

# Dungeons & Dragons 3.5 Edition Index – Clerical Domain Summaries

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Clerical Domains.....	2	Halfling.....	43	Slime.....	85
Air.....	2	Hatred.....	44	Spell.....	86
Animal.....	3	Healing.....	45	Spider.....	87
Artifice.....	4	Herald.....	46	Spirit.....	88
Balance.....	5	Hunger.....	47	Storm.....	89
Cavern.....	6	Illusion.....	48	Strength.....	90
Celerity.....	7	Inquisition.....	49	Suffering.....	91
Celestial.....	8	Joy.....	50	Summoner.....	92
Chaos.....	9	Knowledge.....	51	Sun.....	93
Charm.....	10	Law.....	52	Time.....	94
Cold.....	11	Liberation.....	53	Trade.....	95
Commerce.....	12	Life.....	54	Travel.....	96
Community.....	13	Luck.....	55	Trickery.....	97
Community’.....	14	Madness.....	56	Tyrant.....	98
Competition.....	15	Magic.....	57	Undead.....	99
Courage.....	16	Meditation.....	58	Undeath.....	100
Craft.....	17	Mentalism.....	59	War.....	101
Creation.....	18	Metal.....	60	Water.....	102
Darkness.....	19	Mind.....	61	Watery Death.....	103
Death.....	20	Moon.....	62	Weather.....	104
Deathless.....	21	Mysticism.....	63	Weather’.....	105
Decay.....	22	Necromancy.....	64	Wrath.....	106
Destruction.....	23	Nobility.....	65	Spell Tables.....	107
Domination.....	24	Ocean.....	66	Summon Monster.....	107
Dragon Below.....	25	Oracle.....	67	Summon Undead.....	108
Dream.....	26	Orc.....	68	Summon Nature’s Ally.....	109
Drow.....	27	Pact.....	69	Hallow/Unhallow Table.....	110
Dwarf.....	28	Passion.....	70	Weapons of the Deity.....	112
Earth.....	29	Pestilence.....	71	Glossary.....	113
Elf.....	30	Planning.....	72	Auras.....	113
Endurance.....	31	Plant.....	73	Ranges.....	113
Evil.....	32	Pleasure.....	74	Levels of Concealment.....	114
Exorcism.....	33	Portal.....	75	Levels of Cover.....	114
Family.....	34	Portal’.....	76	Level of Exhaustion.....	114
Fate.....	35	Protection.....	77	Levels of Fear.....	114
Feast.....	36	Purification.....	78	Areas of Effect – Shape.....	114
Fey.....	37	Renewal.....	79	Areas of Effect – Fill.....	114
Fire.....	38	Repose.....	80	Casting Times.....	114
Force.....	39	Retribution.....	81	Other Definitions.....	115
Glory.....	40	Rune.....	82	Appendix.....	117
Gnome.....	41	Shadow.....	83	Revision History.....	117
Good.....	42	Scalykind.....	84	Key to Sourcebooks.....	117

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## Clerical Domains

Air (PH p185)

Rebuke / Control / Bolster Air Elementals –or– Turn / Destroy Earth Elementals, up to 3 + Charisma modifier times per day.

1<sup>st</sup> *Obscuring Mist*(PH p258)

<Conj(creat), VS, 1StdAct, 1min/lvl, no SR>

- Creates a 20’ radius Spread by 20’ high Cloud of fog centered around the caster.

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

Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

2<sup>nd</sup> *Wind Wall*(PH p302)

<Evoc[air], VSM(tiny fan, exotic feather)/DF, 1StdAct, Medium-range, 1rnd/lvl>

- An Invisible wall of air 2’ wide is created in any continuous shape desired by the caster up to 10’ long per level & 5’ high per level.

The wall is total protection from gases (including some breath weapons), gaseous forms, flying creatures up to Small-size, etc. Arrows & bolts are blocked by the wall, & other ranged weapons have a 30% miss chance. Large ranged weapons, such as a giant’s boulders, are not effected.

The wall may be walked through normally.

3<sup>rd</sup> *Gaseous Form*(PH p234)

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

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

4<sup>th</sup> *Air Walk*(PH p196)

<Trans[air], VS/DF, 1StdAct, Touch, 10min/lvl>

- The touched subject (up to Gargantuan size) walks on air as if it were solid. Walking “uphill” is limited to 45 degrees at half-movement. Strong winds can aid or hinder the subject depending on their directions.

At the end of this spell, a subject who is still airborne will descend gently at a rate of 60’ per round for 1d6 rounds. After that, the spell is over & a subject not on the ground will fall normally.

A mount that knows the Air Walk Trick will not panic under the effect of this spell.

