

WEB ENHANCEMENT:

Combined Spell List

This spell list combines all the spells from Monte Cook's *Arcana Evolved* with those presented in the *Spell Treasury*. Print it out and use it as a complete resource for your magisters, greenbonds, witches, runethanes, and mage blades. For more details on the *Spell Treasury*, including free previews, visit www.arcanaevolved.com.



This spell list identifies the spells by level and by category: simple, complex, and exotic. Only the base version of the spell is described here; for heightened or diminished effects, see the full spell descriptions in the original sources (spells from *Arcana Evolved* have red titles, while those from the *Spell Treasury* are in black). Note that this web enhancement starts on page 2; there is no page 1.

The *Arcana Evolved* spell descriptors are as follows:

A: air	LD: language-dependent
Ac: acid	Ln: litorian
C: curse	MA: mind-affecting
Co: cold	NE: negative energy
D: darkness	P: plant
Dr: dragon	PE: positive energy
E: earth	Ps: psionic
El: electricity	R: runic*
F: force	S: sonic
Fa: faen	Si: sibeccai
Fe: fear	So: soul*
Fi: fire	T: truename
G: giant	Tp: teleportation
L: light	W: water

* New in the *Spell Treasury*

Each spell's descriptors are noted after the spell name. Characters of certain classes (such as greenbond, mind witch, etc.) and races (such as verrik), and those with certain feats (such as Elemental Mage, Energy Mage, etc.) will find these descriptors helpful.

0-LEVEL SPELLS

SIMPLE

- Acid Splash [Ac]** A globe of acid strikes your target for 1d3 points of damage.
- Animated Tattoo [Fa, R]** Creates a moving image on a subject's body.
- Assess Creature** Determine the HD of one creature.
- Bash [Ln, Si]** Caster gets a +2 competence bonus to next melee attack roll.
- Canny Effort** Caster gains +2 competence bonus on next skill check.
- Clarity of Mind** Grants +1 bonus to Concentration checks.
- Comrade's Trail [T]** You create a magical trail only your friends can see.
- Contact [MA, Ps]** Sends mental message to creature touched.
- Detect Disease** Detects and identifies a disease.
- Detect Magic** Detects and identifies magical auras.
- Detect Poison** Detects and identifies poisons.
- Disrupt Undead [PE]** Ray deals 1d6 points of damage to undead.
- Enchanting Flavor [Fa, MA]** Gives food better flavor and caster +2 bonus to Charisma checks against diners.
- Faen Glow [Fa, L]** Creates magical lights.
- Ghost Sound** Creates illusionary sounds.
- Glowglobe (Lesser) [Fa, L]** Creates nonmoving magical globe of light.
- Hygiene** Cleans one creature and gives +1 circumstance bonus to saves against disease.
- Ignore [MA, Ps]** Distracted creature suffers a –5 penalty to Spot and Listen checks.
- Keep Dry** One object resists water.
- Keep Fresh** 1 lb. of food does not spoil.
- Know Talent [MA, Ps]** You learn which skill the target has the most ranks in.

Learn Heritage	Conveys details about family and ancestry of subject.
Light as a Feather	Negates the armor check penalty for your armor and shield.
Long Flame [Fi, L]	Candle, torch, or lantern burns much longer than normal.
Mental Alarm [Ps]	Alerts you to events.
Minor Illusion	Creates illusion of nonmoving object in caster's hand.
Minor Ward	Inscription harms those who pass it.
Monkey Climb [Fa]	Grant yourself a +5 bonus to one Climb check.
Preserve Ice [Co]	Ice you touch will not melt.
Quick Boost [PE]	Gives +2 bonus to Strength, Dexterity, or Constitution score of one subject.
Read Magic [R]	Caster can read magical writing, including scrolls and runes.
Remove Minor Malady [PE]	Remove a minor physical malady from the target touched.
Repair (Lesser)	Repairs one small broken object and repairs 1d10 points of damage to damaged object.
Saving Grace	Provides +1 luck bonus to one type of saving throw.
Scent Bane [Ln, Si]	Negates scent ability.
Seeker [Ln, Si]	Caster gets a +2 competence bonus to next ranged attack roll.
Sense Thoughts [MA, Ps]	Reveals the location and emotional state of any target the caster cast <i>contact</i> upon in the last 24 hours.
Sun Bond [Ln, Si]	You know the direction of the coming sunrise.
Touch of Weakness	Touch attack temporarily damages Strength by 1 point.
Trust [MA, Ps]	Gain a +5 bonus to one Bluff or Diplomacy check made the next round.
Warrior's Competence [Ln]	Gain a +1 bonus on attack roll, save, or skill check.
Web Splat	Creates tiny glob of sticky substance.

COMPLEX

Appropriate Size [Fa, G]	Makes one object appropriate for the size of the person using it.
Arcana Inscribed [Dr, R]	You create magical markings.
Audible Whisper [S]	Everyone within 100 feet can hear everything you say.
Brass Claw [Dr, F]	Manipulate doors, chests, latches, and so on at Close range.
Detect Creature	Detects the aura of a specified creature type.
Disorient	Target rerolls initiative and is flat footed until that time.
Door Warning [Dr]	Caster knows when door is opened and who opened it.

THE RUNIC DESCRIPTOR

Runethanes can master magic symbols better than members of any other class. They have access to all spells with the new runic descriptor. Knowledge (runes) can be used rather than Knowledge (magic) or Spellcraft when dealing with these spells.

The runethane ability to sense runes applies to all of these spells, as does the erase rune ability. No other effects (such as the empower rune spell) work in conjunction with these spells.

Prestidigitation	You perform minor magical tricks.
Purify Food and Drink [P, W]	Makes food and drink suitable for consumption.
Recent Occupant	Learn name and race of the last creature in the area.
Sample	You gather a bit of a hazardous substance safely.
Sense Spell (Minor)	If specified spell is in effect within the spell's area, you become aware of it.
Song of Sleep [Fa, MA, Ps, S]	–5 penalty on Listen and Spot checks, and –2 penalty on saves against sleep effects.
Telekinesis (Lesser) [Ps]	Caster moves 5 lb. object with his mind.
Tongue of Angels	Speak Celestial.
Tongue of Fiends	Speak Infernal.
Touch of Nausea	Subject of touch attack can take only move action next turn.
Transcribe	Creates a page of text instantly.
EXOTIC	
Devlin's Barb	Creates temporary ammunition.
Flash [L]	Target is dazzled for one minute.
Pain Touch (Lesser) [NE]	Touch attack deals 1d3 points of damage.
Weary [NE]	Target is fatigued.
Raiment	Changes caster's clothing into other clothing.
Reduce Weight [G]	Reduces target's weight by 20 lbs./caster level.





1ST-LEVEL SPELLS

SIMPLE

Acrobatics [Fa]	Caster gets +5 competence bonus to Balance, Climb, Jump, and Tumble.	Glamour [Fa]	Illusion makes caster look attractive.
Animal Messenger [MA, Ps]	You summon a Tiny creature to deliver a message for you.	Grave Ward [NE]	One creature/level can't be detected by undead.
Animate Rope [P]	Rope obeys you for 1 round/level.	Guilt [MA, Ps]	One target is denied an action.
Animate Weapon	Allows weapon to attack on its own with caster's base attack bonus.	Hunter's Walk [Si]	You may pass without a trace in most terrain.
Arrow Deflection	You make saves to deflect incoming ranged attacks.	Illusory Object (Lesser)	Creates illusion of a static object.
Bane [Dr, Fe, MA, Ps]	Enemies in 50-foot burst take –1 penalty on attack rolls and saves against fear.	Inspire Courage	Allies gain a +1 bonus to attack and weapon damage rolls.
Bless [Dr, MA, Ps]	Allies in 50-foot burst gain +1 bonus on attack rolls and saves against fear.	Instill Music [MA, Ps, S]	Put a song of your choosing into another creature's mind.
Bless Relationship [G]	Blessing grants two subjects a +1 inherent bonus to Diplomacy checks made in regard to each other	Jump [Si]	Target gains a +10 to +30 bonus on Jump checks.
Blissful Sleep	Target can sleep even in uncomfortable conditions.	Magic Ward	As <i>magic circle</i> , but affects only a single creature.
Blue Bolt [Fa]	Inflicts 1d6 points of subdual damage +1 per level on living target.	Magical Performance	Bestows +5 circumstance bonus to Perform checks.
Calm the Beast [MA, Ps]	You gain a +10 bonus on Handle Animal checks, and can change the attitude of animals and magical beasts.	Mind Stab [MA, Ps]	Ranged touch attack deals 1d6 points of subdual damage + 1 point/caster level.
Change Weapon	Transforms a weapon into another.	Miracle Mount	Summon a creature of 3 HD or less to ride.
Charm [Fa, MA]	You gain +10 bonus to Charisma checks in relation to target.	Mudball [E, W]	Ranged attack deals 1d8 points of damage + 1 point/caster level and blinds target.
Cloud the Mind [MA, Ps]	Target suffers a –4 penalty to Listen, Sense Motive, and Spot.	Oath of Speed [Ln, So]	Your land speed increases by 30 feet.
Cluatta [P, Li]	Club or quarterstaff gains +1 bonus on attack and damage rolls, +2d4 damage.	Obscuring Mist [A, W]	Cloud of vapor obscures sight and provides concealment.
Compelling Command [LD, MA]	Target must obey one of three simple commands.	Pattern of Sibyllic Fate [R, T]	Reveals general outlook of a creature's future.
Compelling Question (Lesser) [LD, MA]	Target must answer a question with a single-word answer.	Pebble [E]	Up to three magic pebbles deal 1d6+1 points of damage when thrown.
Conjure Weapon (Lesser)	Creates a masterwork weapon.	Precise Vision [Si]	Caster gains +5 competence bonus to Spot and Search checks.
Create Water [W]	Create two gallons of water/level.	Predict Weather [Ln]	Provides details of the following day's weather.
Crystal Shard [E]	Launches crystal that inflicts 1d8 + 2 points of damage.	Proficiency [Ln, Si]	You gain proficiency with a weapon.
Detect Animals or Plants [Ln, P, Si]	Senses the presence of plants and animals.	Redemptive Redress	Compensates for, but does not dispel, the effects of a detrimental spell.
Detect Secret Doors	Detects the presence of secret doors or compartments.	Resistance	Grants +1 resistance bonus to saves +1/5 caster levels.
Discern Preference [MA, Ps]	Learn the subject's preference regarding an issue you specify.	Rogue's Stab [Ln, Si]	Target gains +1d6 sneak attack damage.
Disrupt Reflexes [MA, Ps]	Target suffers a –4 penalty to initiative checks and –2 penalty to Reflex saves.	Safe Fall	Creatures and objects in 10-foot radius fall without taking damage.
Endure Elements [A, E, F, W]	Target creature becomes immune to natural weather conditions.	Scent Tracker [Ln, Si]	Grants scent ability to caster.
Faen Fires [Fa, L]	Outlines targets in magical lights, making them visible.	Shelter From the Storm [F]	Umbrellalike shield of force over a subject's head protects it from natural rain, snow, and hail.
		Tears of Pain [C]	Target suffers –1 penalty to saves.
		Terrakal's Bounty [P]	2d4 fresh berries give nourishment, heal 1 hit point each.
		Touch of Fear [Fe]	Subject of touch attack is shaken.

