | 6 |  | PH p287 | 5 |
| Fiendish Dire Boar | (MM p063) (MM p107)+ | 7NE | 5 |  | PH p287 | 5 |
| Fiendish Monstrous Scorpion, Large | (MM p287) (MM p107)+ | 7NE | 4 |  | PH p287 | 5 |
| Fiendish Shark, Huge | (MM p279) (MM p107)+ | 7NE | 6 |  | PH p287 | 5 |
| Shadow Mastiff | (MM p222) | 7NE | 5 |  | PH p287 | 5 |
| Fiendish Dire Wolverine | (MM p066) (MM p107)+ | 8CE | 5 |  | PH p287 | 5 |
| Fiendish Giant Crocodile | (MM p271) (MM p107)+ | 8CE | 5 |  | PH p287 | 5 |
| Fiendish Tiger | (MM p281) (MM p107)+ | 8CE | 5 |  | PH p287 | 5 |
| Celestial Polar Bear | (MM p269) (MM p031)+ | 0LG | 6 |  | PH p287 | 6 |
| Celestial Orca Whale | (MM p283) (MM p031)+ | 1NG | 7 | + | PH p287 | 6 |
| Celestial Dire Lion | (MM p063) (MM p031)+ | 2CG | 7 |  | PH p287 | 6 |
| Eladrin, Bralani | (MM p093) | 2CG | 6 |  | PH p287 | 6 |
| Air Elemental, Large | (MM p096) | 4N | 5 |  | PH p287 | 6 |
| Earth Elemental, Large | (MM p097) | 4N | 5 |  | PH p287 | 6 |
| Fire Elemental, Large | (MM p099) | 4N | 5 |  | PH p287 | 6 |
| Genie, Janni | (MM p116) | 4N | 4 |  | PH p287 | 6 |
| Inferno Spider | (MM4 p076) | 4N | 8 |  | MM4 p077 | 6 |
| Storm Elemental, Medium | (MM3 p048) | 4N | 4 |  | MM3 p048 | 6 |
| Water Elemental, Large | (MM p099) | 4N | 5 |  | PH p287 | 6 |
| Chaos Beast | (MM p032) | 5CN | 7 |  | PH p287 | 6 |
| Devil, Chain | (MM p053) | 6LE | 6 |  | PH p287 | 6 |
| Devil, Gulthir | (MM5 p032) | 6LE | 6 |  | MM5 p033 | 6 |
| Xill | (MM p259) | 6LE | 6 |  | PH p287 | 6 |
| Fiendish Monstrous Centipede, Gargantuan | (MM p286) (MM p107)+ | 7NE | 8 |  | PH p287 | 6 |
| Fiendish Rhinoceros | (MM p278) (MM p107)+ | 7NE | 6 |  | PH p287 | 6 |
| Yugoloth, Corruptor of Fate | (MM4 p190) | 7NE | 5 |  | MM4 p192 | 6 |
| Fiendish Elasmosaurus | (MM p060) (MM p107)+ | 8CE | 9 | + | PH p287 | 6 |
| Fiendish Monstrous Spider, Huge | (MM p288) (MM p107)+ | 8CE | 7 |  | PH p287 | 6 |
| Fiendish Snake, Giant Constrictor | (MM p279) (MM p107)+ | 8CE | 7 |  | PH p287 | 6 |
| Windscythe | (MM4 p176) | 8CE | 4 |  | MM4 p179 | 6 |
| Archon, Justice | (MM4 p080) | 0LG | 6 |  | MM4 p082 | 7 |
| Celestial Elephant | (MM p272) (MM p031)+ | 0LG | 9 |  | PH p287 | 7 |
| Celestial Baleen Whale | (MM p282) (MM p031)+ | 1NG | 9 | + | PH p287 | 7 |
| Guardinal, Avoral | (MM p141) | 1NG | 9 |  | PH p287 | 7 |
| Genie, Djinni | (MM p114) | 2CG | 5 |  | PH p287 | 7 |
| Air Elemental, Huge | (MM p096) | 4N | 7 |  | PH p287 | 7 |
| Earth Elemental, Huge | (MM p097) | 4N | 7 |  | PH p287 | 7 |
| Fire Elemental, Huge | (MM p099) | 4N | 7 |  | PH p287 | 7 |
| Invisible Stalker | (MM p160) | 4N | 7 |  | PH p287 | 7 |
| Storm Elemental, Large | (MM3 p048) | 4N | 6 |  | MM3 p048 | 7 |
| Water Elemental, Huge | (MM p099) | 4N | 7 |  | PH p287 | 7 |
| Devil, Bone | (MM p052) | 6LE | 9 |  | PH p287 | 7 |
| Fiendish Megaraptor | (MM p060) (MM p107)+ | 6LE | 8 |  | PH p287 | 7 |
| Fiendish Monstrous Scorpion, Huge | (MM p287) (MM p107)+ | 7NE | 9 |  | PH p287 | 7 |
| Demon, Arrow | (MM3 p024) | 8CE | 7 |  | MM3 p035 | 7 |
| Demon, Babau | (MM p040) | 8CE | 6 |  | PH p287 | 7 |
| Fiendish Giant Octopus | (MM p276) (MM p107)+ | 8CE | 10 | + | PH p287 | 7 |
| Fiendish Girallon | (MM p126) (MM p107)+ | 8CE | 7 |  | PH p287 | 7 |
| Archon, Hammer | (RoS p188) | 0LG | 9 |  | RoS p188 | 8 |
| Celestial Dire Bear | (MM p063) (MM p031)+ | 0LG | 9 |  | PH p287 | 8 |
| Celestial Cachalot Whale | (MM p283) (MM p031)+ | 1NG | 9 | + | PH p287 | 8 |
| Celestial Triceratops | (MM p061) (MM p031)+ | 1NG | 11 |  | PH p287 | 8 |
| Lillend | (MM p168) | 2CG | 7 |  | PH p287 | 8 |
| Air Elemental, Greater | (MM p096) | 4N | 9 |  | PH p287 | 8 |
| Earth Elemental, Greater | (MM p097) | 4N | 9 |  | PH p287 | 8 |
| Fire Elemental, Greater | (MM p099) | 4N | 9 |  | PH p287 | 8 |
| Storm Elemental, Huge | (MM3 p048) | 4N | 8 |  | MM3 p048 | 8 |
| Water Elemental, Greater | (MM p099) | 4N | 9 |  | PH p287 | 8 |
| Fiendish Giant Squid | (MM p281) (MM p107)+ | 6LE | 11 | + | PH p287 | 8 |
| Hellcat | (MM p054) | 6LE | 7 |  | PH p287 | 8 |
| Fiendish Monstrous Centipede, Colossal | (MM p286) (MM p107)+ | 7NE | 11 |  | PH p287 | 8 |
| Demon, Solamith | (MM5 p028) | 8CE | 8 |  | MM5 p029 | 8 |
| Demon, Vrock | (MM p048) | 8CE | 9 |  | PH p287 | 8 |
| Fiendish Dire Tiger | (MM p065) (MM p107)+ | 8CE | 10 |  | PH p287 | 8 |
| Fiendish Monstrous Spider, Gargantuan | (MM p288) (MM p107)+ | 8CE | 10 |  | PH p287 | 8 |
| Fiendish Tyrannosaurus | (MM p061) (MM p107)+ | 8CE | 10 |  | PH p287 | 8 |
| Guardinal, Leonal | (MM p142) | 1NG | 12 |  | PH p287 | 9 |
| Celestial Roc | (MM p215) (MM p031)+ | 2CG | 11 |  | PH p287 | 9 |
| Couatl | (MM p037) | 2CG | 10 |  | PH p287 | 9 |
| Air Elemental, Elder | (MM p096) | 4N | 11 |  | PH p287 | 9 |
| Earth Elemental, Elder | (MM p097) | 4N | 11 |  | PH p287 | 9 |
| Fire Elemental, Elder | (MM p099) | 4N | 11 |  | PH p287 | 9 |
| Storm Elemental, Greater | (MM3 p048) | 4N | 10 |  | MM3 p048 | 9 |
| Water Elemental, Elder | (MM p099) | 4N | 11 |  | PH p287 | 9 |
| Devil, Barbed | (MM p051) | 6LE | 11 |  | PH p287 | 9 |
| Fiendish Dire Shark | (MM p064) (MM p107)+ | 7NE | 11 | + | PH p287 | 9 |
| Fiendish Monstrous Scorpion, Gargantuan | (MM p287) (MM p107)+ | 7NE | 12 |  | PH p287 | 9 |
| Night Hag | (MM p193) | 7NE | 9 |  | PH p287 | 9 |
| Demon, Adaru | (MM5 p020) | 8CE | 10 |  | MM5 p022 | 9 |
| Demon, Bebilith | (MM p042) | 8CE | 10 |  | PH p287 | 9 |
| Demon, Hezrou | (MM p044) | 8CE | 11 |  | PH p287 | 9 |
| Fiendish Monstrous Spider, Colossal | (MM p288) (MM p107)+ | 8CE | 13 |  | PH p287 | 9 |

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|  |  |  |
| --- | --- | --- |
| 0LG | 1NG | 2CG |
| 3LN | 4N | 5CN |
| 6LE | 7NE | 8CE |

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## Summon Nature’s Ally

| Summon Nature’s | Source | Align | CR | Aqua? | Ref | Lvl |
| --- | --- | --- | --- | --- | --- | --- |
| Dire Rat | (MM p064) |  | 0.3 |  | PH p287 | 1 |
| Eagle | (MM p272) |  | 0.5 |  | PH p287 | 1 |
| Monkey | (MM p276) |  | 0.16 |  | PH p287 | 1 |
| Octopus | (MM p276) |  | 1 | + | PH p287 | 1 |
| Owl | (MM p277) |  | 0.25 |  | PH p287 | 1 |
| Porpoise | (MM p278) |  | 0.5 | + | PH p287 | 1 |
| Snake, Small Viper | (MM p279) |  | 0.5 |  | PH p287 | 1 |
| Wolf | (MM p283) |  | 1 |  | PH p287 | 1 |
| Bear, Black | (MM p269) |  | 2 |  | PH p287 | 2 |
| Crocodile | (MM p271) |  | 2 |  | PH p287 | 2 |
| Dire Badger | (MM p062) |  | 2 |  | PH p287 | 2 |
| Dire Bat | (MM p062) |  | 2 |  | PH p287 | 2 |
| Elemental, Air, Small | (MM p096) |  | 1 |  | PH p287 | 2 |
| Elemental, Earth, Small | (MM p097) |  | 1 |  | PH p287 | 2 |
| Elemental, Fire, Small | (MM p099) |  | 1 |  | PH p287 | 2 |
| Elemental, Water, Small | (MM p099) |  | 1 |  | PH p287 | 2 |
| Fetid Fungus | (MM5 p056) | N | 1 |  | MM5 p057 | 2 |
| Hippogriff | (MM p152) |  | 2 |  | PH p287 | 2 |
| Shark, Medium | (MM p279) |  | 1 | + | PH p287 | 2 |
| Snake, Medium Viper | (MM p280) |  | 1 |  | PH p287 | 2 |
| Squid | (MM p281) |  | 1 | + | PH p287 | 2 |
| Wolverine | (MM p283) |  | 2 |  | PH p287 | 2 |
| Ape | (MM p268) |  | 2 |  | PH p287 | 3 |
| Dire Weasel | (MM p065) |  | 2 |  | PH p287 | 3 |
| Dire Wolf | (MM p065) |  | 3 |  | PH p287 | 3 |
| Eagle, Giant | (MM p093) | NG | 3 |  | PH p287 | 3 |
| Lion | (MM p274) |  | 3 |  | PH p287 | 3 |
| Owl, Giant | (MM p205) | NG | 3 |  | PH p287 | 3 |
| Satyr (no pipes) | (MM p219) | CN | 2 |  | PH p287 | 3 |
| Shark, Large | (MM p279) |  | 2 | + | PH p287 | 3 |
| Snake, Constrictor | (MM p279) |  | 2 |  | PH p287 | 3 |
| Snake, Large Viper | (MM p280) |  | 2 |  | PH p287 | 3 |
| Storm Elemental, Small | (MM3 p048) | N | 2 |  | MM3 p048 | 3 |
| Thoqqua | (MM p242) |  | 2 |  | PH p287 | 3 |
| Arrowhawk, Juvenile | (MM p019) |  | 3 |  | PH p287 | 4 |
| Bear, Brown | (MM p269) |  | 4 |  | PH p287 | 4 |
| Crocodile, Giant | (MM p271) |  | 4 |  | PH p287 | 4 |
| Deinonychus | (MM p060) |  | 3 |  | PH p287 | 4 |
| Dire Ape | (MM p062) |  | 3 |  | PH p287 | 4 |
| Dire Boar | (MM p063) |  | 4 |  | PH p287 | 4 |
| Dire Wolverine | (MM p066) |  | 4 |  | PH p287 | 4 |
| Elemental, Air Medium | (MM p096) |  | 3 |  | PH p287 | 4 |
| Elemental, Earth Medium | (MM p097) |  | 3 |  | PH p287 | 4 |
| Elemental, Fire Medium | (MM p099) |  | 3 |  | PH p287 | 4 |
| Elemental, Water Medium | (MM p099) |  | 3 |  | PH p287 | 4 |
| Salamander, Flamebrother | (MM p219) | NE | 3 |  | PH p287 | 4 |
| Sea Cat | (MM p220) |  | 4 | + | PH p287 | 4 |
| Shark, Huge | (MM p279) |  | 4 |  | PH p287 | 4 |
| Snake, Huge Viper | (MM p280) |  | 3 |  | PH p287 | 4 |
| Tiger | (MM p281) |  | 4 |  | PH p287 | 4 |
| Tojanida, Juvenile | (MM p244) |  | 3 | + | PH p287 | 4 |
| Unicorn | (MM p249) | NG | 3 |  | PH p287 | 4 |
| Xorn, Juvenile | (MM p260) |  | 3 |  | PH p287 | 4 |
| Arrowhawk, Adult | (MM p019) |  | 5 |  | PH p287 | 5 |
| Bear, Polar | (MM p269) |  | 4 |  | PH p287 | 5 |
| Dire Lion | (MM p063) |  | 5 |  | PH p287 | 5 |
| Elasmosaurus | (MM p060) |  | 7 | + | PH p287 | 5 |
| Elemental, Air, Large | (MM p096) |  | 5 |  | PH p287 | 5 |
| Elemental, Earth, Large | (MM p097) |  | 5 |  | PH p287 | 5 |
| Elemental, Fire, Large | (MM p099) |  | 5 |  | PH p287 | 5 |
| Elemental, Water, Large | (MM p099) |  | 5 |  | PH p287 | 5 |
| Griffon | (MM p139) |  | 4 |  | PH p287 | 5 |
| Janni | (MM p116) |  | 4 |  | PH p287 | 5 |
| Rhinoceros | (MM p278) |  | 4 |  | PH p287 | 5 |
| Satyr (with pipes) | (MM p219) | CN | 4 |  | PH p287 | 5 |
| Snake, Giant Constrictor | (MM p279) |  | 5 |  | PH p287 | 5 |
| Sprite, Nixie | (MM p235) |  | 1 |  | PH p287 | 5 |
| Storm Elemental, Medium | (MM3 p048) | N | 4 |  | MM3 p048 | 5 |
| Tojanida, Adult | (MM p244) |  | 5 | + | PH p287 | 5 |
| Whale, Orca | (MM p283) |  | 5 | + | PH p287 | 5 |
| Dire Bear | (MM p063) |  | 7 |  | PH p287 | 6 |
| Elemental, Air, Huge | (MM p096) |  | 7 |  | PH p287 | 6 |
| Elemental, Earth, Huge | (MM p097) |  | 7 |  | PH p287 | 6 |
| Elemental, Fire, Huge | (MM p099) |  | 7 |  | PH p287 | 6 |
| Elemental, Water Huge | (MM p099) |  | 7 |  | PH p287 | 6 |
| Elephant | (MM p272) |  | 7 |  | PH p287 | 6 |
| Girallon | (MM p126) |  | 6 |  | PH p287 | 6 |
| Megaraptor | (MM p060) |  | 6 |  | PH p287 | 6 |
| Octopus, Giant | (MM p276) |  | 8 | + | PH p287 | 6 |
| Pixie (no special arrows) | (MM p236) | NG | 4 |  | PH p287 | 6 |
| Salamander, Average | (MM p219) | NE | 6 |  | PH p287 | 6 |
| Storm Elemental, Large | (MM3 p048) | N | 6 |  | MM3 p048 | 6 |
| Whale, Baleen | (MM p282) |  | 6 | + | PH p287 | 6 |
| Xorn, Average | (MM p260) |  | 6 |  | PH p287 | 6 |
| Arrowhawk, Elder | (MM p019) |  | 8 |  | PH p287 | 7 |
| Dire Tiger | (MM p065) |  | 8 |  | PH p287 | 7 |
| Elemental, Air Greater | (MM p096) |  | 9 |  | PH p287 | 7 |
| Elemental, Earth Greater | (MM p097) |  | 9 |  | PH p287 | 7 |
| Elemental, Fire Greater | (MM p099) |  | 9 |  | PH p287 | 7 |
| Elemental, Water Greater | (MM p099) |  | 9 |  | PH p287 | 7 |
| Genie, Djinni | (MM p114) | CG | 5 |  | PH p287 | 7 |
| Invisible Stalker | (MM p160) |  | 7 |  | PH p287 | 7 |
| Pixie (with sleep arrows) | (MM p236) | NG | 4 |  | PH p287 | 7 |
| Squid, Giant | (MM p281) |  | 9 | + | PH p287 | 7 |
| Storm Elemental, Huge | (MM3 p048) | N | 8 |  | MM3 p048 | 7 |
| Triceratops | (MM p061) |  | 9 |  | PH p287 | 7 |
| Tyrannosaurus | (MM p061) |  | 8 |  | PH p287 | 7 |
| Whale, Cachalot | (MM p283) |  | 7 | + | PH p287 | 7 |
| Xorn, Elder | (MM p260) |  | 8 |  | PH p287 | 7 |
| Dire Shark | (MM p064) |  | 9 | + | PH p287 | 8 |
| Roc | (MM p215) |  | 9 |  | PH p287 | 8 |
| Salamander, Noble | (MM p219) | NE | 10 |  | PH p287 | 8 |
| Storm Elemental, Greater | (MM3 p048) | N | 10 |  | MM3 p048 | 8 |
| Tojanida, Elder | (MM p244) |  | 9 | + | PH p287 | 8 |
| Elemental, Air, Elder | (MM p096) |  | 11 |  | PH p287 | 9 |
| Elemental, Earth, Elder | (MM p097) |  | 11 |  | PH p287 | 9 |
| Elemental, Fire, Elder | (MM p099) |  | 11 |  | PH p287 | 9 |
| Elemental, Water, Elder | (MM p099) |  | 11 |  | PH p287 | 9 |
| Grig (with fiddle) | (MM p235) | NG | 1 |  | PH p287 | 9 |
| Pixie (memory loss & sleep arrows) | (MM p236) | NG | 4 |  | PH p287 | 9 |
| Unicorn, Celestial Charger | (MM p249) | NG | 13 |  | PH p287 | 9 |

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## Summon Undead

| Summon Undead | Source | Align | CR | Aqua? | Ref | Lvl |
| --- | --- | --- | --- | --- | --- | --- |
| Skeleton, Medium | (MM p226) | NE |  |  |  | 1 |
| Zombie, Small | (MM p266) | NE |  |  |  | 1 |
| Skeleton, Large | (MM p266) | NE |  |  |  | 2 |
| Zombie, Medium | (MM p266) | NE |  |  |  | 2 |
| Ghoul | (MM p118) |  |  |  |  | 3 |
| Skeleton, Large | (MM p226) | NE |  |  |  | 3 |
| Zombie, Medium | (MM p266) | NE |  |  |  | 3 |
| Allip | (MM p010) |  |  |  |  | 4 |
| Ghast | (MM p119) |  |  |  |  | 4 |
| Zombie, Huge | (MM p266) | NE |  |  |  | 4 |
| Mummy | (MM p190) |  |  |  |  | 5 |
| Shadow | (MM p221) |  |  |  |  | 5 |
| Vampire Spawn | (MM p253) |  |  |  |  | 5 |
| Wight | (MM p255) |  |  |  |  | 5 |

## Create Undead

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| Create Undead | Reference | CR | Ref | Min Lvl | Misc |
| --- | --- | --- | --- | --- | --- |
| Necrosis Carnex | (MM4 p104) | 3 | MM4 p105 | 11 | Requires 3 Medium-sized corpses, 200 gp Cold-hammered Iron band |
| Bonedrinker | (MM3 p018) | 6 | MM3 p019 | 15 | Know(religion) 10+ ranks |
| Bonedrinker, Lesser | (MM3 p018) | 4 | MM3 p019 | 12 | Know(religion) 7+ ranks |
| Blackwing | (MM5 p012) | 8 | MM5 p013 | 18 | Requires 1 Giant Eagle corpse, *Unhallow* |
| Sanguineous Drinker | (MM5 p142) | 5 | MM5 p143 | 15 | — |
| Bonespur | (MM5 p156) | 3 | MM5 p157 | 8 | Requires 6 Medium-sized corpses |
| Serpentir | (MM5 p158) | 4 | MM5 p159 | 10 | Requires 6 Medium-sized corpses |
| Spectral Rider | (MM5 p160) | 6 | MM5 p161 | 12 | Requires the corpse of a mounted warrior of at least 6th level |
| Strahd’s Skeletal Steed | (DR359 p69) | 4 | DR359 p69 | 13 | — |