5<sup>th</sup> *Control Winds*(PH p214)

<Trans[air], VS, 1StdAct, 10min/lvl, FortNeg>

- The caster gains control of the direction & strength of the winds in up to a 40’ per level radius around him. The caster has the option of leaving up to a 40’ radius “eye” of calm air around himself.

Direction Choices:

- Outward from the caster
- Inward to the caster, but going up at the edge of the “eye”, if any.
- Clockwise
- Counter-clockwise.
- Straight, from any one side to the other

Strength Choices – increase / decrease by 1 category for each 3 levels:

Category    mph    Effect

Strong	21+	Difficult sailing
Severe	31+	Minor ship / building dmg
Windstorm	51+	Grounds flyers, uproots trees, flattens light wood buildings
Hurricane	75+	Flattens all wood buildings, ships start taking on water
Tornado	175+	Flattens non-fortified buildings, uproots big trees

6<sup>th</sup> *Chain Lightning*(PH p208)

<Evoc[electricity], VSF(fur, glass rod, silver pins), 1StdAct, Long-range, Ref½, SR applies>

- Primary target takes 1d6 electrical damage per level (max 20d6). Up to one secondary target per level (max 20) within 30’ of the primary target takes ½ damage.

7<sup>th</sup> *Control Weather*(PH p214)

<Trans, VS, 10Minutes, 4d12hours>

- The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season    Weather Choices

Spring	Tornado, Thunderstorm, Hot
Summer	Rain, Heat Wave, Hailstorm
Autumn	Hot, Cold, Fog, Sleet
Winter	Frigid Cold, Blizzard, Thaw

Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

8<sup>th</sup> *Whirlwind*(PH p301)

<Evoc[air], VS/DF, 1StdAct, Long-range, 1rnd/lvl(D)>

- Creates a 30’ tall cyclone that is 30’ wide at the top & 10’ wide at the base. As a Standard Action, the caster can “program” the cyclone to move when & where he/she desires at a movement of 60’ (& can change it again as another Standard Action).

Any creature that comes in contact with the cyclone who is Large-sized or smaller takes 3d6 damage (RefNeg, SR applies). If a Medium-sized or smaller creature fails its first save, it must make a second Reflex save or be picked up by the cyclone & carried with it (taking 1d8 damage per round) until the spell ends or the caster directs the cyclone to put the target down.

If the whirlwind moves out of range, it goes out of control. For 1d3 rounds, it moves randomly & then dissipates.

9<sup>th</sup> *Elemental Swarm (air)*(PH p226)

<Conj(sum)[air], VS, 10Minutes, Medium-range, 10min/lvl(D)>

- Summons 2d4 Large Air Elementals. Ten minutes after the spell is completed, 1d4 Huge Air Elementals arrive. Twenty minutes after the spell is completed, 1 Greater Air Elemental appears. All the Elementals serve the caster for the duration of the spell. The caster can dismissed any / all the Elementals as desired.

**Animal** (PH p186)

*Speak With Animals*(PH p281), once per day.  
 Knowledge (nature) is a class skill.

1<sup>st</sup> *Calm Animals*(PH p207)

<Ench(comp)[mind], VS, 1StdAct, Close-range, 1min/lvl, SR applies>  
 – Calms 2d4 + 1/lvl HD of Animals, though all targets must be the same type of Animal. Any threat to a target will end the effect. Only Animals trained to attack or guard and Dire Animals are allowed a Will save to negate.

2<sup>nd</sup> *Hold Animal*(PH p241)

<Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies>  
 – One Animal is Held. It gets a new Will save each round to end the spell.

3<sup>rd</sup> *Dominate Animal*(PH p224)

<Ench(comp)[mind], VS, 1Round, Close-range, 1rnd/lvl, WillNeg, SR applies>  
 – Telepathically control one Animal with simple commands. Self-destructive orders are ignored. The caster can mentally command the target as a Move Action provided they are within Close-range of each other.

4<sup>th</sup> *Summon Nature's Ally IV*(PH p288)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>  
 – Summons one or more creatures to fight the caster's enemies. The creatures can attack on the caster's initiative starting their first round.

Table	#
<u>Summon Nature's Ally IV</u>	1
<u>Summon Nature's Ally III</u>	1d3
<u>Summon Nature's Ally II</u> (or less)	1d4+1

5<sup>th</sup> *Commune with Nature*(PH p211)

<Div, VS, 10Minutes, Personal>  
 – By becoming “one with nature”, the caster can know up to 3 facts about the surrounding natural terrain (e.g., location of water, animal population, presence of powerful unnatural creatures). The caster can learn about an area of 1 mile/level radius above ground & 100' /level below ground. Construction, including towns & dungeons, obstructs this spell.

