

Sorcerer/Wizard spells from Spell Compendium

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Level 0

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
□ Electric jolt	Ranged touch attack deals 1d3 electricity damage	Evo	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	Instantaneous	None	Yes
□ Sonic snap	Subject takes 1 point of sonic damage and is deafened 1 round	Evo	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	One creature or object	Instantaneous	Will partial	Yes
□ Caltrops	Creates caltrops in 5-ft-by-5-ft square, + 5-ft square/2 levels beyond 1st (max 5)	Conj	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	See text	1 round/level	None	No
□ Amanuensis	Copy nonmagical text	Tra	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	Object or objects with writing	10 minutes/level	Will negates (object)	Yes (object)
□ Launch bolt	Launches a crossbow bolt up to 80 ft	Tra	V, S, M	1 standard action	Touch	One crossbow bolt in your possession	Instantaneous	None	No
□ Launch item	Hurls Fine item up to Medium range	Tra	S	1 standard action	Touch	One Fine item in your	Instantaneous	None	No
□ Repair minor damage	Repairs 1 point of damage to any construct	Tra	-	-	-	-	-	-	-
□ Stick	Glues an object weighing 5 pounds or less to another object	Tra	V, S, M	1 standard action	Touch	Nonmagical, unattended object weighing up to 5 lb.	Instantaneous	Will negates (object)	Yes (object)
□ Silent portal	Negates sound from door or window	Ill	S	1 standard action	Close (25 ft. + 5 ft./2 levels)	One portal	1 minute/level (D)	Will negates (object)	Yes (object)

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□ Dispel ward	As dispel magic, but affects only wards	Abj	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	One warded object or area	Instantaneous	None	No
□ Ectoplasmic armor	Gain armor bonus against incorporeal touch attacks	Abj	V	1 standard action	Touch	Creature touched	1 hour/level (D)	Will negates (harmless)	No
□ Ironguts	Subject gains +5 bonus on saving throws against poison	Abj	V, S, M	1 standard action	Touch	Creature touched	10 minutes/level	Will negates	Yes
□ Nightshield	You gain resistance bonus on saves, and spell absorbs magic missile damage	Abj	V, S	1 standard action	Personal	You	1 minute/level (D)	-	-
□ Resist planar alignment	Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane	Abj	V, S, DF	1 standard action	Touch	Creature touched	10 minutes/level	Fortitude negates (harmless)	Yes (harmless)
□ Blood wind	Subject uses natural weapons at range	Evo	V, S	1 swift action	Close (25 ft. + 5 ft./2 caster levels)	A single creature with Intelligence 4 or higher	1 round	Will negates (harmless)	Yes (harmless)
□ Guiding light	+2 on ranged attacks against creatures in illuminated area	Evo	V, S	1 standard action	Long (400 ft. + 40 ft./level)	-	1 minute/level (D)	None	Yes
□ Ice dagger	Grenadelike weapon deals subject 1d4/level cold damage, plus area damage	Evo	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	Dagger of ice	Instantaneous	None	Yes
□ Light of lunia	You radiate silvery light, which you can expend as 2 bolts that deal 1d6 damage	Evo	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	nd	10 minutes/level (D) or until discharged; see text	None	Yes; see text
□ Luminous gaze	Your eyes emit light, dazzle creatures	Evo	V, S	1 standard action	Personal	You	1 round/level	-	-
□ Persistent blade	Blade of force attacks subject, automatically flanks	Evo	V, S, F	1 standard action	Close (25 ft. + 5 ft./2 levels)	One dagger made of force	1 round/level	None	Yes
□ Ray of flame	Ray deals 1d6/2 levels fire damage, ignites subject	Evo	V, S, F	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	Instantaneous	See text	Yes
□ Sonic blast	Subject takes 1d4/2 levels sonic damage plus deafness	Evo	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	One creature	Instantaneous	Will partial	Yes
□ Thunderhead	Small lightning bolts deal 1 damage/round	Evo	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	One creature	1 round/level	Reflex negates; see text	Yes
□ Benign transposition	Two willing subjects switch places	Conj	V	1 standard action	Medium (100 ft. + 10 ft./level)	-	Instantaneous	None	No
□ Blades of fire	Your melee weapons deal +1d8 fire damage for 1 round	Conj	V	1 swift action	Touch	-	1 round	None	No

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☐ Buzzing bee	Bee gives subject –10 penalty on Move Silently and hinders Concentration checks	Conj	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	One creature	1 minute/level (D)	None	No
☐ Corrosive grasp	1 touch/level deals 1d8 acid damage	Conj	V, S	1 standard action	Touch	-	Instantaneous	None	Yes
☐ Deep breath	Your lungs are filled with air	Conj	V	1 immediate action	Personal	You	1 round/level	-	-
☐ Hail of stone	Stones deal 1d4 points of damage/level to creatures in the area (max 5d4)	Conj	V, S, M	1 round	Medium (100 ft. + 10 ft./level)	Cylinder (5-ft. radius, 40 ft. high)	Instantaneous	None	No
☐ Orb of acid, lesser	Ranged touch attack deals 1d8 acid damage + 1d8/2 levels beyond 1st (max 5d8)	Conj	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	One orb of acid	Instantaneous	None	No
☐ Orb of cold, lesser	Ranged touch attack deals 1d8 cold damage + 1d8/2 levels beyond 1st (max 5d8)	Conj	-	-	-	One orb of cold	-	-	-
☐ Orb of electricity, lesser	Ranged touch attack deals 1d8 electricity damage + 1d8/2 levels beyond 1st (max 5d8)	Conj	-	-	-	One orb of electricity	-	-	-
☐ Orb of fire, lesser	Ranged touch attack deals 1d8 fire damage + 1d8/2 levels beyond 1st (max 5d8)	Conj	-	-	-	One orb of fire	-	-	-
☐ Orb of sound, lesser	Ranged touch attack deals 1d6 sonic damage + 1d6/2 levels beyond 1st (max 5d6)	Conj	-	-	-	One orb of sonic energy	-	-	-
☐ Summon undead i	Summons undead to fight for you	Conj	V, S, F/DF	1 round	Close (25 ft. + 5 ft./2 levels)	One summoned creature	1 round/level	None	No
☐ Wall of smoke	Wall of black smoke obscures vision and nauseates those who pass through	Conj	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	A straight wall whose area is up to one 10-ft. square/level (S)	1 round/level	Fortitude partial; see text	No
☐ Accelerated movement	Balance, Climb, or Move Silently at normal speed with no penalty on skill check	Tra	S, M	1 swift action	Personal	You	1 round/level (D)	-	-
☐ Babau slime	Secrete a body-covering acid that damages attacking foes	Tra	V, S, M/DF	1 standard action	Touch	Creature touched	1 minute/level	Fortitude negates (harmless)	Yes (harmless)
☐ Breath flare	Your breath weapon dazzles subjects	Tra	S	1 swift action	Personal	Your breath weapon	1 round	-	-
☐ Cheat	Caster rerolls when determining the success of a game of chance	Tra	V, S, F	1 standard action	Personal	You	1 minute/level or until discharged	Will negates; see text	No
☐ Cutting hand	Your hand gains a +2 enhancement bonus and deals 1d6 damage	Tra	V, S	1 standard action	Personal	Your hand	1 round/level (D)	-	-
☐ Ebon eyes	Subject can see through magical darkness	Tra	V, S, M	1 standard action	Touch	Creature touched	10 minutes/level	None	Yes (harmless)
☐ Expeditious retreat, swift	Your speed increases by 30 ft for 1 round	Tra	V	1 swift action	-	-	1 round	-	-
☐ Fist of stone	Gain +6 Str and natural slam attack	Tra	V, S, M	1 standard action	Personal	You	1 minute	-	-
☐ Horrible taste	Touched creature or object nauseates biting or swallowing foes	Tra	V, S, M	1 standard action	Touch	Creature touched or object touched	10 minutes/level	Fortitude negates; see text	No
☐ Low-light vision	See twice as far as a human in poor illumination	Tra	V, M	1 standard action	Touch	Creature touched	1 hour/level	Will negates (harmless)	Yes (harmless)
☐ Mage hand, greater	As mage hand, but medium range and up to 40 lb	Tra	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	One object or creature weighing up to 40 lb.	Concentration	Will negates	Yes
☐ Nerveskitter	Subject gains +5 bonus on initiative checks	Tra	V, S	1 immediate action	Close (25 ft. + 5 ft./2 levels)	One creature	1 round	None (harmless)	Yes
☐ Portal beacon	You grant others knowledge of a magic portal's location	Tra	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	One interplanar gate or portal	1 hour/level	None	No
☐ Raging flame	Fires burn twice as hot, half as long	Tra	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	30-ft.-radius spread	1 minute	None	No
☐ Ray of clumsiness	Victim takes 1d6 Dexterity penalty +1/2 levels	Tra	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	1 minute/level	None	Yes
☐ Remove scent	Hides touched creature's scent	Tra	V, S, M	1 standard action	Touch	Creature touched	10 minutes/level	Will negates	Yes
☐ Repair light damage	Repairs 1d8 damage +1/level (max +5) to any construct	Tra	V, S	1 standard action	Touch	Construct touched	Instantaneous	None	No
☐ Scatterspray	Group of small objects flies apart in a burst	Tra	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	-	Instantaneous	See text	No
☐ Shieldbearer	Shield floats near subject to offer protection	Tra	V, S	1 standard action	Touch	Shield touched	1 round/level	None	No
☐ Slide	Move subject 5 feet	Tra	V	1 standard action	Close (25 ft. + 5 ft./2 levels)	One creature	Instantaneous	Will negates	Yes
☐ Slow burn	Fires burn twice as long	Tra	V, S, M/DF	1 standard action	Medium (100 ft. + 10 ft./level)	30-ft.-radius spread	1 minute	None	No