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## Permanency Table

| Spell that can be made Permanent(PH p259) | Reference | Legal Target | Min Lvl | XP Cost |
| --- | --- | --- | --- | --- |
| Resistance(PH p272)  <Abj, VS/AM(cloth)/DF, 1StdAct, Touch, 1min>  – Subject gains +1 Resistance bonus on all saves. | PH p260 | Creature | 9 | 250 |
| Alarm(PH p197)  <Abj, VS/AF(tiny bell, silver wire)/DF, 1StdAct, Close-range, 2hrs/lvl(D), no save, no SR>  – If any creature of Tiny-size or larger passes through the warded 20’ radius Emanation without saying the password, an alarm (chosen at casting time) will sound.  Audible: Chimes for 1 round. Easily heard within 60’ in typical conditions.  Mental: The chime is only in the caster’s head, though he/she must be within 1 mile. This will wake the caster, but not disturb his/her concentration. | PH p260 | Location | 9 | 500 |
| Comprehend Languages(PH p212)  <Div, VSM(soot, salt)/DF, 1StdAct, Personal, 10min/lvl>  – Understands all spoken and written languages of the person or object touched. | PH p260 | Self only | 9 | 500 |
| Dancing Lights(PH p216)  <Evoc[light], VS, 1StdAct, Medium-range, 1min>  – Up to 4 spheres in a 10’ area that each give off 30’ of light. They can move 100’ per round. | PH p260 | Location | 9 | 500 |
| Detect Magic(PH p219)  <Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>  – The caster can see the Magic Aura of a spell or item in a 60’ Cone-shaped Emanation.  The information gained increases each round:  1st round – presence of magic.  2nd round – number of magic auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.  3rd round – strength & location of each aura. If an aura is within line-of-sight, the caster can identify its school with a Spellcraft check vs. DC 15 + spell level.  This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead. | PH p260 | Self only | 9 | 500 |
| Enlarge Person(PH p226)  <Trans, VSM(powdered iron), 1Round, Close-range, 1min/lvl(D)>  – One Humanoid (& all his/her equipment) becomes 1 Size category larger. Subject gains +2 Size bonus to Strength, –2 Size penalty to Dexterity, and –1 penalty on attacks & AC. A subject who becomes Large-size gains ‘Reach’.  If the subject is within an area too small for his/her new size, the subject may attempt to ‘burst’ his/her surroundings with a Strength check (including the bonus). If the check fails, the subject is trapped, but takes no damage.  Unwilling targets get a Fortitude save & SR applies.  This spell Counters & Dispels *Reduce Person*. | PH p260 | Creature | 9 | 500 |
| Ghost Sound(PH p235)  <Ill(figment), VSM(wool/wax), 1StdAct, Close-range, 1rnd/lv(D), WillDisbelief, no SR>  – Sounds of 4 people per level (max 20 people). | PH p260 | Location | 9 | 500 |
| Magic Fang(PH p250)  <Trans, VS/DF, 1StdAct, Touch, 1min/lvl>  – One natural weapon of touched creature (including Humanoids) gets +1 Enhancement bonus to attack and damage. | PH p260 | Creature | 9 | 500 |
| Read Magic(PH p269)  <Div, VSF(prism), 1StdAct, Personal, 10min/lvl>  – Reads scrolls & spellbooks at 1 page per min. | PH p260 | Self only | 9 | 500 |
| Reduce Person(PH p269)  <Trans, VSM(powdered iron), 1Round, Close-range, 1min/lvl(D)>  – One Humanoid (& all his/her equipment) becomes 1 Size category smaller. Subject gains +2 Size bonus to Dexterity, –2 Size penalty to Strength, and +1 bonus on attacks & AC. A subject who becomes Tiny-size have a reach of 0’ & must enter an opponent’s hex to attack.  An unwilling subject gets a Fortitude save & SR applies.  This spell Counters & Dispels *Enlarge Person*. | PH p260 | Creature | 9 | 500 |
| Silvered Claws(BoED p107)  <Trans, VS/DF, 1StdAct, Touch, 1min/lvl>  – All of the living subject’s natural attacks are considered to be Silver for purposes of overcoming Damage Reduction. | BoED p107 | Creature | 9 | 500 |
| Silvered Weapon(BoED p107)  <Trans, VS, 1StdAct, Touch, 1round/lvl>  – A single touched weapon or projectile is considered to be Silver for purposes of overcoming Damage Reduction. If the weapon is already made from a special material (such as Cold Iron or Adamantine), it looses the benefit from the original material for the spell’s duration. | BoED p107 | Object | 9 | 500 |
| Darkvision(PH p216)  <Trans, VSM(carrot/agate), 1StdAct, Touch, 1hr/lvl>  – The touched subject can see up to 60’ in non-magical darkness, but in black & white only. | PH p260 | Self only | 10 | 1,000 |
| Invisibility(PH p245)  <Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1min/lvl(D)>  – Touched creature or object is Invisible until it attacks. Can effect an object of up to 100 pounds per level. | PH p260 | Object | 10 | 1,000 |
| Magic Mouth(PH p251)  <Ill(glamer), VSM(10gp jade power, honeycomb), 1StdAct, Close-range, Permanent until discharged>  – The caster creates an invisible ward which produces an illusionary mouth that speaks up to 25 words when it is triggered by a condition specified at cast time. The message can be in any language known by the caster and can be spread out over a 10 minute period if desired.  The trigger must be within the spell’s range in line-of-sight, up to 15’ per level. The conditions must be based on visual and/or audible triggers, so the spell can be fooled by disguises, silence, etc. | PH p260 | Object | 10 | 1,000 |
| See Invisibility(PH p275)  <Div, VSM(pinch of talc, silver powder), 1StdAct, Personal, 10min/lvl(D), no SR>  – The caster can see Invisible creatures or objects within its range of vision. | PH p260 | Self only | 10 | 1,000 |
| Web(PH p301)  <Conj, VSM(spider web), 1StdAct, Medium-range, 10min/lvl(D), no SR>  – Fills 20’ radius Spread with sticky webs, which must be anchored on two diametrically opposing surfaces. Without support, the webs collapse & the spell ends.  All creatures within the area of effect are Entangled. Those that fail a Reflex save are also anchored & cannot move. To become unanchored requires a Strength check vs. DC 20 or an Escape Artist check vs. DC 25 (each of which consumes a Full-Round Action).  An unanchored creature can move slowly through the webs by making a Strength or Escape Artist check as a Full-Round Action. The target can move 5’ per 5 full points the check exceeds 10.  5’ – 19’ of webs provide Cover. 20’ or more provide Total Cover. A creature in the webs can be attacked with a melee weapon without the attacker becoming entangled.  An open flame can burn away a 5’ cube per round, though any creature in that area takes 2d4 Fire damage.  Note: A Permanent *Web* that is damage (but not destroyed) (typically by fire) regrows in 10 minutes. | PH p260 | Location | 10 | 1,000 |
| Arcane Sight(PH p201)  <Div, VS, 1StdAct, Personal, 1min/lvl(D)>  – The caster’s eyes glow blue & is to see magic auras within 120’, allowing his/her to know the strength & school of all magic effects & items by making a Spellcraft check vs. DC (15 + spell level). By spending a Standard Action scrutinizing a target, the caster can know if it has any spell casting or spell-like abilities, whether they are Arcane or Divine, & the power level of the highest spell effect still available to the target today. | PH p260 | Self only | 11 | 1,500 |
| Boccob’s Rolling Cloud(DR338 p49)  <Evoc[fire][electricity], VSM(4 colored stones)/DF, 1StdAct, Close-range, Instantaneous, Ref½ and FortNeg, SR applies>  – All creatures in a Cone-shaped Burst (10’ tall and out to the end of range) take 1d6 per level damage (Ref½). Damage is ¼th Electricity, ¼th Fire, ¼th Positive Energy, & ¼th Negative energy. This form of Positive and Negative energy does damage to all types of creatures and may never heal them.  Any creature that fails its Reflex save is Dazed for one round (FortNeg).  Note: A Permanent *Boccob’s Rolling Cloud* is 5’ wide, 10’ tall and (25’ + 5 per 2 levels) long. Any creature coming into contact with it takes 2d6 + 1 per caster level damage. Any creature going through it also is Dazed for one round. | DR338 p49 | Location | 11 | 1,500 |
| Gust of Wind(PH p238)  <Evoc[air], VSF(tiny bellows), 1StdAct, 1rnd, FortNeg, no SR>  – Creates a powerful Line of air 10’ wide by 10’ high by 60’ long starting at the caster. All Listen checks & ranged attacks within the area of the spell receive a –4 penalty, and open flames are extinguished.  The effect of the wind on creatures & objects is based on their size.  Size Flying? Blown Back Subdual  up to Tiny Yes 2d6 x 10’ 2d6  up to Tiny No 1d4 x 10’ 1d4 per 10’  Small Yes 1d6 x 10’ —  Small No Prone —  Medium Yes 1d6 x 5’ —  Medium No 0’, but can’t advance  Large + — No effect | PH p260 | Location | 11 | 1,500 |
| Magic Fang, Greater(PH p250)  <Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl>  – One living creature (including a Humanoid) gains one of the following:  a) one natural weapon gets an Enhancement bonus to attack and damage of +1 per 4 levels (max +5); or  b) all natural weapons get a +1 Enhancement bonus on attacks and damage. | PH p260 | Creature | 11 | 1,500 |
| Shrink Item(PH p279)  <Trans, VS, 1StdAct, Touch, 1day/lvl(D)>  – Shrinks touched non-magical object of up to 2 cubic feet per level to 1/16th its normal size & 1/4,000th its normal mass (i.e., 4 size categories) & optionally turns it into cloth.  The spells ends when the caster throws the target object against a solid surface or says the command word (or the duration runs out).  A permanent *Shrink Item* can be enlarged & shrunk by the caster as often as desired by touch. | PH p260 | Object | 11 | 1,500 |
| Skull Watch(PGF p111)  <Necro, VSF(humanoid skull), 1StdAct, Touch, until discharged up to 1hr/lvl, no SR>  – The touched skull levitates 5’ off the ground and faces a direction of the caster’s choice. If any living creature comes into an area 20’ wide by 90’ long in front of the skull’s face, the following happens:  a) The caster knows the skull was triggered;  b) The skull gives off a loud shriek that can be heard within ¼ mile;  c) Everyone within 60’ of the skull becomes Deaf for 1d6 rounds (FortNeg);  d) The spell then ends.  An untriggered skull can be moved from ‘behind’, which does not trigger it.  The skull has AC12, Hardness 1, and 1hp/lvl. Destroying the skull does not trigger it.  Note: The spell will reset itself 1d4 rounds after it is triggered | PGF p112 | Object | 11 | 1,500 |
| Stinking Cloud(PH p284)  <Conj(creat), VSM(rotten eggs/skunk cabbage leaves), 1StdAct, Medium-range, 1rnd/lvl, FortNeg>  – Creates a 20’ radius by 20’ high Cloud of noxious fog.  Everyone within the fog must make a Fortitude save each round or be Nauseated, which remains until the target has been out of the fog for 1d4+1 rounds.  The fog can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.  Note: A Permanent *Solid Fog* that is dispersed by wind reforms in 10 minutes. | PH p260 | Location | 11 | 1,500 |
| Tongues(PH p294)  <Div, VM(small clay ziggurat)/DF, 1StdAct, Touch, 10min/lvl, no SR>  – The touched subject can understand & speak any intelligent creature’s language. | PH p260 | Self only | 11 | 1,500 |
| Solid Fog(PH p281)  <Conj(creat), VSM(powdered peas, powdered hoof), 1StdAct, Medium-range, 1min/lvl, no SR>  – Creates a 20’ radius Spread by 20’ high Cloud of fog. Movement in the cloud is slowed to 5’ and taking a 5’ step is not an option. While in the fog, melee attacks & damage have a –2 penalty & ranged attacks (other than magical rays, etc.) are impossible.  The fog slows falling, reducing 1d6 of damage per 10’ of solid fog fallen through.  The fog can be dispersed by a Strong Wind in 1 round.  Note: A Permanent *Solid Fog* that is dispersed by wind reforms in 10 minutes. | PH p260 | Location | 12 | 2,000 |
| Wall of Fire(PH p298)  <Evoc[fire], VS/AM(phosphorus)/DF, 1StdAct, Medium-range, Concentrations + 1rnd/lvl, SR applies>  – Creates a opaque 20’ tall wall of violet fire that is either 20’ long per level & straight –or– a ring 5’ radius per 2 levels. One side (caster’s choice) causes 2d4 fire damage within 10’ and 1d4 fire damage between 10’ & 20’. Going through the wall does 2d6 + 1/lvl (max +20) Fire damage (2x to Undead).  If the wall is created on top of someone, the target gets a Reflex save to jump to one side (taking damage if the wrong side is chosen).  20hp of Cold damage in one round will extinguish a 5’ length of wall.  Note: if a section of a Permanent *Wall of Fire* is extinguished, it will reignite after 10 minutes. | PH p260 | Location | 12 | 2,000 |
| Mordenkainen’s Private Sanctum(PH p256)  <Abj, VSM(lead, opaque glass, cloth, powdered chrysolite), 10Minutes, Close-range, 24hrs(D)>  – The caster gains privacy in an area of one contiguous 30’ cubic feet per level, shaped however the caster desires. The area cannot be seen into from the outside, nor can sound travel in or out of the area. Divination (scrying) spells cannot enter the area, including *Arcane Eye*. Anyone can enter or leave the area at will. | PH p260 | Area | 13 | 2,500 |
| Rary’s Telepathic Bond(PH p268)  <Div, VSM(eggshells), 1StdAct, Close-range, 10min/lvl(D)>  – One willing creature per three levels in a 30’ area can be telepathically connected, though the caster does not have to be one of the subjects. Each subject must be willing & have an Intelligence of 3 or higher.  Once connected, the group can communicate at any range. All subjects can hear all communications of the group & language is not an issue.  Note: a Permanent *Rary’s Telepathic Bond* is only between 2 creatures. | PH p260 | Creature (2) | 13 | 2,500 |
| Symbol of Pain(PH p290)  <Necro[evil], VSM(1,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>  – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation suffer from wracking pain, receiving a –4 penalty to attacks, skill checks, & ability checks for 1 hour after they leave the area of effect. The triggered symbol remains active for 10min/lvl  Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.  The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):  a) target looks at the symbol;  b) target reads the symbol;  c) target touches the symbol (including covering it);  d) target passes over the symbol;  e) target passes through the portal marked with the symbol;  f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.  The caster may include a password, which allows the creature saying the password to not trigger the symbol.  The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.  The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.  This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*  Note: a Permanent *Symbol of Pain* that reaches its duration resets itself after 10 minutes, ready to be triggered again. | PH p260 | Location or Object | 13 | 2,500 |
| Wall of Force(PH p298)  <Evoc[force], VSM(clear gem powder), 1StdAct, Close-range, 1min/lvl(D), no SR>  – Creates an Invisible, immobile vertical wall of up to one contiguous 10’ square per level.  The wall is immune to all damage & most magic (including *Dispel Magic*). Spells & breath weapons cannot go through the wall, but gaze attacks & teleportation can.  This spell is Dispelled by *Disintegrate* & *Mordenkainen’s Disjunction*. It is immune to *Dispel Magic*. | PH p260 | Location | 13 | 2,500 |
| Animate Objects(PH p199)  <Trans, VS, 1StdAct, Medium-range, 1rnd/lvl>  – Animates the equivalent of one Small-sized, non-magical, unattended (i.e., not carried or worn) object per level, which can be used to immediately attack an opponent. Use the Animated Object creature(MM p13) for the items effected by this spell.  The caster may change which objects are animated as a Move Action each round.  The caster may animate larger objects in place of a number of Small objects.  1 Medium = 2 Small 1 Gargantuan = 16 Small  1 Large = 4 Small 1 Colossal = 32 Small  1 Huge = 8 Small | PH p260 | Object | 14 | 3,000 |
| Symbol of Fear(PH p290)  <Necro[fear][mind], VSM(1,000gp diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>  – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation are Panicked for 1rnd/lvl, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not effect 150hp worth of creatures when triggered, it remains active until it effects the remaining hp of creatures, up to 10min/lvl.  Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.  The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):  a) target looks at the symbol;  b) target reads the symbol;  c) target touches the symbol (including covering it);  d) target passes over the symbol;  e) target passes through the portal marked with the symbol;  f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.  The caster may include a password, which allows the creature saying the password to not trigger the symbol.  The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.  The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.  This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*  Note: a Permanent *Symbol of Fear* that has been triggered & panics 150hp of creatures resets itself after 10 minutes, ready to be triggered again. | PH p260 | Location or Object | 14 | 3,000 |
| Symbol of Persuasion(PH p290)  <Ench(charm)[mind], VSM(5,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>  – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation become charmed by the caster (i.e., consider him a good friend) for 1 hour per level. The triggered symbol remains active for 10min/lvl  Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.  The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):  a) target looks at the symbol;  b) target reads the symbol;  c) target touches the symbol (including covering it);  d) target passes over the symbol;  e) target passes through the portal marked with the symbol;  f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.  The caster may include a password, which allows the creature saying the password to not trigger the symbol.  The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.  The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.  This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*  Note: a Permanent *Symbol of Persuasion* that reaches its duration resets itself after 10 minutes, ready to be triggered again. | PH p260 | Location or Object | 14 | 3,000 |
| Elemental Guardian(DR347 p71)  <Conj(sum), VSM(container with the desired element), Short-range, 10Minutes, 1day/lvl>  – The caster summons a Lesser Elemental Weird(DR347 p70) of either Air, Earth, Fire, or Water and binds it to a 5’ area comprised of the same element (i.e., a pool for a Lesser Water Weird, etc.). The Weird cannot move more than 100’ from its bind location.  Without additional instructions, the Weird will attack any creature other than the caster who comes within 100’ of its bind location. If the caster speaks its language, he/she can give it more specific instructions.  If the Weird is destroyed, the spell ends. | DR347 p71 | Location | 15 | 3,500 |
| Phase Door(PH p261)  <Conj(creat), V, 1StdAct, Touch, 1use/2lvls>  – Creates an ethereal passage 5’ wide by 8’ high with a depth of 10’ + 5’ per 3 levels through wood, plaster, or stone. The passage is invisible and only usable by the caster and anyone else who can trigger it (set at creation time). The trigger must be based on observable qualities. Anyone using the passage can take one other creature through, but this counts as 2 uses.  Note: A permanent *Phase Door* never runs out of uses & is often has an object as a trigger. | PH p260 | Location | 15 | 3,500 |
| Symbol of Stunning(PH p291)  <Ench(comp)[mind], VSM(5,000gp diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>  – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation are Stunned for 1d6rnds, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not effect 150hp worth of creatures when triggered, it remains active until it effects the remaining hp of creatures, up to 10min/lvl.  Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.  The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):  a) target looks at the symbol;  b) target reads the symbol;  c) target touches the symbol (including covering it);  d) target passes over the symbol;  e) target passes through the portal marked with the symbol;  f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.  The caster may include a password, which allows the creature saying the password to not trigger the symbol.  The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.  The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.  This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*  Note: a Permanent *Symbol of Stunning* that has been triggered & stuns 150hp of creatures resets itself after 10 minutes, ready to be triggered again. | PH p260 | Location or Object | 15 | 3,500 |
| Symbol of Weakness(PH p291)  <Necro, VSM(5,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>  – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation take 3d6 Strength Damage. Targets cannot be waken without magic. The triggered symbol remains active for 10min/lvl  Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.  The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):  a) target looks at the symbol;  b) target reads the symbol;  c) target touches the symbol (including covering it);  d) target passes over the symbol;  e) target passes through the portal marked with the symbol;  f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.  The caster may include a password, which allows the creature saying the password to not trigger the symbol.  The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.  The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.  This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*  Note: a Permanent *Symbol of Weakness* that reaches its duration resets itself after 10 minutes, ready to be triggered again. | PH p260 | Location or Object | 15 | 3,500 |
| Prismatic Wall(PH p264)  <Abj, VS, 1StdAct, Close-range, 10min/lvl(D)>  – Creates an opaque, vertical wall 4’/lvl wide by 2’/lvl tall. Anyone within 20’ of the wall who has less than 8HD is Blind for 2d4 rounds (no save).  The caster can walk through the wall without difficulty. Anyone else trying to go through the wall is effected by each of its colors (SR check required for each color), unless they are dispelled in order. The colors, in order, are the following: Color Negated by Effect Red *Cone of Cold* 20hp fire (Ref½) Orange *Gust of Wind* 40hp acid (Ref½) Yellow *Disintegrate* 80hp electricity (Ref½) Green *Passwall* Death (Fort½ 1d6Con) Blue *Magic Missile Flesh to Stone* (FortNeg) Indigo *Daylight Insanity* (WillNeg) Violet *Dispel Magic* *Plane Shift* (WillNeg)  The wall is immune to *Dispel Magic*, *Greater Dispel Magic*, and *Antimagic Sphere*, but not *Mordenkainen’s Disjunction*. | PH p260 | Location | 16 | 4,000 |
| Symbol of Death(PH p289)  <Necro[death], VSM(5,000gp of diamond powder, 5,000gp of opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>  – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation die, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not slay 150hp worth of creatures when triggered, it remains active until it slays the remaining hp of creatures, up to 10min/lvl.  Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.  The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):  a) target looks at the symbol;  b) target reads the symbol;  c) target touches the symbol (including covering it);  d) target passes over the symbol;  e) target passes through the portal marked with the symbol;  f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.  The caster may include a password, which allows the creature saying the password to not trigger the symbol.  The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.  The symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.  This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*  Note: a Permanent *Symbol of Death* that has been triggered & slays 150hp of creatures resets itself after 10 minutes, ready to be triggered again. | PH p260 | Location or Object | 16 | 4,000 |
| Symbol of Insanity(PH p290)  <Ench(comp)[mind], VSM(5,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>  – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation become permanently Confused (see *Insanity* for methods of removing this effect). The triggered symbol remains active for 10min/lvl  Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.  The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):  a) target looks at the symbol;  b) target reads the symbol;  c) target touches the symbol (including covering it);  d) target passes over the symbol;  e) target passes through the portal marked with the symbol;  f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.  The caster may include a password, which allows the creature saying the password to not trigger the symbol.  The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.  The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.  This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*  Note: a Permanent *Symbol of Insanity* that reaches its duration resets itself after 10 minutes, ready to be triggered again. | PH p260 | Location or Object | 16 | 4,000 |
| Symbol of Sleep(PH p291)  <Ench(comp)[mind], VSM(1,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>  – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures with up to 10HD within a 60’ radius Emanation fall into a catatonic sleep for 3d6x10minutes. Targets cannot be waken without magic. The triggered symbol remains active for 10min/lvl  Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.  The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):  a) target looks at the symbol;  b) target reads the symbol;  c) target touches the symbol (including covering it);  d) target passes over the symbol;  e) target passes through the portal marked with the symbol;  f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.  The caster may include a password, which allows the creature saying the password to not trigger the symbol.  The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.  The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.  This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase.*  Note: a Permanent *Symbol of Sleep* that reaches its duration resets itself after 10 minutes, ready to be triggered again. | PH p260 | Location or Object | 16 | 4,000 |
| Prismatic Sphere(PH p264)  <Abj, V, 1StdAct, 10min/lvl(D)>  – Creates a 10’ radius opaque sphere around the caster. Anyone within 20’ of the sphere who has less than 8HD is Blind for 2d4 x 10 minutes.  The caster can walk through the sphere without difficulty. Anyone else trying to go through the wall is effected by each of its colors (SR check required for each color), unless they are dispelled in order. The colors, in order, are the following: Color Negated by Effect Red *Cone of Cold* 20hp fire (Ref½) Orange *Gust of Wind* 40hp acid (Ref½) Yellow *Disintegrate* 80hp electricity (Ref½) Green *Passwall* Death (Fort½ 1d6Con) Blue *Magic Missile Flesh to Stone* (FortNeg) Indigo *Daylight Insanity* (WillNeg) Violet *Dispel Magic* *Plane Shift* (WillNeg)  The sphere is immune to *Dispel Magic*, *Greater Dispel Magic*, and *Antimagic Sphere*, but not *Mordenkainen’s Disjunction*. | PH p260 | Location | 17 | 4,500 |
| Teleportation Circle(PH p293)  <Conj[teleport], VM(1,000gp amber), 10Minutes, Touch, 10min/lvl(D), no save, SR applies>  – Create an almost invisible circle up to 5’ radius on the floor, ground, etc. Anyone stepping into the circle is teleported safely to a familiar destination in the same plane of existence chosen at casting time.  Note: The spell will reset itself after 10 minutes if ‘disabled’ by a Disable Trap check. | PH p260 | Location | 17 | 4,500 |