6<sup>th</sup> *Antilife Shell*(PH p199)

<Abj, VS/DF, 1Round, 10min/lvl(D), no save, SR applies>  
 – Creates a 10' radius Emanation, mobile, invisible sphere around the caster that cannot be entered by Animals, Aberrations, Magical Beasts, Dragons, Fey, Giants, Humanoids, Monstrous Humanoids, Oozes, Plants, & Vermin.  
 The following creature types are immune: Constructs, Elementals, Outsiders, & Undead.

7<sup>th</sup> *Animal Shapes*(PH p198)

<Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl(D)>  
 – One willing subject per level in a 30' area are polymorphed into an animal of the caster's choice. All subject must be turned into the same type of animal. The caster may dismiss the spell on all of the subjects, or an individual subject may dismiss the spell from himself as a Full-Round Action. See the Polymorph Table for details.

8<sup>th</sup> *Summon Nature's Ally VIII*(PH p289)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>  
 – Summons one or more creatures to fight the caster's enemies. The creatures can attack on the caster's initiative starting their first round.

Table	#
<u>Summon Nature's Ally VIII</u>	1
<u>Summon Nature's Ally VII</u>	1d3
<u>Summon Nature's Ally VI</u> (or less)	1d4+1

9<sup>th</sup> *Shapechange*(PH p277)(PHe)+

<Trans, VSF(1500gp jade circlet), 1StdAct, Personal, 10min/lvl(D)>  
 – The caster takes a new form, which can be changed each round as Free Action, which:  
 a) can be any creature type, including those which has Incorporeal or Gaseous forms;  
 b) cannot have more HD than the Caster level (max 25HD);  
 c) may be as small as Fine-size & as large as Colossal-size.  
 The caster gets the following from the new form:  
 a) Strength, Dexterity, & Constitution;  
 b) Extraordinary & Supernatural attacks & qualities.  
 The caster keeps the following from its original form:  
 a) Intelligence, Wisdom, & Charisma;  
 b) hit points (ignore new Constitution score);  
 c) level, class, & alignment;  
 d) base attack bonus & base save bonuses (though these can be modified by the new form's Str, Dex, & Con); and  
 e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

- a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);
- b) the caster's equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;
- c) +10 bonus on Disguise checks;
- d) gain 1 day's natural healing of hit-points only; and
- e) if slain, return to original form.

**Artifice** (Eb p104)

+4 Competence bonus on Craft checks.

Conjuration (creation) spells are at +1 caster level.

**1<sup>st</sup> Animate Rope**(PH p199)

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

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

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

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

**2<sup>nd</sup> Wood Shape**(PH p303)

<Trans, VS/DF, 1StdAct, Touch, Instantaneous>

- Permanently reshapes a single piece of wood of up to 10 cubic feet + 1 cubic foot per level into a shape of the caster’s choosing, though fine detail is not possible.

**3<sup>rd</sup> Stone Shape**(PH p284)(PHe+)

<Trans[earth], VS/AM(clay sculpted into the new shape)/DF, 1StdAct, Touch>

- Permanently reshapes a single piece of stone of up to 10 cubic feet + 1 cubic foot per level into a shape of the caster’s choosing, though fine detail is not possible.

**4<sup>th</sup> Minor Creation**(PH p253)

<Conj(creat), VSM(tiny piece of substance to be created), 1Minute, 1hr/lvl(D)>

- Creates an object of up to 1 cubic foot per level made from wood, cloth, hemp, or other non-living vegetable matter.

A Craft check is needed to make complex items

**5<sup>th</sup> Fabricate**(PH p229)

<Trans, VS, 1Round per Unit of raw materials, Close-range, Instantaneous>

- Converts 1 Unit of raw materials per level into mundane items. For this spell, a Unit is 1 cubic foot of metal –or– 10 cubic feet of other materials. An appropriate Craft check must be made to determine the quality of the produced items.

**6<sup>th</sup> Major Creation**(PH p252)

<Conj(creat), VSM(tiny piece of substance to be created), 10Minutes, Close-Range>

- Creates one object of up to 1 cubic foot per level. Duration is based on the material created:

Wood/Cloth	2hrs/lvl
Stone/Base Metal	1hr/lvl
Precious Metal	20min/lvl
Gem	10min/lvl
Adamantite, Mithral,	
Alchemical Silver	1rnd/lvl

Note that a Cold Iron item cannot be created.

A Craft check is needed to make complex items

**7<sup>th</sup> Hardening**(MoF p99)(D&D p216)(Eb p112)

<Trans, VS, 1StdAct, Touch, Permanent>

- Touched object’s Hardness is increased by 1 per 2 levels.

A metal or mineral object can have a volume up to 1 cubic foot per level. An object of another material can be up to 10 cubic feet per level.

