**Intensify Musculature**

Transmutation

Sorc/Wiz 1

Duration: 1 Turn/Level

Range: Short

Save: Fort

**Rage**

Enchantment

Bard 2, Sorc/Wiz 3, Druid 3

Range: Medium

Duration: 1 Round / Level

Affects up to one creature per three caster levels. Affected allies gain +2 STR, +2 CON, +1 will, -2 AC for the duration.

**Touch of Idiocy**

Enchantment

Sorc/Wizard 2

Range: Touch

Duration: 1 Hour / Level

Saving Throw: None

The affected creature takes a 1d6 penalty to intelligence, wisdom, and charisma.

**Ray of Exhaustion**

Necromancy

Sorc/Wiz 3

Range: Short

Duration: 1 Turn / Level

Saving Throw: Fortitude partial

On a successful ranged touch attack, the target suffers a -6 penalty to strength and dexterity. A successful saving throw reduces these penalties to -2.

**Shocking Grasp**

Evocation

Sorc/Wiz 1

Range: Touch

On a successful touch attack, deal 1d6 electric damage per level (max 5d6). Gain a +3 bonus to hit if the target is wearing metal armor (i.e. AC 4 or higher) or is carrying a metal weapon.

**Scorching Ray**

Evocation

Sorc/Wiz 2

Range: Personal (for the actual spell); Short (for the granted feat)

You create one ray at level three, plus one additional ray for every four levels beyond the third (max of three rays at 11th level). These rays may be used for up to six seconds as a free action. On a successful touch attack, the ray deals 4d6 damage.

(Useage note: also create a Scorching Ray feat, which will instantly take the place of the Scorching Ray spell on the quickbar until it expires, with a number of charges equaling the number of rays given [just give 99 uses; will dock to the appropriate amount via script].)

**Deep Slumber**

Enchantment

Bard 3, Wiz/Sorc 3

Functions as sleep, except it affects 10 + 1d4 HD worth of creatures. Does not affect creatures with 11 HD or more.

**Suggestion**

**(Subradial: Slumber, Retreat, Aid Caster)**

Enchantment

Bard 2, Sorc/Wiz 3

Duration: 1 Round / Level

Range: Medium

Save: Will

Slumber: The creature sleeps for the duration.

Flee: The creature flees for the duration, but will come to its sense and retaliate if attacked.

Aid: The creature will view the caster and his party as neutral for the duration, and provide support with any buff/healing spells they have. They will not attack former allies, however.

**Obscuring Mist**

Conjuration

Druid 1, Sorc/Wiz 1

Duration: 1 Turn / Level

AoE: 20 ft.

Range: Medium

Creatures within the AoE gain 50% concealment.

**Gaseous Form**

Transmutation

Bard 3, Sorc/Wiz 3

Target: Self or Ally

Duration: 1 Round / Level

Range: Touch

The target is transformed into a gaseous mist (i.e. set appearance). They gain 10 DR and become immune to poison, sneak attacks, critical hits. However, they can’t attack (gain 100% miss chance) nor can they cast any spell with a somatic component (note: still spell bypasses this restriction). Movement speed is reduced to 1/3rd for the duration. Can be cancelled at will at any time.

**Summon Swarm**

**(Subradial: Bats, Rats, Spiders)**

Conjuration

Bard 2, Druid 2, Sorc/Wizard 2

Duration: 24 Hours

Summon a swarm of bats, rats, or spiders.

Range: Medium

**Repel Vermin**

Abjuration

Bard 4, Cleric 4, Druid 4, Ranger 3

Save: Will

Duration: 1 Round / Level

Range: Medium

Create an invisible zone that repels vermin. Vermin with HD of less than one third your CL cannot enter the barrier.

Those with sufficient HD may enter if they succeed on a will save (may attempt once per round). Even so, they take 2d6 points of magic damage on doing so.

**Hypnotism**

Enchantment

Bard 1, Sorc/Wiz 1

Range: Short

AoE: 30 Feet

Duration: 2d4 Rounds

Saving Throw: Will Negates

Affects up to 2d4 hit dice of creatures. If those creatures are already in combat, they gain a +2 bonus to their saving throw. They are dazed for the duration.

**Chill Touch**

Necromancy

Sorcerer/Wizard 1

Range: Personal (for the actual spell), Touch (for the granted feat)

Saving Throw: Fortitude Partial or Will Negates

Gain one use of the Chill Touch touch attack per caster level (lasts one hour per level or until casting this spell again). You can use this attack to drain life force from a creature, dealing one point of strength damage (unless it makes a saving throw) and 1d6 negative damage.