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□ Spell flower	Hold the charge on one touch spell per forelimb	Tra	V, S	1 standard action	Personal	You	1 round/level	-	-
□ Weapon shift	Touched weapon changes form	Tra	V, S, M	1 standard action	Touch	One melee weapon of up to 15 lb.	1 minute/level	Fortitude negates (object)	Yes (object)
□ Wings of the sea	+30 ft to subject's swim speed	Tra	S, M	1 standard action	Touch	Creature touched	1 minute/level	Fortitude negates (harmless)	Yes (harmless)
□ Appraising touch	Gain +10 bonus on Appraise checks	Div	V, S	1 standard action	Personal	You	1 hour/level	-	-
□ Arrow mind	You threaten nearby squares with your bow and fire without provoking attacks of opportunity	Div	V, S, M	1 immediate action	Personal	You	1 minute/level (D)	-	-
□ Critical strike	For 1 round you gain +1d6 damage, doubled threat range, and +4 on attack rolls to confirm critical threats	Div	V	1 swift action	Personal	You	1 round	-	-
□ Golem strike	You can sneak attack constructs for 1 round	Div	V	1 swift action	Personal	You	1 round	-	-
□ Guided shot	You ignore distance, cover, concealment penalties with your ranged attacks for 1 round	Div	V	1 swift action	Personal	You	1 round	-	-
□ Insightful feint	Gain +10 on your next Bluff check to feint in combat	Div	V	1 swift action	Personal	You	1 round	-	-
□ Instant locksmith	Make Disable Device or Open Lock check at +2 as free action	Div	V, S	1 swift action	Personal	You	1 round	-	-
□ Instant search	Make Search check at +2 as free action	Div	V, S	1 swift action	Personal	You	1 round	-	-
□ Master's touch	You gain proficiency in a weapon or shield touched for 1 minute/level	Div	V, F	1 swift action	Personal	You	1 minute/level (D)	-	-
□ Sniper's shot	No range limit on next ranged sneak attack	Div	V, S	1 swift action	Personal	You	1 round	-	-
□ Spontaneous search	Instantly Search area as if having taken 10	Div	V, S, M	1 round	Touch	Creature touched	1 round	Will negates (harmless)	Yes (harmless)
□ Targeting ray	You and allies are +1 to hit/3 levels against subject	Div	V, S, F	1 standard action	Medium (100 ft. + 10 ft./level)	Ray	1 round/level	None	No
□ Distract	Subjects take -4 on Concentration, Listen, Search, and Spot	Ench	S	1 standard action	Medium (100 ft. + 10 ft./level)	-	1 round/level	Will negates	Yes
□ Distract assailant	One creature is flat-footed for 1 round	Ench	V, S, M	1 swift action	Close (25 ft. + 5 ft./2 levels)	One creature	1 round	Will negates	Yes
□ Incite	Subjects can't ready actions or delay	Ench	V, S	1 swift action	Close (25 ft. + 5 ft./2 levels)	Creatures in a 10-ft. burst	1 minute/level	Will negates	Yes
□ Inhibit	Subject delays until next round	Ench	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	One creature	InstantaneousSaving Throw: Will negates	-	Yes
□ Shock and awe	Flat-footed creatures get -10 on initiative	Ench	V, S	1 swift action	Close (25 ft. + 5 ft./2 levels)	-	1 round	None	Yes
□ Dead end	Removes spoor of one creature/level	Ill	V, S, M	1 standard action	Touch	-	10 minutes/level (D)	Will negates (harmless) or Will disbelief (if interacted with); see text	Yes
□ Net of shadows	Ordinary shadows that provide concealment to all in the area	Ill	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	-	1d6 rounds	Will negates	Yes
□ Serene visage	Gain insight bonus on Bluff checks equal to half your level	Ill	V, S	1 standard action	Personal	You	1 minute/level	-	-
□ Backbiter	Weapon strikes wielder	Nec	V, S, F	1 standard action	Close (25 ft. + 5 ft./2 levels)	One weapon	1 round/level or until discharged	Will negates; see text	Yes (object)
□ Spirit worm	Subject takes 1 point Con damage every round for 1 round/level	Nec	V, S, M	1 standard action	Touch	Living creature touched	1 round/level, up to 5 rounds; see text	Fortitude negates; see text	Yes
□ Familiar pocket	Garment or container becomes extradimensional safe haven for your familiar	Uni	V, S, M	1 standard action	Touch	One container or garment with a pocket touched	1 hour/level (D)	None	No

Level 2

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
□ Aiming at the target	+10 bonus on Concentration checks for previously cast spell	Abj	S	1 immediate action	Personal	You	Concentration, up to 20	-	-
□ Alarm, greater	As alarm, and it works on coexistent planes	Abj	V, S, F	-	-	-	4 hours/level (D)	-	-

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☐ Daggerspell stance	You gain +2 insight bonus on attack rolls and damage rolls if you make a full attack, SR 5 + caster level if you fight defensively, and DR 5/magic if you use the total defense action	Abj	V, F	1 swift action	Personal	You	1 round/level (D)	-	-
☐ Dissonant chant	Concentration checks more difficult within area of spell	Abj	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	100-foot-radius emanation	1 round/level (D)	None; see text	Yes
☐ Distracting ray	Ray forces spellcaster to make Concentration check	Abj	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	Instantaneous	None	No
☐ Earth lock	Constricts tunnel, preventing access	Abj	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	One 1-foot length of tunnel with a diameter of up to 10 feet	Permanent	None	No
☐ Ectoplasmic feedback	Incorporeal attackers take 1d6 damage + 1/level	Abj	V, S	1 standard action	Personal	You	1 minute/level (D)	None	See text
☐ Portal alarm	You are alerted when a creature passes through a warded portal	Abj	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	One interplanar gate or portal	2 hours/level (D)	None	No
☐ Scintillating scales	Your natural armor bonus turns into a deflection bonus	Abj	V	1 standard action	Personal	You	1 minute/level	-	-
☐ Battering ram	Deals 1d6 damage plus bull rush	Evo	V, S, F	1 standard action	Close (25 ft. + 5 ft./2 levels)	One object or creature	Instantaneous	None	Yes
☐ Blast of force	Attack deals 1d6 damage/2 levels (max 5d6)	Evo	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	Ray	Instantaneous	Fortitude partial	Yes
☐ Burning sword	Weapon gains flaming burst special ability	Evo	V, S	1 standard action	Touch	Weapon touched	1 minute/level (D)	None	No
☐ Combust	Subject takes 1d8/level fire damage and might catch fire	Evo	V, S, M	1 standard action	Touch	Touched creature or combustible object that weighs no more than 25 lb./level	Instantaneous; see text	Reflex partial	Yes
☐ Electric loop	Deals 1d6/2 levels electricity damage plus stunning to a single creature	Evo	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	-	Instantaneous	Reflex half; see text	Yes
☐ Ethereal chamber	You entrap an ethereal subject in a chamber of force	Evo	V, S, M	1 standard action	Close (25 ft. +	-	-	-	-
☐ Fireburst	Creatures within 10 feet take 1d8/level fire damage	Evo	V, S, M	1 standard action	10 ft.	Burst of fire extending 10 ft. from you	Instantaneous	Reflex half	Yes
☐ Flame dagger	Beam of fire deals 1d4 damage +1/level	Evo	V, S, M	1 standard action	0 ft.	A daggerlike beam	1 minute/level (D)	None	Yes
☐ Frost breath	Icy breath deals 1d4 damage/2 levels	Evo	V, S, M	1 standard action	30 ft.	Cone-shaped burst	Instantaneous	Reflex half	Yes
☐ Light of mercuria	You radiate golden light, which you can expend as 2 bolts that deal 1d6 damage, 2d6 against undead and evil outsiders	Evo	-	-	-	-	-	-	-
☐ Rainbow beam	Ray dazzles and deals 1d12 damage/3 levels of random type	Evo	V, S, F	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	Instantaneous	None	Yes
☐ Ray of ice	Ray deals 1d6 cold damage/2 levels	Evo	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	Instantaneous	See text	Yes
☐ Scorch	Jet of flame deals 1d8/2 levels (max 5d8)	Evo	V, S, F	1 standard action	30 ft.	30-ft. line	Instantaneous	Reflex half	Yes
☐ Slapping hand	Hand makes creature provoke attacks of opportunity	Evo	V, S, F	1 standard action	Medium (100 ft. + 10 ft./level)	One Tiny hand	Instantaneous	None; see text	Yes
☐ Snowball swarm	Snowballs deal 2d6 points of cold damage in 10-ft burst	Evo	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	10-ft.-radius burst	Instantaneous	Reflex half	Yes
☐ Baleful transposition	Two subjects switch places	Conj	V	1 standard action	Medium (100 ft. + 10 ft./level)	-	Instantaneous	Will negates	Yes
☐ Cloud of bewilderment	Generates a nauseating 10-ft cube	Conj	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	10-ft. cube	1 round/level	Fortitude negates; see text	No
☐ Create magic tattoo	Subject receives a magic tattoo with various effects	Conj	V, S, M, F	10 minutes	Touch	Creature touched	24 hours	None	Yes (harmless)
☐ Ice knife	Magical shard of ice deals 2d8 cold damage plus 2 Dex damage, or deals 1d8 cold damage in 10-ft-radius burst	Conj	S, M	1 standard action	Long (400 ft. + 40 ft./level)	One icy missile	Instantaneous	Fortitude partial or Reflex half; see text	Yes
☐ Malevolent miasma	Cloud of fog deals 1d4 nonlethal damage/level	Conj	V, S, F	1 standard action	Close (25 ft. + 5 ft./2 levels)	15-ft.-radius burst	Instantaneous	Fortitude negates	No
☐ Summon undead ii	Summons undead to fight for you	Conj	-	-	-	One or more summoned	-	-	-
☐ Augment familiar	Your familiar becomes more powerful	Tra	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	Your familiar	Concentration + 1 round/level	Fortitude negates (harmless)	Yes (harmless)
☐ Balor nimbus	Your flaming body damages foes in grapple	Tra	V, S, M/DF	1 standard action	Personal	You	1 round/level	None	No
☐ Belker claws	Touch attack deals 2d12 damage and lingers +1 round/3 levels	Tra	V, S, M	1 standard action	Touch	Living creature	Instantaneous	None	Yes

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☐ Body of the sun	Your body emanates fire, dealing 1d4 fire damage/2 levels	Tra	V, S, DF	1 standard action	5 ft.	5-ft.-radius emanation centered on you	1 round/level	Reflex half	Yes
☐ Bristle	Armor spikes attack with wearer	Tra	V, S	1 standard action	Touch	Suit of armor touched	1 minute/level (D)	None	No
☐ Earthbind	Subject creature can't fly	Tra	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	One creature	1 minute/level (D)	Fortitude negates	Yes
☐ Earthen grasp	Arm made of earth and soil grapples foes	Tra	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	Animated earthen arm	2 rounds/level	None	Yes
☐ Extend tentacles	+5 ft to reach of tentacle attack	Tra	V	1 standard action	Personal	You	1 round/level	-	-
☐ Fearsome grapple	You grow tentacles that help you grapple	Tra	V	1 immediate action	Personal	You	1 round/level	-	-
☐ Fins to feet	Transforms tails and fins into legs and feet	Tra	V, S	1 standard action	Touch	Willing creature touched	1 hour/level	Fortitude negates (harmless)	Yes (harmless)
☐ Fuse arms	Multiple arms/tentacles become one pair of stronger limbs	Tra	V, S	1 standard action	Touch	Creature with at least two arms or tentacles touched	10 minutes/level	Fortitude negates (harmless)	Yes (harmless)
☐ Ghost touch armor	Armor works normally against incorporeal attacks	Tra	V, S, M	1 standard action	Touch	Armor of creature touched	1 minute/level	Will negates (harmless)	Yes (harmless)
☐ Heroics	Fighter gains one fighter bonus feat	Tra	V, S, M	1 standard action	Touch	Creature touched	10 minutes/level	None	Yes
☐ Hurl	Thrown weapon returns to thrower	Tra	V, S	1 standard action	Touch	Weapon touched	1 minute/level	None	No
☐ Infernal wound	Weapon deals persistent, bleeding wounds	Tra	V, S	1 standard action	Touch	Weapon touched	1 round/level	None	No
☐ Ironthunder horn	Intense vibrations trip those in area	Tra	V, S	1 standard action	30 ft.	Cone-shaped burst	Instantaneous	Reflex negates	Yes
☐ Lively step	You and allies gain +10 increase to speed	Tra	V, S, F	1 standard action	30 ft.	30-ft.-radius emanation centered on you	Up to 12 hours	Will negates (harmless)	Yes (harmless)
☐ Mountain stance	Subject becomes hard to move	Tra	V, S	1 standard action	Touch	One creature	1 minute/level	Will negates (harmless)	No
☐ Quick potion	Creates a potion that must be used within 1 hour/level	Tra	V, S	1 minute	Touch	Flask of water touched	1 hour/level	Will negates (object)	Yes (object)
☐ Razorfangs	Your bite or claw attack threatens a critical hit on a 19 or 20	Tra	V	1 standard action	Personal	You	1 round/level	-	-
☐ Repair moderate damage	Repairs 2d8 damage +1/level (max +10) to any construct	Tra	-	-	-	-	-	-	-
☐ Scale weakening	Subject's natural armor weakens	Tra	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	1 minute/level (D)	None	Yes
☐ Slide, greater	Move subject 20 feet	Tra	-	-	Medium (100 ft. + 10 ft./level)	-	-	-	-
☐ Snake's swiftness	Subject immediately makes one attack	Tra	V, S, M/DF	1 standard action	Close (25 ft. + 5 ft./2 levels)	One allied creature	Instantaneous	Will negates (harmless)	Yes (harmless)
☐ Sonic weapon	Weapon touched deals +1d6 sonic damage with each hit	Tra	V	1 standard action	Touch	Weapon touched	1 minute/level (D)	-	-
☐ Speak to allies	Subjects can converse at distance without moving lips	Tra	-	-	-	-	-	-	-
☐ Stone bones	Corporeal undead gains +3 natural armor bonus	Tra	V, S, F	1 standard action	Touch	Corporeal undead creature touched	10 minutes/level	Will negates (harmless)	Yes (harmless)
☐ Surefooted stride	You can move over rubble as easily as you can over open ground	Tra	V, S	1 standard action	Personal	You	1 minute/level	None	No
☐ Swim	Subject gains swim speed, +8 bonus on Swim checks	Tra	V, S, M	1 round	Medium (100 ft. + 10 ft./level)	One creature	10 minutes/level (D)	None	Yes (harmless)
☐ Whirling blade	Hurled slashing weapon magically attacks all foes in 60-ft line	Tra	V, S, F	1 standard action	60 ft.	60-ft. line	Instantaneous	None	No
☐ Wings of air	Subject's flight maneuverability improves by one step	Tra	V	1 standard action	Touch	Winged creature touched	1 minute/level	None (harmless)	No (harmless)
☐ Wraithstrike	Your melee attacks strike as touch attacks for 1 round	Tra	V, S	1 swift action	Personal	You	1 round	-	-
☐ Balancing lore-call	You gain a +4 bonus on Balance checks and can balance on difficult surfaces if you have 5 or more ranks in Balance	Div	V, S, M/DF	1 standard action	Personal	You	1 minute/level (D)	-	-
☐ Chain of eyes	See through other creatures' eyes	Div	V, S	1 standard action	Touch	Living creature touched	1 hour/level	Will negates	Yes
☐ Discern shapechanger	Penetrates disguises and identifies shapechanging creatures	Div	V, S, M	1 round	Personal	You	1 round/level	-	-
☐ Marked object	You gain bonus to track a specific being	Div	V, S, F	1 minute	Personal	You	24 hours/level	-	-
☐ Entice gift	Subject gives caster what it's holding	Ench	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	One creature	1 round	Will negates	Yes