**8<sup>th</sup> True Creation**(CDiv p184) (Eb p117)

<Conj(creat), VSM(tiny piece of substance to be created)X(value of created object in gp), 10Minutes, 0’ range, Instantaneous>

- Creates one nonmagical, nonliving object of up to 1 cubic foot per level.

A Craft check is needed to make complex items

**9<sup>th</sup> Prismatic Sphere**(PH p264)

<Abj, V, 1StdAct, 10min/lvl(D)>

- Creates a 10’ radius opaque sphere around the caster. Anyone within 20’ of the sphere who has less than 8HD is Blind for 2d4 x 10 minutes.

The caster can walk through the sphere without difficulty. Anyone else trying to go through the wall is effected by each of its colors (SR check required for each color), unless they are dispelled in order. The colors, in order, are the following:

Color	Negated by	Effect
Red	<i>Cone of Cold</i>	20hp fire (Ref½)
Orange	<i>Gust of Wind</i>	40hp acid (Ref½)
Yellow	<i>Disintegrate</i>	80hp electricity (Ref½)
Green	<i>Passwall</i>	Death (Fort½ 1d6Con)
Blue	<i>Magic Missile</i>	<i>Flesh to Stone</i> (FortNeg)
Indigo	<i>Daylight</i>	<i>Insanity</i> (WillNeg)
Violet	<i>Dispel Magic</i>	<i>Plane Shift</i> (WillNeg)

The sphere is immune to Dispel Magic, Greater Dispel Magic, and Antimagical Sphere, but not Mordenkainen’s Disjunction.

**Balance** (PGF p84) (Und p53)

Add your Wisdom modifier to your AC for one round per level. Usable 1/day as a Free Action.

**1<sup>st</sup> Make Whole**(PH p252)

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

- Repairs breaks in an object of up to 10 cubic feet per lvl. This spell cannot repair warping, burning disintegration, melting, being ground into powder, nor can it target Constructs.

**2<sup>nd</sup> Calm Emotions**(PH p207)

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

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

This spell Suppresses (but doesn't negate)

Barbarian Rage, Bardic Music that Inspires Courage, Fear effects, Confusion effects, and any Morale bonuses.

**3<sup>rd</sup> Clarity of Mind**(Und p57)

<Abj, VS/DF, 1StdAct, Touch, 1hour/lvl>

- The touched living creature gains the following:
  - +4 Insight bonus on saving throws vs. spells with the Charm, Compulsion, and Glamer sub-schools;
  - The miss chance cause by any Glamer spells (such as *Blur* or *Displacement*) is reduced by 10%.

**4<sup>th</sup> Dismissal**(PH p222)

<Abj, VS/DF, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

- Forces an Extraplanar creature to return to its native plane (80%) or a random plane (20%). The target receives its HD as a bonus to its saving throw & the Caster level as a penalty to its saving throw.

**5<sup>th</sup> Sanctuary, Mass**(Und p61)

<Abj, VS/DF, 1StdAct, Touch, 1rnd/lvl, no SR>

- One touched subject per two levels receives protection from attacks.

When an opponent attempt to target the subject with a melee attack, ranged attack, or a targeted spell (as opposed to an area-of-effect spell), the opponent must make a Will save.

If successful, the opponent continues its action. On a failure, the opponent cannot attack the subject, loses the action, and cannot attempt to attack the subject again for the remainder of the duration.

If the subject attacks anyone, the spell ends.

**6<sup>th</sup> Banishment**(PH p202)

<Abj, VS/AF(object or substance hated by the target), Close-range, WillNeg, SR applies>

- Banishes up to 2 HD per level of Extraplanar creatures in a 30' area away from the current plane. Extra hated objects give a +1 on SR Checks and +2 to the spell's DC.

**7<sup>th</sup> Word of Balance**(Und p63)

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

- Any Lawful Good, Chaotic Good, Lawful Evil, or Chaotic Evil creatures within a 30' radius Spread who hears 'word of balance' & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Nauseated for 1 round.

up to Caster lvl - 1: Weakened for 2d4 rnds & above.

up to Caster lvl - 5: Paralyzed for 1d10 min & above.

up to Caster lvl - 10: Dead / Destroyed.

In addition, if the caster is on his/her home plane of existence, any LG, CG, LE, or CE Extraplanar creature in the area of effect (even if the 'word of chaos' cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a -4 penalty).

**8<sup>th</sup> Protection from Spells**(PH p266)

<Abj, VSM(500gp diamond)F(1,000gp diamond per subject), 1StdAct, Touch, 10min/lvl>

- Up to 1 touched subject per 4 levels gains a +8 Resistance bonus to saving throws against spells & spell-like abilities.