Undead creatures take no damage, but must make a will saving throw or be panicked (i.e. as if turned) for 1d4 rounds + 1 round per caster level.

**False Life**

Necromancy

Sorcerer/Wizard 2

Range: Personal

Duration: 1 Hour/Level

For the duration, you gain 1d10 + 1 per caster level (maximum +10) temporary hit points.

**Speak with Plants**

Divination

Bard 4, Druid 3, Ranger 2

Range: Personal

Duration: 1 Min / Level

For the duration, you gain the ability to speak with plants. (Note: some plants will have conversations throughout the module, that can only be accessed while Speak with Plants is active.)

**Deeper Darkness**

Evocation

Cleric 3

This spell functions as darkness, except that even Ultravision cannot entirely pierce it. All creatures within the area additionally gain 50% concealment and the Hide in Plain Sight feat.

**Obscuring Mist**

Conjuration

Druid 1, Sorc/Wiz 1, Domain Air 1, Domain Water 1

Duration: 1 Turn / Level

Spell Resistance: No

Create a mist that obscures all sight. Creatures within the area of effect gain 50% concealment. A fiery spell cast into the area, such as a fireball, flame strike, or wall of fire burst away the fog.

**Eye of the Hurricane**

Evocation

Druid 3, Ranger 2, Sorc/Wiz 3, Cleric 3, Druid 3, Domain Air 2

Duration: 1 Round / Level

Spell Resistance: Yes

Saving Throw: Fortitude

Range: Medium

Creates a roaring tumultuous wind in the area. All gaseous effects are dispersed (and creatures in gaseous form cannot pass through the zone – gaseous creatures already in the zone are dispersed outward). Tiny and small flying creatures within the area of effect must making a fortitude saving throw or be knocked down for one round. Ranged weapons cannot be used within the area of effect (i.e. 100% miss chance) and any ranged weapon fired into the area of effect suffers a 50% miss chance.

**Death Knell**

Necromancy

Domain Death 2

Range: Touch

Duration: 1 Round per level/1 Turn per HD of Subject (see text)

Saving Throw: Will

You curse a creature with an omen of death that lasts for 1 round per level. Once slain, you take on a part of the creature’s essence, gaining 1d8 temporary hit points, +2 strength, and +1 to your effective caster level for one turn per hit die of the subject.

**Shatter**

Evocation

Bard 2, Sorc/Wiz 2, Domain Destruction 2

Area of Effect: Medium

Saving Throw: Will or Fortitude Half

Spell Resistance: Yes

Range: Medium

Used as an area attack, shatter deals 1d6 points of sonic damage per level (maximum 10d6) to all objects and constructs within the area. Fortitude save for half.

Alternatively, shatter may be used on a single target to shatter any non-magical weapon it is carrying. A failed will saving throw causes the weapon to be destroyed.

**Magic Stone**

Transmutation

Druid 1, Domain Earth 1

Range: Personal

You lob a pebble toward one target creature. On a successful touch attack, the creature takes 1d6+1 points of damage; this damage is doubled if it is undead. Over the course of the next two subsequent rounds, you lob an additional pebble as a free action – totaling three pebbles.

**Soften Earth and Stone**

Transmutation

Druid 2, Domain Earth 2

Range: Medium

Area: Medium

Spell Resistance: No

Duration: 1 Round / Level

Saving Throw: Reflex

You soften your environment, creating a slurry of mud. Creatures caught without the area of effect must make a reflex save each round or be caught – unable to move, attack, or cast spells. (They can still take other actions.) A creature that succeeds on its save has its movement speed reduced by half.

**Earthen Grasp**

Transmutation

Sorcerer/Wizard 2

Range: Close

Duration: 2 Rounds / Level

You summon an earthen hand to assist you. It has a base attack bonus equal to your caster level and a Strength of 14 + 2 per three caster levels (16 at 3rd, 18 at 6th, and so on). It moves very slowly but any creature it hits must make an opposed discipline check or be knocked down for one round. It deals 1d6 damage (+ STR) per attack, has an AC of 15, 4/- DR, and 3 hit points per caster level.

**Stony Grasp**

Transmutation

Sorc/Wiz 3, Domain Earth 3

Range: Short

Duration: 1 Round / Level

As stony grasp, except the hand has 18 AC, 8/- DR, and 4 hit points per caster level.

**Desecrate Weapon**

Transmutation

Domain Evil 2

Range: Touch

Duration: 1 Min/Level

Target weapons gains +1d4 divine damage vs. good-aligned creatures.