Transfer Wounds (Lesser) [PE]	Heals 1d10 points of damage + 1. point/level; caster suffers half that amount in subdual damage.
Veil of Darkness [D]	Creates immobile area of magic darkness.
Wilderness Lore [P, Si, T]	One creature/level can't be detected by animals.
Unhand [F]	Disarms subject.
Ventriloquism [Fa, S]	Your voice issues from anywhere in Close range.
Vow [So]	You gain +1 luck bonus/3 levels on attack and damage rolls.
Web Strand	Creates ropelike strand that is sticky on one end.

COMPLEX

Acidic Curse [Ac]	Inflicts 1d6 points of acid damage and 1d4 rounds of blindness.
Betray the Years [Dr, G]	Object becomes immune to aging
Blast of Cold [Co]	Cold blast inflicts 1d6 points of damage/2 levels.
Blood's Truth [Dr, NE]	Determine health of creatures within 30 feet.
Ceremonial Servants	Conjured figures can take the place of other spellcasters in ceremonies.
Charm Item [LD]	Charms intelligent item.
Chill the Soul [NE]	Touch attack deals 1d6 points of damage and possible Strength damage.
Cloak of Diversion [F]	Grants one-half concealment.
Cold Blast [Co]	Ray attack deals 1d4 points of damage + 1 point of Strength damage + 1 Strength point/5 levels.
Color Fan [Fa, MA]	Cone blinds, stuns, and causes unconsciousness in 1d6 creatures.
Conjure Energy Creature I [any energy]	Conjures a creature made of energy that fights for the caster.
Creature Loresight [Ps]	Provides one fact about creature touched.
Dangersense [Ps]	You become aware of hazards within 60 feet.
Directed Charm [Fa, MA]	Creature you choose gains +10 bonus to Charisma checks in relation to target.
Distraction [MA, Ps]	Target takes no action for 1 round/caster level (can make new save each round).
Entangle [P]	Plants entwine or slow creatures in a 20-foot-radius spread.
Erase [F, R]	Wipe away normal writing or magical writing with a caster power check.
Familiarity of Place (Lesser) [Dr]	You gain +1 bonus to saves while in immediate area.

Fey Storage [Fa]	Creates an extradimensional space you can hide things in.
Fire Fan [Fi]	Cone of fire deals 1d4 points of damage/level.
Fireburst [Fi]	Foes in 10-foot radius suffer 1d6 points of damage + 1d6/2 levels.
Harassing Weapon [F]	Weapon of force threatens target.
Harden	Increases object's hardness by 50% (minimum +1).
Hated Enemy [MA]	Make a creature of your type hate another creature you designate.
Identify Scrier [Ps]	Gives you the name of person scrying on you.
Illuminated Weapon [L, PE]	Weapon imposes a –2 penalty to attacks, saves, and checks upon any undead struck.
Illusory Creature (Lesser)	Illusionary creature moves as caster wishes.
Magic Armor	Gives one armor harness or shield a +1 enhancement bonus.
Magic Weapon	Gives a weapon a +1 enhancement bonus.
Memnock's Frigid Enticement [Co, LD, MA]	Target must complete a specified action or suffer 1d4 points of cold damage for each round he fails to do so.
Minor Lasting Image	Creates permanent, tiny, immobile image.
Object Loresight [Ps]	Provides one fact about object touched.
Open Lock	Opens one lock with caster power check.
Protect Staff [F]	Adds hardness to staff and +3 hp/level.
Resist Scrying	Adds a +10 bonus to the Difficulty Class of opponent's scry attempt.
Resist Touch	Adds +2 luck bonus +1/3 caster levels to touch Armor Class.
Safe Search	Caster can search an area without risk.
Shock [El]	Touch attack inflicts 1d4 points of damage + 1 point of temporary Dexterity damage +1 point of Dexterity/5 levels.
Stone Blast [E]	Earth rips from the ground and inflicts 1d6 points of damage/2 levels on target.
Touch of Disruption [NE]	Touch attack deals 1d8 points of damage + 1 point/caster level; heals undead.
Touch of Pain	Subject of touch attack suffers –2 morale penalty to attacks, saves, and checks.
Unseen Servant [F]	An invisible magical servant is summoned to do your bidding.
Water Roil [W]	Air breathers spend next action staying afloat, aquatic creatures suffer –2 penalty to attacks, saves, and checks.
Wind Churn [A]	Fliers spend next action staying in the air; magical fliers suffer –2 penalty to attacks, saves, and checks.

**EXOTIC**

Alarm [Dr, Varies]	You set a magical alarm to warn you of intruders.
Analyze	Caster learns one ability of a magic item.
Anavar's Anticipated Attack [Ps]	Next attack against you suffers a –20 penalty.
Armor Contingency	Summons armor in certain conditions.
Blood Spikes	Inflicts 3d6 points of damage and allows subject to add +1d6 points of damage to unarmed and grapple attacks.
Burning Brand [Fi]	Burning torch inflicts 1d6 points of damage as a touch attack (2d6 points of damage to undead).
Comprehend Languages [Dr, G, LD, Ps]	You understand the spoken word or written languages.
Eldritch Armor [F]	Target has +4 armor bonus to AC.
Enchanted Strike [Ln, Si]	One of target's natural weapons gains +1 bonus on attack and damage rolls.
False Trove	An item radiates magic, even though it is not magical.
Floating Disk [F, A]	Magical disk can carry objects, liquid.
Goodwater [Dr, PE]	Create water that deals damage to undead.
Guide Craft	A ship, cart, or wagon moves as you command.
Iced Fire [Co, Fi]	Ice bursts into flame after preset duration.
Identify With Flame [Fi]	Identifies creatures of a designated type or class with harmless flame.
Increase Weight [Fa]	Increases target's weight by 20 lbs./caster level.
Learn Secret (Lesser)	Caster gains +5 insight bonus on next use of an item.
Plant Armor [P]	Adds +4 armor bonus to AC.
Private Conversation [G]	Allows subjects to speak without being overheard.
Slip Between Sight [G]	Caster gains +5 bonus to Sneak and loses all size penalties to Sneak checks.
Slips [Fa]	Magical slipperiness causes items to be dropped or targets in area to fall.
Stone Shield [E]	Nearby rock protects you as a thinking shield, granting you a +4 shield bonus to Armor Class.
True Strike [Si]	Caster adds +20 insight bonus to next attack roll.
Weakening Ray [NE, Si]	Target takes penalty to Strength.

2ND-LEVEL SPELLS**SIMPLE**

Ability Boost (Lesser) [Si]	Target gets +2 enhancement bonus to highest ability score.
Aid [MA, PE, Ps]	Touched target gains temporary hit points and +1 morale bonus on attacks and saves against fear.
Aid Plants [P]	Plants are protected from disease.
Battle Healing (Lesser) [PE]	Target is healed of 1d6 points of damage +1 point/caster level (maximum 10).
Beastskin (Lesser) [Dr, Ln]	Target gains +2 (or greater) natural armor bonus to AC.
Blinding Light [L]	Target is blinded for 1 round/level.
Bonemask [F, MA, Ps]	Creatures of 6 HD or less are frightened or shaken.
Cloak of Darkness [D]	Caster is surrounded by darkness, which provides 20% miss chance and a +5 bonus to Sneak checks.
Control Temperature [A, Co, Fi]	Raises or lowers temperature by 10 degrees/caster level.
Darkvision	Target can see 60 feet in total darkness.
Destructive Grip [Ac]	Acid touch deals 1d6 points of damage.
Dry Rain [E]	Rains sand down in a 20-foot radius, inflicting 1d6 points of damage/round and burying targets.
Earthen Claw [E]	Summons a claw made of earth that attacks, inflicting 2d6 points of damage.
Faen Motes [Fa, L]	Creatures in 10-foot-radius spread are outlined with light and possibly blinded.
Feral Song [Ln, MA, Ps, S]	2d6 HD of animals and magical beasts are fascinated.
Gentle Repose	Keeps corpse from decaying and extends time limit on how long it can be dead before being raised.
Glowglobe (Greater) [Fa, L]	Creates permanent nonmoving globe of light.
Grey Burn [Ac]	Stream deals 1d8 points of acid damage/2 levels plus stun.
Gusting Wind [A]	Wind puts out flames, knocks creatures down, and inflicts 2d6 damage.
Helm of Warding	Subject gains +5 bonus to saves against mind-affecting effects.
Honeyed Words [MA, Ps]	Grants a +4 competence bonus to Bluff, Diplomacy checks involving speaking.
Hunter's Boon [Si]	Grants a bonus on Search checks.
Icebolt [Co]	Ranged attack inflicts 2d6 points of damage + 1d6 points of cold damage + 1 point/caster level.
Levitate [A]	Willing target moves vertically as caster directs, up to 20 feet/round.