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
☐ Mechanus mind	Reformat subject's mind to be coldly calculating	Ench	V, S	1 standard action	Touch	Creature touched	1 minute/level	Fortitude negates (harmless)	Yes (harmless)
☐ Mindless rage	Subject compelled to attack you physically for 1 round/level	Ench	V, S, F	1 standard action	Medium (100 ft. + 10 ft./level)	One creature	1 round/level	Will negates	Yes
☐ Ray of stupidity	Victim takes 1d4+1 Intelligence damage	Ench	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	Instantaneous	None	Yes
☐ Rebuke	Subject is dazed 1 round, then shaken	Ench	V, S, F	1 standard action	Close (25 ft. + 5 ft./2 levels)	One living creature	1 round/level	Will negates	Yes
☐ Sting ray	Subject of ray can take only standard or move action, has –2 AC, and must make Concentration checks to cast spells	Ench	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	1 round/level	Will partial	Yes
☐ Bladeweave	Your melee attack dazes your opponent	Ill	V	1 swift action	Personal	You	1 round/level (D)	See text	See text
☐ Claws of darkness	Claws deal 1d8 cold damage and have reach	Ill	V, S	1 standard action	Personal	You	1 round/level (D)	Fortitude partial	Yes; see text
☐ Cloak pool	Hide a color pool on the Astral Plane from view	Ill	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	One color pool	1 hour/level (D)	Will negates (harmless, object)	No
☐ Dark way	Creates temporary unbreakable bridge supporting up to 200 lb	Ill	V, S, DF	1 standard action	Close (25 ft. + 5 ft./2 levels)	One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long	1 round/level	None	Yes
☐ Delusions of grandeur	Subject thinks it is better than it is	Ill	V	1 standard action	Medium (100 ft. + 10 ft./level)	One creature	10 minutes/level	Will negates	Yes
☐ Discolor pool	Change the color of a color pool on the Astral Plane	Ill	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	One color pool	1 hour/level (D)	Will disbelief (if interacted with)	No
☐ Disguise undead	Change appearance of one corporeal undead	Ill	V, S, F	1 standard action	TouchTarget: 1 corporeal undead	-	24 hours	None	-
☐ Phantasmal assailants	Nightmare creatures strike subject for 8 Wis damage, 8 Dex damage	Ill	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	One living creature	Instantaneous	Will disbelief (if interacted with), then Fortitude half; see text	Yes
☐ Phantom foe	Subject is always flanked by one creature	Ill	V, S, F	1 standard action	Touch	Creature touched	1 round/level	Will disbelief	No
☐ Reflective disguise	Viewers see you as their own species and gender	Ill	V, S	1 standard action	Personal	You	10 minutes/level	-	-
☐ Shadow mask	Grants +4 on saves against light spells, protection from gaze attacks	Ill	V, S, M	1 standard action	Personal	You	10 minutes/level (D)	-	-
☐ Shadow radiance	Area filled with intense light that grows brighter	Ill	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	20-ft.-radius burst centered on a point in space	1 round/level	Will disbelief (if interacted with)	Yes
☐ Shadow spray	Deals 4 points of Str damage and dazes	Ill	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	5-ft.-radius burst	1 round/level	Fortitude negates	Yes
☐ Wall of gloom	Shadow barrier obscures vision	Ill	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	A straight wall whose area is up to one 10-ft. square/level	Concentration + 1 round/level	None	No
☐ Bonefiddle	Spectral fiddle bow deals 3d6 damage/round	Nec	V, S, F	1 standard action	Close (25 ft. + 5 ft./2 levels)	One creature with a skeleton or exoskeleton	Concentration, up to 1 round/level	Fortitude negates	Yes
☐ Curse of impending blades	Subject takes –2 penalty to AC	Nec	V, S, M/DF	1 standard action	Medium (100 ft. + 10 ft./level)	One creature	1 minute/level	None	Yes
☐ Death armor	Black aura damages creatures attacking you	Nec	V, S, M, F	1 standard action	Personal	You	1 round/level	-	-
☐ Desiccating bubble	Globe of air damages by evaporating moisture from subject	Nec	S, M/DF	1 standard action	Medium (100 ft. + 10 ft./level)	3-ft.-radius sphere of air	1 round/level	Reflex negates	Yes
☐ Ghoul glyph	Glyph wards area, paralyzes victims	Nec	V, S, M	1 minute	Touch	Object touched	Permanent until discharged	Fortitude partial	Yes
☐ Life bolt	1 ray/2 levels draws 1 hp from you to deal 1d12 damage to undead	Nec	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	Up to five rays	Instantaneous	None	Yes
☐ Ray of sickness	Subject becomes sickened	Nec	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	1 round/level	None	Yes
☐ Ray of weakness	Subject takes –2 on attacks, –10 ft speed	Nec	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	1 minute/level	None	Yes
☐ Shroud of undeath	Negative energy shroud makes undead perceive you as undead	Nec	V, S, M	1 standard action	Personal	You	10 minutes/level (D)	-	-
☐ Spawn screen	Subject resists being transformed into an undead spawn if slain	Nec	V, S, DF	1 standard action	Touch	-	1 hour/level	Will negates (harmless)	Yes (harmless)

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
☐ Stolen breath	Subject has wind knocked out of it	Nec	V, S, F	1 standard action	Medium (100 ft. + 10 ft./level)	One living creature that breathes air	Instantaneous; see text	None	Yes
☐ Wracking touch	Deal 1d6 damage +1/level; you also deal sneak attack damage if you have any	Nec	V, S	1 standard action	Touch	Creature touched	Instantaneous	Fortitude half	Yes

Level 3

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
☐ Anticipate teleportation	Predict and delay the arrival of creatures teleporting into range by 1 round	Abj	V, S, F	10 minutes	One willing creature touched	5-ft./level radius emanation from touched creature	24 hours	None	No
☐ Antidragon aura	Allies gain bonus to AC and saves against dragons	Abj	V, S, M, DF	1 standard action	Close (25 ft. + 5 ft./2 levels)	-	1 minute/level	Will negates (harmless)	Yes (harmless)
☐ Avoid planar effects	Provides temporary protection against overtly damaging planar traits	Abj	V	1 immediate action	20 ft.	-	1 minute/level	None	Yes (harmless)
☐ Earthen grace	Subject takes only nonlethal damage from stone and earth	Abj	V, S, M	1 standard action	Touch	Living creature touched	1 minute/level	Will negates (harmless)	Yes (harmless)
☐ Eradicate earth	Deals 1d8 points of damage/level to earth creatures (max 10d8)	Abj	V, S, M	1 standard action	40 ft.	40-ft.-radius burst centered on you	Instantaneous	Fortitude half	Yes
☐ Reverse arrows	As protection from arrows, but negated arrows turn back upon their source	Abj	V, S, F	1 standard action	Personal	You	10 minutes/level or until	-	-
☐ Sign of sealing	Magical sigil protects door or chest, deals 1d4/level damage (max 10d4) if opened	Abj	V, S, M	1 round	Close (25 ft. + 5 ft./2 levels)	One door, chest, or other opening up to 30 sq. ft./level	Permanent	Reflex half; see text	No
☐ Blacklight	Create an area of total darkness	Evo	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	A 20-ft.-radius emanation centered on a creature, object, or point in space	1 round/level (D)	Will negates or none (object)	Yes or no (object)
☐ Capricious zephyr	Gale-force winds push creatures	Evo	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	5-ft.-diameter sphere	1 round/level	None or Reflex partial; see text	Yes
☐ Chain missile	Multiple missiles deal 1d4+1 damage each, then strike secondary targets	Evo	V, S	1 standard action	Long (400 ft. + 40 ft./level)	One creature, plus one	Instantaneous	None	Yes
☐ Flashburst	Flash of light dazzles and blinds creatures in area	Evo	V, S, M/DF	1 standard action	Long (400 ft. + 40 ft./level)	20-ft.-radius burst	Instantaneous; see text	Will partial; see text	Yes
☐ Glowing orb	Creates permanent magical light; you control brightness	Evo	V, S, F	1 standard action	Touch	Magical, controllable light source	Permanent	None	No
☐ Great thunderclap	Loud noise causes stunning, deafness, and knocks prone in a large area	Evo	V, S, F	1 standard action	Medium (100 ft. + 10 ft./level)	20-ft.-radius spread	Instantaneous	See text	No
☐ Hailstones	Frigid globes deal 5d6 cold damage	Evo	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	One frigid globe/5 levels	Instantaneous	None	Yes
☐ Light of venya	You radiate pearly light, which you can expend as 2 bolts that deal 2d6 damage, 4d6 against undead and evil outsiders	Evo	-	-	-	-	-	-	-
☐ Manyjaws	One set of jaws/level attacks enemies for 1d6 damage	Evo	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	One pair of disembodied, flying jaws per caster level (maximum ten pairs)	Concentration, up to 3 rounds	See text	Yes
☐ Rainbow blast	Line deals 1d6 damage of each energy type	Evo	V, S, M	1 standard action	120 ft.	120-ft. line	Instantaneous	Reflex half	Yes
☐ Resonating bolt	Sonic energy deals 1d4 damage/level (max 10d4)	Evo	V, S	1 standard action	60 ft.	60-ft. line	Instantaneous	Reflex half	Yes
☐ Scintillating sphere	20-ft.-radius burst deals 1d6 electricity/level	Evo	V, S, M	1 standard action	Long (400 ft. + 40 ft./level)	20-ft.-radius burst	Instantaneous	Reflex half	Yes
☐ Shatterfloor	Deals 1d4 sonic/level plus damages floor surface	Evo	V, S, F	1 standard action	Medium (100 ft. + 10 ft./level)	15-ft.-radius spread	Instantaneous	Reflex half	Yes
☐ Sonorous hum	Removes need to concentrate to maintain next spell cast	Evo	V, S	1 standard action	Personal	You	1 minute/level (D)	-	-
☐ Sound lance	Sonic energy deals 1d8/level damage	Evo	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	One creature or object	Instantaneous	Fortitude half	Yes
☐ Wall of light	Creates wall of light, can dazzle creatures	Evo	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	A straight wall whose area is	1 minute/level (D)	None	Yes; see text
☐ Acid breath	Cone of acid deals 1d6 damage/level (max 10d6)	Conj	V, S, M	1 standard action	15 ft.	Cone-shaped burst	Instantaneous	Reflex half	Yes
☐ Bands of steel	Metallic bands immobilize or entangle subject for 1 round/level	Conj	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	One Medium or smaller creature	1 round/level	Reflex partial	No
☐ Contagious fog	20-ft.-radius cloud of fog inflicts disease	Conj	V, S, M	-	Medium (100 ft. + 10 ft./level)	-	1 round/level	See text	-