**Call Woodland Beings**

Conjuration

Druid 4, Domain Animal 4

Range Medium

Duration: 3 Turns

This spell summons a nymph to the party. The nymph has several priest spells (such as confusion and curative spells).

**Defenestrating Sphere**

Evocation

Sorcerer 4/Wizard 4, Domain Air 4

Range: Medium

Effect: Medium AoE

Duration: 1 Round / Level

Saving Throw: Fortitude Partial

Spell Resistance: Yes

Create a sphere of whirling air and howling wind in the area of effect. Each round, creatures in the area take 3d6 points of damage. Additionally, medium or smaller creatures must make a saving throw or be knocked prone (lasts one round) and hurled back by the wind, suffering an additional 1d6 damage per two caster levels.

**Unholy Blight**

Evocation

Domain Evil 4

Range: Medium

AoE: Medium

Duration: Instanteous (1d4 rounds)

Save: Will Partial

Spell Resistance: Yes

This spell deals 1d8 damage per two caster levels to all enemies in the area of effect (damage is doubled against good-aligned outsiders). Additionally, creatures that fail a will saving throw are sickened for 1d4 rounds, incurring a -2 penalty to AB, damage rolls, saves, and skills.

**Holy Smite**

Evocation

Domain Good 4

Range: Medium

AoE: Medium

Duration: Instanteous (1d4 rounds)

Save: Will Partial

Spell Resistance: Yes

This spell deals 1d8 damage per two caster levels to all enemies in the area of effect (damage is doubled against evil-aligned outsiders). Additionally, creatures that fail a will saving throw are blinded for 1 round.

**Produce Flame**

Evocation

Druid 1, Domain Fire 2

Saving Throw: None

Duration: 1 Turn / Level

Spell Resistance: Yes

Range: Personal

You produce a wreath of flame about your person, which can be focused and hurled as a projectile once per round. Each round, make a ranged touch attack the nearest enemy. If successful, that enemy suffers 1d6 + 1 point of fire damage per caster level (maximum +5).

**Consecrate Weapon**

Transmutation

Domain Good 2

Range: Touch

Duration: 1 Min/Level

Target weapons gains +1d4 divine damage vs. evil-aligned creatures.

**Speak With Plants**

Divination

Bard 4, Druid 3, Ranger 2, Domain Plant 3

Range: Personal

Duration: 1 Turn/Level

For the duration of this spell, you can speak with plants, including both normal plants and plant creatures.

**Shield Other**

Abjuration

Paladin 2, Domain Protection 2

Range: Close

Target: One Creatue

Duration: 1 Hour / Level

You create a connection with a target creature. It gains +1 AC (deflection) and a +1 bonus to saving throws. Additionally, for each round that it remains nearby you, half of any hit points it is currently missing is restored and dealt to you as damage instead.

**Hide from Undead**

Abjuration

Domain Protection 1

Range: Touch

Duration: 1 Turn / Level

Saving Throw: Will Negates (see text)

Spell Resistance: Yes

The creature benefits as from sanctuary against undead creatures. Intelligent undead (i.e. greater than 3 intelligence) may make a will saving throw to bypass this spell’s effects. Attacking an undead dismisses this spell immediately.

**Sun Bolt**

Evocation

Sorcerer/Wizard 2, Domain Sun 1

Range: Medium

Duration: 1 Round

Saving Throw: Reflex Partial

Spell Resistance: Yes

You launch a ray of burning sunlight as a ranged touch attack. Creatures stuck by the ray are blinded for 1 round and take 2d6 points of damage. Undead take double damage, and vampires take triple. A reflex save negates the blindness.

**Disguise Self**

Illusion

Bard 1, Sorcerer/Wizard 1, Domain Trickery 1

Duration: 10 Turns / Level

Range: personal

You gain a +5 bonus on disguise checks.

**Spiritual Weapon**

Evocation

Domain War 2

Range: Medium

Duration: 1 Round/Level

Spell Resistance: Yes

You create a spiritual hammer to attack targets. It strikes as a warhammer, dealing 1d8 damage per hit + 1 point per three caster levels (maximum +5 at 15th level). It uses your base attack bonus plus its wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, meaning it bypasses all forms of damage reduction (but not immunities).

The hammer cannot take damage (and will be ignored by creatures), but dispel magic will affect it. Whenever it strikes a creature with spell resistance for the first time, you must attempt to bypass its spell resistance – if you fail, the hammer is immediately dispelled. Otherwise, it continues to function against that creature as normal.