Mist Bank [A]	20-foot cloud obscures vision.
Mojh Eye [Dr, MA, Ps]	Your gaze fascinates creatures in a 10-foot-radius spread.
Muddy Ground [E, W]	Changes earth to mud, reducing movement through area by half and requiring Balance checks.
Nimbus of Health [PE, Ps]	Gain 1d10 temporary hp +1/level (max. +10).
Peace [G, MA, Ps, S]	Up to 1d6 creatures stop fighting.
Phantom Trap [MA, Ps]	Creates a false trap that befuddles thieves.
Plunge Deep to the Core	Weapon bypasses +1 damage reduction/5 levels.
Power Craft	Provides source of locomotion to cart, wagon, boat, or ship.
Protective Charm [Fa, MA]	One creature/level will not attack caster.
Remove Fear [MA, Ps]	Suppresses fear or gives a +4 bonus on saves against fear for one subject +1/4 levels.
Sealed Door (Lesser) [Dr]	Makes door very difficult to open.
Secret of Flame [F]	Target fire explodes in fireworks or smoke.
See Invisibility	Caster can see invisible creatures and objects.
Shatter [S]	Sonic attack bursts brittle objects.
Shieldbreaker	Allows one weapon to ignore or break shields, dispels a shimmering shield or called shield.
Spell's Edge (Lesser)	Athame has storied within it a touch-attack spell, which it inflicts with one strike.
Startling Touch [MA, Ps]	Touch attack inflicts 1 point of Wisdom damage and stuns for 1 round.
Status [PE, T]	You keep track of the conditions affecting your comrades.
Subtle Steps [Ln]	Caster gains +5 competence bonus to Sneak checks.
Thief Ward	Hide and Move Silently checks are made at a -10 penalty.
Undaunted Fixture Welter [F]	Affix two objects together. One creature/level is shaken and must make a Balance check or fall prone.
Wicked Barb [P]	Thorn inflicts 1d6 points of damage + 1/caster level for 1 round/3 caster levels.
Woodbane [C, P]	Wooden objects warp and become useless.
Zone of Truth [MA, Ps]	Creatures in a 20-foot radius are compelled to tell the truth.

COMPLEX

Acid Arrow [Ac]	An arrow of acid strikes your target, deals 2d4 damage for 1 round + 1 round/3 levels.
Barksong [P, S]	Tree's song grants +10 bonus to Survival and Knowledge (nature) checks.
Boil [Fi, W]	Heats water in 10-foot radius to boiling, inflicts 1d6 points of damage/level on anything in water.
Bypass Ward [R]	Suppresses magical traps, wards, seals, and touch-triggered runes.
Conjure Energy Creature II [any energy]	Conjures a creature made of energy that fights for the caster.
Drain Away Speed (Lesser) [Fa]	Reduces Medium (or smaller) humanoid's speed by 30 feet.
Eagle Form	You change yourself into an eagle.
Earth Burst [E]	Transforms small rock into a bomb that inflicts 1d6 points of damage/caster level.
Eldritch Web [F]	Creates magic web that entangles creatures.
Energy Blade [any energy]	Creates blade that makes touch attacks and inflicts 1d8 damage + 1 point/2 caster levels.
Energy Lash [F]	Creates whip of energy that inflicts 1d6 points of damage +1 / 2 levels.
Enhance Magical Flow (Lesser)	Adds +1 bonus to caster's spells' saving throw DCs.
Flaming Sphere [Fi]	Rolling ball of fire deals 2d6 points of damage.
Form of the Master (Lesser) [G, Si]	Target creature is enlarged.
Grant Quarter [G] (Bonds of Mercy)	Puts one helpless or willing creature/level into an extradimensional prison.
Greenspy [P]	Plant stores sights and sounds for caster to experience later.





Heartglow [L, PE]	Foes within 10 feet suffer a –1 penalty to attack rolls, saving throws, and checks.	Sound Burst [S]	Blast of sound breaks solid objects or damages crystalline creatures.
Heat Metal [G, F]	Metal objects get very hot, dealing damage over time.	Spectral Hand [F]	Ghostly hand delivers your touch spells.
Hoarfrost [Co, G]	Metal objects get very cold, dealing damage over time.	Staff Focus	Caster gains +2 bonus with ranged touch attacks wielding staff.
Idiocy [Fa, MA, Ps, T]	Target takes a 1d6–1 penalty to Intelligence, Wisdom, Charisma.	Static Veil	+1 bonus per level to Will save against scrying attempts.
Location Loresight [Ps]	Provides one fact about current location.	Tree Shape [P]	You assume the form of a tree.
Magic Sling [F]	Magical sling picks up and hurls item.	Vermin Infestation	A swarm of bats, rats, or spiders attacks all creatures in its area.
Magnetism	Caster's hand becomes magnetic, providing a number of abilities.	Wild Stealth [P]	Grants +10 bonus to Sneak checks outdoors.
Mark Allies [G, R]	Protects allies from caster's spells of 3rd level or lower.	Wolf Form [Si]	Caster magically takes on the form of a wolf.
Mark of Air (Lesser) [A, R]	Subject has +2 Dexterity bonus plus other power.	Yoke	Helpless target moves with caster.
Mark of Earth (Lesser) [E, R]	Subject has +2 Strength bonus plus other power.	EXOTIC	
Mark of Fire (Lesser) [Fi, R]	Subject has +2 Dexterity bonus plus other power.	Acuminate	Your hand becomes a +1 weapon that inflicts 1d8 + 1 points of damage.
Mark of Frost (Lesser) [Co, R]	Subject has +1 bonus to Armor Class plus other power.	Advance Poison [NE, Si]	Increases the save DC of a poison by 2 points.
Mark of Lightning (Lesser) [El, R]	Subject has +1 deflection bonus to Armor Class plus lightning attack.	Augury	You learn whether an action will be good or bad.
Mark of Water (Lesser) [R, W]	Subject has +2 Constitution bonus plus other power.	Bear's Endurance (Lesser) [Ln, Si]	+4 enhancement bonus to Constitution for one minute/level.
Master's Reduction (Lesser) [G, Si]	Reduces one animal in size.	Bull's Strength (Lesser) [Ln, Si]	+4 enhancement bonus to Strength for one minute/level.
Mirror Image	Creates eight decoy duplicates of you.	Cat's Grace (Lesser) [Ln, Si]	+4 enhancement bonus to Dexterity for one minute/level.
Missile Ward [A]	Grants DR 10/magic (or 10/+1) against ranged weapons.	Dazzlesphere [Fa, L]	Creatures in 10-foot radius are dazed for 1d4 rounds.
Oathlands [PE or NE]	An area is warded against (or benefits) undead.	Deadly Spray [Dr]	Effect that is a line becomes a cone.
Play the Fool [MA, Ps]	Makes casters believe spells were effective when they were not.	Death Touch [NE]	Dying creature is killed, granting you a +2 bonus to Strength, +1 caster level, and 1d8 temporary hit points.
Read Mind [MA, Ps]	Reveals surface thoughts of target.	Divert Charge	Redirects movement of a charging attacker.
Recall Tale	Gives details on a particular subject.	Dreaded Freeze [MA, Ps]	Target is motionless for 1 round.
Scream [S]	Target suffers 1d8 points of sonic damage +1 point of temporary Constitution damage +1 Constitution point/5 caster levels.	Eagle's Splendor (Lesser) [Ln, Si]	+4 enhancement bonus to Charisma for one minute/level.
Scrytalk	Allows verbal communication between scried and scrier.	Empower Rune [R]	Makes one rune invested.
Sense Spell (Lesser)	Learn if spells you name are in effect within Close range.	Empower Spell [F]	Caster's next spell either is treated as cast 2 caster levels higher than normal or inflicts +1d6 additional points of damage.
Shape Wood [P]	A piece of wood is shaped as you desire.	Forge Inherited Bond	You and a relative gain a +1 bonus to attacks, saves, and checks.
Shield Companion	Animates shield to defend you.	Fox's Cunning (Lesser) [Ln, Si]	+4 enhancement bonus to Intelligence for one minute/level.
Shrapnel Globe	Creates sphere that explodes, inflicting 1d6 points of damage/2 levels.	Goodweapon [Dr, PE]	Weapon bypasses damage reduction of certain creatures, automatically confirms critical hits.
Silent Sheath [S, Si]	Target makes no sound.		
Silent Sound [S]	Ranged touch attack inflicts 1d6 points of sonic damage/level (max. 5d6).		
Soul Weapon [F, So]	Weapon's threat range and critical multipliers increase.		

Grant Senses	Gives intelligent item ability to see and hear.
Grant Speech	Gives intelligent item ability to speak.
Guided Strike [Si]	Next attack gains +20 bonus.
Hunter's Shelter [Si]	Create an elevated extradimensional space to rest or hide in.
Inter [E]	The ground opens up to swallow target.
Invigorate Item	Increases saving throw DC of magic item by +1.
Legacy	Stores a soundless image of you that's programmed to activate when properly triggered.
Magic Missile [F]	+1 magical missile deals 1d6 points of damage; +1 missile/2 levels above 1st (max. 5).
Owl's Wisdom (Lesser) [Ln, Si]	+4 enhancement bonus to Wisdom for one minute/level.
Pierce [F]	Bolt of energy destroys force protections and inflicts 1d8+1 points of damage per caster level (max. 1d8+10).
Piper's Walk [LD, MA, Ps, S]	All creatures within 100 feet + 10 feet/level are captivated and will follow you.
Seeming of Form [Fa]	Object seems like something else.
Share Armor [Dr]	Caster transfers natural armor to subject.
Small Enough [Dr, Fa, G]	Target can fit through any opening larger than 6 inches.
Sorcerous Guise [Fa]	Illusion makes target look like another.
Stun Item	Intelligent item is stunned for 1 round/level.
Vivid Discharge [El]	Inflicts 2d6 points of electricity damage + 1 point/level (max. +10) on a foe that strikes subject in melee.



3RD-LEVEL SPELLS

SIMPLE

Arcane Sight (Lesser)	Continual <i>detect magic</i> effect.
Compelling Question (Greater) [LD, MA]	Target must answer a question.
Conjure Repast	Creates food and water for three humans/level for one day.
Contagion	Touched target contracts disease.
Creation (Lesser) [G]	Creates nonmagical object of vegetable matter.
Day's Light [L]	Bright light fills 60-foot-radius area.
Deprivation [C, NE, Ps, T]	Target creature is blinded or deafened.
Dream Learning [MA, Ps]	Sleeping creature you touch studies a subject of your choice while asleep.
Earthbond [E, P]	Creatures in area take damage while moving, may be slowed.
Earth's Clutches [E]	Stone hands reach up and grasp at touched foe.
Enhance Witchery	Witch gains additional use(s) or increased level for witchery power.
Geyser [E, W]	Geyser inflicts 3d8 points of damage and knocks down foes.
Giant's Curse [C, MA, T]	Foe suffers a –4 penalty to attack smaller creatures and a –4 penalty on Spot checks to notice them.
Hand of Battle [F]	Touch attack inflicts 1d6 points of force damage/caster level.
Illusory Object (Greater)	Creates illusion of an object with sound, smell, texture, and temperature.
Infusion of Will [Ps]	Up to four creatures are freed from paralysis.
Lethality Denied [MA]	Target inflicts subdual damage rather than normal damage on killing blow.
Master's Summons [G]	Ghastly hand can lead a nearby creature back to you.
Meld Into Stone [E]	You and your gear merge with stone.
Melee Arcana [Dr, MA, Ps]	You and your allies get a +1 bonus on most rolls; enemies get a –1 penalty.
Protection From Elements [any element]	Protects target against 12 points/level of specified elemental type.
Quench [W]	Extinguishes nonmagical fires, can dispel magical fire, damages fire creatures.
Repair (Greater)	Repairs one shattered object and repairs 1d6 points of damage/caster level to damaged object.
Slow	One creature/caster level can take only limited actions and suffers a –2 penalty to AC, attacks, damage, and Reflex saves.