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
☐ Corpse candle	Ghostly hand and candle sheds light, affects incorporeal creatures	Conj	S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ghostly hand and candle	1 minute/level (D); see text	None	No
☐ Mage armor, greater	Gives subject +6 armor bonus	Conj	V, S	-	-	-	-	-	-
☐ Mage armor, mass	As mage armor, but one creature/level	Conj	-	-	Close (25 ft. + 5 ft./2 levels)	-	-	-	-
☐ Nauseating breath	Exhale a cone of nauseating gas	Conj	V, S, M	1 standard action	30 ft.	Cone-shaped burst	Instantaneous	Fortitude negates	No
☐ Regal procession	As mount, but you summon several mounts	Conj	-	-	-	One mount/level	-	-	-
☐ Servant horde	Create 2d6 unseen servants +1/level (max +15)	Conj	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	Invisible, mindless, shapeless servants	1 hour/level	None	No
☐ Summon undead iii	Summons undead to fight for you	Conj	-	-	-	One or more summoned	-	-	-
☐ Vipergout	You spit forth celestial or fiendish vipers that attack your foes	Conj	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	1d4+3 summoned creatures	1 round/level	None	Yes
☐ Air breathing	Subjects can breathe air freely	Tra	S, M/DF	1 standard action	Touch	Living creatures touched	2 hours/level; see text	Will negates (harmless)	Yes (harmless)
☐ Amorphous form	Subject becomes puddlelike and can slip through cracks quickly	Tra	S, M	1 standard action	Touch	Willing corporeal creature touched	1 minute/level (D)	Will negates (harmless)	Yes (harmless)
☐ Bite of the wererat	You gain the Dexterity and attacks of a wererat	Tra	V, S, M	1 standard action	Personal	You	1 round/level	-	-
☐ Deeper darkvision	Subject can see 90 ft in magical darkness	Tra	V, S, M	1 standard action	Touch	Creature touched	1 hour/level	Will negates (harmless)	Yes
☐ Demon dirge	Demons are stunned and take 3d6 damage/round for 1d4 rounds	Tra	V, S, DF	1 standard action	Close (25 ft. + 5 ft./2 levels)	Living creature	1d6 rounds; see text	None or Fortitude partial; see text	Yes
☐ Devil blight	Damage and stun baatezu; damage other lawful and evil creatures	Tra	V, S, DF	1 standard action	Close (25 ft. + 5 ft./2 levels)	Living creature	1d6 rounds	None or Fortitude partial; see text	Yes
☐ Diamondsteel	Metal armor provides damage reduction	Tra	V, S, M	1 standard action	Touch	Suit of metal armor touched	1 round/level	Will negates (object)	Yes (object)
☐ Dolorous blow	Weapon's threat range is doubled and threats are automatically confirmed	Tra	V, S	1 standard action	Touch	Weapon touched	1 minute/level	None	No
☐ Dragonskin	You gain a bonus to natural armor plus energy resistance 10	Tra	S, M	1 standard action	Personal	You	10 minutes/level	-	-
☐ False gravity	Travel on a solid surface as if that surface had its own gravity	Tra	V, S, M	1 standard action	Touch	Creature touched	1 minute/level	Will negates (harmless)	Yes (harmless)
☐ Giant's wrath	Pebbles you throw become boulders	Tra	V, S, M	1 swift action	Personal	-	1 round/level	None	None
☐ Girallon's blessing	Subject gains one additional pair of arms	Tra	V, S, M	1 standard action	Touch	Creature touched	10 minutes/level	Fortitude negates (harmless)	Yes (harmless)
☐ Hamatula barbs	Subjects grow barbs, which damage foes that attack subject in melee	Tra	V, S, M	1 standard action	Touch	Creature touched	10 minutes/level	Fortitude negates (harmless)	Yes (harmless)
☐ Primal form	You change into elemental, gain some abilities	Tra	V, S, DF	1 standard action	Personal	You	1 minute/level (D)	-	-
☐ Repair serious damage	Repairs 3d8 damage +1/level (max +15) to any construct	Tra	-	-	-	-	-	-	-
☐ Rust ray	Metal objects take 2d6 damage +1/2 levels	Tra	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	-	-	-
☐ Shadow phase	Subject becomes partially incorporeal	Tra	V, S	1 standard action	Touch	Creature touched	1 round/level (D)	Fortitude negates (harmless)	Yes (harmless)
☐ Snake's swiftness, mass	Allies each immediately make one attack	Tra	-	-	Medium (100 ft. + 10 ft./level)	-	-	-	-
☐ Spell vulnerability	Reduce creature's spell resistance by 1/caster level (max reduction 15)	Tra	V, S	1 round	Close (25 ft. + 5 ft./2 levels)	One creature	1 minute/level	Fortitude negates	No
☐ Spiderskin	Subject gains increasing bonus to natural armor, saves against poison, and Hide checks	Tra	V, S, M/DF	1 standard action	Touch	Creature touched	10 minutes/level	Will negates (harmless)	Yes (harmless)
☐ Steeldance	Blades hover around you and attack foes	Tra	V, S, F	1 standard action	Medium (100 ft. + 10 ft./level)	-	1 round/level	None	No
☐ Stony grasp	Arm made of soil and rock grapples foes	Tra	-	-	-	Animated stone arm	1 round/level	-	-
☐ Tremorsense	Grants tremorsense to a range of 30 feet	Tra	V, S, F/DF	1 standard action	Personal	You	10 minutes/level (D)	-	-
☐ Weapon of energy	Weapon deals extra energy damage	Tra	V, S	1 standard action	Touch	One weapon	1 round/level	Fortitude negates (object, harmless)	Yes (harmless,

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
☐ Weapon of impact	As keen edge, but aids bludgeoning weapons	Tra	V, S	1 standard action	Touch	One bludgeoning weapon or	10 minutes/level	Fortitude negates (harmless, object)	Yes (harmless,)
☐ Analyze portal	Find a nearby portal and discover its properties	Div	V, S, M	1 minute	60 ft.	Cone-shaped emanation from you to the extreme of the range	Concentration, up to 1 round/level (D)	See text	No
☐ Circle dance	Indicates direction to known individual	Div	V, S	1 minute	Personal	You	Instantaneous	-	-
☐ Telepathic bond, lesser	Link with subject within 30 ft for 10 minutes/level	Div	V, S	1 standard action	30 ft.	-	10 minutes/level	None	No
☐ Unluck	Subject remakes all rolls, uses worse result for 1 round/level	Div	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	One creature	1 round/level	Will negates	Yes
☐ Mesmerizing glare	Your gaze fascinates creatures	Ench	S	1 standard action	Close (25 ft. + 5 ft./2 levels)	-	1 round/level	Will negates	Yes
☐ Miser's envy	Subject jealously covets nearby object	Ench	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	One living creature	1 round/level	Will negates	Yes
☐ Ray of dizziness	Subject can take only move or standard actions	Ench	V, S, F	1 standard action	Medium (100 ft. + 10 ft./level)	Ray	1 round/level	None	Yes
☐ Suppress breath weapon	Subject can't use its breath weapon	Ench	V	1 standard action	Close (25 ft. + 5 ft./2 levels)	One creature that has a breath weapon	1 minute/level	Will negates	No
☐ Cone of dimness	Subjects believe they are engulfed in magical darkness	Ill	V, S	1 standard action	60 ft.	Cone-shaped burst	1 round/level	Will negates; see text	Yes
☐ Shadow binding	Ribbonlike shadows entangle creatures in 10-ft-radius burst	Ill	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	10-ft.-radius burst	1 round/level	Will negates	Yes
☐ Shadow cache	You open a small portal to the Plane of Shadow through which you can put an item for later retrieval	Ill	V, S	1 standard action	Touch	1-ft.-diameter circle	1 minute/level (D)	No	No
☐ Spectral weapon	Use quasi-real weapon to make touch attacks	Ill	V, S	1 swift action	0 ft.	One shadowy blade	1 round/level (D)	See text	Yes
☐ Suspended silence	Object becomes programmed to create an area of silence at your command	Ill	V, S, M	1 standard action	Touch	One object	24 hours or until discharged, then 6 rounds; see text	None (object)	No (object)
☐ Curse of impending blades, mass	Enemies take –2 penalty to AC	Nec	-	-	-	-	-	-	-
☐ Disrupt undead, greater	As disrupt undead, but 1d8 damage/level	Nec	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	Instantaneous	None	Yes
☐ Healing touch	Heal subject 1d6/2 levels, but take damage equal to half	Nec	V, S	1 standard action	Touch	Creature touched	Instantaneous	Will half; see text	Yes
☐ Incorporeal enhancement	Grant bonuses to incorporeal undead	Nec	V, S, M	1 round	Close (25 ft. + 5 ft./2 levels)	One incorporeal undead/level	24 hours	None	No
☐ Junglerazer	Fey, vermin, plants, and animals take 1d10 damage/level	Nec	V, S, M	1 standard action	120 ft.	120-ft. line	Instantaneous	Reflex half	Yes
☐ Mind poison	Your poisonous touch deals Wis damage	Nec	V, S, M	1 standard action	Touch	-	-	-	Yes
☐ Skull watch	Skull shrieks when creature enters warded area	Nec	V, S, F	1 standard action	Touch	One humanoid skull	Permanent	See text	No
☐ Spider poison	Touch deals 1d6 Str damage, repeats in 1 minute	Nec	V, S, M	1 standard action	Touch	Living creature touched	Instantaneous; see text	Fortitude negates	Yes
☐ Undead lieutenant	Chosen undead can give orders to undead in your control	Nec	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	One undead creature; see text	24 hours	Will negates (harmless)	Yes (harmless)
☐ Undead torch	Undead creature gains blue aura that gives +2d6 damage against living creatures	Nec	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	-	1 round/level	Will negates (harmless)	Yes (harmless)
☐ Enhance familiar	Your familiar receives +2 bonus on saves, combat rolls, and AC for 1 hour/level	Uni	V, S	1 standard action	Touch	Familiar touched	1 hour/level	None	Yes (harmless)
☐ Fortify familiar	Your familiar gains 2d8 temporary hp, +2 to armor, 25% chance to avoid extra sneak attack and critical hit damage	Uni	V, S	1 standard action	Touch	Familiar touched	1 hour/level	None	Yes (harmless)