## Hallow/Unhallow Table

| Spell that can be added to a Hallow(PH p238) / Unhallow(PH p297) Spell | GP Cost |
| --- | --- |
| Detect Magic(PH p219)  <Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>  – The caster can see the Magic Aura of a spell or item in a 60’ Cone-shaped Emanation.  The information gained increases each round:  1st round – presence of magic.  2nd round – number of magic auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.  3rd round – strength & location of each aura. If an aura is within line-of-sight, the caster can identify its school with a Spellcraft check vs. DC 15 + spell level.  This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead. | 500 |
| Bane(PH p203)  <Ench(comp)[mind][fear], VS/DF, 1StdAct, 1min/lvl, WillNeg, SR applies>  – All enemies within 50’ radius Burst suffer a –1 Morale penalty to attacks & –1 Morale penalty on saves vs. fear.  This spell Counters and Dispels the spell *Bless*. | 1,000 |
| Bless(PH p205)  <Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl>  – All allies within a 50’ radius Burst gain a +1 Morale bonus on attacks & +1 Morale bonus on saves vs. fear.  This spell Counters and Dispels the spell *Bane*. | 1,000 |
| Cause Fear(PH p208)  <Necro[fear][mind], VS, 1StdAct, Close-range, Will½, SR applies>  – One living target with up to 5HD is Frightened for 1d4 rounds unless it makes its saving throw. On a successful save, the target is Shaken for 1 round.  This spell Counters and Dispels *Remove Fear*. | 1,000 |
| Detect Evil(PH p218)  <Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>  – The caster can see the Alignment Aura of  Evil creatures, spells, or objects in a 60’ Cone-shaped Emanation.  The information gained increases each round:  1st round – presence of evil.  2nd round – number of evil auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.  3rd round – strength & location of each aura.  This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.  An “Overwhelming” aura may Stun a good-aligned caster for 1 round, ending the spell. | 1,000 |
| Detect Good(PH p219)  <Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>  – The caster can see the Alignment Aura of  Good creatures, spells, or objects in a 60’ Cone-shaped Emanation.  The information gained increases each round:  1st round – presence of evil.  2nd round – number of evil auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.  3rd round – strength & location of each aura.  This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.  An “Overwhelming” aura may Stun an evil-aligned caster for 1 round, ending the spell. | 1,000 |
| Endure Elements(PH p226)  <Abj, VS, 1StdAct, Touch, 24hrs>  – Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50. | 1,000 |
| Remove Fear(PH p271)  <Abj, VS, 1StdAct, Close-range, 10min>  – One subject + 1 per 4 levels within a 30’ area gains a +4 Morale bonus on saves vs. fear.  This spell Counters & Dispels *Cause Fear*, and Suppresses all other fear effects. | 1,000 |
| Aid(PH p196)  <Ench(comp)[mind], VS/DF, 1StdAct, Touch, 1min/lvl>  – Touched subject gains a +1 Morale bonus to attack & saving throws vs. fear and gains Temporary HP equal to 1d8 + 1/lvl (max 1d8+10). | 2,000 |
| Darkness(PH p216)  <Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 10min/lvl(D), no SR>  – Touched object radiates shadowy illumination in a 20’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.  This spell Counters and Dispels spells with the [light] category of equal or lower level. | 2,000 |
| Daylight(PH p216)  <Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR>  – Touched object gives off bright light in a 60’ radius & dim light for another 60’. The light may be blocked by putting the object in a container.  Treated as ‘sunlight’ for creatures who receive penalties in those conditions, but is not real sunlight so certain Undead are not destroyed.  This spell Suppresses *Deeper Darkness* and is suppressed by it, leaving only the natural illumination in the overlapping area.  This spell Counters and Dispels spells with the [darkness] category of equal or lower level. | 2,000 |
| Resist Energy(PH p272)  <Abj, VS/DF, 1StdAct, Touch, 10min/lvl>  – The touched subject & his/her equipment are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.  Lvl # Lvl # Lvl #  up to 6th 10 7th – 10th 20 11th + 30 | 2,000 |
| Silence(PH p279)  <Ill(glamer), VS, 1StdAct, Long-range, 1min/lvl(D)>  – The caster creates a 20’ radius Emanation that negates sound, including [sonic] & [language] spells & effects.  This spell can be targeted on a creature, objects, or a point in space. If targeting an unwilling creature or an object in its possession, it gets a Will save to negate (SR applies). If cast on a point in space, the effect is immobile. | 2,000 |
| Zone of Truth(PH p303)  <Ench(comp)[mind], VS/DF, Close-range,  1min/lvl, WillNeg, SR applies>  – Creatures in a 20’ radius Emanation that fail their save cannot lie. All subject know that the zone is in effect & have the option of not speaking or being evasive. | 2,000 |
| Deeper Darkness(PH p217)  <Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 1day/lvl(D), no SR>  – Touched object radiates shadowy illumination in a 60’ radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.  This spell Counters and Dispels spells with the [light] category of equal or lower level.  This spell Suppresses *Daylight* and is suppressed by it, leaving only the natural illumination in the overlapping area. | 3,000 |
| Dispel Magic(PH p223)(PH3.5e)+  <Abj, VS, 1StdAct, Medium-range, no SR>  – Cancels magical spells and effects on a successful Dispel Check (max +10). This spell can be used in one of three ways:  a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.  b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).  c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.  A caster does not need to make a Dispel Check to end a spell he/she cast. | 3,000 |
| Invisibility Purge(PH p245)  <Evoc, VS, 1StdAct, Personal, 1min/lvl(D), no SR>  – Invisibility within 5’ per level is Suppressed. | 3,000 |
| Death Ward(PH p217)  <Necro, VS/DF, 1StdAct, Touch, 1min/lvl>  – Grants immunity to death spells & effects, gaining Negative Levels, and Negative Energy damage & ability loss. | 4,000 |
| Dimensional Anchor(PH p221)(PH p250)+  <Abj[ray], VS, 1StdAct, Medium-range, 1min/lvl, no save, no SR>  – Target creature or object is encased in a green glow & cannot travel extradimensionally. This includes spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport,* etc. It does not extend the duration of Summoning spells.  -or-  <Abj, VSF(calling diagram), 1StdAct, Medium-range, 24hrs/lvl, no save, no SR>  – Target creature within the Calling Diagram cannot leave it or travel extradimensionally. This includes spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport,* etc. It does not extend the duration of Summoning spells.  -or-  <Abj, VS, 1StdAct, Medium-range, no save, no SR>  – Target creature within a *Magic Circle against Good*, etc., cannot leave it or travel extradimensionally for the remainder of the Magic Circle’s duration. This includes spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport,* etc. It does not extend the duration of Summoning spells. | 4,000 |
| Discern Lies(PH p221)  <Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR>  – Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth. | 4,000 |
| Freedom of Movement(PH p233)  <Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>  – Subject moves normally despite magical impediments (*Web*, *Hold Person*, etc.).  The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin.  While under the effect of this spell, the subject can fight underwater. | 4,000 |
| Tongues(PH p294)  <Div, VM(small clay ziggurat)/DF, 1StdAct, Touch, 10min/lvl, no SR>  – The touched subject can understand & speak any intelligent creature’s language. | 4,000 |

## Alternate Form Table

| Results of the Spell | Alter Self (PH p197) | Polymorph (PH p263) | Animal Shapes (PH p198) | Shapechange (PH p277)(PH3.5e)+ | Magic Jar (PH p250) |
| --- | --- | --- | --- | --- | --- |
| Creature Type | Same as original creature (typically Humanoid) | Same as original form or Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Ooze, Plant, Vermin.  Cannot be Incorporeal or Gaseous. | Animal only | Any, but not unique creatures. | Same as New form |
| New Form’s HD Max | Up to Caster level  (max 5HD) | Up to Caster level, but no more than target’s HD (max 15HD) | Up to Caster level, but no more than target’s HD (max 20 HD) | Up to Caster level  (max 25 HD) | n/a |
| Largest Possible Size | 1 size category larger than original form | Limited only by creature choice (i.e., Max HD) | Limited only by creature choice (i.e., Max HD) | Colossal-size | n/a |
| Smallest Possible Size | 1 size category smaller  than original form | Fine-size | Fine-size | Fine-size | n/a |
| Strength | Same as original form | Same as New form | Same as New form | Same as New form | Same as New form |
| Dexterity | Same as original form | Same as New form | Same as New form | Same as New form | Same as New form |
| Constitution | Same as original form | Same as New form | Same as New form | Same as New form | Same as New form |
| Intelligence | Same as original form | Same as original form | Same as original form | Same as original form | Same as original form |
| Wisdom | Same as original form | Same as original form | Same as original form | Same as original form | Same as original form |
| Charisma | Same as original form | Same as original form | Same as original form | Same as original form | Same as original form |
| Class & Level | Same as original form | Same as original form | Same as original form | Same as original form | Same as original form |
| Hit-Points | Same as original form | Same as original form | Same as original form | Same as original form | Same as original form |
| Alignment | Same as original form | Same as original form | Same as original form | Same as original form | Same as original form |
| Base Attack Bonus | Same as original form | Same as original form | Same as original form | Same as original form | Same as original form |
| Base Save Bonuses | Same as original form | Same as original form | Same as original form | Same as original form | Same as original form |
| Keep Original Form’s Extraordinary Special Attacks? | Yes, if gained from  Class levels | Yes, if gained from  Class levels | Yes, if gained from  Class levels | Yes, if gained from  Class levels | Yes, if a mental ability |
| Keep Original Form’s Spell-Like Special Attacks? | Yes | Yes | Yes | Yes | Yes, if a mental ability |
| Keep Original Form’s Spell-Like Special Qualities? | Yes | Yes | Yes | Yes | Yes, if a mental ability |
| Keep Original Form’s Supernatural Special Attacks? | Yes | Yes | Yes | No | Yes, if a mental ability |
| Keep Original Form’s Supernatural Special Qualities? | Yes | Yes | Yes | No | Yes, if a mental ability |
| Keep Original Form’s Supernatural Special Qualities? | Yes | Yes | Yes | Yes | Yes, if a mental ability |
| Gain New Form’s Extraordinary Special Attacks? | No | Yes | Yes | Yes | Yes |
| Gain New Form’s Extraordinary Special Qualities? | No | No | No | No | Yes |
| Gain New Form’s Super-natural Special Attacks? | No | No | No | Yes | No |
| Gain New Form’s Super-natural Special Qualities? | No | No | No | Yes | No |
| Movement | Same as New form, up to 120’ flying and/or 60’ other movement | Same as New form, up to 120’ flying and/or 60’ other movement | Same as New form, up to 120’ flying and/or 60’ other movement | Same as New form | Same as New form |
| Natural Armor Bonus | Same as New form | Same as New form | Same as New form | Same as New form | Same as New form |
| Natural Weapons | Same as New form | Same as New form | Same as New form | Same as New form | Same as New form |
| Racial Skill Bonuses | Same as New form | Same as New form | Same as New form | Same as New form | unclear |
| Racial Bonus Feats | Same as New form | Same as New form | Same as New form | Same as New form | Same as New form |
| Add a Template to the New Form? | No | No | No | No | n/a |
| Creature type & subtype | Same as original form | Same as New form | Same as New form | Same as New form | Same as New form |
| Bonus to Disguise check | +10 | +10 | +10 | +10 | No |
| Regain hp as if rested one night? | No | Yes | Yes | Yes | No |

## Weapons of the Deity

|  |  |
| --- | --- |
| Core Deity | Weapon |
| Bahamut | +n Frost Heavy-Pick |
| Boccob | +n Spell-Storing Quarterstaff |
| Corellon Larethian | +n Keen Longsword |
| Ehlonna | +n Frost Longsword |
| Erythnul | +n Mighty-Cleaving Morningstar |
| Fharlanghn | +n Defending Quarterstaff |
| Garl Glittergold | +n Returning Battleaxe |
| Gruumsh | +n Returning Shortspear |
| Heironeous | +n Shock Longsword |
| Hextor | +n Mighty-Cleaving Heavy-Flail |
| Kord | +n Mighty-Cleaving Greatsword |
| Kurtulmak | +n Shock Shortspear |
| Lolth | +n Keen Whip |
| Moradin | +n Throwing Warhammer |
| Nerull | +n Keen Scythe |
| Obad-Hai | +n Defending Quarterstaff |
| Olidammara | +n Keen Rapier |
| Pelor | +n Flaming Heavy-Mace |
| St. Cuthbert | +n Mighty-Cleaving Heavy-Mace |
| Vecna | +n Frost Dagger |
| Wee Jas | +n Dagger of Venom |
| Tiamat | +n Flaming Heavy-Pick |
| Yondalla | +n Defending Short-Sword |

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| Eberron (FoE p152) | Weapon |
| --- | --- |
| The Sovereign Host | +n Defending Longsword |
| Arawai | +n Thundering Morningstar |
| Aureon | +n Spell-Storing Quarterstaff |
| Balinor | +n Earthbond Battleaxe |
| Boldrei | +n Defending Spear |
| Dol Arrah | +n Merciful Halberd |
| Dol Dorn | +n Mighty Cleaving Longsword |
| Kol Korran | +n Defending Heavy Mace |
| Olladra | +n Lucky Sickle |
| Onatar | +n Flaming Warhammer |
| The Dark Six | +n Keen Kama |
| The Devourer | +n Waterborn Trident |
| The Fury | +n Visious Rapier |
| The Keeper | +n Frost Scythe |
| The Mockery | +n Keen Kama |
| The Shadow | +n Spell Storing Quarterstaff |
| The Traveler | +n Lucky Scimitar |
| Dragon Below | +n Vicious Heavy Pick |
| Lord of Blades | +n Shock Greatsword |
| Path of Light | +n Flaming Gauntlet / Unarmed Strike |
| Silver Flame | +n Seeking Longbow |
| Spirits of the Past | +n Keen Double Scimitar |
| The Becoming God | +n Defending Spiked Gauntlet / Battlefist |
| The Blood of Vol | +n Keen Dagger |
| The Undying Coiurt | +n Undead-Bane Scimitar |

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| Default | Weapon |
| --- | --- |
| -default good- | +n Frost Warhammer |
| -default evil- | +n Mighty-Cleaving Light-Flail |
| -default neutral- | +n Defending Heavy-Mace |
| -default law- | +n Flaming Longsword |
| -default chaos- | +n Shock Battleaxe |

The value of ‘n’ is determined by the Caster level.

|  |  |
| --- | --- |
| Caster Level | Enhancement bonus |
| up to 8th | +1 |
| 9th – 11th | +2 |
| 12th – 14th | +3 |
| 15th – 17th | +4 |
| 18th and higher | +5 |