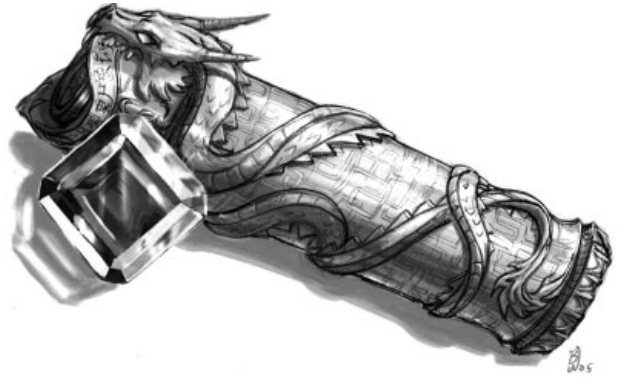
Spirit of Prowess [Si]	Caster gains +4 competence bonus on one attack + one attack/5 levels.
Summon Minor Elemental (Lesser) [any element]	Small elemental appears and attacks caster's foes.
Sweet Honey [LD]	You gain a +30 bonus on Bluff checks.
Unbridled Rage [Ln, MA, Ps]	One creature/3 levels gains +2 bonus to Strength and Constitution, +1 on Will saves, -2 Armor Class penalty.
Warrior's Edge [Ln]	Threat range of target weapon improves.
Water Breathing [W]	Allows air-breathers to breathe water.
Weary Touch	Touch attack makes target exhausted.
Whisper of Madness [A, MA, S]	Target suffers 1d8 points of damage +2 points of Wisdom damage + 1 point of Wisdom/5 levels.
Wicked Barb [P]	Caster hurls thorn that inflicts 1d6 points of damage +1/caster level and remains in flesh.

COMPLEX

Acid Pit [Ac]	Creates 10-foot-square pit filled with acid that deals 1d6 points to those who touch it.
Acidic Globes [Ac]	One globe/level attacks target for 1d6 points of acid damage.
Arcane Keening [S]	Cone deals 1d8 points sonic damage/2 caster levels and stuns.
Arrow Reflection	One ranged attack/round aimed at caster attacks the attacker instead.
Art of Sound [Fa, S]	Create, deaden, or transform sounds.
Attack From Within (Elemental) [any element]	Target suffers 1d6 points of damage/caster level.
Blast of Castigation [F]	Ray inflicts 1d8 points of force damage/3 caster levels for up to 1 round/level.
Bolt of Conjuring	Inflicts 1d4 points of damage/level (max. 10d4) plus summons monster.
Brutal Seething Surge [Ac]	Touch attack/level inflicts 1d8+1 points of acid damage/level.
Carnivorous Plant Defense [P]	Plant attacks all foes that attack caster, inflicting 1d6+3 points of damage.
Choking Mists [A]	20-foot-radius cloud bank nauseates creatures.
Clairaudience/Clairvoyance [Ps]	Caster can see or hear through magical sensor far away.
Cliffwalker [Si]	Touched creature gains climb speed.
Clinging Shadows	Inflicts 2d6 damage on one target and entangles target.
Comrade's Immunity [T]	Subject is immune to caster's spells.

Conjure Energy Creature III [any energy]	Conjures a creature made of energy that fights for the caster.
Dispel Magic	Dispels spells on area or target, or dispels specific spell effect.
Displacement	Foes have 50% miss chance against creature touched.
Dolphin Form Elan [MA, Ps]	You change yourself into a dolphin. One creature/level gains a +2 bonus on attacks, damage, saves, and checks.
Eldritch Wall (Lesser) [F]	Creates wall of force that can withstand 10 points of damage/caster level.
Extended Charge [Dr]	Allows the use of a charged item without losing charges.
Family Curse [C]	Curse affects 1d6 members of target's family.
Fey Ward [Fa]	Barrier keeps out fey creatures.
Fire Strike [Fi]	Bolt deals 1d8 points of fire damage/2 levels and stuns.
Flame Arrow [Fi]	50 projectiles deal an extra 1d6 points of fire damage.
Flight [A, Dr]	Target can fly at speed 30 feet for its normal move rate.
Focused Power	Caster gains +5 bonus to caster power checks.
Foil Tracer	Teleport spells cannot be traced.
Gaseous Form [A]	Target becomes insubstantial and can fly slowly for two minutes/level.
Godspeed	Increases speed to 60 feet and adds +2 haste bonus to Armor Class.
Grave Touch [NE]	Touch attack paralyzes target, which exudes stench that sickens those nearby.
Haven [F]	Magical dome provides shelter for 10 creatures.
Hide Spell	Hide one currently active spell from magical detection.
Illusory Creature (Greater)	Creates illusion of a creature with sound, smell, texture, and temperature.
Induce Vulnerability	Targets suffer double damage from one energy type.
Invisibility [Fa]	Target cannot be seen.
Invisibility Prohibition	All forms of invisibility suppressed in a 5-foot/caster level radius.
Item from Beyond	Sends object to scried subject.
Lightning Stroke [El]	Stroke deals 1d8 points of electricity damage/2 caster levels and stuns.
Lion's Form [Ln]	Caster takes on the form of a dire lion.
Living Edict [PE]	Halts up to three undead.
Locate Object	Provides direction to object of a special type or to a specific object.
Magic Armor (Greater)	Grants +1 armor bonus/3 caster levels (+5 max.).
Magic Circle	Provides +2 deflection bonus to AC and +2 resistance bonus to saves against outsiders.

Memnock's Frozen Burst [Co]	Ice globe deals 1d8 points of cold damage and stuns creatures in the area.
Phantom Steed [F]	You conjure a quasi-real steed.
Remove Disease [PE]	Removes one disease from target.
Sanction Staff	Caster can cast touch spells through staff.
Scry Retaliation [F]	Inflicts 1d6 points of damage/2 levels upon scrier.
Snare [Si]	Rope or vine creates a magic trap.
Sorcerous Blast [any element]	Blast inflicts 1d6 points of damage/caster level.
Steal Health [NE]	Target suffers 3d8 points of damage, and caster is healed a like amount.
Suggestion [LD, MA]	Target takes a course of action suggested by caster.
Tracer	Caster always knows distance and direction to object of the spell.
Unknown	Target is difficult to find with divinations.
Vengeful Shield [F]	Attackers suffer 1d6 points of force damage when they strike you.
Water Walking [W]	One creature/level can walk on liquid surfaces.
Winter's Kiss [P]	Reduces size or blights growth of normal plants.
EXOTIC	
Alikaba's Gift [T]	Object in your hands appears in subject's hands.
Alikaba's Theft [T]	Object in subject's hands appears in your hands.
Altered Shape	Assume form of a similar creature.
Battlespeed [Ln, Ps]	One creature/level can make extra attack, gains +1 bonus on attacks and Reflex saving throws, +1 bonus to Armor Class, and +30 feet to speed.
Blind the Mind [MA, Ps]	Caster becomes invisible to one target.
Bonds Arcane (Lesser) [F]	Target creature freezes in place for 1 round/level.
Burden	Target becomes encumbered.
Energy Bolt [any energy]	Inflicts 1d6 points of energy damage/caster level.
Eriador's Permanent Levity [MA]	Subject gains +4 bonus to saves against mind-affecting spells but cannot initiate combat.
Everlasting Terror [Dr, Fe, MA]	Effects of dragon fear become permanent.
Exhausting Ray [NE]	Target struck by ranged touch attack becomes exhausted or fatigued.
Explosive Runes [F, R]	Magical writings deal 6d6 points of force damage when read.



Forcebeam [F]	Inflicts 1d6 points of force damage/caster level and knocks foes down.
Glyph of Warding (Lesser) [R]	Magical trap can store a spell or deal 1d8 points of damage/2 caster levels.
Grant Mobility	Allows an intelligent item to float and attack under its own power.
Healing Aura [PE]	You heal 2d6 points of damage upon those you touch.
Just Reversal	Reflects enchantment back at caster.
Kin Link [T]	Creates mental connection between relatives.
Litorian Claws [Ln]	Makes litorian's claws capable of inflicting damage as weapons.
Mirror Shield	Reflects ray spells back at their caster.
Missive Token [LD]	Creates an item that lets a creature contact you mentally.
Pain Touch (Greater) [NE]	Touch attack deals 3d8 points of damage +1 point/level.
Peaceful Weapon [F, G]	Target weapon cannot inflict damage.
Ritual of Life [G, P, PE]	Spurs growth or improves yield of normal plants.
Scales of Energy [Dr]	Natural armor bonus becomes deflection bonus.
Searing Blast [Li]	Ray deals 1d8 points of damage/2 levels, 1d6 points/level against undead.
Sibeccai Bite [Si]	Makes sibeccai bite capable of inflicting damage as weapons.
Starfade	You wink in and out of sight, giving foes a 50% miss chance.
Stasis Trap [F, R]	Magical writing traps a creature that reads it.
Storm Fury [A, El]	You call lightning bolts from the sky.
Temporal Venom	Creates poison that disrupts target's connection with time.
Touch of the Vampire [NE]	Your touch deals 1d6 points of damage/2 levels, and you gain an equal amount of temporary hit points.
Venomblade [Si]	Creates weapon with poison that inflicts 1d4 Strength/1d4 Strength damage.