Level 4

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
☐ Dispelling screen	Targeted dispel magic on any creatures and unattended items, +10 max on caster level check	Abj	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	Energy wall whose area is	1 minute/level (D)	None	No
☐ Forceward	Creates a sphere of force that protects against force effects and keeps out incorporeal creatures	Abj	V, S	1 round	15 ft.	15-ft.-radius sphere centered on you	1 minute/level	Will negates; see text	

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
<input type="checkbox"/> Portal alarm, improved	Warded portal alerts you or a creature designated by you to creatures passing through it	Abj	V, S, F	-	-	-	8 hours/level (D)	-	-
<input type="checkbox"/> Ray of deanimation	Ray deals 1d6 damage/level to constructs	Abj	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	-	-	-
<input type="checkbox"/> Ray deflection	Ray attacks are reflected away	Abj	V, S, F	1 standard action	Personal	You	1 minute/level	None	No
<input type="checkbox"/> Resist energy, mass	Creatures ignore damage from specified energy type	Abj	-	-	Close (25 ft. + 5 ft./2 levels)	-	-	-	-
<input type="checkbox"/> Resistance, greater	Subject gains +3 on saving throws	Abj	-	-	-	-	24 hours	-	-
<input type="checkbox"/> Wall of chaos	Wall blocks creatures of opposite alignment	Abj	-	-	-	-	-	-	-
<input type="checkbox"/> Wall of evil	Wall blocks creatures of opposite alignment	Abj	-	-	-	-	-	-	-
<input type="checkbox"/> Wall of good	Wall blocks creatures of opposite alignment	Abj	V, S, M/DF	1 standard action	Close (25 ft. + 5 ft./2 levels)	A straight wall whose area is	10 minutes/level	See text	Yes
<input type="checkbox"/> Wall of law	Wall blocks creatures of opposite alignment	Abj	-	-	-	-	-	-	-
<input type="checkbox"/> Blistering radiance	Light dazzles creatures, deals 2d6 fire damage in 50-ft-radius spread	Evo	V, S, M	1 standard action	Long (400 ft. + 40 ft./level)	50-ft.-radius spread	1 round/level	None and Fortitude partial; see text	Yes
<input type="checkbox"/> Defenestrating sphere	Cloudy gray sphere knocks enemies prone, hurls them upward for subsequent falling damage	Evo	V, S, F	1 standard action	Medium (100 ft. + 10 ft./level)	2-ft.-radius sphere	1 round/level (D)	Fortitude partial; see text	Yes
<input type="checkbox"/> Dragon breath		Evo	V, S, M/DF	1 standard action	Personal	You	1 round/level	-	-
<input type="checkbox"/> Energy spheres	Five colored spheres attack with or negate acid, cold, electricity, fire, and sonic energy	Evo	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	Five floating spheres	1 round/level or until discharged	Reflex half; see text	Yes; see text
<input type="checkbox"/> Explosive cascade	Bouncing flame ball deals 1d6/level fire damage	Evo	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	One 5-ft. square/level, all of which must be connected in one continuous path (S)	Instantaneous	Reflex half	Yes
<input type="checkbox"/> Floating disk, greater	As floating disk, but you can ride it	Evo	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	3-ft.-diameter disk of force	1 hour/level	None	
<input type="checkbox"/> Force chest	2-ft-cube chest made of force	Evo	V, S, M	1 standard action	0 ft.	Box of force 2 ft. on a side	24 hours/level (D)	None	No
<input type="checkbox"/> Force claw	Claw of force guards an area, making opportunity attacks	Evo	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	Invisible claw of force	1 round/level (D)	None	Yes
<input type="checkbox"/> Force missiles	Unerring missiles of force strike for 2d6 damage and explode in a burst	Evo	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	-	Instantaneous	None	Yes
<input type="checkbox"/> Forcewave	Bull rushes all creatures within 10 ft	Evo	V, S, F	1 swift action	10 ft.	10-ft. burst of force centered on you	Instantaneous	None	Yes
<input type="checkbox"/> Stone sphere	3-ft.-diameter stone sphere rolls over your enemies	Evo	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	One 5-ft.-diameter stone sphere	1 round/level	Reflex negates; see text	Yes
<input type="checkbox"/> Sword of deception	Blade of energy attacks independently, deals 1d4 damage, penalizes subsequent save	Evo	V, S, F	1 standard action	Medium (100 ft. + 10 ft./level)	Pale green blade of force	1 round/level (D)	None	Yes
<input type="checkbox"/> Thunderlance	Lance of force deals 3d6 damage and might dispel force effects	Evo	V, S, M	1 standard action	0 ft.	A spearlike beam	1 round/level (D)	None	No
<input type="checkbox"/> Vortex of teeth	3d8 points of damage due to force per round to all creatures in the area	Evo	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	Hollow cylinder (40-ft. radius,	1 round/level (D)	None	Yes
<input type="checkbox"/> Wingbind	A net of force entangles the subject, causing it to fall from the sky	Evo	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	One creature	1 round/level (D)	Reflex negates	Yes
<input type="checkbox"/> Blast of flame	60-ft cone of fire (1d6/level damage)	Conj	V, S, M	1 standard action	60 ft.	Cone-shaped burst	Instantaneous	Reflex half	No
<input type="checkbox"/> Bloodstar	Hovering construct does Con damage each time foe is damaged	Conj	V, S, F	1 standard action	Medium (100 ft. + 10 ft./level)	A bloodstar	1 round/level	Fortitude negates	Yes
<input type="checkbox"/> Ethereal mount	You conjure swift mounts on the Ethereal Plane	Conj	-	-	-	One quasi-real mount, plus	-	-	-
<input type="checkbox"/> Orb of acid	Ranged touch, 1d6/level acid damage and subject might be sickened	Conj	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	One orb of acid	Instantaneous	Fortitude partial; see text	No
<input type="checkbox"/> Orb of cold	Ranged touch, 1d6/level cold damage and subject might be blinded	Conj	-	-	-	One orb of cold	-	-	-
<input type="checkbox"/> Orb of electricity	Ranged touch, 1d6/level electricity damage and subject might be entangled	Conj	-	-	-	One orb of electricity	-	-	-
<input type="checkbox"/> Orb of fire	Ranged touch, 1d6/level fire damage and subject might be dazed	Conj	-	-	-	One orb of fire	-	-	-
<input type="checkbox"/> Orb of force	Globe of force deals 1d6/level damage (max 10d6)	Conj	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	One orb of force	Instantaneous	None	No

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
□ Orb of sound	Ranged touch, 1d4/level sonic damage and subject might be deafened	Conj	-	-	-	One orb of sonic energy	-	-	-
□ Translocation trick	You and subject switch places and appear as each other	Conj	V	1 standard action	Medium (100 ft. + 10 ft./level)	-	10 minutes/level	Will negates; see text	Yes
□ Wall of sand	Swirling sand blocks ranged attacks, slows movement through	Conj	V, S, M/DF	-	Medium (100 ft. + 10 ft./level)	A straight wall whose area is up to one 10-ft. square/level (S)	Concentration + 1 round/level	None	No
□ Wall of water	Creates shapeable transparent wall of water	Conj	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	A straight wall whose area is up to one 10-ft. square/level (S)	10 minutes/level	Reflex negates; see text	No
□ Attune form	Grant creature temporary protection against overtly damaging planar traits	Tra	V, S, M/DF	1 standard action	Touch	One creature/3 levels	24 hours	None	No
□ Backlash	Subject takes damage if it uses spells against another creature	Tra	V, S	1 standard action	Touch	Creature touched	10 minutes/level or until discharged	Will negates	Yes
□ Bite of the werewolf	You gain the Strength and attacks of a werewolf	Tra	V, S, M	1 standard action	Personal	You	1 round/level	-	-
□ Blinding breath	Your breath weapon blinds subjects	Tra	-	-	-	-	-	-	-
□ Corporeal instability	Transform a creature into an amorphous mass	Tra	V, S	1 standard action	Touch	Living creature touched	1 round/level (D)	Fortitude negates	Yes
□ Darkvision, mass	As darkvision, but affects one/level subjects	Tra	-	-	10 ft.	-	-	-	-
□ Displacer form	You change into displacer beast, gain some abilities	Tra	V, S, M	1 standard action	Personal	You	1 round/level (D)	-	-
□ Entangling staff	Quarterstaff can grapple and constrict foes	Tra	V, S, F	1 swift action	Touch	Quarterstaff touched	1 round/level (D)	Yes (harmless, object)	Yes (harmless)
□ Fire stride	Teleport from one fire to another	Tra	V, S	1 standard action	Personal	You	10 minutes/level or until	-	-
□ Flame whips	Your forelimbs deal 6d6 fire damage	Tra	V, S	1 standard action	Personal	Flaming whips	1 round/level (D)	-	-
□ Flight of the dragon	You grow dragon wings	Tra	V, M	1 standard action	Personal	You	10 minutes/level (D)	-	-
□ Metal melt	Melts metal object without heat	Tra	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	Nonmagical metal object weighing up to 5 lb./level	1 round	Will negates (object)	Yes (object)
□ Perinarch	Gain greater control over Limbo's morphic essence	Tra	V, S, DF	1 standard action	Close (25 ft. + 5 ft./2 levels)	-	1 round/level; see text	None (object) and Reflex negates; see text	No
□ Raise from the deep	Creature or sunken ship made buoyant	Tra	V	1 minute	Long (400 ft. + 40 ft./level); see text	One creature or object	1 hour/level	Fortitude negates (object)	Yes (object)
□ Repair critical damage	Repairs 4d8 damage +1/level (max +20) to any construct	Tra	-	-	-	-	-	-	-
□ Ruin delver's fortune	Cast on another creature's turn and choose one of several benefits	Tra	V	1 immediate action	Personal	You	1d4 rounds	-	-
□ Scramble portal	You randomize the destination of a magic portal	Tra	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	One interplanar gate or portal	1 round/level	None (for portal)	No
□ Sharptooth	One of your natural weapons deals damage as if you were one size larger	Tra	V, S	1 standard action	Personal	You	1 round/level	-	-
□ Spell enhancer	Lets you cast another spell in the same round at +2 caster level	Tra	V	1 swift action	Personal	You	1 round	-	-
□ Voice of the dragon	+10 on Bluff, Diplomacy, and Intimidate checks; can use one suggestion	Tra	V, S	1 standard action	Personal	You	10 minutes/level (D)	-	-
□ Wings of air, greater	Subject's flight maneuverability improves by two steps	Tra	-	-	-	-	-	-	-
□ Assay spell resistance	+10 bonus on caster level checks to defeat one creature's spell resistance	Div	V, S	1 swift action	Personal	You	1 round/level	-	-
□ Know vulnerabilities	Determine subject's vulnerabilities and resistances	Div	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	One creature	Instantaneous	Will negates	Yes
□ Treasure scent	You detect valuable metals and gems	Div	V, S	1 standard action	Personal	You	1 hour/level	-	-
□ Battle hymn	Allies can reroll one Will save/round	Ench	V, S	1 standard action	30 ft.	-	1 round/level	Will negates (harmless)	Yes
□ Rebuke, greater	Subject cowers for 1d4 rounds	Ench	-	-	-	-	-	-	-
□ Sensory deprivation	All of subject's senses are blocked	Ill	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	One creature	1 round/level	Will disbelief	Yes
□ Shadow well	Subject enters gloomy pocket plane and emerges frightened	Ill	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	One creature	1 round/level	Will negates; see text	Yes
□ Rebuking breath	Your breath weapon rebukes undead	Nec	S	1 swift action	Personal	Your breath weapon	1 round	-	-
□ Iron bones	Corporeal undead gains +6 natural armor bonus	-	-	-	-	-	-	-	-