## Artificer Weapon Augmentation Options

| Weapon Options | Type | Description | Artificer Infusion | Extra as GP | Cost as Bonus |
| --- | --- | --- | --- | --- | --- |
| Bane (DMG p224) | Any Weapon | When created, the weapon has a designated target creature type. Against that creature type, the weapon gains an extra +2 attack bonus & does an extra +2d6 damage. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Berserker (DU137 p82) | Any Weapon | When the wielder is ‘raging’, the weapon’s Enhancement bonus improves by +2. | *2Weapon Augmentation, Greater*  *Natural Weapon Augmentation, Greater* | — | +1 |
| Blessed (BoED p113) | Any Weapon | *Bless Weapon*, always on. Specifically, the weapon does ‘good’ damage (with regards to Damage Reduction) and any Threatened Critical on an Evil opponent is automatically confirmed (does not stack with ‘Keen’, ‘Vorpal’, etc.). | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Blood Seeking (CWar p134) | Ranged or Ammo only | Ignores the target’s Cover bonus. If target has Full Cover, but there is an unobstructed path between the attacker & the target & the attacker knows where the target is, then the Full Cover bonus is also ignored, but the target has Total Concealment.  Ability does not work against Plants, Oozes, Constructs, etc. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Bloodthirsty (Und p68) | Any Weapon | If the wielder has killed a creature with at least 4HD with the weapon within the last 24 hours, he/she receives a +2 Morale bonus on attacks.  If it has been more than 24 hours, the wielder receives a –2 penalty on attack rolls until a creature has been slain. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Defending (DMG p224) | Melee only | Once per round as a free action, the wielder can transfer some or all of the weapon’s Enhancement bonus to his/her AC (bonus stacks with everything). | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Deflecting (CWar p134) | Melee only | Negate a ranged attack that hit the wielder by making a Reflex save vs. DC 20 + weapon’s Enhancement bonus. May only be attempted once per round. You must be aware of the attack & not flat-footed. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Dispelling (PGF p119) | Any Weapon | *Dispel Magic (targeted)* on an opponent hit by the weapon as a Free Action. The wielder may decide to use the effect after the weapon has hit. Usable 1/day. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | +6,000 | — |
| Distance (DMG p224) | Ranged only | Doubles the weapon’s range increment. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Earthbound (Eb p266) | Any Weapon | If the wielder and his/her opponent are both touching the ground, the weapon had a +2 bonus to attack & damage rolls.  If the wielder is flying, the weapon looses its Enhancement bonus on attack rolls (but keeps its +1 bonus due to being Masterwork). | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Enfeebling (BoED p113) | Any Weapon | On a critical hit, the opponent takes 1d6+2 Strength damage (no save, SR applies).  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the Strength damage, but not the weapon’s critical multiplier.(DMG p222) | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Finder (Und p69) | Any Weapon | Wielder receives a +4 Insight bonus on Search, Spot, and Survival checks made while underground. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | +4,800 | — |
| Flaming (DMG p224) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 of Fire damage. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Forgetful (DR316 p43) | Bludgeoning only | On a Critical Hit, the struck creature looses all memory of events that occurred in the prior hour (FortNeg, DC20). The creature is allowed to defend itself normally and does not loose any spells.  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent is affected by Forgetful ability, but not the weapon’s critical multiplier.(DMG p222) | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Frost (DMG p224) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 of Cold damage. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Ghost Touch (DMG p224) | Melee only | Ignores the normal 50% miss chance when fighting Incorporeal creatures.  Can also be touched & moved (or even wielded!) by an Incorporeal creature | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Hideaway (RotW p171) | Any Weapon | As a Free Action, the weapon transforms into a cylinder small enough to fit in the wielder’s hand (+2 Circumstance bonus to Sleight of Hand checks to conceal it).  The weapon can be restored to its normal size as a Free Action. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | +7,500 | — |
| Keen (DMG p225) | Slashing & Piercing Melee only | Doubles the weapon’s threat range. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Ki Focus (DMG p225) | Melee only | Monks can use the following class abilities through the weapon: Stunning Attack, Ki Strike, & Quivering Palm.  Anyone with Feat: Stunning Fist can use that ability through the weapon. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Last Resort (CWar p135) | Melee only | If the wielder is Grappled, this weapon does not have the standard –4 penalty to attack while Grappled.  Also, the weapon does +1d6 damage for each size category the grappler is larger than the wielder. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Magebane  (CArc p143) | Any Weapon | Against any creature that casts Arcane spells or has Arcane spell-like abilities, the weapon gains an extra +2 attack bonus & does an extra +2d6 damage. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Merciful (DMG p225) | Any Weapon | On command, the weapon does +1d6 damage but all damage is subdual. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Mighty Cleaving (DMG p225) | Melee only | Wielder with Feat: Cleave only:  May make one additional Cleave attempt per round. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Morphing (Und p69) | Any Weapon | As a Standard Action, change the held weapon into any other weapon of the same size (i.e., Light, One-Handed, or Two-Handed). If a double-weapon is created, only one end has the other enhancements of the weapon (i.e., a +1 Flaming Morphing Greatsword would become a +1 Flaming Morphing Two-Bladed Sword on one end and a normal blade on the other). | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Nervewrack (DU105 p21) | Any Weapon | On a critical hit, the opponent receives the following penalties due to pain for 1d4 rounds (no save):  a) –2 penalty to AC, attack rolls, weapon damage, and Reflex saves;  b) movement is ½; and  c) casting spells requires a Concentration check vs. DC 15. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Returning (DMG p225) | Thrown only | After being thrown, the weapon returns to thrower at the start of the next round. It may be caught by its thrower as a Free Action. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Seeking (DMG p225) | Ranged only | Negates the Miss Chance due to Concealment, *Blur*, etc. The attack must be aimed at a hex containing a creature to work (i.e., it cannot find random Invisible foes in the battlefield). | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Shock (DMG p225) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 of Electrical damage. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Silent Strike (DR330 p67) | Any Weapon | Opponent is engulfed in magical silence for 4 rounds (WillNeg, DC15). A subsequent hit resets the duration. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Sizing (CAdv p127) (Und p69) | Any Weapon | The weapon’s size category can be changed as a Standard Action.  For example, a Shortsword sized for a Small creature can be chanced to a Shortsword sized for a Medium creature. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Spell Storing (DMG p225) | Melee only | Can store one spell of up to 3rd level (must have a casting time of 1 Standard Action).  On a successful hit that does damage, the wielder can “cast” the spell as a Free Action on the opponent. This “empties” the weapon, leaving it ready for a new spell. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Spellblade (PGF p120) | Any Weapon | The wielder is immune to a single spell, which is chosen when the weapon is created. The spell must be one that is targeted on the wielder, not an area of effect spell.  When targeted with the spell, the weapon absorbs it. On the following round, the wielder may direct the spell at a target as a Free Action, or may let it drain harmlessly away. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | +6,000 | — |
| Stealer (DR315 p46) | Melee only | +4 bonus on Disarm checks.  If the disarm is successful, the disarmed weapon sticks to this weapon. The wielder may grab the weapon or let it fall to an square adjacent to him/her as a Free Action. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Sure Striking (PGF p120) | Any Weapon | Overcomes Damage Reduction as if it were ‘chaotic’, ‘evil’, ‘good’, or ‘lawful’, whichever is most appropriate for the target. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Throwing (DMG p226) | Melee only | Weapon becomes a throwing weapon with a range increment of 10’. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Thundering (DMG p225) | Any Weapon | On a critical hit, the weapon does +1d8 in Sonic damage (+2d8 if x3, +3d8 if x4) & the target must make a Fortitude save vs. DC 14 or become Permanently Deaf.  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Sonic damage, but not the weapon’s critical multiplier.(DMG p222)  A weapon cannot have both ‘Roaring’ & ‘Thundering’ options. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Vicious (DMG p226) | Melee only | +2d6 damage to opponent & 1d6 damage to wielder. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Waterborn (Eb p266) | Any Weapon | When the weapon is used underwater, the penalties for fighting underwater are negated.  If the wielder is on land and attacks a foe who is underwater, the foe looses the Cover bonus to AC granted by the water.  Piercing weapons only:  If both the wielder and the opponent are underwater, the weapon has a +2 bonus on attack & damage rolls. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Wrecker (DR315 p46) | Bludgeoning Melee only | Ignores the Hardness of any creature or object is strikes.  Note: if this weapon also does energy damage (for example, ‘Flaming’), the Hardness applies to the energy dmg normally. | *0Weapon Augmentation, Personal* or *Lesser*  *0Natural Weapon Augmentation, Personal* or *Lesser* | — | +1 |
| Anarchic (DMG p223) | Any Weapon | +2d6 damage vs. Lawful opponents.  Weapon is ‘chaotically’ aligned, for purposes of Damage Reduction.  Lawful creature only:  1 Persistent Negative Level. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Anchoring (DR309 p110) | Any Weapon | *Dimensional Anchor*, for 1 minute on an opponent hit by this weapon. The decision to use this ability is made after the weapon hits, but on the same round as the hit.  Usable once per day. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | +11,200 | — |
| Axiomatic (DMG p223) | Any Weapon | +2d6 damage vs. Chaotic opponents.  Weapon is ‘lawfully’ aligned, for purposes of Damage Reduction.  Chaotic creature only:  1 Persistent Negative Level. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Banishing (BoED p113) | Any Weapon | On a hit, an Extraplanar opponent of up to 25HD is banished back to its home plane & cannot return for 24 hours (WillNeg 24, SR applies).  The wielder may deactivate this ability as a Free Action. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +3 |
| Blindsighted (Und p68) | Any Weapon | Wielder gains Blindsense 30’. The weapon gives off “whispers”, which can be heard with a Listen check vs. DC10. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | +30,000 | — |
| Blurstrike (RotW p170) | Melee only | The weapon and the arm wielding it become blurred, causing the 1st melee attack each round with the weapon to treat the target as Flat-Footed. Foes with Uncanny Dodge or who do not rely on sight (i.e. have Blindsight, etc.) are immune to this power.  Usable 10 rounds per day, broken up as desired. Activated as a Free Action. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Burning (Eb p266) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 of Fire damage and the opponent Catches on Fire for 1d4 rounds (RefNeg, DC11). Move Action to douse flames.  +2 bonus on Initiative checks if held at the start of combat | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +3 |
| Clouting  (CArc p143) | Any Weapon | On a hit, the opponent is moved backward 10’ (or knocked Prone if he/she cannot move backwards) (FortNeg, DC19).  If the opponent fails the first save, he/she is Stunned for  1 round (FortNeg, DC19). | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +3 |
| Deadly Precision (CAdv p127) | Any Weapon | If the wielder makes a successful Sneak Attack, the attack does +2d6 damage. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Dementia (DU116 p47) | Melee only | On a critical, the opponent is *Confused* (as the spell) for 7 rounds (WillNeg DC16).  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the Confusion effect, but not the weapon’s critical multiplier.(DMG p222) | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Disarming (CWar p134) | Any Weapon | Melee weapons – During a Disarm action, eliminate the opponent’s bonuses for weapon size & using two hands.  Ranged weapons – Able to make Ranged Disarm action (weapon sizes do not matter, but the opponent gains a +4 bonus us holding the weapon in two hands). | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Disruption (DMG p224) | Bludgeoning Melee only | Any undead struck must make a Will save vs. DC 14 or be destroyed. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Domineering (PGF p119) | Any Weapon | Target becomes Shaken (WillNeg DC16). | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Exit Wound (CWar p134) | Ranged or Ammo only | If the ranged attack misses its target, it continues and has a chance to hit the next target in a straight line (using the original attack roll). Each successive target gains a +4 AC bonus. The attack stops when it hits something. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Explosive – Melee  (CWar p134) | Melee only | On a hit, the attack has a 5’ radius explosion that does 2d4 damage (Ref½ DC15). The wielder takes the damage too. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Explosive – Ranged  (CWar p134) | Ranged or Ammo only | On a hit, the attack has a 5’ radius explosion that does 2d4 damage (Ref½ DC15). | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +3 |
| Finesse (Eb p266) | Light Melee Weapon, Rapier, Whip, or Spiked Chain | Wielder who is the size for which the weapon was made only:  +2 Enhancement bonus to Dexterity  Wielder may use his/her Dexterity modifier as a bonus on attack rolls instead of his/her Strength. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Flaming Burst (DMG p224) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 of Fire damage.  On a critical, the weapon / ammunition does an additional +1d10 of Fire damage if x2, +2d10 if x3, & +3d10 if x4. This effect always occurs, even if the 1st effect is no “on”.  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Fire damage, but not the weapon’s critical multiplier.(DMG p222) | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Heavenly Burst (BoED p113) | Any Weapon | On a critical hit, an Evil opponent takes +3d6 damage (no save) and is Blinded (FortNeg DC14). The wielder takes 1d2 Strength damage (no save).  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra damage, but not the weapon’s critical multiplier.(DMG p222) | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Holy (DMG p225) | Any Weapon | +2d6 damage vs. Evil opponents.  Weapon is ‘good’ aligned, for purposes of Damage Reduction.  Evil creature only:  1 Persistent Negative Level. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Icy Burst (DMG p225) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 of Cold damage.  On a critical, the weapon / ammunition does an additional +1d10 of Cold damage if x2, +2d10 if x3, & +3d10 if x4. This effect always occurs, even if the 1st effect is no “on”.  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Cold damage, but not the weapon’s critical multiplier.(DMG p222) | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Knockback (CWar p135) | Ranged or Ammo only | On a hit, the attack initiates a Bull Rush action, as a Medium creature with a +8 Strength modifier which pushes the opponent as far back as possible. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +3 |
| Metalline (Und p69) | Any Metal Weapon | As a Standard Action, change the metal the weapon is made from. This allows a weapon to change to Adamantine or Cold Iron. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Paralyzing (BoED p113) | Any Weapon | On a hit, opponent is Held (WillNeg DC17). The opponent gets a new save each round & the effect automatically ends after 10 rounds. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Phasing (DR330 p67) | Ammunition only | Can ignore a single object of up to 5’ thick. The ammo ignores Cover, a Shield, or Armor (in that order and only one). | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Roaring (BoED p114) | Any Weapon | The weapon roars on each use.  On a hit, an Evil opponent is Shaken (WillNeg DC22). <no duration listed>  On a critical hit, the opponent takes +2d6 Sonic damage.  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Sonic damage, but not the weapon’s critical multiplier.(DMG p222)  A weapon cannot have both ‘Roaring’ & ‘Thundering’ options. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +3 |
| Shocking Burst (DMG p225) | Any Weapon | On command, the weapon (or the ammunition it launches) does +1d6 of Electrical damage.  On a critical, the weapon / ammunition does an additional +1d10 of Electrical damage if x2, +2d10 if x3, & +3d10 if x4. This effect always occurs, even if the 1st effect is no “on”.  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Electrical damage, but not the weapon’s critical multiplier.(DMG p222) | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Skillful  (CArc p144) | Melee only | There is no non-proficiency penalty for wielding a Skillful weapon.  The minimum Base Attack Bonus for this weapon only  (i.e., does not apply to the other hand) is 3/4 Character level (i.e., same as a Cleric of the same level). | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Speed (DMG p225) | Any Weapon | As part of a Full Attack Action, the wielder gets an extra attack at his/her best attack bonus each round. Does not stack with *Haste* | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +3 |
| Spireshard (DR315 p46) | Melee & Thrown only | A creature dealt damage by the weapon becomes unable to cast Spells or use Spell-like Abilities for 1d4 rounds (WillNeg DC19). Spells currently in effect are not affected.  If a creature fails its save, then further hits do not increase the duration. The effect must end before a new attack can force a new save. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +3 |
| Stalactite (Und p69) | Bladed Melee Weapon | On a critical hit, the foe is turned to Stone (FortNeg DC19).  When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Sonic damage, but not the weapon’s critical multiplier.(DMG p222) | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +3 |
| Superior Dispelling (DR312 p87) | Any Melee | *Dispel Magic (area dispel)* in a 5’ radius centered on the wielder, as a Standard Action. The spell’s Caster level is equivalent to the wielder’s character level. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +3 |
| Truebane (DR345 p23) | Any Weapon | When wielded, the weapon begins as a ‘Bane’ weapon vs. the wielder’s creature type. At the end of any round the weapon injures a creauture, it changes to a ‘Bane’ weapon vs. the last creature it injured for 1 round. If the weapon goes 1 roudn without injuring a creature, it reverts back to being ‘Bane’ vs. the wielder’s creature type.  Reminder: a ‘Bane’ weapon receives a +2 bonus on attack rolls & +2d6 damage against one creatur type. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +3 |
| Unholy (DMG p226) | Any Weapon | +2d6 damage vs. Good opponents.  Weapon is ‘evil’ aligned, for purposes of Damage Reduction.  Good creature only:  1 Persistent Negative Level. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Vampiric (DU128 p83) | Melee only | Living opponent takes an additional 1d4 damage (FortNeg, DC16) and the wielder heals the same amount. If the wielder is at full hp, then the point become non-stacking Temporary HP that fade after 1 hour. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Wounding (DMG p226) | Melee only | Opponent takes 1 point of Constitution damage due to blood loss in addition to normal weapon damage. Creatures immune to criticals do not take ability damage. | *1Weapon Augmentation*  *Natural Weapon Augmentation* | — | +2 |
| Brilliant Energy (DMG p224) | Melee, Thrown, & Ammo only | Passes through non-living matter, so Armor and Armor Enhancement AC bonuses don’t count against this weapon. Cannot harm Undead, Constructs, & Objects  The weapon gives off light in a 20’ radius. | *2Weapon Augmentation, Greater*  *Natural Weapon Augmentation, Greater* | — | +4 |
| Dancing (DMG p224) | Melee only | As a Standard Action, this weapon can be loosed. It will fight for 4 rounds at its wielder’s Base Attack Bonus. Then it drops & can’t ‘dance’ again for 4 rounds.  If the wielder moves, the weapon follows & continues to occupy the same hex. | *2Weapon Augmentation, Greater*  *Natural Weapon Augmentation, Greater* | — | +4 |
| Greater Anchoring (DR309 p110) | Any Weapon | *Dimensional Anchor*, for 1 minute on an opponent hit by this weapon. The decision to use this ability is made after the weapon hits, but on the same round as the hit.  Unlimited uses. | *2Weapon Augmentation, Greater*  *Natural Weapon Augmentation, Greater* | +80,000 | — |
| Greater Dispelling (PGF p119) | Any Weapon | *Greater Dispel Magic (targeted)* on an opponent hit by the weapon as a Free Action. The wielder may decide to use the effect after the weapon has hit. Usable 3/day. | *2Weapon Augmentation, Greater*  *Natural Weapon Augmentation, Greater* | +79,200 | — |
| Keeper’s Fang (Eb p266) | Melee only | Weapon does ‘evil’ damage with respect to Damage Reduction.  If used to strike the killing blow, the opponent’s soul is trapped in the realm of the Deity of the Dead & the opponent cannot be restored to life with *Resurrection*, etc. | *2Weapon Augmentation, Greater*  *Natural Weapon Augmentation, Greater* | — | +4 |
| Righteous (BoED p114) | Any Weapon | *Detect Evil,* always on. The wielder may deactivate this power as a Free Action.  Against an opponent with a Strong or Overwhelming aura of Evil, this weapon has a +2 bonus on attack & damage rolls. | *2Weapon Augmentation, Greater*  *Natural Weapon Augmentation, Greater* | — | +4 |
| Vorpal (DMG p226) | Slashing Melee only | On a roll of Natural 20 (even if the opponent is not susceptible to critical hits(DMG p222)) followed by a successful critical confirmation roll, the opponent’s head is cut off. Note that some creature will not care. | *2Weapon Augmentation, Greater*  *Natural Weapon Augmentation, Greater* | — | +5 |

## Artificer Armor Enhancement Options

| Armor Options | Type | Description | Artificer Infusion | Extra as GP | Cost as Bonus |
| --- | --- | --- | --- | --- | --- |
| Anti-Impact (CWar p133) | Armor only | Damage from falling, constriction, & other whole-body bludgeoning (but not weapons) is halved. | *0Armor Enhancement, Lesser* | + 2,000 | — |
| Arrow Catching (DMG p218) | Shield only | +1 Deflection bonus to AC vs. ranged attacks. All projectiles & thrown weapons targeted within 5’ of wearer veer towards the wearer instead, if the weapon’s Enhancement bonus in not higher than the shield’s. The wielder may deactivate this ability. | *0Armor Enhancement, Lesser* | — | +1 |
| Bashing (DMG p218) | Shield only | Light & Heavy Shields only.  When bashing with the shield, it does damage of a shield two size categories larger (i.e., a Light Shield for a Medium-sized user would do 1d6 damage, while a Heavy Shield would do 1d8).  The shield acts as a +1 weapon. | *0Armor Enhancement, Lesser* | — | +1 |
| Blinding (DMG p218) | Shield only | Twice per day, the item can flash. Everyone except the wearer within 20’ must make a Reflex save vs. DC 14 or be Blinded for 1d4 rounds. | *0Armor Enhancement, Lesser* | — | +1 |
| Death Ward (CArc p142) | Armor only | Ignore one ‘death effect’ each day. Examples include spells with the [death] subtype, magical death effects, energy drain, & negative energy effects (such as those from *Inflict* spells and *Chill Touch*). | *0Armor Enhancement, Lesser* | — | +1 |
| Focused (CAdv p127) | Shield only | +10 Circumstance bonus on Sense Motive checks that oppose a Feint attempt.  If the wielder is threatened by more than one creature, the Shield’s bonus to AC increases by +1. | *0Armor Enhancement, Lesser* | — | +1 |
| Fortification, Light (DMG p219) | Armor or Shield | 25% chance of negating a critical hit or sneak attack. | *0Armor Enhancement, Lesser* | — | +1 |
| Glamered (DMG p219) | Armor only | On command, the armor looks like normal clothing, but otherwise acts normally. | *0Armor Enhancement, Lesser* | + 2,700 | — |
| Malleable (Und p70) | Armor only | The wearer is better able to fit through small passages and does not have his/her speed decreases in a ‘narrow space’ or a ‘low space’. In either case, he/she retains the Dexterity bonus to AC.  If the area is both ‘narrow’ and ‘low’, the wearer only suffers the penalty from one. | *0Armor Enhancement, Lesser* | — | +1 |
| Shadow (DMG p219) | Armor only | +5 Competence bonus on Hide checks. Armor check penalty still applies.  Ex.: Shadow Full Plate = +5 Competence bonus – 5 Masterwork Full Plate penalty = +0 to Hide checks. | *0Armor Enhancement, Lesser* | + 3,750 | — |
| Silent Moves (DMG p219) | Armor only | +5 Competence bonus on Move Silent checks. Armor check penalty still applies. | *0Armor Enhancement, Lesser* | + 3,750 | — |
| Slick (DMG p219) | Armor only | +5 Competence bonus on Escape Artist checks. Armor check penalty still applies. | *0Armor Enhancement, Lesser* | + 3,750 | — |
| Twilight (BoED p112) (PH2 p21) | Armor only | When worn, armor becomes semi-corporeal & translucent.  –10% Arcane Failure chance. | *0Armor Enhancement, Lesser* | — | +1 |
| Acid Resistance (DMG p217) | Armor or Shield | Acid Resistance 10. | *1Armor Enhancement* | +18,000 | — |
| Angelic (BoED p112) | Armor or Shield | Non-Evil Creatures only:  +1 extra Enhancement bonus to AC against attacks by Evil Creatures.  +4 Sacred bonus on saves vs. spells with the [evil] descriptor. | *1Armor Enhancement* | — | +2 |
| Animated (DMG p218) | Shield only | Upon command, the shield floats around the user, who gains Shield bonus to AC while leaving both hands free. The user still receives the shield’s armor check penalty, Arcane spell failure chance, & any non-proficiency penalties. | *1Armor Enhancement* | — | +2 |
| Arrow Deflection (DMG p218) | Shield only | Once per round (as a Free Action, though must not be flat-footed), the wielder may make a Reflex save vs. DC 20 to deflect an incoming projectile. | *1Armor Enhancement* | — | +2 |
| Axeblock (CWar p133) | Armor only | Damage Reduction 5 / Bludgeoning or Piercing.  If combined with ‘Hammerblock’ / ‘Spearblock’, the DR value stays 5. | *1Armor Enhancement* | — | +2 |
| Beastskin (CAdv p127) | Armor only | Creature with the Wild Shape class feature only :  When using Wild Shape, you may expend an additional daily use to make the armor reshape to fit your new form (instead of merging with your body). You gain all the bonus & penalties of your armor (such as Armor Check penalty). | *1Armor Enhancement* | — | +2 |
| Cold Resistance (DMG p218) | Armor or Shield | Cold Resistance 10. | *1Armor Enhancement* | +18,000 | — |
| Death Ward (PGF p119) | Armor only | *Death Ward*, 1/day for 7 minutes. The effect activated automatically when the wearer is exposed to negative energy or a death effect. | *1Armor Enhancement* | — | +2 |
| Electricity Resistance (DMG p218) | Armor or Shield | Electricity Resistance 10. | *1Armor Enhancement* | +18,000 | — |
| Empyreal (BoED p112) | Armor or Shield | As a Free Action during his/her round, the wearer may reduce the Enhancement bonus to AC of this armor and gain an equal Sacred bonus to all saving throws until the next round.  Evil Creatures only:  Wearer is Sickened. | *1Armor Enhancement* | — | +2 |
| Exalted (BoED p112) | Armor only | Good Creatures only:  *Protection from Evil*, always on.  Takes only +1d6 (instead of +2d6) damage from Unholy Weapons.  Negates Vile Damage taken from Vile Melee, Ranged, & Natural Weapons. | *1Armor Enhancement* | — | +3 |
| Fire Resistance (DMG p218) | Armor or Shield | Fire Resistance 10. | *1Armor Enhancement* | +18,000 | — |
| Fortification, Moderate (DMG p219) | Armor or Shield | 75% chance of negating a critical hit or sneak attack. | *1Armor Enhancement* | — | +3 |
| Ghost Touch (DMG p219) | Armor or Shield | The item’s Armor bonus to AC count vs. Incorporeal creatures. Can also be used by Incorporeal creatures (who can still pass through solid object while wearing it). | *1Armor Enhancement* | — | +3 |
| Hammerblock (CWar p134) | Armor only | Damage Reduction 5 / Piercing or Slashing.  If combined with ‘Axeblock’ / ‘Spearblock’, the DR value stays 5. | *1Armor Enhancement* | — | +2 |
| Invulnerability (DMG p219) | Armor only | Wearer gains Damage Reduction 5 / magic. | *1Armor Enhancement* | — | +3 |
| Magic-Eating (CArc p142) | Armor only | Wearer gains Spell Resistance 13. Any spell negated causes the wearer to gain 1d8 Temporary HP (max 8 Temporary HP total).  The Temporary HP fade after 1 hour. | *1Armor Enhancement* | — | +3 |
| Sacred (BoED p112) | Armor or Shield | Decorated with a Deity’s Holy / Unholy Symbol  Follower of the indicated Deity only:  +2 effective level with regards to Turning / Rebuking Checks. | *1Armor Enhancement* | — | +2 |
| Shadow, Greater (DMG p219) | Armor only | +15 Competence bonus on Hide checks. Armor check penalty still applies. | *1Armor Enhancement* | +33,750 | — |
| Shadow, Improved (DMG p219) | Armor only | +10 Competence bonus on Hide checks. Armor check penalty still applies. | *1Armor Enhancement* | +15,000 | — |
| Silent Moves, Greater (DMG p219) | Armor only | +15 Competence bonus on Move Silent checks. Armor check penalty still applies. | *1Armor Enhancement* | +33,750 | — |
| Silent Moves, Improved (DMG p219) | Armor only | +10 Competence bonus on Move Silent checks. Armor check penalty still applies. | *1Armor Enhancement* | +15,000 | — |
| Slick, Greater (DMG p219) | Armor only | +15 Competence bonus on Escape Artist checks. Armor check penalty still applies. | *1Armor Enhancement* | +33,750 | — |
| Slick, Improved (DMG p219) | Armor only | +10 Competence bonus on Escape Artist checks. Armor check penalty still applies. | *1Armor Enhancement* | +15,000 | — |
| Sonic Resistance (DMG p219) | Armor or Shield | Sonic Resistance 10. | *1Armor Enhancement* | +18,000 | — |
| Spearblock (CWar p134) | Armor only | Damage Reduction 5 / Bludgeoning or Slashing.  If combined with ‘Axeblock’ / ‘Hammerblock’, the DR value stays 5. | *1Armor Enhancement* | — | +2 |
| Spell Resistance 13 (DMG p219) | Armor or Shield | Wearer gains Spell Resistance 13. | *1Armor Enhancement* | — | +2 |
| Spell Resistance 15 (DMG p219) | Armor or Shield | Wearer gains Spell Resistance 15. | *1Armor Enhancement* | — | +3 |
| Wild  (DMG p219) | Armor or Shield | If the wearer uses the Druid *Wild Shape* ability, the armor melds into the new body & the wearer retains the Armor & Enhancement bonuses to his/her AC. | *1Armor Enhancement* | — | +3 |
| Woodwalk  (RotW p171) | Armor only | Wearer with Woodland Stride class ability only:  *Tree Stride*, usable as a Free Action up to 3 times per day. | *1Armor Enhancement* | +9,000 | — |
| Acid Resistance, Greater (DMG p218) | Armor or Shield | Acid Resistance 30. | *2Armor Enhancement, Greater* | +62,000 | — |
| Acid Resistance, Improved (DMG p217) | Armor or Shield | Acid Resistance 20. | *2Armor Enhancement, Greater* | +42,000 | — |
| Burning (Eb p266) | Armor | Cold Resistance 10.  Able to be cloaked in flames for 11 rounds, 3/day. Any creature who attacks with a non-reach weapon during this time takes 2d6 Fire damage (no save) and Catches Fire (RefNeg, DC 17). | *2Armor Enhancement, Greater* | +90,000 | — |
| Cold Resistance, Greater (DMG p218) | Armor or Shield | Cold Resistance 30. | *2Armor Enhancement, Greater* | +62,000 | — |
| Cold Resistance, Improved (DMG p218) | Armor or Shield | Cold Resistance 20. | *2Armor Enhancement, Greater* | +42,000 | — |
| Electricity Resistance, Greater (DMG p218) | Armor or Shield | Electricity Resistance 30. | *2Armor Enhancement, Greater* | +62,000 | — |
| Electricity Resistance, Improved (DMG p218) | Armor or Shield | Electricity Resistance 20. | *2Armor Enhancement, Greater* | +42,000 | — |
| Ethereal  (DMG p218) | Armor only | Allows wearer to cast *Ethereal Jaunt*, 1/day. Unlimited duration, but once dismissed, the effect cannot be used again until the next day. | *2Armor Enhancement, Greater* | +49,000 | — |
| Fire Resistance, Greater (DMG p218) | Armor or Shield | Fire Resistance 30. | *2Armor Enhancement, Greater* | +62,000 | — |
| Fire Resistance, Improved (DMG p218) | Armor or Shield | Fire Resistance 20. | *2Armor Enhancement, Greater* | +42,000 | — |
| Fortification, Heavy (DMG p219) | Armor or Shield | 100% chance of negating a critical hit or sneak attack. | *2Armor Enhancement, Greater* | — | +5 |
| Proof against Transmutation (CArc p142) | Armor only | The wearer is immune to any Transmutation effect that would change his/her form, such as being Polymorphed or Petrified. If the wearer fails his/her save vs. *Disintegrate*, the wearer is reduced to –10 hp, but the body is not turned to dust. | *2Armor Enhancement, Greater* | — | +5 |
| Reflection (DMG p219) | Shield only | One per day as a Free Action, the shield can reflect a spell back as per *Spell Turning*. | *2Armor Enhancement, Greater* | — | +5 |
| Sonic Resistance, Greater (DMG p219) | Armor or Shield | Sonic Resistance 30. | *2Armor Enhancement, Greater* | +62,000 | — |
| Sonic Resistance, Improved (DMG p219) | Armor or Shield | Sonic Resistance 20. | *2Armor Enhancement, Greater* | +42,000 | — |
| Soulfire (BoED p112) | Armor only | Wearer is immune to all spells with the [death] subtype, magical death effects, energy drain, and negative energy effects (including *Chill Touch* &*Inflict Wounds*) | *2Armor Enhancement, Greater* | — | +4 |
| Spell Resistance 17 (DMG p219) | Armor or Shield | Wearer gains Spell Resistance 17. | *2Armor Enhancement, Greater* | — | +4 |
| Spell Resistance 19 (DMG p219) | Armor or Shield | Wearer gains Spell Resistance 19. | *2Armor Enhancement, Greater* | — | +5 |
| Stonemeld (Eb p266) | Armor | Damage Reduction 5 / —.  *Meld into Stone*, 3/day. | *2Armor Enhancement, Greater* | +80,000 | — |
| Undead Controlling (DMG p219) | Armor or Shield | May control up to 26 HD of Undead per day as per the *Control Undead* spell. Control is lost each dawn. | *2Armor Enhancement, Greater* | +49,000 | — |
| Underwater Action (Eb p266) | Armor | *Water Breathing*, always on.  Armor imposes no Armor Check penalty on Swim checks.  *Quench*, 2/day. | *2Armor Enhancement, Greater* | +86,000 | — |
| Whirlwind (Eb p266) | Armor | *Fly*, on command. Movement rate of 60’ with Good maneuverability.  Become a Whirlwind, 1/day for 4 rounds. This is equivalent of the whirlwind created by a Large Air Elemental. | *2Armor Enhancement, Greater* | +86,000 | — |
| Xorn Movement (Und p70) | Armor | *Xorn Movement*, for up to 9 rounds per day. The rounds may be broken up as desired. | *2Armor Enhancement, Greater* | +36,000 | — |