4TH-LEVEL SPELLS

SIMPLE

Animate the Dead (Lesser) [NE]	Creates one undead creature.
Bestow Curse [C, NE]	Touched creature is cursed (−6 penalty to an ability, −4 penalty to attacks, saves, ability checks and skill checks).
Binding Pact [G, LD, MA]	Compels caster and another to keep a pact or suffer 2 points of damage to all ability scores per day.
Black Mulching [P]	Plants 3 HD or less die; others take 1d10 points of damage.
Blooded Athame	An athame becomes a wounding weapon.
Bone Tattoo [R]	Gives SR 10 + level against shapechange, cold, and mind-affecting attacks.
Bully's Curse [C, MA, T]	Foe suffers −4 penalty to attacks and −2 penalty to Armor Class against creatures of fewer Hit Dice.
Burning Rain [Fi, W]	Targets suffer 2d6 points of fire damage/round.
Confusion [Fa, MA, Ps]	Creatures in a 15-foot-radius burst behave erratically.
Conjure Weapon (Greater)	Creates +1 or better weapon.
Curse of Vengeance [C, T]	Target suffers −2 morale penalty on attacks, saves, and checks and a random −10 penalty once/day.
Curtain of Flame [Dr, Fi]	Opaque sheet or ring of flame deals damage to those close by or passing through it.
Dancing Rune [R]	Touch-trigger rune animates and attacks.
Death Ward [PE]	Touched creature is immune to death and negative energy effects.
Gaze of the Sibecai [LD, Ps, Si]	Your gaze reveals whether subjects are lying.
Gaze of Terror [Fe]	Gaze attack panics targets, making them flee.
Heroism [Ln, MA, Ps, T]	Target gains +3 bonus on attacks, saves, and skill checks, +4 bonus on saves against fear, and temporary hit points equal to one-half caster level.
Living Athame	Athame becomes a dancing weapon.
Oathbind (Lesser) [LD, MA, Ps, T]	Compels target to perform a directive you give it.
Precognitive Flashes [Ps]	You gain +1 insight bonus to attack rolls, Armor Class, and Reflex saving throws.
Remove Curse [T]	Removes one curse from target.
Stamina to Defense [Si]	You suffer 2 points of Constitution damage but gain a +4 luck bonus to AC for armor.
Strength to Strike [Si]	You suffer 2 points of Strength damage but gain a +2d6 damage bonus for weapon.

Telepathy

[LD, MA, Ps]

Tongues [G]

Caster and creature communicate mentally.

Target speaks and understands languages.

Touch of the Tempest

[A, W]

Touch attack inflicts 1d8 points of damage/caster level and dazes foe for 1 round/4 caster levels.

Transfer Wounds (Greater)

[PE]

Heals 4d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage.

Wall of Ice

[Co]

Creates barrier or hemisphere of ice.

COMPLEX

Aerial Step

[A, Fa]

Target creature can walk on air for 10 minutes/level.

Antiplant Shell

[P]

Plants and plant creatures cannot come

within a 10-foot radius of you.

Arrow Redirection

Sends incoming ranged attacks back at attackers.

Attack From Within (Energy)

[any energy]

Target suffers 1d6 points of damage/caster level.

Bind Item

[F]

Encases object in a globe of force.

Bind With Plants

[P]

Constricting plant holds foe helpless.

Brother's Revenge

[C, T]

Target who harmed caster's family begins to wither and rot.

Call Radont

[G]

Calls a wild radont that will help caster.

Chains of Vengeance

[Fi]

Chains of fire hold target and inflict 2d6 points of damage.

Circle of Binding

[MA]

Targets cannot leave circle.

Coax Forth Power

[Dr]

Magic items inflict 50% more damage.

Conjure Energy Creature IV

[any energy]

Conjures a creature made of energy that fights for the caster.

Control Creature of the Mist

[A]

Creature of the mist obeys your commands.

Create Creature of the Mist (Lesser)

[A]

Creates creature of the mist up to CR 5.

Detect Scrying

Notifies caster of attempts to scry or otherwise magically spy on caster. Caster moves up to long range instantly.

Dimensional Door

[Tp]

Traps one closable object to blast the opener for 5d6 points of damage + 1 point/caster level.

Elemental Trap

[any element]

Enhance Magical Flow (Greater)

[T]

Adds +2 bonus to caster's spells' saving throw DCs. Imprisons one helpless or willing creature on the Ethereal plane forever. Target suffers 1d8 + 1 points of damage/level if specified action is taken.

Ethereal Prison

[T]

Fire Rupture [Fi]	Target object explodes in burst that deals 1d6 points of fire damage/2 caster levels plus 3d6 points of piercing damage.	Touch of the Harrid	Touch drains magic and grants +1d4 temporary hit points.
Flaming Corrosion [Ac, Fi]	Inflicts 1d6 points of damage/level (10d6 max.)—half acid, half fire.	Vermin Purge	Insects, spiders, and other vermin cannot approach closer than 10 feet.
Freedom of Movement	Subject moves normally despite impediments of magic or environment.	Warrior's Shelter [Ln]	A sturdy cottage is conjured where you can rest.
Gaze of Destruction	Caster's next spell becomes a gaze attack.	Whisper Zone [S]	5-foot-radius emanation keeps others from hearing you speak, protects against sonic effects.
Giant Vermin [G]	Up to three vermin are enlarged and attack at your command.	Wildstorm of Il-Tarthes [Co, G]	Hailstorm deals 3d6 points of bludgeoning damage, 2d6 points of cold damage.
Grasping Mists [A]	20-foot cloud bank obscures sight, slows creatures within it.	EXOTIC	
Halo of Glory [L, PE]	Creature gains celestial template.	Aeonian Lantern [L]	Magical unmoving lantern imparts a –2 penalty to foes' attacks, saving throws, and checks.
Locate Creature	Provides direction to creature of a specific type or specific individual.	Apolioth's Condemnation	Burst inflicts 10d6 points of damage and entangles foes.
Mark of Air (Greater) [A, R]	Subject can fly at speed 40 and has other power.	Arcana Evolved [Dr, T]	Target creature gains the ability to cast spells.
Mark of Earth (Greater) [E, R]	Subject has damage reduction 10/magic (or 10/+1) and other power.	Coldscreech [Co, S]	Inflicts 1d6 points of damage/level (10d6 max.)—half sonic, half cold.
Mark of Fire (Greater) [Fi, R]	Subject has resistance to fire 20 and other power.	Everlasting Charm [Fa]	Permanently charms target.
Mark of Frost (Greater) [Co, R]	Subject has resistance to cold 20 and other power.	Expel From Lair [Dr, Tp]	Teleports intruder out of area.
Mark of Lightning (Greater) [El, R]	Subject has +3 deflection bonus to Armor Class and other power.	Eye of the Dragon [Dr, Ps]	Floating magical eye can scout for you.
Mark of Water (Greater) [R, W]	Subject can breathe water and has other power.	Fly Like an Arrow [Dr]	Caster moves 10× speed in a straight line while flying.
Modify Memory [MA, Ps]	Changes, deletes, or adds one memory in target's mind.	Foretell Future	Provides answer to yes/no question.
Neutralize Poison [PE]	Removes poison from target's system.	Green Friend [P]	You can converse with plants to obtain information on the surroundings.
Oathchord	Magically seals an agreement.	Hidden Object	Object can only be seen through magic glass.
Protection from Energy [any energy]	Protects target against 20 points/level of specified energy type.	Id Beast [C, Fe, MA, Ps, T]	Target sees a creature it fears, takes up to 100 points of damage.
Rainbow Pattern [Li, MA, Ps]	Fascinates up to 24 HD of creatures.	Inner World [MA, Ps]	Target takes no actions and sees only phantasms.
Resilient Sphere (Lesser) [F]	Encases target in sphere that has 100 hp/level.	Knavescour [Ac]	Protects items with a trap that inflicts 1d6 points of acid damage/level.
Rusting Grasp [A, W]	Your touch rusts metal.	Learn Secret (Greater)	Caster gains +2 insight bonus to use object forever.
Shield of Flame and Frost [Co or Fi]	Shield of magical flame protects you from cold or fire, deals damage to your attackers.		
Stone Arm [E]	Petrifies target's arm.		
Stone Leg [E]	Petrifies target's leg.		
Telekinesis (Greater) [Ps]	Caster moves 25 lb./caster level object or creature with his mind.		
Teleport Coordinates	Information about destination is transferred.		
Transfer [Ps]			
Threatening Weapon [F]	Weapon of force threatens target.		





Lightning Rod [Any Energy]	Rod absorbs energy, suppresses effects of a designated energy type in the area.
Mirror Calling (Lesser) [Varies]	Call forth creature you see in mirror (max. 8 HD).
Mirror Spell (Lesser)	Switches a noninstantaneous 3rd-level or lower spell from one target to another target.
Mortal Bane (Lesser) [NE]	Subject gains 1d4 negative levels.
Prohibitus (Lesser) [Dr]	Extradimensional travel is blocked.
Robe of Reflection	Sends one type of energy damage to another creature.
Roses of Life [PE]	Creates one magical rose/level that heals 1d8 points of damage + 1 point/caster level.
Slay Illusion	Creates illusion that destroys other illusions.
Soul Burst [NE]	20-foot-radius burst inflicts 1d6 points of damage/level to living creatures only.
Soul Fire [Dr, So]	Sworn enemies suffer 1d8 points of damage/2 levels and are staggered.
Spelltrap	Prepares gem that is triggered by specific spell.
Suppress Lesser [MA]	Lower-level mage cannot cast spells.
Temporary Evolution [Dr]	Touched creature takes on evolved level or evolved template for 1 round/level.
Thief of Spells	Ends spell effects on a creature and grants them to you.
Truth's Wings [Fi]	Magical bird brings character to you.
Warding Globes [F]	Creates one tiny globe/2 levels that negates attacks of opportunity and inflicts 2d6 points of damage.
Woodlands Prison [P]	Helpless or willing target is imprisoned forever in the forest.