Level 5

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
☐ Anticold sphere	Sphere hedges out cold creatures and protects you from cold	Abj	V, S	1 standard action	10 ft.	10-ft.-radius emanation centered on you	10 minutes/level (D)	None	Yes
☐ Contingent energy resistance	Energy damage triggers a resist energy spell	Abj	V, S, M	1 minute	-	-	1 hour/level (D)	-	-
☐ Dispelling breath	Your breath weapon acts as a targeted dispel magic to all creatures in its area	Abj	S	1 swift action	Personal	Your breath weapon	1 round	-	-
☐ Duelward	+4 on Spellcraft checks, counter-spell as an immediate action	Abj	V, S, M	1 standard action	Personal	You	1 round/level or until	-	-
☐ Indomitability	Subject can't be reduced below 1 hp	Abj	V, S	1 standard action	Touch	Creature touched	1 minute/level or until discharged	None (harmless)	Yes (harmless)
☐ Ironguard, lesser	Subject becomes immune to non-magical metal	Abj	V, S, M	1 standard action	Touch	Creature touched	1 round/level	Will negates (harmless)	Yes (harmless)
☐ Reciprocal gyre	Creature or object takes 1d12 damage/level of spell affecting it (max 25d12)	Abj	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	One creature or object	Instantaneous	Will half, then Fortitude negates; see text	No
☐ Refusal	Spellcasters and creatures with spell-like abilities are prevented from entering an area	Abj	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)Efect and	Invisible ward that occupies two 10-ft. squares/level (S)	1 hour/levelSaving Throw: Will negates; see text	-	Yes
☐ Symbol of spell loss	Triggered rune absorbs spells yet to be cast	Abj	V, S	10 minutes	0 ft.; see text	One symbol	See text	Will negates	No
☐ Wall of dispel magic	Creatures passing through a transparent wall becomes subjects of targeted dispel magic	Abj	V, S, DF	1 standard action	Close (25 ft. + 5 ft./2 levels)	A straight wall whose area is up to one 10-ft. square/level	1 minute/level	None	No
☐ Ball lightning	Energy ball deals 1d6/level electricity damage	Evo	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	One lightning ball	1 round/level	Reflex negates	Yes
☐ Cacophonic burst	Noise deals 1d6/level sonic damage to all within area	Evo	V, S	1 standard action	Long (400 ft. + 40 ft./level)	20-ft.-radius burst	Instantaneous	Reflex half	Yes
☐ Cacophonic shield	Shield 10 ft from you blocks sounds, deals 1d6 sonic damage +1/level, and deafens creatures passing through	Evo	V, S	1 standard action	10 ft.	10-ft.-radius emanation centered on you	1 minute/level (D)	Fortitude partial	Yes
☐ Cyclonic blast	Deals 1d6 damage/level, knocks down creatures	Evo	V, S, F	1 standard action	120 ft.	120-ft. line	Instantaneous	Reflex half	Yes
☐ Fire shield, mass	Creatures attacking allies take damage; allies are protected from fire or cold	Evo	V, S, M	1 round	Close (25 ft. + 5 ft./2 levels)	-	1 round/level (D)	Will negates (harmless)	Yes (harmless)
☐ Firebrand	One 5-ft burst/level deals 1d6 fire/level plus burning for 1 round	Evo	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	One 5-ft.-radius burst/level (S)	Instantaneous	Reflex half	Yes
☐ Fireburst, greater	Subjects within 15 ft take 1d10/level fire damage	Evo	-	-	-	Burst of fire extending 15 ft.	-	-	-
☐ Moonbow	Three motes of electricity each deal 1d6/2 levels electricity damage to subjects	Evo	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	1d4 motes of electricity	Instantaneous or up to 4 rounds; see text	None	Yes
☐ Prismatic ray	Ray of light blinds subject, deals random effect	Evo	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	Ray	Instantaneous	See text	Yes
☐ Shard storm	Blast deals 3d6 damage to creatures in area	Evo	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	One or more 20-ft.-radius bursts of piercing force	1 round/level	Reflex half	Yes
☐ Shroud of flame	Subject bursts into flames, taking 2d6 fire damage/round	Evo	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	One creature	1 round/level	None	Yes
☐ Sonic rumble	Cone of sound deals damage	Evo	V, S, F	1 standard action	30 ft.	Cone-shaped burst	Concentration, up to 1 round/level	Reflex half	Yes
☐ Wall of limbs	Whirling limbs deal 5d6 damage and grab creatures passing through	Evo	V, S	1 round	Medium (100 ft. + 10 ft./level)	A wall of whirling limbs	1 round/level (D)	Reflex negates; see text	Yes
☐ Acid sheath	Sheath of acid damages those who attack you, enhances acid spells	Conj	V, S, M, F	1 standard action	Personal	You	1 round/level (D)	-	-
☐ Arc of lightning	Line of electricity arcs between two creatures (1d6/level damage)	Conj	V, S, M/DF	1 standard action	Close (25 ft. + 5 ft./2 levels)	A line between two creatures	Instantaneous	Reflex half	No
☐ Call zelekhut	A zelekhut performs one duty for you	Conj	V, S, DF, XP	10 minutes	Close (25 ft. + 5 ft./2 levels)	One called zelekhut	Instantaneous	None	No
☐ Dimension door, greater	Short-range, multiple-use dimension door	Conj	-	-	Touch	You and touched objects or other touched willing creatures	1 round/2 levels	-	-
☐ Dragon ally, lesser	Exchange services with a 9 HD dragon	Conj	V, XP	-	-	-	Instantaneous	None	No
☐ Hidden lodge	Creates sturdy cottage camouflaged to blend into natural surroundings	Conj	V, S, F; see text	-	-	-	24 hours	-	-
☐ Phantasmal thief	Creates an unseen force that steals from others	Conj	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	One invisible, mindless, shapeless thief	1 round/level	None	No

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
□ Summon undead v	Summons undead to fight for you	Conj	-	-	-	One or more summoned	-	-	-
□ Viscid glob	Ranged touch attack hurls 5-ft.-diameter glob of glue at subject	Conj	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	One creature	1 hour/level	Reflex negates	Yes
□ Vitriolic sphere	Potent acid deals 6d6 acid damage plus possible damage in following 2 rounds	Conj	V, S, M	1 standard action	Long (400 ft. + 40 ft./level)	10-ft.-radius burst	Instantaneous; see text	Reflex partial; see text	No
□ Bite of the wereboar	You gain the Strength and attacks of a wereboar	Tra	V, S, M	1 standard action	Personal	You	1 round/level	-	-
□ Breath weapon substitution	Your breath weapon deals a different kind of damage than normal	Tra	S	1 swift action	Personal	Your breath weapon	1 round	-	-
□ Draconic might	Gain +5 to Str, Con, Cha; +4 natural armor; immunity to magic sleep and paralysis effects	Tra	V, S	1 standard action	Touch	Living creature touched	1 minute/level (D)	Fortitude negates (harmless)	Yes (harmless)
□ Dragonsight	Gain low-light vision, darkvision, and blindsense	Tra	V, S, F	1 standard action	Personal	You	1 hour/level (D)	-	-
□ Enlarge person, greater	Subject remains enlarged for 1 hour/level	Tra	-	-	Touch	-	1 hour/level (D)	-	-
□ Ethereal breath	Your breath weapon manifests on the Ethereal Plane	Tra	S	1 swift action	Personal	Your breath weapon	-	-	-
□ Fiendform	Assume form and abilities of fiendish creature, demon, or devil	Tra	V, S, M	1 standard action	Personal	You	1 minute/level	-	-
□ Fly, mass	One creature/level flies at speed of 60 ft	Tra	V, S	-	Close (25 ft. + 5 ft./2 levels)	-	-	-	-
□ Gutsnake	10-ft. tentacle grows from your stomach and attacks your enemies	Tra	V, S, F	1 standard action	Personal	You	1 round/level (D)	-	-
□ Lucent lance	Ambient light forms lance, deals various damage	Tra	V, S, F	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	Instantaneous	None	Yes; see text
□ Nightstalker's transformation	Gain +4 Dex, +3 luck bonus to AC, +5 luck bonus on Ref saves, +3d6 sneak attack, and evasion	Tra	V, S, M	1 standard action	Personal	You	1 round/level (D)	-	-
□ Reduce person, greater	Subject remains reduced for 10 minutes/level	Tra	-	-	-	-	10 minutes/level	-	-
□ Spell matrix, lesser	Magical matrix stores a 3rd-level or lower spell to be cast later as quickened spell	Tra	V, S, F	1 standard action	Personal	Matrix that holds one of your spells	10 minutes/level (D)	-	-
□ Stunning breath	Your breath weapon also stuns creatures for 1 round	Tra	S	1 swift action	Personal	Your breath weapon	Instantaneous	-	-
□ Surefooted stride, mass	As surefooted stride but multiple subjects	Tra	-	-	Close (25 ft. + 5 ft./2 levels)	One creature/level, no two of	-	-	-
□ Vulnerability	Reduces an opponent's damage reduction	Tra	V, S	1 standard action	Touch	Creature touched	1 round/level	Will negates	Yes
□ Xorn movement	Touched creature swims through earth like a xorn	Tra	V, S, F	1 standard action	Touch	Creature touched	1 round/level; see text	Will negates (harmless)	Yes (harmless)
□ Illusory feast	Subjects become dazed by illusory food	Ill	V, S, M	1 standard action	Long (400 ft. + 40 ft./level)	40-ft.-radius spread	1 round/level	Will negates	Yes
□ Shadow form	Gain +4 on Hide, Move Silently, and Escape Artist checks, and concealment; you can move through obstacles if you have ranks in Escape Artist	Ill	V, S, M	1 standard action	Personal	You	1 minute/level (D)	-	-
□ Shadow hand	Medium hand blocks opponents or carries items	Ill	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	Medium shadowy hand	1 round/level (D)	None	Yes
□ Shadowfade	Opens a portal to the Plane of Shadow	Ill	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	One 10-ft. portal to the Plane of Shadow	1 minute/level	Will negates	Yes
□ Death throes	Your body explodes when you die	Nec	V, S	1 standard action	Personal	You	1 hour/level or until you are killed	None	No
□ Graymantle	Inhibits creature's ability to heal and regenerate for 1 round/level	Nec	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	One living creature	1 round/level	Fortitude negates	Yes
□ Miasma of entropy	Rot all natural materials in 30-ft cone-shaped burst	Nec	V, S	1 standard action	30 ft.	Cone-shaped burst or one solid object; see text	Instantaneous	Fortitude half or Will negates (object); see text	Yes (object)
□ Night's caress	Touched foe takes 1d6 points of damage/level plus 1d6+2 Con damage	Nec	V, S	1 standard action	Touch	Creature touched	Instantaneous	Fortitude partial; see text	Yes
□ Spiritwall	Wall of spirit-forms causes panic, deals 1d10 damage if touched, can bestow negative levels if passed through	Nec	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	Swirling wall whose area is	1 minute/level (D)	None; see text	No
□ Wrack	Renders creature helpless with pain	Nec	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	One humanoid	1 round/level + 3d10 minutes; see text	Fortitude negates	Yes
□ Planar tolerance	Provides long-term protection against overtly damaging planar traits	-	-	-	-	-	1 hour/level	-	-