# Glossary

## Auras

Alignment Aura(PH p219)

Use the following table to determine the strength of the aura seen by *Detect Good, Detect Evil,* etc.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Creature / Object | Unit | Dim Aura | Faint Aura | Moderate Aura | Strong  Aura | Overwhelming Aura |
| Outsider | HD | see below | up to 1 | 2 – 4 | 5 – 10 | 11+ |
| Undead | HD | see below | up to 2 | 3 – 8 | 9 – 20 | 21+ |
| other Creature | HD | see below | up to 10 | 11 – 25 | 26 – 50 | 51+ |
| Cleric, Paladin or other religious class | Class Level | see below | 1st | 2nd – 4th | 5th – 10th | 11th+ |
| Spell or Magic Items with an alignment | Caster Level | see below | up to 2nd | 3rd – 8th | 9th – 20th | 21st + |
| Lingering Aura remains | — | — | 1d6 rnds | 1d6 min | 1d6 \* 10 min | 1d6 days |

A ‘Lingering Aura’ is left behind by an aligned spell ending or the dead/destruction of an aligned creature or magic item. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a ‘Dim Aura’.

If a caster sees an ‘Overwhelming Aura’ that is opposite of his/her own alignment and the aura was generate by something with twice the HD / Class Level / Caster level of the caster, the caster is Stunned for one round & the detection spell ends.

Magic Aura(PH p219)

Use the following table to determine the strength of the aura seen by *Detect Magic*.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Creature / Object | Unit | Dim Aura | Faint Aura | Moderate Aura | Strong  Aura | Overwhelming Aura |
| Active Spell | Spell Level | see below | up to 3rd | 4th – 6th | 7th – 9th | 10th+ |
| Magic Item | Caster Level | see below | up to 5th | 6th – 11th | 12th – 20th | 21st+ |
| Lingering Aura remains | — | — | 1d6 rnds | 1d6 min | 1d6 \* 10 min | 1d6 days |

A ‘Lingering Aura’ is left behind by an spell ending or the destruction of a magic item. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a ‘Dim Aura’.

Undead Aura(PH p220)

Use the following table to determine the strength of the aura seen by *Detect Good, Detect Evil,* etc.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Creature / Object | Unit | Dim Aura | Faint Aura | Moderate Aura | Strong  Aura | Overwhelming Aura |
| Undead | HD | see below | up to 1 | 2 – 4 | 5 – 10 | 11+ |
| Lingering Aura remains | — | — | 1d6 rnds | 1d6 min | 1d6 \* 10 min | 1d6 days |

A ‘Lingering Aura’ is left behind by the destruction of an Undead. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a ‘Dim Aura’.

Night Creature Aura(DR340 p49)

Use the following table to determine the strength of the aura seen by *Detect Night Creature*.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Creature / Object | Unit | Dim Aura | Faint Aura | Moderate Aura | Strong  Aura | Overwhelming Aura |
| Undead | HD | n/a | up to 2 | 3 – 8 | 9 – 20 | 21+ |
| Evil Outsider | HD | n/a | up to 1 | 2 – 4 | 5 – 10 | 11+ |
| Creature vulnerable to / hindered by Sunlight | HD | n/a | up to 10 | 11 – 25 | 26 – 50 | 51+ |

## 

## Ranges

Close-range – 25’ + 5’ per 2 levels.

Medium-range – 100’ + 10’ per level.

Long-range – 400’ + 40’ per level.

## Levels of Concealment

Concealment(PH p152)

20% miss chance.

Total Concealment(PH p152)

Must guess at the correct hex. If the guess is correct, then there is still a 50% miss chance.

## Levels of Cover

Cover, Soft (such as opponents) (PH p150)(PH3.5e)+

+4 Cover bonus to AC against Ranged Attacks.

Cover, Hard (such as walls) (PH p150)

+4 Cover bonus to AC & +2 Cover bonus to Reflex saves for spell’s whose point of origin is on the other side of the cover.

Not subject to Attacks of Opportunity through the cover.

Full Cover (PH p150)

Can’t be targeted

## Level of Exhaustion

Fatigued(PH p308)

Subject cannot move run or change and suffers a –2 penalty of Strength & Dexterity. Any action that would cause ‘Fatigue’ instead causes the subject to become Exhausted.

After 8 hours of complete rest, Fatigue is removed.

Exhausted(PH p308)

Subject can only move at ½ speed and suffers a –6 penalty of Strength & Dexterity.

After one hour of complete rest, the subject becomes Fatigued.

## Areas of Effect – Shape

Cone(PH p175)

Effect starts at the caster and extends out to the cone’s length in a quarter circle.

Line(PH p175)

A Line area-of-effect stretches from the caster to the end of range. All creatures & objects within a hex touched by that line are targeted.

## Levels of Fear

(in order of severity) Shaken, Frightened, Panicked, Cowering

Shaken(PH p312)

Subject suffers a –2 penalty to attacks, skill checks, ability checks, & saving throws.

Frightened(PH p309)

Subject must flee from the source of the fear.

If cornered, the subject can fight with a –2 penalty to attacks, skill checks, ability checks, & saving throws.

Panicked(PH p311)

Subject drops anything in his/her hands & flees from the source of the fear.

If cornered, the subject must use Total Defense. All skill checks, ability checks, & saving throws have a –2 penalty.

Cowering(PH p306)

Subject is paralyzed with fear and cannot take any actions. –2 penalty to AC & looses Dexterity modifier to AC.

## Types of Magic Item

Spell Completion

The spell generated by the item must be on the user’s spell list. To be used safely, the user’s level must also be high enough to cast the spell.

Provokes an Attack of Opportunity.

Example: Scroll.

Spell Trigger

The spell generated by the item must be on the user’s spell list. There is no penalty if the user is not high enough level to use the spell.

Does not provoke an Attack of Opportunity.

Example: Wand, Staff.

Command Word

Anyone in possession of the item who knows the command word may use it.

Does not provoke an Attack of Opportunity.

Example: Many Wondrous Items, such as a Carpet of Flying.

Use Activated

Anyone in possession of the item can activate it with the proper action (possibly simply wearing it).

Whether activating the item provokes an Attack of Opportunity depends on the action that activates it.

Example: Potion.

## Areas of Effect – Fill

Burst(PH p175)

Cannot go around corners or through Total Cover. The targets are determined when the spell is cast only.

Emanation(PH p175)

Cannot go around corners or though Total Cover. Any creature that enters the emanation during the spell’s duration is effected.

Spread(PH p175)

Can go around corners, but not though Total Cover.

## Casting Times

Immediate Action(CArc p86)

A Swift Action that can be used when it is not your turn. It still counts as your one Swift Action of the coming turn.

You cannot use an Immediate Action when Flat-Footed.

Example: *Feather Fall*.

Swift Action(CArc p86)

You may execute one Swift Action each turn during your action. It takes as much time as a Free Action.

Example: A spell with Feat: Quicken Spell applied to it.

Standard Action(PH p138)

The default casting time for a spell.

Full Round Action(PH p139)

A Full Round Action. Casting time for many summoning spells.

## Other Definitions

All Actions

Attack Rolls, Saving Throws, Skill Checks, & Ability Checks.

Attitude Categories(PH p72)

See table on PH p72.

Avert Gaze (i.e., try to avoid eye contact) (MM p309)

Gain a 50% chance to avoid a gaze attack, but grant your opponent Concealment (20% miss chance).

Blind(PH p305)

Subject cannot see, has a 50% chance of missing outright in combat (assuming the correct hex was chosen), receives a –2 penalty on AC & looses Dexterity modifier to AC, moves at ½ speed, suffers a –4 penalty on most Strength & Dexterity skills.

Calling Diagram(PH p249)

Created by making a Spellcraft roll vs. DC 20 and spending 10 minutes (it is possible to ‘Take 10’, but not ‘Take 20’). When a Conj(call) spell is used with a Calling Diagram & *Dimensional Anchor*, the called creature cannot leave the diagram either by magic or mundane means. The captured creature also cannot use any of its abilities, attacks, or even Spell Resistance to escape.

The description of a Calling Diagram is contained in the spell *Magic Circle against Evil*.

Caster Check(PH p305)

Caster level + 1d20 vs. the indicated DC.

Catch Fire

Reflex save vs. DC 15 to avoid catching fire. Each round, the subject & its equipment take 1d6 fire damage. A new Reflex save vs. DC 15 is allowed each round to put the fire out. +4 bonus for rolling on the ground or having useful help. The fire goes out automatically if the subject is doused with water, jumps in a lake, etc.

Cloud

5’ of cloud provides Concealment, while 10’ or more provides Full Concealment.

Dispersed by a Moderate Wind (11-20 mph) in four rounds or by a Strong Wing (21+ mph) in one round.

Comatose(PH p228)

Target enters a catatonic coma & cannot be awaken. Elves & Half-Elves are vulnerable to this effect.

Community Sizes(DMG p137)

Indicates the adult population. Non-adult population will be 10% – 40% more.

Thorp 20 – 80

Hamlet 81 – 400

Village 401 – 900

Small Town 901 – 2,000

Large Town 2,001 – 5,000

Small City 5,001 – 12,000

Large City 12,001 – 25,000

Metropolis 25,001 or more

Confused(PH p212)

Mental-effect causes the target acts randomly each round that the spell is in effect:

01-10: Attack the caster.

11-20: Act normally.

21-50: Do nothing.

51-70: Run away from the caster at top speed

71-00: Attack the nearest creature (ignoring your familiar).

Cowering

See above

Creature Equivalent

Some spells express the amount of load that can be carried and/or teleported as a number of Medium-sized creatures.

a) the count does not include that caster;

b) each subject, including the caster, can carry Maximum Load;

c) one Small-sized (or smaller) creature can be substituted for one Medium-sized creature;

d) larger creatures may be substituted according to the following table

1 Large-size = 2 Medium-size

1 Huge-size = 4 Medium-size

1 Gargantuan-size = 8 Medium-size

1 Colossal-size = 16 Medium-size

Crippled

Effectively has 0 hp, & can’t partake in strenuous activity.

Dazed(PH p307)

Subject can take no actions, but is able to defend itself normally & has not AC penalty.

Dazzled(PH p307)

Sighted creatures receive a –1 penalty to attack rolls, Spot checks, & Search checks.

<ability> Damage

Target looses an ability score which heals normally.

<ability> Drain

Target looses an ability score which can only be healed with magic.

Deafened(PH p307)

Subject cannot hear, suffers a –4 Initiative penalty, can has a 20% chance of spell failure if the spell has verbal components.

Defenseless(PH p257)

Helpless, plus always fail saving throws.

Dismissible (D)(PH p176)

Dismissing a spell requires the caster to be within spell range & use a verbal component. If the original spell did not have a verbal component, a somatic component is used instead. Either act counts as a Standard Action that does not generate an Attack of Opportunity.

Concentration spells can be dismissed as a Free Action on the caster’s action.

Dispel Check(PH p307)

1d20 + Caster Level (max +N) vs. DC 11 + target spell’s caster level. ‘N’ is determined by spell.

Energy Type

Acid, Cold, Electricity, Fire, or Sonic.

Entangled(PH p308)

Subject receives a –2 penalty to attacks, a –4 penalty to effective Dexterity, & must make Concentration checks to cast spells. If the entanglement is ‘anchored’, the subject cannot move, otherwise the subject can only move at ½ speed, but can’t run or charge.

To remove the entangle usually requires a Strength or Escape Artist check whose DC   
is designated by the effect.

Exhausted(PH p308)

See above.

Fascinated(PH p308)

Subject stays still & quiet as long as the effect lasts. During this time, it receives a –4 penalty on Listen & Spot checks.

If potentially threatened, the subject receives a new saving throw. Of obviously threatened, the fascination ends.

An ally can “shake” a creature out of fascination as a Standard Action.

Fast Healing N

Subject heals damage taken during the spell’s duration at the rate of N hit points per round & automatically Stabilizes. This spell does not heal starvation, thirst, or suffocation damage. Fast Healing effects do not stack.

Fatigued(PH p308)

See above.

Frightened

See above.

Held

Subject cannot move & is Helpless. Subject can still breath & think, though.

Helpless(PH p309)

Subject is immobile & extremely vulnerable. Dexterity is considered 0, so the subject’s AC is at –5. Melee attacks are at an additional +4. The subject is vulnerable to sneak attacks & coup de graces.

Hold Breath(DMG p304)

Most creatures can hold their breath freely for 2 times their Constitution score rounds. Next, the creature must make a Constitution check (DC increases by +1 each round).

Upon failing this check, the target drops to 0 hp and goes Unconscious. On the next round, the target’s hp drop to –1 and he/she is Dying. On the 3rd round, the target is dead.

Immobile

A creature rendered immobile cannot move from its current location.

Incorporeal(PH p309)

The subject does not have a solid body & is immune to non-magical attacks. Magic weapons & spells can effect them with a 50% miss chance. Force effects always effect an incorporeal target. When attacking, incorporeal creatures ignore Natural Armor bonuses & Armor bonuses (unless generated by a Force effect, such as *Mage Armor*).

Insignia(RoD p166)

Focus for the spells *Insignia of Alarm, Insignia of Blessing, Insignia of Healing,* & *Insignia of Warding*. Must have been crafted by the spellcaster.

Emblem of an organization, such as a Guild, Church, or Militia. The insignia may be an amulet, badge, ring, etc., but each insignia of a set must have a matching logo, crest, or symbol and be worth at least 10gp.

Invisible(PH p309)

Gain a +2 bonus on attack, and the target looses its Dexterity modifier to AC. An attacker must guess at the correct hex of the invisible creature. If the guess is correct, then there is still a 50% miss chance (i.e., Total Concealment).

Magical Sensor

When using *Clairvoyance/Clairaudience*, *Scrying*, or any other “Div(scry)” spell., the spell creates a magical, Invisiblespot that is looked and/or listened through. It cannot be damaged, but can be Dispelled. It also can be located with *See Invisible, Detect Magic*, or *Detect Scrying*.

Nauseated(PH p310)

Subject cannot attack, cast spells, concentrate, or do anything other than a single move action each round.

Negative Energy Damage

Harms the living (& the Deathless) and heals the Undead.

Negative Level(PH p310)

The subject has the following penalties per Negative Level: –1 to all skill & ability checks, –1 to all attack rolls, –1 to all saving throws; –5 hit points, –1 effective level, looses 1 spell from the highest level castable that is still available for that day.

If a creature ever has a number of Negative Levels equal or greater than his/her HD, then the creature immediately dies.

For any Negative Level that is still in effect after 24 hours, the subject must make a Fortitude save vs. the DC of the Negative Level (either the spell’s DC or for a monster, 10 + ½ HD + Charisma modifier). If the subject fails, then he/she loose an actual level permanently (though it may be returned with *Restoration* or *Greater Restoration*) and the Negative level fades.

Non-Recoverable Level

Levels lost by *Raise Dead* or *Resurrection* cannot be replaced by any means.