5TH-LEVEL SPELLS

SIMPLE

Animal Evolution [Dr]	Enlarges one animal/2 levels.
Aura of Trust [Fa, MA, Ps]	Charm creatures within 25 feet + 5 feet/2 levels.
Battle Healing (Greater) [PE]	Target is healed of 1d6 points of damage/caster level (maximum 15d6).
Commune With Nature [E, G, P]	Gain knowledge of the surrounding area within one mile/level.
Control Water [W]	Raise or lower water to affect ships and creatures in the area.
Creation (Greater) [G]	Creates nonmagical object of any material.
Discordant Chord [MA, Ps, S]	Music you create causes creatures to attack each other.
Dominate (Lesser) [MA, Ps, T]	Caster controls actions of any Medium (or smaller) humanoid.
Earth's Embrace	Gives caster DR 5/adamantine (or 10/+1) and creates a protective shell that wards caster from all attacks.
Earthtrick [E]	Transform mud to rock or vice versa.
Enfeebled Mind [C, Fa, MA, Ps, T]	Target's Intelligence drops to 1.
Ghost Weapon [F]	Weapon ignores armor and natural armor.
Light of the Earth [E, L, PE]	Light shines up through cracks in the ground, inflicting 1d8 points of damage/2 levels to undead.
Open Door	Opens one door, no matter how sealed, barred, or locked.
Revivification [PE]	Restores temporary life to a dead creature.
Sending [LD, Ps]	You and another creature exchange messages across any distance.
Spell Resistance	Target gains SR 12 + caster level.
Summon Minor Elemental (Greater) [any element]	Medium elemental appears and attacks caster's foes.
Touch of Dire Doom	Touch attack inflicts 1d3 points of ability score damage to all scores.
Wall of Stone [E]	Creates barrier of stone.

COMPLEX

Blazing Light [Fa, L, PE]	Ray inflicts 1d8 points of damage/caster level, and undead suffer more.
Burning Ram [Fi]	Mass of super-hot flame can bull rush or make charge attack.
Command Plants [P]	Plant creatures within Close range do your bidding.
Conjure Energy Creature V [any energy]	Conjures a creature made of energy that fights for the caster.
Control Undead	You control actions of undead creature.
Defensive Field	Caster is surrounded by protective field that absorbs up to 5 hp/level.

Disrupting Weapon [PE]	Melee weapon destroys undead with Hit Dice less than your caster level.
Divinatory Expungement	Previous activities cannot be detected with divination magic.
Dominate Item	Controls all the actions of an intelligent item.
Drain Away Speed (Greater) [Fa]	Reduces target's speed by 40 feet.
Eldritch Wall (Greater) [F]	Creates wall of force that can withstand 100 points of damage/caster level.
Energy Shroud [Varies]	Undead are granted a shroud of chosen element that grants powers.
False Vision	Illusion fools scrying attempts.
Form of the Master (Greater) [G, Si]	Enlarges one creature/level.
Gird the Warrior [F]	Target gains +10 armor bonus to AC and +4 enhancement bonus to attacks and damage.
Halo of Shelter [PE]	Surrounds target with energy field that absorbs 5 hp/level.
Inferno [Fi, PE, Ps]	A pillar of flame deals 1d6 points of fire damage/level.
Massive Sword [F, G]	Creates sword of force that attacks as you direct, inflicting 4d6+3 points of damage.
Master's Reduction (Greater) [G, Si]	One animal/level is reduced in size.
Master's Ward [F, G]	Giant disembodied hand keeps creatures at bay.
Mists of Befuddlement [MA, Ps]	20-foot cloud bank gives –10 penalty on Wisdom checks, Will saves.
Molten Blast [E, Fi]	Summons a blast of hot magma that inflicts 1d6 points of damage/caster level and encases foes in rocky shell.
Questing Soul [NE/PE/So]	Receive the answers to yes or no questions while in a trancelike state.
Quickening [P]	An animal or tree is awakened and is friendly toward you.
Remove Malady [PE, T]	Cures one unwanted condition.
Restoration [PE, T]	Restores ability score damage and lost level.
Scrying [Ps]	Caster views creature at any distance.
Sealed Door (Greater) [Dr]	Makes door almost impossible to open.
Shadow Calling [NE]	Change nearby shadows into animate shadow creatures using the power of the Dark.
Tangle Void [Dr]	Magical strands grapple creatures in 20-foot-radius spread.
Teleport [Tp]	Caster and others move to a distant location instantaneously.
Teleport Block	No teleport allowed into or out of area.
Teleport Redirect [Tp]	Incoming or outgoing teleport has a new destination.
Wall of Iron	Creates barrier of iron.

Wall of Thorns [P]	Creates thick barrier of thorns that inflicts damage to anyone moving through it.
EXOTIC	
Animate Necrosis [NE]	Animates a wound that attacks wounded creature.
Baleful Polymorph [C, T]	Target creature is turned into a Small animal of 1 HD or less.
Burst of Healing [PE]	All living allies within 20 feet heal 2d8 points of damage +1 point/caster level; undead are hurt by like amount.
Call of the Ruby [T]	Forces a creature to attack another creature.
Call of the Topaz [T]	Forces a creature to hold still for 1 round.
Commune With the City [G, Ps]	You know general status of a city's population and can find and communicate with anyone in it.
Curse of Wounding [C, T]	50% of attacks targeting creature that normally would miss now hit.
Devouring Swarm [C]	Summon one swarm of locusts/3 levels.
Dismissal [G, T]	Force an extraplanar creature to its home plane.
Dragonform [Dr]	One mojh gains +4 bonus to Strength and +2 bonus to Constitution, increases natural armor by +2, and gains breath weapon.
Dragonskin [Dr]	Grants +4 natural armor plus elemental resistance 10.
Dreaded Burning Water [Ac, W]	Large area of water turns to acid.
Dreamwalk [MA, Ps]	Sends a message to a sleeping creature.
Familiarity of Place (Greater) [Dr]	Caster gains benefits while in specific area.
Giant's Grip [G]	Doubles a giant's Strength bonus to grapple checks and break object checks.
Hallowed Earth [Ps, So]	A 40-foot radius area is protected against enemies and undead for one year.
Havoc [A, E]	Those in target area suffer 3d6 points of random impact damage and may shift position due to high winds and buckling earth.
Hunter Serpent [Dr]	Energy snake hunts specific type of creature, inflicts 1d6 points of damage/level.
Kin Curse [C, MA, T]	Target is compelled to kill nearest relative.
Line in the Sand [E, G, MA]	Those who cross a line you designate must obey a single command.
Lion's Eye [Ln]	See things as they really are within 120 feet.



Lore Quest [NE/PE/Ps]	Seek answers from extraplanar or spiritual source.
Mirror Blast [F]	Blast inflicts 1d6 points of damage/caster level (max. 15d6)—half force, half slashing.
Mirror Theft	Pull item through a mirror to your side.
Nightmare [MA, Ps, T]	Unsettling vision deals 1d10 points of damage, fatigues target.
Oath of Loyalty [C, Ps, T]	Target suffers penalties if he or she breaks an oath.
Overcome Force	Subject becomes immune to force damage and can walk through wall of force.
Peer Into the Future [Ps]	You look at a random moment in your possible future.
Peer Through Matter	You can see through matter.
Phantom Foil	Creates phantasms that negate sneak attacks.
Purge [MA, NE/PE, Ps, T]	Subject who broke an oath is forgiven.
Quintelemental Blast [Varies]	Cone inflicts 1d6 points of damage/level of whatever type of damage target is susceptible to.
Ritual of Despair [Dr, NE, P]	Deal 1d6 points of damage/level against a plant creature, or cause normal plants to wither and die.
Scry Reverse	You automatically scry person scrying you.
Shield of Light [L]	Grants a +2 armor bonus and a +1 enhancement bonus to Armor Class/3 caster levels, plus undead cannot attack.
Snow Breath [Co]	Cone of extreme cold deals 1d6 points of cold damage.
Soul Exchange [MA, Ps]	Subject's soul is trapped as you take over its body.
Spine Tendril	Creates a tendril that grapples or disarms.
Spines of Death	Caster gains spines that can be used as melee or ranged weapons.
Trove [Dr]	You hide a magic chest on the Ethereal plane.
Unstoppable Energy	Elemental or energy attack ignores protection magic.
Vapors of Death [A]	Poisonous cloud kills creatures of 3 HD or less, causes 4–6 HD creatures to save or die, and deals 1d10 points of damage to others.
Vicious Summons	Summons fiendish dire weasel on a creature, automatically inflicting damage.
Warding Arcana [Dr]	A 10-foot-radius sphere excludes spell effects of 3rd level or lower.
Zone of Speed [Fa]	Movement through 20-foot sphere has a maximum speed that you set.

6TH-LEVEL SPELLS

SIMPLE

Ability Boost (Greater) [Si]	Target gets +8 enhancement bonus to highest ability score.
Arcane Sight (Greater)	Continual <i>detect magic</i> effect allows you to determine spells and magical effects as they are cast.
Beastskin (Greater) [Dr, Ln]	Target gains +6 (or greater) natural armor bonus to AC.
Blindsight	Target gains blindsight.
Call Guardian (Lesser)	Calls monster to serve caster.
Coma [MA]	Target is comatose for one hour/caster level.
Cursed Locale	All attacks, saves, and checks made in the affected area suffer a –2 morale penalty.
Learn Truename	Caster learns one creature's truename.
Oathbind (Greater) [LD, MA, Ps, T]	Target is compelled to perform a quest.
Protect Soul	Protects caster from soul-affecting spells and truename effects.
Sympathetic Vibration [S]	You create sounds that deal structural damage.
Wall of Sound [S]	Creates barrier of shrieking, solid sound that inflicts damage and hinders Listen checks.
Weariness of the Soul [NE]	Cone of energy causes creatures to become exhausted.

COMPLEX

Analyze Dweomer [Ps]	You can discern all spells and magical properties in a number of creatures or objects.
Animate the Dead (Greater) [NE]	Creates one powerful undead creature.
Bloodblade [Si]	Weapon inflicts 2 points of bleeding damage/round.
Conditional Spell	Designated spell triggers stored spell in subject.
Conjure Energy Creature VI [any energy]	Conjures a creature made of energy that fights for the caster.
Corrosive Mists [Ac, A]	20-foot cloud bank deals 2d6 points of acid damage/round.
Discorporate	Target takes 1d10 points of damage/round for 1 round/caster level.
Earthspeak [E, LD]	You can communicate with unworked mineral and stone.
Fire Seeds [F, P]	Seeds are turned into magic ranged weapons or bombs.
Freeze [Co, W]	Freezes five 10-foot by 10-foot by 1-foot areas of water/caster level.
Freezing Sphere [Co]	A frigid globe deals 1d6 points of cold damage/level.