The spell ends for any subject that stops carrying his/her focus diamond.

**9<sup>th</sup> Weighed in the Balance**(Und p63)

<Necro, V, 1StdAct, Instantaneous, WillNeg, SR applies>

- All creatures in a 30' radius Spread around the caster benefit or are penalized by how close their alignment is to Neutral and their relationship with the natural world.

Type / Alignment	Effect
LG, CG, LE, CE	<i>Inflict Critical Wounds</i>
NG, LN, CN, NE	<i>Inflict Light Wounds</i>
N	<i>Cure Critical Wounds</i>
any Undead	<i>Heal</i>

**Cavern**

(PGF p85) (FR p62)

Gain the dwarven ability ‘Stonecunning’. If you already have ‘Stonecunning’, then the bonus to observe unusual stone work goes up to +4.

**1<sup>st</sup> Detect Secret Doors**(PH p220)

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

– The caster can see secret doors, compartments, caches, etc. in a 60’ Cone-shaped Emanation.

This spell does not locate items that are obscured (i.e., behind boxes or under a rug).

The information gained increases each round:

1<sup>st</sup> round – presence of a secret door.

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

If not in line-of-sight, the caster only knows the direction.

3<sup>rd</sup>+ rounds – method to open one specific secret door.

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

**2<sup>nd</sup> Darkness**(PH p216)

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

– Touched object radiates shadowy illumination in a 20’ radius. Creatures in the darkness have Concealment (20% miss chance).

Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

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

**3<sup>rd</sup> Meld into Stone**(PH p252)

<Trans[earth], VS/DF, 1StdAct, Personal, 10min/lvl>

– The caster (& up to 100 pounds of gear) can step into a block of stone that can entirely contain his/her body & equipment. The caster remains just under the surface that was entered & is able to hear what is going on outside the stone (but not see). While in the stone, the caster can target himself/herself with spells. The caster may exit the surface that was entered at any time.

The following effect is inflicted on the caster if the target stone is damaged as listed:

- *Stone Shape*: Take 3d6 damage.

- *Passwall*: Expelled.

- *Stone to Flesh* –or– not exiting before the duration ends –or– the spell is Dispelled –or– the stone is broken so that the caster can no longer fit within it: Expelled & take 5d6 damage.

- *Transmute Rock to Mud* –or– the stone is totally destroyed: Expelled & Fort save vs. DC 18 or die.

**4<sup>th</sup> Leomund’s Secure Shelter**(PH p247)

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

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

**5<sup>th</sup> Passwall**(PH p259)

<Trans, VSM(sesame seeds), 1StdAct, Touch, 1hr/lvl(D)>

– Creates a 5’ x 8’ passage through wood, plaster, or stone. The passage’s depth is 10’ + 5’ per 3 levels (max 25’ total). If the depth is not enough to pierce the wall, a dead-end passage is created, though another *Passwall* can be cast at its end to make it longer.

If Dispelled, anything in the passage is pushed out the side away from the dispelling.

**6<sup>th</sup> Find the Path**(PH p230)

<Div, VSF(rune stones), 3Rounds, 10min/lvl>

– The touched subject knows the shortest, most direct route to the specified location (not objects or people).

The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a *Glyph of Warding*. It does not predict the actions of guardians.

This spell will get a subject out of a *Maze* spell in 1 round.

**7<sup>th</sup> Maw of Stone**(FR p72)

<Trans, VS/DF, 1StdAct, Close-range, 10min/lvl(D)>

– Animates a natural cave opening or cavern up to 15’ high when a triggering condition (set at cast time) occurs. The effective Strength of the ‘maw’ is 30 (+7 modifier). If ‘maw’ has a height, length, -or- width greater than 8’, it is considered ‘Large’.

Cave Mouth: Makes one Grapple check each round on a creature going through it.

Cavern: Makes one Grapple check each round on each creature within it.

Medium-sized:

- Base Attack Bonus = Caster Level + Caster’s Wisdom modifier + 7;
- 2d6+10 damage on a Hold;
- AC 15, Hardness 8;
- Cave Mouths have 40hp, while Caverns have 60hp.

Large-sized:

- Base Attack Bonus = Caster Level + Caster’s Wisdom modifier + 6;
- +4 Size bonus on Grapple checks;
- 2d8+10 damage on a Hold;
- AC 14, Hardness 8;
- Cave Mouths have 60hp, while Caverns have 90hp.

**8<sup>th</sup> Earthquake**(PH p225)

<Evoc[earth], VS/DF, 1StdAct, Long-range, 1rnd, no SR>

– Intense tremor shakes a 80’ radius Spread (shapeable). The effect depends on the terrain. The result in [brackets] is halved / avoided with a Reflex save vs. DC 15.