Object Equivalent(PH p300)

Some spells express the amount of inanimate matter that can be effected as a number of Small-sized objects. Larger object may be substituted according to the following table

1 Small-size = 2 Tiny-size

1 Medium-size = 2 Small-size

1 Large-size = 4 Small-size

1 Huge-size = 8 Small-size

1 Gargantuan-size = 16 Small-size

1 Colossal-size = 32 Small-size

Panicked(PH p311)

See above.

Primary Stat

For Artificers & Wizards, use Intelligence.

For Bards & Sorcerers, use Charisma.

For Clerics, Druids, Paladins, & Rangers, use Wisdom.

Positive Energy

Heals the living (& the Deathless) and damages the Undead, who typically receives a Will save for ½ damage.

Prone(PH p311)

The subject is lying on the ground.

Attackers gain a +4 bonus with melee attacks, but receive a –4 penalty with ranged attacks.

The prone creature receives a –4 penalty on melee attacks & cannot make most ranged attacks.

Rubble, Dense(DMG p90)

TBD

Scent Ability(MM p314)

Subject can detect opponents by smell within 30’ (60’ downwind, 15’ upwind) & can track by scent.

Shaken(PH p312)

See above.

Sickened(PH p228)

Target suffers a –2 penalty on attacks, damage, saves, skill checks, & ability checks.

Slowed(PH p280)

Subject may only take one Standard or Move Action each round; suffers a –1 penalty to AC, melee attacks, melee damage, & Reflex saves.

Staggered(PH p313)

Subject can only take one Standard Action or one Move Action each round.

Stunned(PH p313)

Subject looses Dex bonus to AC, has a –2 penalty to AC, and cannot take actions.

Suspended Animation

Target is unconscious, does not need to eat, drink, or break, and no longer ages.

Untyped Damage

Damage that is not Acid damage, Cold damage, Electricity damage, Fire damage, Sonic damage, Positive Energy damage, nor Negative Energy damage. This kind of damage is not blocked by any type of resistance.

Weakened

Target’s has a 2d6 penalty to Strength for the indicated time.

Wind, Moderate (DMG p95)

11 – 20 mph

Wind, Strong (DMG p95)

21 – 30 mph

Wind, Severe (DMG p95)

31 – 50 mph

Temporary HP

These hit-points are removed first if the subject is damaged. They cannot be restored, even by healing.

Vile Damage

HP lost due to Vile Damage can only be regained by magical healing within a *Hallow* or *Consecrate* spell.

# 

# Appendix

## Revision History

October 1, 2003 – Creation of the new D&D 3.5 Spell Index.

Contains Player’s Handbook 3.5.

March 12, 2004 – Added Complete Warrior & the Book of Exalted Deeds.

Added Dragon #309 – Dragon #313.

August 12, 2004 – Added Dragon #314.

Added Player’s Guide to Faerûn.

October 12, 2004 – Added Complete Divine.

November 12, 2004 – Added Eberron Campaign Setting.

Added Dragon #325.

Added Monster Manual 3. Change the abbreviation of Monster Manual v3.5 from “MM3.5” to “MM” to avoid confusion with “MM3”

April 1, 2005 – Added Complete Arcane.

Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.

Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.

September 7, 2005 – Added Races of Eberron.

Added Complete Adventurer.

Added Dragon #330 – #335.

December 9, 2005 – Added Races of Stone, Races of Destiny, Races of the Wild, Unearthed Arcana, & Underdark

Added Dragon #336 – #338.

Made a seperate Assassin Spell List.

May 17, 2006 – Made a seperate Warlock Invocation List.

Added Dragon #339 – #343.

April 17, 200 – Made a seperate Warmage Spell List.

Added Dragon #315 – #323.

## Key to Sourcebooks

|  |  |  |
| --- | --- | --- |
| PH | – | Player’s Handbook v.3.5 |
| DMG | – | Dungeon Master’s Guide v.3.5 |
| MM | – | Monster Manual v.3.5 |
| MM3 | – | Monster Manual |
|  |  |  |
| CWar | – | Complete Warrior |
| CDiv | – | Complete Divine |
| CArc | – | Complete Arcane |
| CAdv | – | Complete Adventurer |
|  |  |  |
| RoS | – | Races of Stone |
| RoD | – | Races of Destiny |
| RotW | – | Races of the Wild |
| RoE | – | Races of Eberron |
|  |  |  |
| BoED | – | Book of Exalted Deeds |
| UA | – | Unearthed Arcana |
|  |  |  |
| FR | – | Forgotten Realms Campaign Setting |
| MoF | – | Magic of Faerûn |
| LoD | – | Lords of Darkness |
| RoF | – | Races of Faerûn |
| SM | – | Silver Marches |
| Und | – | Underdark |
| PGF | – | Player’s Guide to Faerûn |
|  |  |  |
| Eb | – | Eberron Campaign Setting |
| ExpHb | – | Explorer’s Handbook |
|  |  |  |
| DR### | – | Dragon Magazine (with issue number) |
| DU## | – | Dungeon Magazine (with issue number) |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 3.5up | – | D&D v.3.5 Accessory Update | – | <http://www.wizards.com/dnd/files/DnD35_update_booklet.zip> |
| PH3.5e | – | Player’s Handbook v.3.5 Errata | – | <http://www.wizards.com/dnd/files/PHB_Errata09242003.zip> |
| PGFe | – | Player’s Guide to Faerûn Errata | – | <http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip> |
| CDivErrata | – | Complete Divine Errata | – | <http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip> |
| CArcErrata | – | Complete Arcane Errata | – | <http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip> |
| EbErrata | – | Eberron Errata | – | <http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip> |
| wRotD1 | – | Races of the Dragon Web Enhancement #1 | – | <http://www.wizards.com/default.asp?x=dnd/we/20060127a> |
| wRotD2 | – | Races of the Dragon Web Enhancement #2 | – | http://www.wizards.com/default.asp?x=dnd/we/20060420a |

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.

Renamed Spells

| Previous Name | Present Name | Done |
| --- | --- | --- |
| *Mestil’s Acid Breath* | *Acid Breath* | X |
| *Mestil’s Acid Sheath* | *Acid Sheath* | X |
| *Alarm, Improved* | *Alarm, Greater* | X |
| *Assay Resistance* | *Assay Spell Resistance* | X |
| *Minor Servitor* | *Awaken Construct* | X |
| *Force Ram* | *Battering Ram* | X |
| *Tvash-Purll’s Bonefiddle* | *Bondfiddle* | X |
| *Deafening Breath* | *Breath Weapon Admixture* (part) | X |
| *Mordenkainen’s Buzzing Bee* | *Buzzing Bee* | X |
| *Chameleon* | *Camouflage* | X |
| *Claws of the Beast* | *Claws of the Bear* | X |
| *Climb* | *Climb Walls* | X |
| *Simbul’s Skeletal deliquescence* | *Corporeal Instability* | X |
| *Barlen’s Crabwalk* | *Crabwalk* | X |
| *Curse of Petty Failing* | *Curse of Ill Fortune* | X |
| *Cure of Petty Failing, Legion’s* | *Curse of Ill Fortune, Mass* | X |
| *Laeral’s Cutting Hand* | *Cutting Hand* |  |
| *Bridge of Sound* | *Dark Way* |  |
| *Air Bubble* | *Deep Breath* |  |
| *Otiluke’s Dispelling Screen* | *Dispelling Screen* |  |
| *Otiluke’s Greater Dispelling Screen* | *Dispelling Screen, Greater* |  |
| *Undeniable Gravity* | *Earthbind* |  |
| *Elminster’s Effulgent Epuration* | *Effulgent Epuration* |  |
| *Tirumel’s Energy Spheres* | *Energy Spheres* |  |
| *Chamber* | *Ethereal Chamber* |  |
| *Favor of Ilmater* | *Favor of the Martyr* |  |
| *Tenser’s Floating Disk, Greater* | *Floating Disk, Greater* |  |
| *Bane Bow* | *Foebane* |  |
| *Caligarde’s Claw* | *Force Claw* |  |
| *Mordenkainen’s Force Missiles* | *Force Missiles* |  |
| *Frost Fingers* | *Frost Breath* |  |
| *Fugue of Tvash-Prull* | *Fugue* |  |
| *Dhalark’s Glassstrike* | *Glass Strike* |  |
| *Nchaser’s Glowing Orb* | *Glowing Orb* |  |
| *Eilistraee’s Grace* | *Grace* |  |
| *Grimwald’s Greymantle* | *Graymantle* |  |
| *Guided Arrow* | *Guided Show* |  |
| *Hand of Torm* | *Hand of the Faithful* |  |
| *Leomund’s Hidden Lodge* | *Hidden Lodge* |  |
| *Zajimarn’s Ice Claw Prison* | *Ice Claw* |  |
| *Auril’s Flowers* | *Ice Flowers* |  |
| *Harmony* | *Inspirational Boost* |  |
| *Elminster’s Evasion* | *Instant Refuge* |  |
| *Rary’s Interplanar Telepathic Bond* | *Interplanar Telepathic Bond* |  |
| *Ironguard, Greater* | *Ironguard* |  |
| *Balagarn’s Iron Horn* | *Ironthunder Horn* |  |
| *Analyze Opponent* | *Know Opponent* |  |
| *Kelemvor’s Grace* | *Life’s Grace* |  |
| *Mystra’s Miasma* | *Magic Miasma* |  |
| *Igedrazaar’s Miasma* | *Malevolent Miasma* |  |
| *Manifest, Mass* | *Mass Make Manifest* |  |
| *Azuth’s Spell Shield* | *Mass Spell Resistance* |  |
| *Ghorus Toth’s Metal Melt* | *Metal Melt* |  |
| *Presper’s Moonbow* | *Moonbow* |  |
| *Laogzed’s Breath* | *Nauseating Breath* |  |
| *Kaupaer’s Skittish Nerves* | *Nerveskitter* |  |
| *Vaeraun’s Nightshield* | *Nightshield* |  |
| *Zajimarn’s Avalanche* | *Obedient Avalanche* |  |
| *Shelgarn’s Persistent Blade* | *Persistent Blade* |  |
| *Green Oath* | *Plant Body* |  |
| *Darsson’s Potion* | *Quick Potion* |  |
| *Minor Reflection* | *Ray Deflection* |  |
| *Nybold’s Gentle Reminder* | *Rebuke* | X |
| *Nybold’s Stern Reproof* | *Rebuke, Final* |  |
| *Nybold’s Mild Admonishment* | *Rebuke, Greater* |  |
| *Alamanther’s Return* | *Replicate Casting* |  |
| *Recall Spirit* | *Revenance* |  |
| *Righteous Fury* | *Rhino’s Rush* |  |
| *Aganazzar’s Scorcher* | *Scorch* |  |
| *Gate Seal* | *Seal Portal* |  |
| *Great Shout* | *Shout, Greater* (part) |  |
| *Bibgy’s Slapping Hand* | *Slapping Hand* |  |
| *Horizikaul’s Boom* | *Sonic Blast* |  |
| *Horizikaul’s Versatile Vibration* | *Sonic Rumble* |  |
| *Hirzikaul's Cough* | *Sonic Snap* |  |
| *Force Whip* | *Sonic Whip* |  |
| *Simbul’s Spell Sequencer* | *Spell Matrix* |  |
| *Simbul’s Spell Matrix* | *Spell Matrix, Greater* |  |
| *Simbul’s Spell Trigger* | *Spell Matrix, Lesser* |  |
| *Khelben’s Suspended Silence* | *Suspended Silence* |  |
| *Simbul’s Synostodweomer* | *Synostodweomer* |  |
| *Teleport, Mass* | *Teleport* (part) |  |
| *Rogue Wave* | *Tidal Surge* |  |
| *Azuth’s Exalted Triad* | *Triadspell* |  |
| *Remedy Moderate Wounds* | *Vigor* |  |
| *Monstrous Regeneration* | *Vigor, Greater* |  |
| *Nybold’s Wrathful Castigation* | *Wrathful Castigation* |  |

Things to check

Abyssal Army – is it from Planar Handbook?

Accelerated Movement(CAdv p142) ­– did it used to have a Verbal component?

Aiming at the Target(CArc p96) – did it used to be a 5th level Wizard spell (now 2nd)?

Spell Compendium changes to Domains

Community – supersedes version from BoED & Eb

Drow – supersedes version from PGF

Hatred – supersedes version from PGF

Hunger – replaces version from DR312

Metal – supersedes version from PGF

Moon – supersedes version from PGF

Portal – supersedes version from PGF & Und

Rune – supersedes version from PGF. Replaces *Transcribe Rune* with *Symbol of Death* as 8th level spell

Scalykind – supersedes version from PGF. Replaces *Vipergout* with *Creeping Doom* as 7th level spell

Storm – supersedes version from PGF. Replaces *Call Lightning Storm* with *Summon Monster VI* as 6th level spell

Suffering – supersedes version from PGF. Lots of changes to the spell list, including moving *Symbol of Pain* from 5th to 8th level, even though it is on the 5th level Cleric list.

Time – supersedes version from PGF. Replaces *Moment of Prescience* with *Legend Lore* as 7th level spell

Tyranny – granted power has its bonus reduced from +2 to +1 DC.

Undeath – supersedes version from PGF. Replaces *Inflict Light Wounds, Mass* with *Circle of Death* as the 5th level spell

Spells not in Spell Compendium, therefore Removed

Antimagic Aura(MoF p77)

<Abj, VSM(iron powder)/DF, 1StdAct, Touch, 1rnd/lvl, WillNeg>

– Almost all magical effects, spells, spell-like abilities, supernatural abilities, and magic items are suppressed (but not dispelled) on the touched target. The target is immune to spells, etc. Time spent suppressed counts against duration. Note that the field is invisible & moves with the target. Some spells, such as *Wall of Force* & *Prismatic Sphere* are specifically immune to this spell.

Beltyn’s Burning Blood(UE p48)

<Necro, VSM(blood, saltpeter), 1StdAct, Medium-range, 1rnd/lvl(D)>

– One living target has his/her blood become hot & acidic. Each round, the target must make a Fortitude save or take 1d8 Acid damage, 1d8 Fire damage, & only be able to take a Move-Equivalent action for that round due to pain.

Claws of the Beast(PGF p101)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl>

– The caster’s hands become 1d8 weapons that make ‘armed attacks’.

Spell Compendium changes to Spells

Accelerated Movement(Spell p7)~~(CAdv p142)~~

<Trans, ~~V~~SM(cockroach), 1 Swift Action, Personal, 1rnd/lvl(D)>

– The caster may move at his/her normal speed when using Balance, Climb, or Move Silently without taking a penalty. This spell does not affect the skill penalties if the caster Runs or Charges.

Acid Sheath(Spell p7)~~(MoF p108)~~

<Conj(creat)[acid], VSM(fire ants)F(50gp glass humanoid), 1StdAct, Personal, 1rnd/lvl(D)>

– The caster is surrounded by a layer of Acid, which provide only the following benefits:

a) if the caster is struct by a creature that is not using a reach weapon, the attacker takes 2hp per level (max 30hp) 1d6+2/lvl Acid damage;

b) if the caster grapples / is grappled, the attacker takes the above damage once per round;

c) any spells with the [acid] subtype that the caster casts do +1hp damage per die.

Acid Storm(Spell p7)~~(PGF p99)~~

<Evoc[acid], VSM(10gp flask of acid), 1StdAct, Medium-range, Instantaneous, Ref½, no SR ~~SR applies~~>

– 1d6 ~~1d8~~ Acid damage per level (max 15d6) in a 20’ radius by 20’ high cylinder.

Aiming at the Target(Spell p8)~~(CArc p96)~~

<Abj, S, 1 Immediate ~~Swift~~ Action, Personal, Concentration up to 20min/lvl>

– Receive a +10 Circumstance bonus on Concentration checks.

Note: Unlike most spells, this spell can be cast while Concentrating on a spell. Its benefits last until that spell ends (up to 20min/lvl).

Air Breathing(Spell p8)~~(Sav p63)~~

<Trans, SM(straw)/DF, 1StdAct, Touch>

– The touched living subjects of the spell can breathe air freely (the subject also keeps any ability to breath underwater it previously had). 2hrs/lvl duration is evenly split between all the subjects.

~~Counters and dispels~~ *~~Water Breathing~~*.

Allegro(Spell p9)~~(CAdv p142)~~

<Trans, VSM(feather from a bird of prey), 1 Swift Action ~~1StdAct~~, 1min/lvl(D)>

– All creatures within a 20’ ~~10’~~ radius Burst of the caster receive a +30’ Enhancement bonus to their land speed, up to double their base speed for the spell’s duration.

Amplify(Spell p10)~~(MoF p77)(MoFe)+~~

<Trans[sonic], VS, 1StdAct, Long-range, 1min/lvl>

– The sound coming from 20’ ~~15’~~ radius Emanation around the targeted creature, object, or location is amplified, causing the DC of Listen checks to decrease by 20. People in the area do not know they are being amplified.

This spell can be targeted on a creature, objects, or a point in space. If targeting an unwilling creature or an object in its possession, it gets a Will save to negate (SR applies). If cast on an unattended object or a point in spece, there is not save. Also, if cast on a point in space, the effect is immobile.

This spell Counters and Dispels *Silence*.

Analyze Portal(Spell p10) ~~(FR p66)~~

<Div, VSM(lens, mirror)/DF, 1Minute, Concentration up to 1rnd/lvl(D)>

– Detects and analyzes Portals in a 60’ Cone-shaped Emanation ~~within 60’ in a 90 degree arc~~. Detection takes 1 round, after which the caster may spend an addional rounds to identify properties of each Portal by making a Caster check vs. DC 17 (retry once per round).

Anger of the Noonday Sun(Spell p11) ~~(CDiv p150)~~

<Evoc[light], VS, 1StdAct, Instantaneous, RefNeg, SR applies>

– All creatures in a 20’ ~~10’~~ radius Burst around the caster that can see are Blinded for 1 minute per Caster level (RefNeg).

In addition, Undead and Oozes take 1d6 dmg per two Caster levels (max 10d6) (Ref½). Undead that take special damage from sunlight are Destroyed (RefNeg).

Animate Fire(Spell p12) ~~(CArc p96)~~

<Trans[fire], VSM(ash,sulfur), 1 Round, Close-range, Concentration up to 1rnd/lvl>

– Transform up to a 5’ cube of fire into a Small Fire Elemental ~~Animated Object with the [fire] subtype, Hardness 0, and the ‘burn’ special attack of a Fire Elemental~~ under the caster’s control. The Elemental must stay within Close-range of its source fire.

Note: Spell level reduced from Druid 2 to Druid 1.

Animate Water(Spell p13) ~~(CArc p96)~~

<Trans[water], VSM(water, cinnabar oil), 1 Round, Close-range, Concentration up to 1rnd/lvl>

– Transform 4 cubic feet ~~up to a 5’ cube~~ of water into a Small Water Elemental ~~Animated Object with the [water] subtype and 2x the default hit-points, but has Hardness 0~~ under the caster’s control. The Elemental must stay within Close-range of its source water.

Anticipate Teleportation(Spell p13)~~(CArc p97)~~

<Abj, VSF(500gp platinum & crystal hourglass), 10Minutes ~~1Round~~, Touch, 24hrs ~~1hr/lvl~~, no save, no SR>

– If any spell with the [teleport] subtype has its destination within a 5’ per level Emanation of the touched willing subject, the following occurs:

a) the subject knows where within the area of effect is the destination of the spell;

b) the subject knows the number of creatures the spell is transporting and their sizes;

c) the arrival of the teleporting creatures is delayed for 1 round, allowing the subject (and anyone he/she informs) a chance to prepare. The teleporting creatures do not know they were delayed

d) if a creature’s destination was within the area of effect, but it fails to arrive there (possible due to making a bad roll on the *Teleport* table), the subject knows that the teleporters were inbound and then something went wrong. The subject does not know the final destination.

This spell applies even if the destination is not the one intended by the caster of the teleportation spell (due to a mishap).

Note: The subject must carry the focus or the spell ends.

Note: Spell level reduced from Sor/Wiz 4 to Sor/Wiz 3.

Anticipate Teleportation, Greater(Spell p13)~~(CArc p97)~~

<Abj, VSF(1,000gp platinum & crystal hourglass), 10 Minutes, Touch, 24 hours, no save, no SR>

– If any spell with the [teleport] subtype has its destination within a 5’ per level Emanation of the touched willing subject, the following occurs:

a) the subject knows where within the area of effect is the destination of the spell;

b) the subject knows the number of creatures the spell is transporting, their sizes, and their creature types;

c) the arrival of the teleporting creatures is delayed for 3 rounds, allowing the subject (any anyone he/she informs) a chance to prepare. The teleporting creatures do not know they were delayed.

d) if a creature’s destination was within the area of effect, but it fails to arrive there (possible due to making a bad roll on the *Teleport* table), the subject knows that the teleporters were inbound and then something went wrong. The subject does not know the final destination.

This spell applies even if the destination is not the one intended by the caster of the teleportation spell (due to a mishap).

Note: the subject must carry the focus or the spell ends.

Note: Spell level reduced from Sor/Wiz 8 to Sor/Wiz 6.

Appraising Touch(Spell p15)~~(DR325 p70)~~

<Div, VS, 1StdAct, Personal, 1hr/lvl ~~1min/lvl~~>

– Gain a +10 Insight bonus ~~equal to your Caster level~~ on Appraise check made to determine a touched object’s value, though the check takes 2 minutes instead of the typical 1 minute.

Even if the check fails, the erroneous estimate will be no more than 50% off.