Glory of the Beast [PE]	Animal gains celestial template, maximum hit points, and a +2 bonus to all ability scores.
Hexing Gaze [C, F, NE]	Your gaze attack renders creatures sickened, panicked, or comatose.
Master's Edict [F, G]	Giant disembodied hand pushes enemies away.
Move Earth [E]	Dig trenches and build hills in an area up to 750 feet square.
Prophetic Warning [MA, T]	Target can succeed at one save or force one foe to miss an attack roll automatically.
Resilient Sphere (Greater) [F]	Encases target in a sphere that has 200 hp/level and moves as caster directs.
Rouse Undead Spirit [NE]	Creates one incorporeal undead creature.
Security [Dr]	Area becomes proof against divination and teleportation spells.
Sense Spell (Lesser)	Learn the names, distance, and direction of all spells in effect within Close range.
Shadow Walk [D, Tp]	You and one creature/level can move through shadows.
Shape Element [any element]	Any one element conforms to caster's wishes.
Shaped Strike [Fi]	Blast of flame moves around corners and allies, inflicting 1d4 points of damage/caster level.
Stimulate [MA, Ps]	Grants a target +2 luck bonus to an ability score of caster's choice.
Sudden Wave [W]	Creates a wave of water that sweeps away creatures and objects.
Teleport Tracer [Ps]	Destination of teleport is discovered
Touch of Elan	Inanimate objects come to life and attack at your command.
Transform Into Plant [P]	Caster turns into any plant with the same or fewer HD.
Vitrification [E]	Target turns to glass.

EXOTIC

Aid From the Future	Your future self aids you in the present through hit point and spell transfer.
Angel's Redoubt	Conjures a fortified dwelling.
Antilife Shell [F, NE]	Living creatures cannot come within 10 feet of you.
Arboreal Leap [P, Tp]	You and one creature/3 levels can teleport through plants.
Bear's Endurance (Greater) [Ln, Si]	One creature/level gains +4 enhancement bonus to Constitution for one minute/level.
Bull's Strength (Greater) [Ln, Si]	One creature/level gains +4 enhancement bonus to Strength for one minute/level.
Call of the Emerald [T]	Forces a creature to steal an object.

Call of the Sapphire [T]	Forces a creature to go home.
Cat's Grace (Greater) [Ln, Si]	One creature/level gains +4 enhancement bonus to Dexterity for one minute/level.
Chain Lightning [El]	1d6 points of electricity damage/level to first target; one secondary target/level takes half damage.
Delusion [Fa]	You change the appearance of a number of creatures.
Devour Heart [Dr, Ln, Si]	Prevents dead target from coming back to life unless you die.
Eagle's Splendor (Greater) [Ln, Si]	One creature/level gains +4 enhancement bonus to Charisma for one minute/level.
Energy Deluge [Varies]	Inflicts 1d6 points of energy damage per level (specified type, max. 15d6) out to 100 feet.
Energy Sheath [any energy]	Adds +2 bonus to AC and inflicts 1d6 points of damage +1 point/caster level to all touched.
Ferrod Adul Vestorimin [Dr, PE] (Vestorimin's Golden Aura)	You are surrounded by a null magic zone that affects only negative energy spells.
Flashing Death [F]	A curtain of blades provides one-half cover, deals 1d6 points of damage/level.
Fox's Cunning (Greater) [Ln, Si]	One creature/level gains +4 enhancement bonus to Intelligence for one minute/level.
Freezing Claw [Co, Ln]	Creates claw that makes touch attacks, freezing targets solid.
Fury [NE, So]	Target suffers 10 points of damage/level.
Gestalt	Fuses two creatures into one.
Glyph of Warding (Greater) [R]	Magical trap can store a spell or deal 10d8 points of damage.
Mirror Calling (Greater) [Varies]	Call forth creature(s) you see in mirror (max. 16 HD).
Mirror Truth	Creates illusion over target area.
Nonesuch Spell	Prevents one 4th-level or lower spell from being cast within 50 feet of you.
Owl's Wisdom (Greater) [Ln, Si]	One creature/level gains +4 enhancement bonus to Wisdom for one minute/level.
Prorogate Death	Allows subject to act below its dying score and go on living after reaching its dead score.
Reincarnate [PE, T]	Dead creature is brought back to life as something else.
Ritual of the Mists [A, Dr]	Sanctum or stronghold is warded with a number of defensive spells.
Roaring Defense [Dr, S]	Grants bonus to natural armor, SR, flight speed, or saves.
Scry Blast [F]	Inflicts 1d4 points of damage/2 levels upon scried subject.



Seal Arcana [G, So]	You seal an area against teleportation, summoning, and other planar travel.
Secret of Stone [G]	Turn flesh to stone or vice versa.
Spell of Challenge [G, MA, Ps, T]	Forces creature to come to your location.
Spirit of the Wanderer [Si]	The shortest, most direct route to a specified destination is revealed to you.
Summoning Pact [Dr]	Summons one designated, willing target to you.
Teleport Other [Tp]	Target travels instantly to a place caster designates.
Temporal Warding	Precast a spell to protect you later.
Words of Undoing [Dr, G, PE]	Enchantments and curses can be broken with a caster power check.



7TH-LEVEL SPELLS

SIMPLE

Command Metal [E]	Commands a metal object as a free action to move, attack, or change shape.
Curse of the Chaotic Mind [C, Fa, T]	Randomly lowers target's Intelligence, Wisdom, and Charisma to 1.
Finger of Destruction [NE]	Target suffers 5 points of damage/caster level.
Gaze of the Basilisk [E]	Gaze attack turns victims to stone.
Immunity (Lesser)	Target is immune to one dangerous type of spell, element, energy, or other threat. Target is permanently confused.
Insanity [C, MA, Ps, T]	
Mental Protection [MA, Ps]	Caster makes caster power check to negate mental attacks on target.
Redemption From Harm [PE]	Undoes the effects of a negative energy spell cast within 1 round.
Rock's Hand [E, G]	Hand of stone rises from the ground and grapples foe.
Sleep of Ages [G, T]	Willing creature is put into comatose state and hidden from sight and divination.
Song of Paralysis [S]	One creature/level is paralyzed.
Spell's Edge (Greater)	Athame has touch-attack spell stored within it, inflicting the spell with each strike.
Spirit of War [Si]	Caster gains +4 to Strength, Constitution, and Dexterity, and +1 to attack rolls/2 caster levels, but cannot cast spells. <i>Revivified</i> creature remains alive.
Stabilize Soul [T]	Huge elemental appears and attacks caster's foes.
Summon Major Elemental (Lesser) [any element]	
Transfer Wounds (Total) [PE]	Heals all damage; caster suffers half that amount in subdual damage.

COMPLEX

Burning Thorns [Fi, P]	Creates wall of thorns that also inflicts 1d6 points of fire damage to any within 10 feet.
Call Undead [NE, T]	Calls undead to appear before caster.
Caustic Burst [Ac]	Burst of acid inflicts 1d6 points of damage/caster level, also harms metallic objects.
Changestaff [P]	Changes a staff into a treewardenlike creature.
Conjure Energy Creature VII [any energy]	Conjures a creature made of energy that fights for the caster.
Control Weather [A]	Changes weather in a two-mile radius.
Create Creature of the Mist [A]	Creates creature of the mist up to CR 9.



Crystal Eruption [E]	Crystal shards burst from the ground, inflicting 1d6 points of damage/level and stunning.
Extend Life	Subtracts 10 years from caster's age when determining aging effects.
Flight (Mass) [A]	One creature/level can fly at speed 60.
Green Walk [P]	Plants become animate and attack at your command.
Kozo Strike [L]	You shoot one light beam/round that deals 4d6 points of damage, or 1d6 points of damage/level to undead.
Incorporeal Form	Caster becomes incorporeal.
Master Creature of the Mist [A, MA]	Controls a creature of the mist permanently.
Master's Hold [F, G]	Giant disembodied hand can grapple opponents.
Materia Bond [Ps, R, Tp]	You can summon a specially prepared object to you.
Mind Screen [Dr]	Illusion fools scrying attempts and direct observation for 24 hours.
Null Magic Zone	Creates a 10-foot radius where magic does not work.
Phase Door	Creates a passage through walls only the caster and allies can use.
Raise the Dead (Lesser) [PE, T]	Cast seven times over seven days, this spell brings a dead creature back to life.
Repel Matter [E or P]	Pushes inanimate objects away from you.
Repulsion [F]	Keeps creatures at bay.
Ride the Lightning [El, Tp]	You fire bolt that inflicts 1d6 points of damage/caster level, and appear where it ends.
Scout's Eyes [Ln]	Various levitating eyes scout for you.
Spell Turning	Reflects back 1d4+6 levels of spells to attacking caster.
Spellmaster	You can shape spell areas, delay effects, and increase ranges.
True Lore [Ps]	Ask up to one question/2 levels about any creature, place, or object.
Vengeful Spell Resistance	Grants SR 12 + caster level; enemy casters who resist spell suffer 2d6 + level in points of damage.
Window to Elsewhere	You view into another location.

EXOTIC

Banishment [T]	Force extraplanar creatures out of your home plane.
Bonds Arcane (Greater) [F]	One target creature/3 levels is frozen in place.
Call of the Diamond [T]	Forces creature to come to your location.
Cheat Death	You send your soul away to safety rather than die.
Cross of Energy [Varies]	Four energy bolts inflict 1d6 points of damage/level (15d6 max.).
Devil's Gate [Dr]	Creates doorway to hell through which one devil/round might appear.
Disintegration	Creatures suffer 100 points of damage; 10-foot cube of nonliving material vanishes.
Electrified Lair [Dr, El]	Creates area where unwanted creatures suffer 2d6 points of damage/round.
Feedback Strike [F, Fa]	Foes attacking caster suffer 3d6 points of damage +1 point/caster level.
Forcecage [F]	Prison of invisible force traps all inside.
Fourfold	Send up to four targets to another plane temporarily.
Ostracism	Look at a random moment in a creature's possible future.
Futuresight [Ps]	Conjures an extradimensional dwelling for two hours/level.
Hallowed Halls [F]	Conjured meal cures diseases and sickness, grants poison immunity, temporary hit points, +1 bonus on attack rolls and Will saving throws, and immunity to fear.
Heroes' Feast [P, Si, W]	Illusory duplicate allows you to use its senses, can cast spells.
Illusion of Self [Ps]	Your foes are weakened, dazed, paralyzed, or killed.
Inquisitor's Fury [NE or PE, S, So]	Creates one-way magic passage between two mirrors
Mirror Portal	Creates second, opposite personality in target that has control half the time.
Multiple Personalities [MA, Ps]	Puts all creatures other than specified type into stasis.
Prohibit Kind	Gravity is reversed, causing things to fall up.
Reverse Gravity [E, G, Ps]	Creature is teleported into a solid surface, suffers 2d6 points of Constitution damage + 1 point/round.
Teleport Attack [Tp]	Eating dead creature's heart prevents its return to life while you live.
Vessa Kornari (Steal Heart) [Dr, T]	Imprisons subject in a pool of water.
Watery Prison [T, W]	