Terrain Effect

Cave Roof collapses [8d6 damage to anyone below & ‘pinned beneath rubble’].

Cliff Landslide that goes horizontally as far as it fell vertically [8d6 damage & ‘pinned beneath rubble’].

Open [Fall down]. 25% chance of falling in a fissure (Reflex save vs. DC 20 to get out before it closes & kills anyone still trapped).

Building Takes 100hp damage (no Hardness) [8d6 damage to all within & ‘pinned beneath rubble’].

Marsh Fissures drain the water. [Sink in mud / quicksand].

Anyone ‘pinned beneath rubble’ takes 1d6 subdual damage each minute. If he/she goes unconscious, make a Constitution check vs. DC 15 or take 1d6 lethal damage per minute.

**9<sup>th</sup> Imprisonment**(PH p244)

<Abj[touch attack], VS, 1StdAct, Touch, WillNeg, SR applies>

– Touched target goes into Suspended Animation & is hidden within a sphere deep below the earth. If the caster knows the target’s name & details about its life, the target receives a –4 penalty on its save.

The target can only be freed by the spell *Freedom* cast in the area where this spell was cast. If not previously known, only *Wish*, *Miracle*, or *Discern Location* can find the location where to cast *Freedom*.

**Celerity** (CDiv p137)

+10' land movement when wearing up to Light Armor & carrying up to a Light Load.

**1<sup>st</sup> Expeditious Retreat**(PH p228)

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

- The caster's base land speed receives a +30' Enhancement bonus.

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

**2<sup>nd</sup> Cat's Grace**(PH p208)

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

- +4 Enhancement bonus to Dexterity.

**3<sup>rd</sup> Blur**(PH p206)

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

- Attacks miss touched subject 20% of the time.

**4<sup>th</sup> Haste**(PH p239)

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

- One subject/lvl within a 30' area moves faster:
  - +1 bonus on attacks;
  - +1 Dodge bonus to AC;
  - +30' Enhancement bonus to all forms of movement (land, climb, swim, burrow, fly), up to double the base movement;
  - when making a Full-Round Attack, the subject gets an additional attack at his/her best attack bonus.

This spell Counters & Dispels *Slow*.

**5<sup>th</sup> Tree Stride**(PH p296)

<Conj[teleport], VS/DF, 1StdAct, Personal, until depleted up to 1hr/lvl>

- The caster may enter a living tree large enough to fully contains his/her body. The caster then knows the location of all trees of the same type within range.

As a Full-Round action, the caster has the option of teleporting to one of those trees, which counts as one 'stride'. The spell is depleted when the caster has made 1 'stride' per level.

Type of Tree	Range	Type of Tree	Range
oak, ash, yew	3,000'	other Deciduous	1,500'
elm, linden	2,000'	any other Tree	500'

While the spell has duration remaining & has not been depleted, the caster may enter & leave trees at will.

**6<sup>th</sup> Wind Walk**(PH p302)

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

- The caster and one subject per three levels are transformed into a gaseous form, which grants the following:

- Fly 10'/Perfect;
- able to slip through any opening;
- gains Damage Reduction 10/magic;
- immune to poison & criticals;
- has an AC based only on Dexterity, size, Deflection bonuses, & armor bonuses due to Force effects;
- cannot attack
- can only cast spells with no Verbal, Somatic, Material, or Focus components (due to Metamagics);
- if wearing white, most viewers will think the subject is a cloud / mist;
- may invoke a magic wind, which makes the subject Fly speed increase to 60mph with Poor maneuverability;
- each subject may independently spends 5 rounds to shift back to solid form. At any time before the end of the duration, the subject may spend 5 more rounds shifting back to the wind walk form.

The caster can dismiss the spell for any or all subject at will.

If the spell is within 1 minute of its duration ending, all remaining subjects automatically descend at 60' per round (or faster if desired) before the spell expires.

**7<sup>th</sup> Cat's Grace, Mass**(PH p208)

<Trans, VSM(cat hair), 1StdAct, Close-range, 1min/lvl>

- One subject per level in a 30' area gains a +4 Enhancement bonus to Dexterity.

**8<sup>th</sup> Blink, Improved/Greater**(CArc p99)(UE p50)(CDiv p154)

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

- The caster flashes in & out of the Ethereal plane at random. The caster
  - has no chance of losing each attack or spell;
  - has a 50% chance of any attack or spell targeting him/her being lost (20% if the attacker can see Invisible –or– can effect incorporeal creatures);
  - takes ½ damage from area-of-effect attacks & falling;
  - can move at 75% of normal rate;
  - can step through solid matter up to his/her modified movement rate. If movement ends before the solid material is exited, the caster takes 1d6 damage per 5' traveled;
  - attacks as if Invisible; &
  - the caster can ready an action to avoid a specific attack (including magic). Unless the attack can effect an incorporeal target, it misses.