Armor of Darkness(Spell p15) ~~(FR p67)(D&D p216)~~

<Abj[darkness], VS/DF, 1StdAct, Touch, 10min/lvl>

– Touched subject is cloaked in shadows:

a) Deflection bonus to AC of ~~+3 + (1 per 4lvls)~~ +(4 + 1 per three levels above 7th) (max +8);

b) gains Darkvision 60’;

c) +2 bonus on Saving Throws vs. [light], [good], and ‘holy’ spells & effects;

d) Undead gain +4 Turn Resistance;

~~e) at casting time, the caster can decide if he/she wishes the target’s features to be obscured by shadow.~~

Arrow of Bone(Spell p16)~~(CArc p97)~~

<Necro[death], VSM(Oil of Magic Weapon, bone ~~50gp powered gems, bone, blood~~), 10Minutes, Touch, until discharged up to 1hr/lvl ~~8hrs~~, Fort½, SR applies>

– The touched missile or thrown weapon (typically an arrow, bolt, javelin, or spear) gains a +4 Enhancement bonus to attack and damage. When thrown or fired, if it hits, the target Dies (Fort save for 3d6+1/lvl damage (max 3d6~~+15~~ +20)).

The spell is discharged after one attack, whether it hits or not.

Note: Spell level increased from Sor/Wiz 6 to Sor/Wiz 7.

Arrow Storm(Spell p16)~~(CAdv p143)~~

<Trans, V, 1 Swift Action (before any other actions), Personal, 1rnd>

– As a Full Round Action, the caster may make one ranged attack with a straight bow (with which he/she is proficient) against every foe within one range increment, up to a number of foes equal to the caster’s Character level.

Note: Spell level reduced from Rgr 4 to Rgr 3.

Binding Winds(Spell p27) ~~(MoF p80)(CDiv p153)~~

<Evoc[air], VS, 1StdAct, Medium-range, Concentration, RefNeg, SR applies>

– Creates an immobile barrier of wind that has the following effects on one target:

a) the target cannot move through the wind barrier (i.e., it is held in place). A flying target is held in mid-air;

b) no sounds of any type can cross the barrier;

c) sonic & language-dependant spells and effects cannot cross in or out of the barrier;

d) to cast a spell, the target must make a Concentration check vs. DC (this spell’s DC + spell being cast’s DC); and

e) ranged attacks in or out of the barrier receive a –2 penalty to hit.

Note: Spell level reduced from Druid 5 to a Druid 2.

Cloud-Walkers(Spell p49) ~~(CDiv p159)~~

<Trans, VS/DF, 1StdAct, Touch ~~Close-range~~, 10min/lvl(D) ~~1hr/lvl(D)~~>

– One subject per level gains Fly 60’ (Perfect maneuverability), but outdoors only ~~within a 30’ area starts to walk on air. Once the spell is in effect, each subject may act independently.~~

~~Each subject may “climb” straight up or down at a movement of 30’. Once a subject is 90’ off the ground, he fly horizontally at a movement of 60’ with Perfect maneuverability.~~

A subject may cancel the spell on himself as a Standard Action. The caster may dismiss the spell normally, but this effects all subjects.

Gembomb(Spell p101)~~(FR p70)~~

<Evoc ~~Conj(creat)~~[force], VSM(1gp gem ~~up to 5 gems worth at least 1gp each~~), 1Round ~~1StdAct per gem~~, Touch, until discharged up to 10min/lvl>

– The caster programs ~~up to 5 gems~~ 1 gem to do ~~a total of~~ 1d8 per 2 levels force damage (max 5d8). ~~The caster can put all the damage in one gem, spread it evenly, etc~~. Once empowered, the caster can throw the gem as a Standard Action up to 60’, where is explodes in a 5’ radius Burst ~~each gem up to 100’ (range increment 20’), making a ranged touch attack~~. The target makes a Reflex save for ½ dmg (SR applies).

Phantasmal Thief(Spell p155)~~(BoVD p100)~~

<Conj(creat), VSM(green thread), 1StdAct, Close-range, 1rnd/lvl, no save, no SR>

– Creates an Invisible force that can steal. As a Free Action, the caster can inaudibly direct the ‘thief’ on which object within range it should grab. The target object ~~must be in a creature’s possession (including a ‘Bag of Holding’) and not~~ cannot be in a locked container. The ‘thief’ has the following statistics:

a) ~~+20~~ +(Caster level) on Hide checks (only needed against creatures who can see invisible);

b) ~~+20~~ +(Caster level) on Move Silently checks;

c) cannot be damaged, only Dispelled;

d) can only hold 1 object at a time, weighing up to 1 pound per Caster level.

The ‘thief’ can only take the following actions, each of which takes 1 Full Round:

Steal Object: Always successful if the ‘thief’ was not detected by the target. If detected, the ‘thief’ may try again the following round. Once in the ‘thief’s possession, the object becomes Invisible.

Bring Object to Caster: After giving the object to its caster, the ‘thief’ can be ordered to steal again the next round.

Return Object to Target: The ‘thief’ can be ordered to steal again the next round.

Steal Object from the Target’s Hand: The ‘thief’ attempts to forcefully take the desired object from the target’s hand by making a Disarm attempt with a ~~+20~~ +(Caster level) bonus. If the attempt is successful & the ‘thief’ brings the object to its caster, the spell ends immediately.

Rebuke(Spell p170)

<Ench(comp)[mind][fear], VSM(stick), Close-range, 1rnd/lvl, WillNeg ~~FortNeg~~, SR applies>

– The living target receives the following penalties due to pain:

a) Dazed for 1 round;

b) Shaken for the remaining duration; &

c) casting spells while under the effect of this spell requires a Concentration check vs. (DC of this spell + level of spell being attempted).

Previously called *Nybor’s Gentle Reminder*.

Spider Curse(Spell p200)~~(FR p74)~~

<Trans[mind], VS/DF, 1Minute ~~1StdAct~~, Medium-range, 24hrs/lvl, WillNeg, SR applies>

– Transforms a Medium-size (or smaller) Humanoid into a creature that looks like a Drider a Drider or a Monstrous Spider of Tiny to Large size. The caster maintains telepathic control over the target for the spell’s duration, no matter what the range.

The subject gets the following from the new form:

a) +4 bonus to Strength, +4 bonus to Dexterity, & +4 bonus to Constitution;

b) size Large, with the standard modifier (i.e., 5’ reach, –1 to all attacks, etc.).

~~b) natural armor & weapons; and~~

~~c) natural movement, like swimming & flying.~~

The subject keeps the following from its original form:

a) Intelligence, Wisdom, & Charisma;

b) hit points (ignore new Constitution score);

c) level, class, & alignment;

d) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con); and

e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);

b) the subject’s equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;

c) ~~all forms have~~ has a poison attack that does 1d6 Str / 1d6 Str, DC = 16 + caster’s Wisdom modifier;

d) if slain, return to original form.

Control is comperable to *Dominate Person*:

a) If the caster & the target do not share a language, control is limited.

b) The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input.

c) The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

d) Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

e) Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it..

f) A Sense Motive check vs. DC 15 will show that the target is under magic control.

Stone Spiders(Spell p208)~~(FR p75)~~

<Trans, VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

– ~~Either~~

~~a) give 1d3 vermin Damage Reduction 10/adamantine; or~~

~~b)~~ Transform 1d3 pebbles into stone Constructs of Monstrous Spiders of any size from Tiny to Huge. Use the statistics for Monstrous Spiders with the following changes:

1) +6 improvement to Natural Armor;

2) Damage Reduction 10 ~~30~~ / magic.

3) Poison attack of 1d3 Str / 1d3 Str, DC = 10 + ½ Caster level + Caster’s Wisdome modifier  ~~17 + Caster’s Wisdom modifier~~.

Whirlwind, Greater(Spell p238) ~~(CDiv p189)~~

<Evoc[air], VS/DF, 1StdAct, Medium-range, 1rnd/lvl~~(D)~~, SR applies>

– Creates a cyclone that is 20’ radius from top to bottom and 5’ per level tall As a Move Action, the caster can move the cyclone 60’.

a) Ranged attacks cannot pass through the cyclone;

b) it extinguishes all flames;

c) Listen check fail within the cyclone;

d) it uproots trees & vegetation and leaves a trail of Dense Rubble in its wake.

e) structures within the cyclone’s radius take 2d6 x 10 hp of damage each round.

Creatures within range the cyclone are pulled towards it by the distant listed (FortNeg):

Size Flying? Range Distance

up to Large No 60’ 1d4 x 10’ +1d4 non-lethal / 10’

Huge No 40’ Prone

Gargantuan+ No 40’ Can’t move away

up to Huge Yes 60’ 60’ + 2d6 dmg

Gargantuan Yes 60’ 1d6 x 10’

Colossal Yes 60’ 1d6 x 5’

A creature up to Huge size that come into contact with the spell’s 20’ radius must make a Reflex save or take 3d6 damage. If a creature fails the first save, it must make a second Reflex save or be picked up by the winds and held there for three rounds before being ejected.

Creature that start their round within the cyclone take 6d6 dmg per round (no save) and may not move, cast spells, or attack. After three ~~1d10~~ rounds, a creature it thrown from the cyclone 4d6 x 5’ horizontally & 4d6 x 5’ vertically (taking falling damage if can’t fly).

Assay Spell Resistance(Spell p17)(CArc p97)

<Div, VS, Swift Action, Personal, 1rnd/lvl>

– Gain a +10 bonus on Caster checks to overcome Spell Resistance against one target, which must be visible when this spell is cast.

Aura of Glory(Spell p18)~~(MoF p78)~~

~~<Trans, V/DF, 1StdAct, Personal, 1min/lvl>~~

– ~~The caster & his/her allies gain bonuses:~~

~~Allies: up to 1 per Paladin level within 10’ are heal 1hp and receive a +2 Sacred bonus on saves vs. fear for the spell’s duration.~~

~~Caster: gains a +2 Sacred bonus on attempts to turn Undead & to all Bluff, Diplomacy, Handle Animal, Intimidate, & Charisma checks to change an NPC’s attitude.~~

<Trans, V/DF, 1 Swift Action, Instantaneous>

– All allies within the caster’s Aura of Courage have all Fear effects removed.

Aura of Vitality(Spell p18)~~(MoF p78)~~

<Trans, VS, 1StdAct, Close-range, 1rnd/lvl>

– One subject per 3 levels in a 30’ area gain +4 Morale ~~Enhancement~~ bonuses to Strength, Dexterity, and Constitution.

Backbiter(Spell p23)~~(CArc p98)~~

<Necro, VSF(dagger), 1StdAct, Close-range, until discharged up to 1rnd/lvl>

– The target ~~wooden-hafted two-handed~~ melee weapon attacks its wielder the next time it is used in combat (within the spell’s duration). The wielder uses his/her own AC and, if successful, does normal damage.

Whether the surprise attack hits or not, the spell is discharged after one attack.

Magic weapons are allowed a Will save to negate.

Backlash(Spell p23)~~(MoF p79)~~

<Trans, VS, 1StdAct, Touch, until discharged up to 10min/lvl, WillNeg, SR applies>

– If the touched target casts a Spell or uses a Spell-like Ability ~~an “attack spell” that is resisted, interrupted, or saved against, the attack spell takes effected on the target too, who receives no saving throw~~ the spell is expended, but takes not effect, –and– the target takes 1d6 damage per level of spell being cast.

Ball Lightning(Spell p23)~~(PGF p99)~~

<Evoc[electricity], VSM(copper & iron pellets), 1StdAct, Medium-Range, 1rnd/lvl, RefNeg ~~Ref½~~, SR applies>

~~– Create one 3’ diameter sphere per 2 levels (max 8). Each sphere has the following properties:~~

~~a) Can be programmed to follow a set of instructions as a Free Action on the round it is created and as a Move Action on any other round. Typically programs would be “follow the passage on the left and attack the creature within it” or “form a 5’ radius circle around me”.~~

~~b) Moves up to 100’ per round with Perfect maneuverability.~~

~~c) Has vision equivalent to a Human.~~

~~d) Gives off light equivalent to a candle. This is very helpful to offset its “human” eyesight in dark conditions.~~

~~e) If it comes in contact with a creature (as a Touch attack or by being touched by its opponent), the opponent is allowed a Spell Resistance check to see if this sphere can harm it. If it can, the opponent takes 2d6 Electricity damage (Ref½). Any successful attack causes the sphere’s programming to end and leave it hovering in the opponent’s hex.~~

~~f) If the distance between a sphere and the Caster ever exceeds the spell range, the sphere dissipates.~~

– Creates a 5’ diameter ball of electricity, which can roll/jump 30’ per round. If the sphere enters a hex per a creature, it stops for that round & does 1d6 per level Electrical damage (max 15d6), unless the target makes a Reflex save for no damage.

The caster can move the sphere as a Move Action.

Battering Ram(Spell p24)~~(MoF p80)~~

<Evoc[force], VSF(ram’s horn), 1StdAct, Close-range, Instantaneous, no save, SR applies>

– Deals 1d6 damage. Creatures are inflicted with a Bull Rush at +10 ~~(treat spell as a Large creature with a Strength 25)~~. A door is opened on a successful Strength check at +10 ~~+7~~.

Beast Claws(Spell p25)~~(CDiv p151)~~

<Trans, VSM(bird claw), 1StdAct, Personal, 1hr/lvl ~~1rnd/lvl~~>

– The caster’s hands become 1d4 ~~1d6~~ Slashing weapons (critical threat 19-20/x2) & are an armed attack.

The Claws are treated as natural weapons, so the caster may make one Claw attack as a Standard Action or two Claw attacks as a Full Round Action (with neither claw being treated as a Secondary Attack). The two Claw attacks do not receive a penalty for two-weapon fighting. A Base Attack Bonus of +6 or higher does not grant extra attacks.

The claws do not interfere with spell casting.

Claws of the Bear ~~Beast~~(Spell p47)~~(PGF p101)~~

<Trans, VS, 1StdAct, Personal, 1rnd/lvl>

– The caster’s hands become 1d8 weapons that make ‘armed attacks’.

Bestow Curse, Greater(Spell p27) ~~(RoD p164) (CDiv p153)(CDivErrata)+~~

<Trans, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– Touched subject is inflicted with one of the following (caster’s choice):

a) One ability score reduced to 1;

b) Two ability scores receive a –6 penalty (min 1);

c) –8 penalty on All Actions; or

d) 75% chance of losing each action.

~~The caster must designate a task which, if completed, will cause the curse to be lifted. The task must be some that the target could do in a 1 year time-frame.~~

This spell is not effected by *Dispel Magic, Break Enchantment*, *Limited Wish~~,~~* ~~or~~ *~~Remove Curse~~*. It can be removed with a *Wish* or *Miracle* or *Remove Curse* cast at 17th caster level or greater*.*

Black Blade of Disaster(Spell p29~~)(MoF p81)~~

<Conj(creat), VS, 1StdAct, Close-range, Concentration up to 1rnd/lvl>

– The caster creates a 3’ long planar rift that he/she can designate to attack one target within range. The ‘blade’ has the following:

a) Can attempt a ‘melee touch attack’ each round without attention from the caster, though the caster must spend a Standard Action choosing a new target;

b) Has an attack bonus of the caster’s Base Attack Bonus + the caster’s Spellcasting Attribute modifier.

c) Does 2d12 damage ~~(bypassing Hardness)~~ per level (max 40d6) (Fort save for 5d6);

~~d) Has a threat range is 18-20 /~~ *~~Disintegrate~~*~~;~~

e) Considered a Force effect for hitting ethereal & incorporeal creatures;

f) Can bypass magical barriers (not including *Antimagic Field*) of a lesser level than itself;

g) Does not get or help give flanking bonuses; and

h) has a touch AC of 13.

Countered by *Gate*.

Automatically dispelled by *Dimensional Anchor*.

Affected by *Dispell Magic,* Sphere of Anniliation, or a Rod of Cancelation.

Bladeweave(Spell p31)~~(CAdv p144)~~

<Ill(pattern), V, 1 Swift Action, Personal, 1rnd/lvl(D)>

– ~~Any round in which the caster attacks with a melee weapon, he/she can make an additional touch attack roll at his/her best attack bonus as a Free Action. If successful, the touched opponent is Dazed for 1 round (WillNeg, SR applies)~~.

– Any one opponent that the caster hit with a melee weapon in the current round is Dazed for 1 round (WillNeg, SR applies). Usable once per round.

Blessed Aim(Spell p31)~~(CDiv p154)~~

<Div, VS, 1StdAct, ~~Concentration~~ 1min/lvl>

– All allies within ~~60’~~ a 50’radius Spread of the caster receive a +2 Morale bonus on ranged attacks.

Note: Changed from [Clr3 Pal2] to [Clr1 Pal1].

Blindsight(Spell p32)(PGF p100)(Und p56)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

– Touched subject gains the Blindsight quality, allowing it to sense creatures within 30’ even if they are Invisible or cloaked in darkness.

Note: Changed from [Clr3 Drd2 Sor/Wiz2] to [Clr3 Drd3].

Blood Frenzy(Spell p33)~~(MoF p82)~~

<Trans, VS, 1StdAct, Touch ~~Personal~~, ~~1rnd/lvl~~, WillNeg, SR applies>

– ~~Rage gives +2 to Strength and Constitution, +1 on Will saves, and –1 to AC~~.

– Touched creature that has the Rage class ability (typically a Barbarian) enters a Rage immediately. This Rage does not count against the subject’s daily number of Rages.

Blood to Water(Spell p33)~~(DR314 p45)~~

<Necro[water], VS, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

– The caster transmutes a portion of the blood of up to ~~three~~ five living creatures in a 30’ area into water. Each target takes 2d6 Constitution damage (Fort½). ~~The spell does (1d6 \* (Caster level / 2)) Constitution Damage. The dice are distributed evenly to all targets (i.e., an 8 dice attack on three creatures must be distributed as 3d6, 3d6, & 2d6), all targets must be within a 20’ area, and~~ no target may have the [fire] or [water] subtype.

~~If a target makes its Fortitude save, it is Nauseated for 1d6 rounds.~~

Body of the Sun(Spell p35)~~(CDiv p155)~~

<Trans[fire], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– All creatures within a 5’ radius Emanation of the caster take 1d4~~+1~~ per 2 levels Fire damage (max 5d4) (Ref½, SR applies) each round.

Body Blades(Spell p35)~~(MoF p82)~~

<Trans, VS, 1StdAct, Personal, 1min/lvl>

– The caster’s body becomes covered with spikes that do 1d6 + 1 per level (max 1d6+5) Piercing damage ~~(x2 on a critical)~~ on a successful grapple attack, regular melee attack, or an off-hand melee attack (spikes count as a light weapon). If the caster is grappled, the attacker takes the damage listed above ~~2hp damage~~. The caster also gains a +4 bonus on Escape Artist checks to escape from rope, nets, spells that entangle, etc.

Body Harmonic(Spell p35)~~(DR314 p45)~~

<Trans~~[water]~~, VSF(500gp crystal goblet filled with water), 1StdAct, Medium-range ~~Long-range~~, 1rnd/lvl(C), WillNeg, SR applies>

– One living creature takes 1d10 ability damage to an ability score chosen by the caster. Each round the caster maintains Concentration, the caster must choose a different score, & any given ability cannot be targeted more than once per 5 rounds.

Due to the harmonics their body is generating, the target receives a –20 penalty on Move Silently checks

~~Creatures with the [fire] subtype cannot be targeted by this spell.~~

Bolt of Glory(Spell p35)~~(CDiv p155)~~

<Evoc[good][ray], VS/DF, 1StdAct, Close-range, Instantaneous, no save, SR applies>

– Ray of positive energy effects its target based on its nature & native plane of existence:

Evil Outsiders, Negative Energy Plane natives, and Undead take 1d12 ~~1d6~~ per level (max 15d12 ~~15d6~~).

Material Plane natives, Neutral Outsider and Elemental Plane natives take 1d12 ~~1d6~~ per two levels (max 7d12 ~~7d6~~).

All other creatures, including Good Outsiders and Positive Energy Plane natives, take no damage.

~~Tvash-Prull’s~~ Bonefiddle(Spell p37)~~(DR328 p72)~~

<Necro, VSM(30gp tiny silver fiddle), 1StdAct, Close-range, Concentration up to 1rnd/lvl, FortNeg, SR applies>

– The caster chooses a target creature with a skeleton or exoskeleton. A ghostly fiddle bow appears and begins to “play” the target like a fiddle. The target gets a Fortitude save and a Spell Resistance check. If either succeeds, the spell ends.

The spell’s target takes 3d6 ~~1d6~~ Sonic damage each round (treated as continual damage for purposes of disrupting spellcasting) and receives a –20 penalty on Move Silently checks. The spell continues even if the target leaves the caster’s line-of-sight and/or line-of-effect.

~~As a Move Action, the caster may change the target of this spell, but the target receives a Fortitude save and Spell Resistance check to end the spell~~

Note: was previously named Tvash Prull’s Bonefiddle.

Branch to Branch(Spell p38)~~(CAdv p144)(MoF p83)~~

<Trans, VS, 1StdAct, Personal, 1hr/lvl(D) ~~10min/lvl(D)>~~

– Gain a +10 Competence bonus to Climb checks made in trees. While at least 10’ above the ground in Medium or Dense Forest, the caster may swing from branch to branch at his/her Land speed + 10’ Enhancement bonus. The caster may make a Charge action, but not a Run action. The caster ignores hampered movement penalties for undergrowth and other terrain features.

Note: Changed from [Drd2 Rgr1] to [Drd1 Rgr1].

Briar Web(Spell p39)~~(CDiv p156)~~

<Trans, VS/DF, 1StdAct, Medium-range ~~Long-range~~, 1min/lvl, no save ~~RefNeg~~, no SR>

~~– Plants Entangle everyone in 20’ radius Spread who fails a Reflex save. An entangled target may spend a Full Round Action to gain a new Reflex save to become unentangled (though failing the save results in the target taking 2d6 Piercing damage).~~

~~An entangled target to takes any action except trying to get free or holding still takes 2d6 Piercing damage each round.~~

~~Anyone not entangled may move at ½ speed through the area of effect (taking no damage).~~

~~Plants provide Cover 5’, and Full Cover at 20’.~~

– The plants in a 40’ radius Spread cause the following effects:

a) treated as Difficult Terrain;

b) creatures move through the area at ½ speed;

c) for each 5’ moved through the area-of-effect, the creature takes 1 hp of non-magical Piercing damage.