8TH-LEVEL SPELLS

SIMPLE

Blacksmith's Curse [E]	Destroys all weapons, shields, and armor in a 40-foot burst.
Curse of Languishing Death [C, NE, T]	Victim suffers 1d6 points of Constitution damage/day.
Dominate (Greater) [MA, Ps, T]	Caster controls actions of one creature.
Primal Release [Ln]	Target gains +10 to Strength and Constitution, +2 to Dexterity, –6 to Intelligence and Charisma, and –2 to Wisdom, and cannot cast spells.
Protection From Spells	One target/4 levels gets a +8 bonus on saves against spells, spell-like abilities.
Rapturous Dance [Fa, MA, Ps]	Target creature is forced to dance.
Roar of Courage [G, Ln]	Grants allies fear immunity and morale bonus.
Unstoppable Strikes [Si]	Caster makes sneak attacks with every strike, inflicting +3d6 damage (or more).
Wave of Death [NE]	Living creatures of lower HD than caster suffer 80 points of damage; undead are healed 5d6 points.
Wave of Life [PE]	Undead of lower HD than caster suffer 80 points of damage; living creatures are healed 5d6 points.
Whirlwind [A]	Creates cyclone that moves as directed, inflicting damage and tossing creatures and objects about.

COMPLEX

Call Outsider [T]	Calls outsider to appear before caster.
Castigation [MA, Ps, S, T]	Stun, blind, or kill a creature, depending on its hit points.
Chains of Anti-magic	Binds target in chains that prevent use of spells and abilities.
Conjure Energy Creature VIII [any energy]	Conjures a creature made of energy that fights for the caster.
Demand [LD, MA, Ps]	Sends a magical message and <i>suggestion</i> to a target.
Discern Location [G]	Locate a creature or object, even if magically hidden.
Form of the Beast [Ln]	One creature/level takes on animal form.
Freezing Cloud [Co]	Opaque cloud inflicts 3d6 points of cold damage and slows those within.
Imbue Guardian	Sets an eternal guardian to watch over an area.
Kozo Blast [L]	Ball of light bursts for 6d6 points of damage, 1d6 points of damage/level against undead.
Mark of Death [NE]	Subject is immune to death effects and has other power.

Mass Devastation

[any element]

Master's Wrath

[F, G]

Mirror Spell

(Greater)

Oath Cloak

[Dr, PE, Ps, So]

Oreskin

[G, Si]

Permanent Rest

[PE, T]

Portal to Another

Plane [Tp]

Psychic Blast

[MA, Ps]

Refuge

[Tp]

Spell Magnet

Telekinetic Shield

[G, Ps]

Vengeance of

Nature

EXOTIC

Animate Undead

Legion [NE]

Arathan's Spiritual

Soldier [PE]

Bring Down the

Moon [Si]

Burning Mists

[A, Fi]

City Transport

[G]

Clone

[T]

Disguise Soul

Disintegration

Field

Fuse Line

[Dr]

Giant's Fury

[E, G]

Hoard Ward

[Dr]

All within 10-foot/level radius suffer 1d6 points of damage/level + elemental effect.

Giant disembodied hand can attack creatures.

Switches a non-Instantaneous 7th-level or lower spell from one target to another.

Warded creatures gain SR 25, +4 bonus to AC and on saves against your foes, plus immunity to mental influence.

You gain DR 20/magic (or 15/+5) and immunities as your body transforms into metal.

Corpse cannot become undead and cannot be raised.

Creates doorway to another plane or dimension.

Creatures in cone suffer 1d6 points of damage/caster level and 1d4 temporary points of Wisdom and Intelligence damage.

A specially prepared focus instantly transports the possessor to your refuge, or transports you to the possessor.

Target of ray suffers –1 penalty/2 caster levels to saves against magic.

All within 5-foot radius gain +8 deflection bonus to AC.

Metal is transformed permanently into wood.

Creates one undead creature/level.

Creates statue that absorbs incorporeal undead and becomes a stone golem under your control.

Heals, restores spell slots, and grants a +1 luck bonus to attacks, saves, and checks for allies.

20-foot-radius cloud deals 4d6 points of fire damage/round.

You can teleport anywhere in a city every other round.

Creates a duplicate of a creature.

Creature appears to be other creature in respect to many spells.

Creates an area where matter is disintegrated.

Two subjects share traits with future offspring.

80-foot-radius spread is hit by an earthquake.

Intruders into warded area are teleported to specific destination.

Mantle of Egregious Might	Subject has +4 luck bonus to Armor Class, attack rolls, saving throws, and ability scores.
Mind Blank [MA, Ps]	Subject is protected against mind-affecting spells and effects, and against divinations that would reveal thoughts.
Nature's Ire	Swarms of centipedes attack at your command.
Piercing Ice [A, Co]	Ray of ice deals 1d6 points of cold damage/level.
Polymorph Any Object [C]	Transform just about anything into nearly anything else.
Prismatic Arcana [Dr]	A wall of colorful light deals damage or kills foes that pass through.
Prohibitus (Greater) [Dr]	Extradimensional travel is blocked in 20-foot radius.
Regeneration [PE]	Restores lost limbs and body parts.
Ritual of Binding [C, Dr, MA, Ps]	A creature is magically held against its will.
Slassan Warren [F]	Extradimensional maze traps one creature.
Spirit Colors [Fa, Li]	Twisting colors render creatures confused, stunned, or unconscious.
Utter Thrall [MA, Ps, T]	Completely enslaves one humanoid.
Vorpal Claws [Dr, Ln]	Target's claws inflict 50 points of extra damage on a critical to vulnerable foes.
Wrath of Ages [MA, Ps]	An area is warded for one day/level against intrusion.



9TH-LEVEL SPELLS

SIMPLE

Call Guardian (Greater)	Calls monster to serve you.
Freedom [G, Ps]	Target is freed from all spells and effects of 7th level and lower.
Immunity (Greater)	One creature/4 levels is immune to one dangerous type of spell, element, energy, or other threat.
Perfect Health [PE]	Heals all damage, ability score damage, and removes unwanted conditions.
Shapechange	You take on new forms.
Sphere of Deterioration	All creatures in range suffer 1d6 points of cumulative damage/round.
Storm of the Master's Vengeance [A, El, G]	Storm rains acid, lightning, and hail.
Summon Major Elemental (Greater) [any element]	Elder elemental appears and attacks your foes.

COMPLEX

Conjure Energy Creature IX [any energy]	Conjures a creature made of energy that fights for you.
Create Greater Creature of the Mist [A]	Creates creature of the mist up to CR 12.
Doorway to Elsewhere	Creates a doorway to another location.
Duplicate	Creates exact duplicate of you, controlled by you.
Feral Walker [P]	Summon 1d4+2 feral walkers.
Master's Fury [F, G]	Giant disembodied hand can crush opponents.
Raise the Dead (Greater) [PE, T]	Cast seven times over a seven-day period, this spell brings a dead creature back to life.
Soul Walk [Dr, NE/PE, So]	You and companions travel to the Astral plane.
Temporal Stasis	Target is held in suspended animation permanently.
Timelore [Dr]	You gain warnings of impending danger or harm.
Trap Soul [T]	Traps creature's (living or dead) soul in object; caster can force soul to answer questions.

**EXOTIC**

Consume Soul [NE, T]	Unconscious creature dies and caster draws power in the form of a +2 luck bonus to attacks, saves, and checks.
Immortality [T]	Target stops aging.
Legacy of Eldritch Might	You pass on spellcasting skill to a relative.
Lord of the City [G, Ps]	You know general status of a city's population, are aware of major issues and threats, and can find and communicate with anyone in it.
Mists of Madness [MA, R]	Moving mist deals 1d4 points of Wisdom damage/round, persists indefinitely.
Mortal Bane (Greater) [NE]	Subject gains 2d4 negative levels, must save against level drain.
Purge Akashic Memory [Ps]	Erases one event or fact from the akashic memory and possibly from the memories of all people.
Shifting Sanctum [Dr]	Caster transfers portion of one location to another location.
Squamous Pulse [G]	Halves natural armor bonus and deals 1d6 points of damage/natural armor bonus point.
Teleportation Circle [R, Tp]	Circle teleports any creatures inside to designated spot.
Wish [Dr]	Your desires become reality.

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10TH-LEVEL SPELLS**SIMPLE**

Curse of Damnation [C, T]	Exiles target to other plane.
Fist of the Elemental Lord [any element]	Inflicts 1d6 points of damage/caster level and special effect.
Protective Shell	Hemispheric shield moves with caster, making those inside impervious to attacks.
Spirit of Triumph [Si]	Grants +10 luck bonus to attacks, damage, AC, saves, and checks.
Summon Elemental Horde [any element]	Huge elemental/caster level attacks caster's foes.

COMPLEX

Bolt of Power [F]	Target suffers 2d6 points of damage/caster level.
Conjure Energy Creature X [any energy]	Conjures a creature made of energy that fights for the caster.
Perfect Ward [Te]	Anyone touching target or warded area is teleported away.
Rouse Ghostly Army [NE]	Creates one incorporeal undead/caster level.
Telekinesis (True) [Ps]	Caster mentally moves object or creature up to 1,000 lbs./caster level.
Undo	Caster reverses one effect.
Vengeance of Spheres [Dr, Fi]	Orbs of fire shoot from you, knocking creatures prone and detonating for massive damage.

EXOTIC

Consume Man [Dr, NE, T]	Humanoid is annihilated.
Invoked Apocalypse	All in 100-foot/level radius take 10d6 points of damage/round for 1 round/level.
Magical Fortress [Dr]	Creates a permanent castle or fortress to specification.
Magma Burst	Creates a huge volcanic pit that inflicts
[E, Fi]	20d6 points of damage.
One Step Beyond [Ps]	Targets become nearly immune to divination.
Sunfire Tomb [L, T]	Imprisons target in the sun.
Temporatorium [Dr]	You speed time up for yourself and can take multiple turns in a row.