Level 6

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
☐ Anticipate teleportation, greater	Predict and delay the arrival of creatures teleporting into range by 3 rounds	Abj	-	-	-	-	-	-	-
☐ Aura of evasion	All within 10 ft gain evasion against breath weapons	Abj	V, S, M, DF	1 standard action	10 ft.	10-ft.-radius emanation centered on you	1 minute/level	No	No
☐ Resistance, superior	Subject gains +6 on saving throws	Abj	-	-	-	-	24 hours	-	-
☐ Ruby ray of reversal	Ray negates magical or mundane hazards	Abj	V, S, F	1 standard action	Medium (100 ft. + 10 ft./level)	One natural or magical hazard; see text	Instantaneous	None	No
☐ Seal portal	Seal an interplanar portal or gate	Abj	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	One interplanar gate or portal	Permanent (D)	None	No
☐ Sign of sealing, greater	Magical sigil protects door, chest, or open space, deals 1d6/level damage (max 20d6) if opened	Abj	-	10 minutes	-	One door, chest,	-	-	-
☐ Transcribe symbol	Safely moves an untriggered magical symbol to another location	Abj	V, S, F	1 standard action	Touch	Magic symbol touched	10 minutes or until discharged	None	No
☐ Fires of purity	Subject bursts into magical flame, becoming a dangerous weapon	Evo	V, S, DF	1 standard action	Touch	Creature touched	1 round/level	See text	Yes (harmless);
☐ Howling chain	Chain of force trips and attacks opponents	Evo	V, S, F	1 standard action	Medium (100 ft. + 10 ft./level)	One chain of force	1 round/level	See text	Yes
☐ Ray of light	Ray blinds subject	Evo	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	Instantaneous	None	Yes
☐ Acid storm	Deals 1d6/level acid damage (max 15d6) in a 20-ft radius	Conj	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	Cylinder (20-ft. radius, 20 ft. high)	Instantaneous	Reflex half	No
☐ Fire spiders	Swarm of Fine fire elementals deals fire damage in an area	Conj	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	Fiery spiders that cover a 10-ft.-radius spread	1 round/level	Reflex half	Yes
☐ Gemjump	Teleport to the location of a specially prepared gem	Conj	V, S, F	1 round	Unlimited; see text	You and willing creatures totaling up to one/3 levels; see text	Until triggered	None; see text	No; see text
☐ Tunnel swallow	Tunnel's peristaltic convulsions deal 1d6 points of damage/level (max 15d6)	Conj	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	Tunnel section up to 20 ft. in diameter and up to 50 ft. long	Instantaneous	Reflex partial; see text	No
☐ Wall of gears	Creates wall of moving gears that deals 1d6 damage/2 levels to creatures within 10 ft	Conj	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	A straight wall of moving gears whose area is up to one 10-ft. square/level; see text	1 minute/level	See text	No
☐ Bite of the weretiger	You gain the Strength and attacks of a weretiger	Tra	V, S, M	1 standard action	Personal	You	1 round/level	-	-
☐ Brilliant blade	Weapon or projectiles shed light, ignore armor	Tra	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	One melee or thrown	1 minute/level	Will negates (harmless, object)	Yes
☐ Cloak of the sea	Gain blur, freedom of movement, and water breathing while in water	Tra	V, S, DF	1 standard action	Touch	Creature touched	1 hour/level (D)	Will negates (harmless)	Yes (harmless)
☐ Extract water elemental	Pulls water from victim, forms water elemental	Tra	V, S	1 standard action	Close (25 ft. + 5 ft./level)	One living creature	Instantaneous	Fortitude half	Yes
☐ Hardening	Increases object's hardness by 1 point/2 levels	Tra	V, S, M	1 standard action	Touch	One item of a volume no greater than 10 cu. ft./level; see text	Permanent	None	Yes (object)
☐ Make manifest	You cause a creature on a coexistent plane to appear on your plane	Tra	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	One creature	1 round/level	Will negates	Yes
☐ Ooze puppet	You telekinetically control an ooze	Tra	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	One ooze	24 hours/level	Fortitude negates	Yes
☐ Stone body	Your body becomes living stone	Tra	V, S, M	1 standard action	Personal	You	1 minute/level (D)	-	-
☐ Subvert planar essence	Reduces subject's damage reduction and spell resistance	Tra	V, S, M/DF	1 standard action	Medium (100 ft. + 10 ft./level)	20-ft.-radius emanation centered on a point in space	1 round/level	Fortitude negates	Yes
☐ Interplanar telepathic bond	Link lets allies communicate across planes	Div	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	-	10 minutes/level (D)	None	No
☐ Probe thoughts	Read subject's memories, one question/round	Div	V, S	1 minute	Close (25 ft. + 5 ft./2 levels)	One living creature	Concentration, up to 1 round/level	Will negates; see text	Yes
☐ Dream casting	Alter subject's dreams to produce desired effect	Ill	-	1 hour	-	You and one dreamer	24 hours/level; see text	Will negates; see text	-
☐ Illusory pit	Creatures in area are knocked prone while believing they're falling	Ill	V, S	1 round	Medium (100 ft. + 10 ft./level)	10-ft. cube/level	Concentration + 1 round/level	Will disbelief	No
☐ Reflective disguise, mass	Viewers see subjects as their own species and gender	Ill	-	-	Close (25 ft. + 5 ft./2 levels)	-	12 hours (D)	Will negates	Yes

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
☐ Shadowy grappler	Illusory force grapples subject	Ill	V, S, M	-	Medium (100 ft. + 10 ft./level)	One creature	1 round/level (D)	Will partial; see text	Yes
☐ Aura of terror	You gain an aura of fear, or your frightful presence becomes more effective	Nec	V	1 standard action	30-ft.-radius emanation centered on you	-	1 minute/level	Will negates; see text	Yes
☐ Contagion, mass	As contagion, but 20-ft radius	Nec	-	-	Medium (100 ft. + 10 ft./level)	20-ft.-radius spread	-	-	-
☐ Fleshshiver	Subject is stunned for 1 round, takes 1d6/level damage, and is nauseated for 1d4+2 rounds	Nec	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	One living creature	Instantaneous	Fortitude partial; see text	Yes
☐ Ghoul gauntlet	Convert victim to a ghoul under your control	Nec	V, S	1 standard action	Touch	One living humanoid creature	Instantaneous	Fortitude negates	Yes
☐ Imperious glare	You cause subjects to cower in fear	Nec	S	1 standard action	Close (25 ft. + 5 ft./2 levels)	-	1 round/level	Will negates; see text	Yes
☐ Incorporeal nova	Destroy incorporeal undead	Nec	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	50-ft.-radius burst	Instantaneous	Will negates	Yes
☐ Opalescent glare	Kill creatures with a look, or make them very afraid	Nec	V, S, DF	1 standard action	Personal	You	Instantaneous	Will partial; see text	Yes
☐ Ray of entropy	Subject takes –4 Strength, Dexterity, and Constitution	Nec	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	1 minute/level	None	Yes
☐ Revive undead	Restores undeath to undead that was destroyed up to 1 day/level ago	Nec	V, S, M	1 minute	Touch	Destroyed undead creature touched	Instantaneous	None	No
☐ Spectral touch	Your touch bestows one negative level/round	Nec	V, S	1 standard action	Touch	-	1 round/level (D); see text	Fortitude negates	Yes
☐ Imbue familiar with spell ability	You transfer spells and casting ability into your familiar	Uni	V, S	1 standard action	Touch	Familiar touched	1 hour/level	Will negates (harmless)	Yes (harmless)

Level 7

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
☐ Antimagic ray	Subject loses all magical powers	Abj	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	1 round/level	Will negates (object)	Yes
☐ Dispelling screen, greater	Targeted dispel magic on any creatures and unattended items, +20 max on caster level check	Abj	-	-	-	-	-	-	-
☐ Energy immunity	Subject and equipment gain immunity to damage of specified energy type	Abj	V, S	1 standard action	Touch	Creature touched	24 hours	None	Yes (harmless)
☐ Ghost trap	Incorporeal creatures turn corporeal	Abj	V, S	1 standard action	5 ft./level	5 ft./level-radius emanation centered on you	1 minute/level (D)	None	No
☐ Hide from dragons	Dragons can't perceive one subject/2 levels	Abj	S, M	1 standard action	Touch	-	10 minutes/level (D)	Will negates (harmless)	Yes (harmless)
☐ Ironguard	Subject becomes immune to all metal	Abj	V, S, F, M	-	-	-	-	-	-
☐ Emerald flame fist	Touch attack deals 3d6 + fire damage 1/level (max +20); subject can be engulfed by flame for additional damage	Evo	V, S	1 standard action	Touch	Creature or object touched	1 round/level; see text	See text	Yes
☐ Ice claw	Claw of ice grapples and deals cold damage	Evo	V, S, F	1 standard action	Medium (100 ft. + 10 ft./level)	10-ft. ice claw	1 round/level (D)	None	Yes
☐ Prismatic eye	Orb produces individual prismatic rays as touch attacks	Evo	V, S, F	1 standard action	Medium (100 ft. + 10 ft./level)	Magical eye	1 round/level	See text	Yes
☐ Radiant assault	1d6 damage/level, victims dazed or dazzled	Evo	V, S, F	1 standard action	Long (400 ft. + 40 ft./level)	20-ft.-radius burst	Instantaneous	Will partial	Yes
☐ Submerge ship	You control ship mentally while it travels underwater	Evo	V, S, F	10 minutes	Touch	Ship touched	1 hour/level	None	No
☐ Call kolyarut	A kolyarut performs one duty for you	Conj	V, S, DF, XP	10 minutes	Close (25 ft. + 5 ft./2 levels)	One called kolyarut	Instantaneous	None	No
☐ Dragon ally	As lesser dragon ally, but up to 15 HD	Conj	-	-	-	One called dragon of 18 HD	-	-	-
☐ Stun ray	Subject stunned 1d4+1 rounds	Conj	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	1d4+1 rounds; see text	Fortitude partial; see text	Yes
☐ Animate breath	Your breath weapon becomes an elemental	Tra	S	1 standard action	Personal	Your breath weapon	1 round/level	-	-
☐ Bite of the werebear	You gain the Strength and attacks of a werebear	Tra	V, S, M	1 standard action	Personal	You	1 round/level	-	-
☐ Body of war	You change into warforged titan, gain some abilities	Tra	V, S, M	1 standard action	Personal	You	1 round/level (D)	-	-
☐ Brilliant aura	Allies' weapons become brilliant energy, ignoring armor	Tra	-	-	-	-	1 round/level	Will negates (harmless)	Yes (harmless)