Creatures with the Woodland Stride class ability or under the effect of *Freedom of Movement* are not affected by this spell.

Note: Changed from [Clr3 Drd2 Rgr1] to [Drd1 Rgr2].

Brilliant Aura(Spell p39)~~(CDiv p157)(MoF p83)(MoFe)+~~

<Trans~~[light]~~, VS, 1StdAct, Close-range, 1rnd/lvl>

~~– 1 ally per 2 levels gains a glowing aura:~~

~~a) Gives off light as bright as a torch.~~

~~b) All melee & ranged attacks become Brilliant Energy (ignore non-living matter (such as armor).~~

~~c) Gain an Enhancement bonus to damage of +1 per 2 levels (max +10).~~

– All the weapons of 1 creature per 2 levels in a 30’ area gain the following:

a) gives off 20’ radius of light;

b) ignores nonliving matter (ignore an opponent’s Armor bonus to AC); &

c) cannot harm Undead, Construct, or objects

Note: Changed from [Drd7] to [Clr8 Drd8 Sor/Wiz7].

Burrow(Spell p41)~~(Und p56)~~

<Trans, VS/F(claw from burrowing creature)/DF, 1StdAct, Touch, 1min/lvl(D)>

– ~~Touched subject gains claws that do 1d6 damage and are treated as an armed attack.~~

The subject gains a Burrow speed of 30’ ~~10’~~ through earth, sand, clay, & gravel , but not solid stone. Movement is reduced to 20’ if in Medium (or heavier) armor or having Medium (or heavier) encumbrance.

Note: Changed from [Clr3 Drd2 Rgr2 Sor/Wiz3] to [Drd2 Rgr2].

Burrow, Mass(Spell p41)~~(Und p56)~~

<Trans, VS/F(claw from burrowing creature)/DF, 1StdAct, Close-range, 1min/lvl(D)>

– One subject per level within a 30’ area gains ~~claws that do 1d6 damage and are treated as an armed attack~~.

~~Each subject gains~~ a Burrow speed of 30’ ~~10’~~ through earth, sand, clay, & gravel , but not solid stone. Speed is reduced to 20’ if in Medium (or heavier) armor or having Medium (or heavier) encumbrance.

Note: Changed from [Drd6 Rgr4 Sor/Wiz6] to [Drd4 Rgr3].

Cast in Stone(Spell p43)~~(MoF p83)(MoFe)+~~

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>

– ~~Anyone meeting the caster’s gaze within Close-range must make a Will save or be turned to stone~~.

– The caster gains a Gaze Attack with a 30’ range:

a) any creature that looks at the caster is turned to stone (FortNeg, no SR). A creature may avert his/her eyes (which grants the caster Concealment and provides a 50% chance of not needed to make a save) or close his/her eyes (which grants the caster Total Concealment and negates the need to make a save).

b) as a Standard Action, the caster may turn a creature within 30’ to stone (FortNeg, no SR). The target does not need to see the caster for this to occur.

The caster may restore any creature that he/she turns to stone with a command word of his/her choosing.

Capricious Zephyr(Spell p43)~~(DR314 p38)~~

<Evoc[air], VS, 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– Creates a 5’ diameter sphere of powerful wind that the caster can move up to 30’ per round as a Move Action. If the sphere comes in contact with a creature, its movement for that round end. The ~~Medium-size or smaller~~ target is subjected to a Bull Rush action at +6 in a random direction as far as possible ~~(FortNeg) –and– a Trip at +4 (no save)~~. If pushed, the target is also knocked Prone (RefNeg).

Castigate(Spell p44)~~(CDiv p158)~~

<Evoc[sonic], V, 1StdAct, Instantaneous, Fort½,   
SR applies>

– Enemies within 10’ radius Burst of the caster are effected by a sermon, even if they do not understand the language:

Alignment Damage

Same ~~Deaf for 1d4rnds (Fort½)~~ no damage

Within 1 Step ~~1hp/lvl (max 10) (Fort½)~~ 1d2/lvl (max 10d2) (Fort½)

Further 1d4/lvl (max 10d4) (Fort½)

Celebration(Spell p44)~~(MoF p84)~~

<Ench(comp)[mind][sonic], VS, 1StdAct+, Close-range, WillNeg, SR applies>

– ~~The caster performs a “drinking song” and all targets in a 15’ radius burst must save or begin feeling drunk. For each full round the caster continues the spell, the effects on those targets who were in the original burst (even if they have moved) become worse. Once the caster completes the song, the effects linger for 1 round per level.~~

~~Rnd Effect~~

~~1 —~~

~~2 –2 Enhancement penalty to Dexterity, Intelligence, & Wisdom.~~

~~3 Nauseated~~

~~4 Helpless~~

– All targets in a 15’ radius Burst begin feeling drunk and receive a –2 penalty on Dexterity, Intelligence, & Wisdom (WillNeg, SR applies).

If the caster uses a Standard Action on the following round to increase the spell, all those in the area-of-effect during the first round that are still in range become Nauseated (WillNeg, SR applies).

The caster may use a Standard Action on the following round to cause all those who became Nauseated the previous round and who are still in range to become Unconscious and Helpless (WillNeg, SR applies).

Claws of Darkness(Spell p47)~~(FR p67)~~

<Ill(shadow), VS, 1StdAct, Personal, 1rnd/lvl(D)>

– Starting with his/her next action, both the caster’s hands become shadowy claws.

a) the caster may make an ‘armed’ Melee Touch attacks with his/her hands. Each hit does ~~1d4~~ 1d8 Cold damage. Since both hands can be affected, the caster has the option of making off-hand attacks at the normal penalty.

b) if the caster successfully grapple someone, the caster does ~~1d4~~ 1d8 Cold damage on each successful Grapple check and the opponent is Slowed (FortNeg, SR applies) as long as the opponent is grappled. A successful save cases the opponent to be immune to the Slow effect for this spell’s duration.

c) The caster may extend the claws to gain 10’ reach or retract them (each is a Free Action).

d) While this spell is in effect, the caster may not cast spells with anything but Verbal components & any magic items on the caster’s hands are suppressed.

Cloud of Bewilderment(Spell p48)~~(PGF p101)~~

<Conj ~~Evoc~~, VSM(rotten egg), 1StdAct, Close-range, 1rnd/lvl ~~Instantaneous,~~ FortNeg, no SR ~~SR applies~~>

– Create a opaque 10’ cube of vapor which grants Concealment. Any living creature that enters the area-of-effect becomes Nauseated (FortNeg, no SR) until it has been out of the area-of-effect for 1d4+1 rounds. A creature that makes its save must make a new one if it is still in the area-of-effect the following round.

~~– Create an invisible 10’ long Cone of noxious air. Anyone in the area is Nauseated for 1d6 rounds.~~

Cocoon(Spell p49)~~(MoF p85)~~

<Conj(create), VSM(silkworm cocoon)X(250), 1FullRound, Close-range, Instantaneous~~, FortNeg, SR applies~~>

– A cocoon forms around the target corpse that has been dead up to 1 round per caster level.

If the corpse it targeted with *Raise Dead, Resurrection, Reincarnation*, or any of their varients within 7 days, the target creature does not loose a level or any Constitution.

After 7 days, the target creature is automatically affected by *Reincarnation*.

~~– The living target is surrounded by a cocoon, which has Hardness 10 & 100hp. As long as he/she is in the cocoon, the target is Paralyzed. Each day, the target receives 1 Negative Level.~~

~~If the target dies due to being drained to 0 levels, the cocoon releases the corpse & shrinks to the size of a walnut which lasts for 1day/lvl. When carried by the caster, the shrunk cocoon has the following benefits:~~

~~a) +4 Enhancement bonus on the ability score which was the target’s highest;~~

~~b) any ranks the target had in Knowledge skills become an Enhancement bonus on the caster’s Knowledge checks;~~

~~c) if the target was a spellcaster, the caster gains 1 spell slot of the highest spell slot the target could cast.~~

Cold Snap(Spell p50)~~(DR312 p62)~~

<Trans[cold], VS, 1Minute, 2d4 hours, no save, no SR>

– The temperature in a one mile radius lowers by 5 degrees Fahrenheit per level (max 50 degrees), down to –20 degrees maximum. See ‘Cold Dangers’ in DMG3.5 p302.

Spells with the [cold] subtype do +1 hp of damage per die witin the area-of-effect.

~~If cast by a Druid, the spell effects a two mile radius area & the duration is doubled.~~

Combust(Spell p50)~~(MoF p85)(LoD p185)~~

<Evoc[fire], VSM(oil, flint), 1StdAct, Touch, Instantaneous, SR applies>

– A touched creature or object (up to 25 lbs./lvl) bursts into flames, taking 1d8 per level (max 10d8) ~~2d6 + 1/level (max +10)~~ Fire damage (no save, SR applies) and Catches Fire (RefNeg, DC15). ~~Anyone touching the target must make a Reflex save to take ½ damage~~.

Cometfall(Spell p50)~~(CDiv p159) (CDivErrata)+~~

<Conj(create), VS/DF, 1StdAct, Medium-range, Instantaneous, Ref½, no SR>

– A 400 pound ball of rock and ice falls 40’+, causing everything in a 5’ radius Burst to take 1d6 per level damage (max 15d6) (Ref ½, no SR) –and– be knocked Prone (RefNeg, no SR). ~~appears 10’ per level above a 10’ by 10’ target square (height is limited by the ceiling, if any)~~.

~~Everything in the target square takes 2d6 per 10’ that the comet fell (max 20d6) (Ref ½) & are targeted by a Trip check at +11 (RefNeg).~~

In addition, the broken comet fills the area-of-effect ~~target square~~ with Dense Rubble.

Note: if there is not 40’ of clear vertical space above the target, the spell fails.

Corona of Cold(Spell p52)~~(DR312 p63)~~

<Evoc[cold], VS/DF, 1StdAct, 1rnd/lvl(D)>

– The caster is surrounded by a 10’ radius Emanation of cold:

a) caster gains Fire Resistance 10 ~~Negates 5 + 1 per level Fire or Heat damage each round~~;

b) all other creatures within the area of effect take 1d12 ~~1d6 non-lethal~~ Cold damage each round (FortNeg, SR applies). If a creature takes damage, it ‘shivers’, receiving a –2 penalty to Strength and Dexterity & moves at ½ speed as long as he/she remains in the area of effect.

Note: Changed from [Clr4 Drd4] to [Clr3 Drd3].

Corporeal Instability(Spell p53)~~(MoF p118)~~

<Trans, VS, 1StdAct, Touch, 1rnd/lvl ~~1day/lvl~~, FortNeg(retry), SR applies>

– Touched target has its bones, internal organs, etc., become amorphous. This does no damage, but has the following effects:

a) speed reduced to 25% or by 10’, whichever is worse (min 5’);

b) becomes Blind;

c) cannot cast spells, use magic items, or attack;

d) gains immunity to Critical Hits & Sneak Attacks;

e) may attempt a new save as a Standard Action each round to end the spell;

f) takes 1 Wisdom Drain each round;

~~the target collapses into a heap, has a Dexterity of 1, cannot attack, speak, cast spells with somatic components, etc. The target does gain immunity to critical hits. The target’s equipment is not modified.~~

Note: previously called *Simbul’s Skeletal Deliquescence*.

Corpse Candle(Spell p53)~~(CArc p101)~~

<Conj(creat), SM(piece of an unpreserved corpse), 1StdAct, Close-range, 1min/lvl(D)>

– Creates an Incorporeal hand carrying a lit candle. Each round as a Free Action, the caster can direct the had to move up to 50’. If it is ever more than Close-range away from the caster, the spell ends.

The candle gives off a 5’ radius of light. In addition, any Invisible or ethereal creatures/objects in the candle’s 5’ radius of light is shown as an outline, negating any miss chance ~~(reducing it from Full Concealment to Concealment). Incorporeal creatures/objects within the light have their miss chance lowered from 50% to 30%~~.

The hand cannot be attacked, but it can be Dispelled ~~has an AC of 14 + caster’s Charisma modifier, 1hp/lvl, & has its caster’s saves (immune to non-damage spells).~~

Corrosive Grasp(Spell p53)~~(MoF p85)~~

<Conj(creat)[acid], VS, 1StdAct, Instantaneous, no save, SR applies>

– The caster’s hand gains an Acid attack, usable once per level in the following ways:

a) touch attack does 1d8 Acid damage;

b) Unarmed Strike or Natural Attack does +1d8 Acid damage;

c) when Grappling, you may deal +1d8 Acid damage on a successful Grapple check.

~~1d6+1 Acid damage. Can make 1touch/level~~.

Crawling Darkness(Spell p55)~~(Sav p64)(MoF p86)(MoFe)+~~

<Conj(creat), VS/DF, 1FulRound, Personal, 1min/lvl(D)>

– The caster is surrounded by a shroud of dark tentacles, that give the following bonuses:

a) Hide the caster’s features.

b) grants Concealment.

c) +4 Competence bonus on Grapple, Climb, & Escape Artist checks.

d) if the caster is attacked, the tentacle makes an attack using the caster’s Base Attack Bonus + the caster’s Wisdom modifier, doing 1d12 damage if it hits.

~~d) If the caster falls more than 3’, he/she slows to 60’/rnd (up to 300 lbs/lvl).~~

~~e) The caster will hover 1” above any liquid (such as snow, oil, quicksand, etc.) & can treat it as walking on normal ground. If underwater, the caster rises to the surface as 60’ per round.~~

Crown of Glory(Spell p56)~~(CDiv p160)~~

<Ench(comp)[mind] ~~Evoc[good]~~, VS~~M(200gp opal)~~/DF, 1Round, 1min/lvl, WillNeg, SR applies>

– The caster gains celestial authority with all creatures within a 20’ radius Burst ~~120’ radius Emanation~~:

a) caster gains a +4 Enhancement bonus to Charisma;

b) one creature per level gains a +4 Morale bonus on attacks, saves, & skill checks; immunity to Fear effects; and (Caster level) Temporary HP.

~~b) all creatures within the area of effect telepathically understand what the caster says.~~

~~c) those creatures within the area of effect that have 7HD or less stop what they are doing and face the caster for the spell’s duration (as per the spell~~ *~~Enthrall~~*~~). The caster may effect them with up to 3~~ *~~Mass Suggestion~~* ~~spells.~~

Crumble(Spell p56)~~(CDiv p160)(MoF p86)~~

<Trans, VS, 1StdAct, Medium-range, Instantaneous, Fort½ (object), SR applies>

– One manufacture structure or Construct takes 1d8/lvl (max 10d8) ~~1d6/lvl (max 15d6)~~ that bypasses Hardness.

The largest object that can be affected is based on caster level: ~~Effecting a target larger than Huge-size requires a minimum casting level:~~

Level Max Size Level Max Size

up to 9th Large 16th – 18th Gargantuan

10th – 15th Huge 19th + Colossal

Note: Changed from [Drd6] to [Drd3].

Curse of Lycan­thropy(Spell p57)~~(CDiv p160)~~

<Necro, VSM(pint of animal blood)/DF, 1StdAct, Touch, Instantaneous ~~Permanent~~, FortNeg, SR applies>

– The target Humanoid dies and 1d6 Wererats claw their way out of the target’s body. The Wererats to not attack the caster & his/her allies, but may attack others.

~~– If the touched Humanoid fails its saving throw, it becomes a Lycanthrope of type of Animal whose blood was used as the material component on the next full moon.~~

~~This spell can only be ended with~~ *~~Remove Curse~~* ~~or~~ *~~Break Enchantment~~*~~.~~

Cursed Blade(Spell p57)~~(CWar p117)~~

<Necro, V, 1 Swift Action ~~1StdAct~~, Touch, 1min/lvl, no save, no SR>

– Wounds caused by the touched melee weapon cannot be healed (magically or mundanely) until the victim receives a *Remove Curse*. Damage from special weapon properties (such as ‘Flaming’) are not effected and can be healed normally.

In addition, a creature slain by a *Cursed Blade* cannot be restored to life unless he/she receives *Remove Curse* or is being targeted with a *True Resurrection*.

Cutting Hand(Spell p57)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster’s hand gains a +2 Enhancement bonus on attack & damage, are considered armed, & does normal damage~~, but looses the ability to cast spells with somatic components~~

Note: previously called *Laeral’s Cutting Hand*.

Cyclonic Blast(Spell p57)~~(DR314 p38)~~

<Evoc[air], VSF(child’s spinning top), 1StdAct, ~~Medium-range~~, Instantaneous, Ref½, SR applies>

– Creates a 120’ Line of wind from the caster’s hand ~~to the end of Medium-range~~.

a) targets takes 1d6 per level (max 15d6), though objects bigger than Large-size take half damage;

b) if a creature failed its Reflex save, it is subjected to a Bull Rush action at +12. When resisting the Bull Rush, airborne creatures are treated as one size smaller.

c) if it breaks through a barrier, the spell continues.

Dance of the Unicorn(Spell p58)~~(CDiv p161)~~

<Abj, VS, 1StdAct, Personal, 1min/lvl(D)>

– The caster is surrounded by a purifying transparent mist that extends out in a 5’ per level radius Emanation.

Within this radius, all nonmagical contaminants (including inhaled poison) are negated. Magical effects, including the breath of a Green Dragon, *Acid Fog*, *Cloudkill*, etc., ~~are either negated (if their caster level is less than or equal to this spell’s caster level)~~ or all target receive a +4 bonus on their saving throw (if the effect’s caster level is higher).

Dark Way(Spell p58)~~(MoF p87)~~

<Ill(shadow)[force], VS/DF, 1StdAct, Close-range, 1rnd/lvl>

– Creates a bridge of force that is 5’ ~~2’~~ wide, 1” thick, & 20’/lvl long. The bridge must be anchored to solid object at both ends & can support 200 pounds per level. Any excess weight sinks through the bridge without breaking it. The caster never sinks through the bridge unless he/she exceeds the bridge’s weight maximum. ~~The caster gains a +5 Competence bonus on Balance checks while on the bridge~~.

Darkfire(Spell p59)~~(MoF p86)(LoD p186)~~

<Evoc[fire], VS, 1StdAct, Personal, 1rnd/lvl(D)>

– An invisible flame appears in the caster’s hand. To darkvision, it appears as bright as a torch (20’ of light). It can be used as a melee touch attack or a ranged touch attack with a range of 120’. The flame does 1d6 per 2 levels (max 5d6) ~~1d4 + 1 per 2 levels (max +10)~~ Fire damage ~~& can be used every round~~.

Dead End(Spell p59)~~(DR325 p71)~~

<Ill(shadow), VSM(pinch of spice), 1StdAct, Touch, 10min/lvl(D) ~~1hr/lvl(D)~~>

– One touched subject per level has its tracks, scent, etc., obscured.

Any creature that attempts to locate a subject’s trail with a Search check, a Survival check for tracking, or using the Scent Ability must make a ‘Will Disbelief’ save be allowed an attempt. ~~If the save is successful, any Search, Survival, or Wisdom check to find / follow tracks still receives a –5 penalty~~.

Deafening Clang(Spell p59)~~(MoF p87)~~

<Trans[sonic], VS/DF, 1 Swift Action ~~1StdAct~~, Touch, 1rnd ~~1rnd/lvl~~, Fort½, no SR>

– The caster’s weapon does +1d6 Sonic damage (no save) and a struck foe becomes Deaf for 1 minute (FortNeg).

– ~~The touched weapon emits a sonic attack on impact once per round. Everyone within 10’ (except the wielder) must make a Fortitude save vs. DC 15 or be Deafened for 1 minute. The sonic attack occurs on a successful melee attack or if a melee attack was good enough to be a touch attack (i.e., you still hit the target)~~.

Death Armor(Spell p60)~~(MoF p87)~~

<Necro, VSM(bone paste)F(50gp onyx)~~M(50gp ointment)~~, Personal, 1rnd/lvl>

– The caster is surrounded by a black aura that does 1d4 + 1 per 2 levels (max 1d4+10 ~~+5~~) damage (no save, SR applies) to any creature that attacks with a non-reach weapon

Spells in the Spell Compendium, but not indexed yet

*~~Body of War~~*~~(DR320 p91)~~

*~~Chain Missile~~*~~(DR323 p78)~~

*~~Charge of the Triceratops~~*~~(DR318 p72)~~

*~~Cone of Dimness~~*~~(DR322 p72)~~

*~~Contagion, Mass~~*~~(DR318 p72)~~

*Displacer Form*(DR320 p92)

*Ebon Eyes*(DR322 p72)

*Emerald Planes*(DR323 p79)

*Enrage Animal*(DR318 p72)

*Force Chest*(DR323 p80)

*Force Ram*(DR323 p80)

*Grace*(DR315 p30) – was *Eilistraee’s Grace*.

*Holy Transformation*(DR320 p92)

*Holy Transformation, Lesser*(DR320 p92)

*Infernal Transformation*(DR320 p92)

*Infernal Transformation, Lesser*(DR320 p94)

*Knight’s Move*(DR317 p83)

*Know Opponent*(DR317 p83) – was *Analyze Opponent*.

*Lightwall*(DR322 p72)

*Lucent Lance*(DR322 p73)

*Luminous Gaze*(DR322 p73)

*Mage Armor, Mass*(DR323 p80)

*Moon Bolt*(DR315 p31)

*Moon Lust*(DR315 p31)

*Primal Form*(DR320 p94)

*Radiant Assault*(DR322 p74)

*Rainbow Beam*(DR322 p74)

*Rainbow Blast*(DR322 p74)

*Rejuvenate Corpse*(DR315 p59)

*Shadow Phase*(DR322 p74)

*Shard Storm*(DR323 p80)

*Sink*(DR318 p72)

*Swamp Lung*(DR318 p72)

*Swamp Stride*(DR318 p72)

*Swim*(DR318 p72)

*Swim, Mass*(DR318 p73)

*Tenser’s Floating Disk, Greater*(DR323 p80)

*Wild Runner*(DR320 p94)

### Abjuration

### Conjuration

### Divination

### Enchantment

### Evocation

### Illusion

### Necromancy

### Transmutation

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