**9<sup>th</sup> Time Stop**(PH p294)

<Trans, V, 1StdAct, Personal>

- The caster steps out of time, gaining 1d4+1 rounds. During this time, the caster cannot harm others or target other creatures with spells. Persistent effects, such as fire, cold, or gases can still harm the caster. The caster cannot pass through antimagic fields.

**Celestial** (BoED p86)

Smite Evil, 1/day – +4 attack & +(Cleric level) damage vs. an Evil opponent.

**1<sup>st</sup> Vision of Heaven**(BoED p111)

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

– The Evil target receives a glimpse of Heaven, causing it to become Dazed for 1 round.

The target has a –1 penalty on Will saves to resist Redemption(BoED p28) for 24 hours.

**2<sup>nd</sup> Consecrate**(PH p212)

<Evoc[good], VSM(holy water, 25gp of silver dust)DF, 1StdAct, Close-range, 2hrs/lvl, no SR>

– A 20' radius Emanation is filled with Positive Energy. The following applies in the area:

- All Charisma checks to Turn and Destroy Undead gain a +3 Sacred bonus.
- Undead cannot be created or summoned.
- Undead in the area receive a –1 Sacred penalty on attacks, damage, & saves.

If cast on an altar or other permanent fixture to the caster's deity, the Sacred bonuses & penalties are doubled. A caster cannot consecrate an area with a permanent fixture to another deity.

If cast in an area sacred to a different deity, the area is cut off from its connection to that deity and its power. The area does not gain the Undead effecting powers listed above.

This spell Counters & Dispels Desecrate.

**3<sup>rd</sup> Blessed Sight**(BoED p92)

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

– The caster's eyes glow white & he/she can see the Alignment Aura of Evil creatures, spells, or objects in a 120' Cone-shaped Emanation. Although similar to Detect Evil, this spell does not require concentration & sees the location & strengths of all auras within the emanation on the first round.

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

An "Overwhelming" aura may Stun a Good-aligned caster for 1 round.

**4<sup>th</sup> Planar Ally, Lesser**(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(100), 10Minutes, no SR>

– The caster requests his/her deity send an Elemental or Outsider of up to 6HD (a specific one may be requested by name).

Once the 'ally' arrives, the caster must negotiate what task it should do & what it gets in return. The following table gives an idea of the cost in money, items, etc.

Time Required	Payment
up to 1min/lvl	100gp / HD
up to 1hr/lvl	500gp / HD
up to 1day/lvl	1,000 / HD

Difficulty	Modifier
Matches Alignment	50% less
Non-hazardous	50% less
Very Dangerous	100% more
Suicidal	no deal

When the task is complete, the 'allies' informs the caster of their deeds & then return home.

**5<sup>th</sup> Heavenly Lightning**(BoED p100)

<Evoc[good], VS, 1StdAct, Close-range, no save, SR applies>

– Up to one creature per two Caster levels takes 3d6 damage.

**6<sup>th</sup> Call Faithful Servants**(BoED p93)

<Conj(call)[good], VS, 1Minute, Close-range, Instantaneous>

– The caster calls 1d4 Lantern Archons (LG), 1d4 Coure Eladrins (CG), or 1d4 Musteval Guardinals (NG) to server as guards, soldiers, spies, etc., for up to 1 year. Only 2HD per Caster level of Celestials can be controlled at any time.

Note: This spell can only be cast by Celestials, and the caster may not have cast a Conjuraction spell for 3 days prior to casting this spell.

**7<sup>th</sup> Heavenly Lightning Storm**(BoED p100)

<Evoc[good], VS, 1StdAct, Medium-range, no save, SR applies>

– Up to one creature per Caster level takes 5d6 damage.

**8<sup>th</sup> Holy Aura**(PH p241)

<Abj[good], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20' radius Burst of the caster gains a radiance, which provides the following:

- +4 Deflection bonus to AC.
- +4 Resistance bonus to saving throws.
- Spell Resistance 25 against Evil spells & spells cast by Evil creatures.
- Blocks any mind control.
- If an Evil creature successfully hits someone with the aura in melee, the attacker becomes permanently Blind (FortNeg).

**9<sup>th</sup> Gate**(PH p234)

<Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

– Opens a portal to a different plane of existence that is 5' to 20' wide. Creatures on both sides can see through & can travel freely through the opening.

-or-

<Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR>

– Calls & controls one or more Outsiders to perform a task. The caster may target:

- 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.
- a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.
- a single non-unique / divine Outsider of more than 2x the Caster level can be called but not controlled.
- a unique / divine Outsider can be called, but it decides whether or not to arrive & it is never controlled.