**Ice Web**

Conjuration

Sorc/Wiz 4, Domain Water 4

Range: Medium

Duration: 1 Round / Level

Spell Resistance: No

As the web spell, but creatures in the area take 1d6 + 1 points of cold damage per round.

**Snilloc’s Snowball Swarm**

Evocation

Sorc/Wiz 2, Domain Water 2

Range: Medium

AoE: Small

Saving Throw: Reflex ½

Spell Resistance: Yes

A flurry of magic snowballs erects from the point you select. All creatures within the area take 2d6 points of cold damage, plus an additional 1d6 for every two levels beyond the third, at a maximum of 5d6 at 9th level.

**Sanctify Weapon**

Transmutation

Domain Good 2

Range: Touch

Duration: 1 Min/Level

Target weapons gains +1d4 divine damage vs. evil-aligned creatures.

**Vision of Heaven**

Enchantment

Domain Good 1

Range: Short

Duration: 1 Round / 1 Turn

Saving Throw: Will Negates

Target is granted a glimpse of heaven and must make a saving throw or be dazed for one round. In addition, evil creatures take a -1 penalty to all will saving throws for the next turn.

**Hammer of Righteousness**

Evocation

Domain Good 3

Range: Medium

Saving: Fortitude Half

Target creature takes 1d6 divine damage per level. This damage is increased to 1d8 if the target is evil.

**Tears of Ilmater**

Conjuration

Domain Healing 2

Creates one healing potion per two caster levels (maximum five) that restore 7 points of damage when imbibed. Potions vanish after rest (or relog!)

**Blood of the Martyr**

Necromancy

Range: Medium

Domain Healing 4, Paladin 4

Transfer your current hit points to a target creature to cure them of their wounds. Your hit points cannot be reduced to less than 1 in this fashion.

**Calm Animals**

Enchantment

Druid 1, Ranger 1, Domain Animal 1

Range: Short

Area of Effect: Medium

Duration: 1 Turn / Level

Saving Throw: Will Negates

You calm up to 2d4 + caster level worth of animals in the area of effect, dazing them for the duration (the daze is removed if they are damaged). Animals of heightened intelligence (i.e. greater than 3) cannot be calmed.

**Comprehend Languages**

Divination

Bard 1, Sorc/Wiz 1, Domain Knowledge 1

Range: Personal

Duration: 1 Hour / Level

You can understand all languages. This does not allow you to speak them.

**Speak with Dead**

Necromancy

Domain Knowledge 3

Range: Touch

You grant the semblance of life to a corpse, allowing you to communicate with it.

**Longstrider**

Transmutation

Druid 1, Ranger 1, Travel 1

Range: Personal

Duration: 1 Hour / Level

You gain a +20% increase to your movement speed for the duration.

**Dimension Door**

Conjuration

Bard 4, Sorc/Wiz 4, Domain Travel 4

Range: Long

Duration: 1 Round per Level / Instantaneous

You instantly teleport yourself to an area within range. Dimension Door may not be used to bypass obstacles.

**Ice Burst**

Evocation

Sorc/Wiz 3, Domain Water 3

Range: Medium

Save: Reflex ½

Shards of ice erupt from a point in space, dealing (1d4 cold + 1 bludgeoning) per caster level, to a maximum of 10d4+10.

**Vigor, Lesser**

Conjuration

Druid 1, Domain Healing 1

Range: Touch

Duration: 10 Rounds + 1 Round / Level (max 15 rounds)

The target gains +1 regeneration for the duration.

**Vigor**

Druid 3, Domain Healing 3

Range: Touch  
Duration: 10 Rounds + 1 Round / Level (max 25 rounds)

The target gains +2 regeneration for the duration.

**Diamondsteel**

Transmutation

Paladin 3, Domain Protection 3

Range: Touch

Duration: 1 Round / Level

Target creature that is wearing metal armor (i.e. AC +4 or greater) gains DR equal to half of the armor’s AC bonus for the duration. For example, +2 full plate would grant 5/- DR.

**Angry Ache**

Necromancy

Domain Evil 1

Range: Short

Duration: 1 Turn / Level

Saving Throw: Fortitude negates

Strain the subject’s muscles, causing a sharp pain. The subject incurs -2 AB per four caster levels (maximum -10 at level 20).

**Clutch of Orcus**

Necromancy

Domain Evil 3

Range: Medium

Saving Throw: Will negates

Spell Resistance: No

Duration: 1 Round / Level

The caster grips target humanoid’s heart with a magical force and begins crushing it. On a failed save, the victim is paralyzed for the duration and takes 1d3 damage per round. If the creature dies, his chest ruptures and bursts.