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
□ Elemental body	You take on the qualities of a type of elemental	Tra	V, S, M	1 standard action	Personal	You	1 hour/level	-	-
□ Energy transformation field	Area absorbs magic energy to power a predetermined spell	Tra	V, S, M, XP	4 rounds	Close (25 ft. + 5 ft./2 levels)	40-ft.-radius spread	Permanent	None	Yes
□ Glass strike	Turns subject into glass	Tra	V, S, F	1 standard action	Close (25 ft. + 5 ft./2 levels)	One creature or 4 cubic ft. of material	1 hour/level	Fortitude negates	Yes
□ Spell matrix	Stores up to two spells of 3rd level or lower to be released later	Tra	-	-	-	Matrix that holds two of your	-	-	-
□ Stone shape, greater	Sculpts 10 cu	Tra	-	-	-	Stone or stone objects	-	-	-
□ Synostod-weomer	Channel a spell into positive energy to cure 1d8/spell level	Tra	V, S	1 swift action	Personal	One of your spells	1 round	-	-
□ Hiss of sleep	You induce comatose slumber in subjects	Ench	V	1 round	Close (25 ft. + 5 ft./2 levels)	-	1 round/level	Will negates	No
□ Rebuke, final	As rebuke, except the subject must save or die	Ench	-	-	-	-	-	Will partial	-
□ Symphonic nightmare	Discordant noise haunts subject's sleep	Ench	V, S, F	1 standard action	Touch; see text	Living creature touched; see text	24 hours/level (D)	Will negates	Yes
□ Transfix	Humanoids freeze in place until condition you specify is met	Ench	V, S, M	1 round	Medium (100 ft. + 10 ft./level)	10-ft.-radius emanation centered on a point in space	1 hour/level	Will negates; see text	Yes
□ Solipsism	Subject believes it alone exists	Ill	V	1 standard action	Medium (100 ft. + 10 ft./level)	One creature	1 round/level (D)	Will negates	Yes
□ Arrow of bone	Missile or thrown weapon gains +4 bonus, subject takes 3d6 damage +1/level (max +20) or is slain	Nec	V, S, M	10 minutes	Touch	One projectile or thrown weapon touched	1 hour/level or until discharged	Fortitude partial	Yes
□ Avasculate	Reduce foe to half hp and stun	Nec	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	Instantaneous	Fortitude partial	Yes
□ Awaken undead	Grant sentence to otherwise mindless undead	Nec	V, S, M, XP	1 standard action	Close (25 ft. + 5 ft./2 levels)	-	Instantaneous	None (harmless)	Yes (harmless)
□ Barghest's feast	Destroy corpse, potentially preventing its return to life	Nec	V, S, M	1 round	Touch	Corpse touched	Instantaneous	Will negates (object)	Yes (object)
□ Energy ebb	Give subject one negative level/round for 1 round/level	Nec	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	1 round/level	Fortitude partial; see text	Yes
□ Evil glare	Paralyze creatures with your glare	Nec	V, S, DF	1 standard action	30 feet	Living creatures	1 round/level; see text	Will negates	Yes
□ Kiss of the vampire	You gain vampirelike supernatural abilities, but are vulnerable to attacks that harm undead	Nec	V, S, M	1 standard action	Personal	You	1 round/level	-	-
□ Sword of darkness	Blade of negative energy bestows one or more negative levels	Nec	V, S, M	-	-	Black blade of negative	-	-	-

Level 8

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
□ Wall of greater dispel magic	Creatures passing through a transparent wall become subjects of targeted greater dispel magic	Abj	-	-	-	-	-	-	-
□ Field of icy razors	Creatures in area take normal and cold damage, might be slowed	Evo	V, S, F	1 standard action	Medium (100 ft. + 10 ft./level)	-	Instantaneous plus 1 round/level; see text	Reflex partial	Yes
□ Lightning ring	Ring of lightning gives you resistance to electricity 20, damages adjacent creatures, and emits two lightning bolts per round	Evo	V, S, M	1 round	Personal	Ring of electricity	1 round/2 levels	See text	Yes
□ Fierce pride of the beastlands	Summon celestial lions and celestial dire lions to follow your commands	Conj	V, S	10 minutes	Medium (100 ft. + 10 ft./level)	Two or more summoned creatures, no two of which are more than 30 ft. apart	10 minutes/level (D)	None	No
□ Plane shift, greater	Plane shift accurately to your desired destination	Conj	-	-	-	-	-	-	-
□ Excavate	Creates a permanent passage in earth and walls	Tra	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	One 5-ft.-by-5-ft. opening, 1 ft./level deep	Instantaneous	None	No
□ Flensing	Pain and trauma deal 2d6 damage, 1d6 Con damage, 1d6 Cha damage for up to 4 rounds	Tra	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	One corporeal creature	4 rounds	Fortitude partial; see text	Yes
□ Ghostform	You assume incorporeal form and gain some incorporeal traits and bonuses	Tra	V, S	1 standard action	Personal	You	1 round/level (D)	-	-
□ Make manifest, mass	As make manifest but affecting all creatures in the area	Tra	V, S, M	-	-	25-ft.-radius emanation centered on a point in space	-	None	-
□ Stunning breath, greater	Your breath weapon also stuns creatures for 2d4 rounds	Tra	-	-	-	-	-	-	-

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
☐ Maddening whispers	You induce confusion and madness in subjects	Ench	V	1 round	Close (25 ft. + 5 ft./2 levels)	-	1 round/level	Will negates	Yes
☐ Wrathful castigation	Subject dies or is dazed and –4 on saves for 1 round/level	Ench	V, S, F	1 standard action	Close (25 ft. + 5 ft./2 levels)	One living creature	1 round/level (D)	See text	Yes
☐ Invisibility, superior	Subject is invisible to sight, hearing, and scent for 1 minute/level, and can attack	Ill	V, S	1 standard action	Personal or touch	You or a creature or object weighing no more than 100 lb./level	1 minute/level (D)	Will negates (harmless)	No
☐ Shifting paths	Illusion hides path, creates false new path	Ill	V, S	10 minutes	Medium (100 ft. + 10 ft./level)	1-mile radius + 1 mile/level	1 hour/level	Will disbelief (if interacted with)	Yes
☐ Avascular mass	Reduce foe to half hp and stun, entangle in 20-ft radius from victim	Nec	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	Ray	See text	Fortitude partial and Reflex negates; see text	Yes
☐ Bestow curse, greater	As bestow curse, but more severe penalties	Nec	V, S	1 standard action	Touch	Creature touched	Permanent	Will negates	Yes
☐ Blackfire	Subject is engulfed in black flame, takes 1d4 Con damage and becomes nauseated; flames and effects can spread to adjacent living creatures	Nec	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	Ray	1 round/level	Fortitude partial and Reflex negates; see text	Yes
☐ Heart of stone		Nec	V, S, F, XP	1 hour	Personal	You	1 year	-	-
☐ Skeletal guard	Create one skeleton/level with turn resistance	Nec	V, S, M	1 standard action	Touch	One or more fingerbones	Instantaneous	None	No
☐ Veil of undeath	You gain undead traits	Nec	V, S, M	1 standard action	Personal	You	10 minutes/level	-	-

Level 9

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
☐ Absorption	You absorb spell energy to power spells of your own	Abj	V, S	1 standard action	Personal	You	Until expended or 10	-	-
☐ Effulgent epuration	Creates one sphere/level to negate hostile magic	Abj	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	One magic-absorbing sphere per caster level	1 round/level	Will negates (harmless)	Yes (harmless)
☐ Magic miasma	Solid fog reduces caster level by –4	Abj	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	30-ft.-radius emanation centered on a point in space	1 round/level	None; see text	No
☐ Maw of chaos	Chaotic energy dazes, deals damage, impedes concentration	Abj	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	15-ft.-radius emanation centered on a point in space	1 round/level	Will partial	Yes
☐ Reaving dispel	On a targeted dispel, steal spell power and effects for yourself	Abj	-	-	-	-	-	See text	No
☐ Unbinding	Frees everyone in range from spells that constrain or bind	Abj	V, S, M, DF	1 round	180 ft.	180-ft.-radius burst centered on you	Instantaneous	None	No
☐ Instant refuge	Transport to a safe location of your choice	Evo	V, S, M, XP	10 minutes	Personal	You	Until discharged	-	-
☐ Reality maelstrom	Hole in reality sends creatures and objects to another plane	Evo	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	20-ft.-radius emanation	1 round	Will negates, Reflex negates; see text	Yes
☐ Abyssal army	Summons demons to fight for you	Conj	V, S	10 minutes	Medium (100 ft. + 10 ft./level)	Two or more summoned creatures, no two of which are more than 30 ft. apart	10 minutes/level (D)	None	No
☐ Black blade of disaster	Floating magic weapon disintegrates subjects	Conj	V, S	1 standard action	Close (25 ft. + 5 ft./2 levels)	Sword-shaped planar rift	Concentration, up to 1 round/level	None	Yes
☐ Call marut	A marut performs one duty for you	Conj	V, S, DF, XP	10 minutes	Close (25 ft. + 5 ft./2 levels)	One called marut	Instantaneous	None	No
☐ Dragon ally, greater	As lesser dragon ally, but up to 21 HD	Conj	-	-	-	One called	-	-	-
☐ Heavenly host	Summons archons to fight for you	Conj	V, S	10 minutes	Medium (100 ft. + 10 ft./level)	Two or more summoned creatures, no two of which are more than 30 ft. apart	10 minutes/level (D)	None	No
☐ Hellish horde	Summons devils to fight for you	Conj	V, S	10 minutes	Medium (100 ft. + 10 ft./level)	Two or more summoned creatures, no two of which are more than 30 ft. apart	10 minutes/level (D)	None	No
☐ Obedient avalanche	Snowy avalanche crushes and buries your foes	Conj	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	20-ft.-radius avalanche of snow centered on a point in space; see text	Instantaneous	Reflex half or Reflex negates; see text	No
☐ Sphere of ultimate destruction	Featureless black sphere does 2d6/level damage, disintegrates	Conj	V, S, M	1 standard action	Medium (100 ft. + 10 ft./level)	2-ft.-radius sphere	1 round/level (D)	Fortitude partial; see text	Yes
☐ Summon elemental monolith	Calls powerful elemental creature to fight for you	Conj	V, S, M	1 round	Medium (100 ft. + 10 ft./level)	One summoned elemental monolith	Concentration, up to 1 round/level	None	No

■ Name	Description	School	Comp	Time	Range	T/E/A	Duration	ST	SR
<input type="checkbox"/> Awaken construct	Construct gains humanlike sentience	Tra	V, S, M, XP	8 hours	Touch	One construct	Instantaneous	Will negates (harmless)	Yes (harmless)
<input type="checkbox"/> Breath weapon admixture	Add a second kind of energy to your breath weapon	Tra	S	1 swift action	Personal	Your breath weapon	1 round	-	-
<input type="checkbox"/> Replicate casting	Duplicate observed spell or spell-like ability	Tra	V, S	1 round; see text	See text	One spell or spell-like ability	See text	See text	See text
<input type="checkbox"/> Spell matrix, greater	Stores up to three spells of 3rd level or lower to be released later	Tra	-	-	-	Matrix that holds three of	-	-	-
<input type="checkbox"/> Transmute rock to lava	Transforms one 10-ft cube with subsequent fire damage and effects	Tra	V, S	1 standard action	Medium (100 ft. + 10 ft./level)	One 10-ft. cube	Instantaneous	Reflex half; see text	No
<input type="checkbox"/> Undermaster	You gain earth-related spell-like abilities	Tra	V, M	1 standard action	Personal	You	5 rounds	-	-
<input type="checkbox"/> Eye of power	As arcane eye, but you can cast spells of 3rd level or lower through it	Div	V, S, M	10 minutes	Unlimited	Magical sensor	1 minute/level (D)	None	No
<input type="checkbox"/> Hindsight	You see into the past	Div	V, S, M	1 hour	60 ft.	60-ft.-radius emanation centered on you	Instantaneous	None	No
<input type="checkbox"/> Programmed amnesia	Destroy, alter, or replace memories in subject creature	Ench	V, S, M	10 minutes	Close (25 ft. + 5 ft./2 levels)	One living creature	Permanent	Will negates	Yes
<input type="checkbox"/> Enervating breath	Your breath weapon also bestows 2d4 negative levels	Nec	S	1 swift action	Personal	Your breath weapon	1 round	-	-
<input type="checkbox"/> Plague of undead	Animates horde of undead	Nec	V, S, M	1 standard action	Close (25 ft. + 5 ft./2 levels)	-	Instantaneous	None	No