A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be "immediate" or "contractual" term:

- Any task which requires no more than 1rnd/lvl to complete can be assigned without a 'contract' (i.e., no payment).
- A "long term" task requires a 'contract', which entitles the summoned creature(s) to be fairly paid when the task is completed.

**Chaos** (PH p186)

Cast [chaos] spells at +1 Caster Level.

**1<sup>st</sup> Protection from Law**(PH p266)

<Abj[chaos], VSM(silver)/DF, Touch, 1min/lvl(D)>  
– Subject gains the following:

- +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Lawful creatures;
- Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is **Suppressed**; &
- Keeps non-Chaotic Summoned creatures 1' away unless they make a Spell Resistance check or the subject attacks.

**2<sup>nd</sup> Shatter**(PH p278)

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

– Sonic vibration destroy objects in 1 of 3 ways:

- All non-magic glass, crystal, etc., in a 5' radius **Burst** that weigh less than 1 lb/lvl are shattered. An attended object gets a Will save to negate. Otherwise, no save.
- A single solid object weighing up to 10 lbs/lvl can be shattered. An attended object gets a Will save to negate.
- A targeted crystalline creature takes 1d6 sonic damage per level (max 10d6), Fortitude save for ½.

**3<sup>rd</sup> Magic Circle against Law**(PH p250)

<Abj[chaos], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10' radius **Emanation** around the touched subject gain the following

- +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Lawful creatures;
- Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is **Suppressed**; &
- Keeps non-Chaotic Summoned creatures 3' away unless they make a Spell Resistance check or the subject attacks.

–or–

<Abj[chaos], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3' diameter circle with silver dust and then casts a Conj(call) spell to call a non-Chaotic creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle's boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

**4<sup>th</sup> Chaos Hammer**(PH p208)(PHe)+

<Evoc[chaotic], VS, 1StdAct, Medium-range, Will½, SR applies>

– All creatures in a 20' radius **Burst** take different effects based on their alignment:  
Lawful Outsiders – 1d6/lvl (max 10d6) (Will½) & **Slowed** for 1d6 rnds (WillNeg).  
Lawful – 1d8 per 2 levels (max 5d8) (Will½) & **Slowed** for 1d6 rnds (WillNeg).  
Neutral – 1d4 per 2 lvls (max 5d4) (Will½).  
Chaotic – no effect.

**5<sup>th</sup> Dispel Law**(PH p222)

<Abj[chaotic][touch attack], VS/DF, 1StdAct, Personal, Until Discharged up to 1rnd/lvl>

– The caster gains a flickering aura, which provides a +4 Deflection bonus to AC against Lawful creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

- touch attack on a Lawful creature from another plane will force it home if it fails its SR check (if any) and its Will save.
- touching a Lawful spell or an enchantment cast by a Lawful caster ends the spell as per a successful casting of *Dispel Magic*.

**6<sup>th</sup> Animate Objects**(PH p199)

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

– Animates the equivalent of one Small-sized, non-magical, unattended (i.e., not carried or worn) object per level, which can be used to immediately attack an opponent. Use the Animated Object creature(MM p13) for the items effected by this spell.

The caster may change which objects are animated as a Move Action each round.

The caster may animate larger objects in place of a number of Small objects.

1 Medium = 2 Small    1 Gargantuan = 16 Small  
1 Large = 4 Small    1 Colossal = 32 Small  
1 Huge = 8 Small

**7<sup>th</sup> Word of Chaos**(PH p303)

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

– Any non-Chaotic creatures within a 40' radius **Spread** who can hear the 'word of chaos' & that has no more HD than the caster suffer from the following effects (**no save**):  
up to Caster lvl: **Deafened** for 1d4rnds.  
up to Caster lvl - 1: **Stunned** for 1 round & above.  
up to Caster lvl - 5: **Confused** for 1d10 min & above.

up to Caster lvl - 10: **Dead / Destroyed**.

In addition, if the caster is on his/her home plane of existence, any non-Chaotic **Extraplanar** creature in the area of effect (even if the 'word of chaos' cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

**8<sup>th</sup> Cloak of Chaos**(PH p210)

<Abj[chaotic], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20' radius **Burst** of the caster is engulfed in random patterns, which provides the following:  
a) +4 Deflection bonus to AC.  
b) +4 Resistance bonus to saving throws.  
c) Spell Resistance 25 against Lawful spells & spells cast by Lawful creatures.  
d) Blocks any mind control.  
e) If a Lawful creature hits the subject in melee, the attacker becomes **Confused** for 1 round (WillNeg).

**9<sup>th</sup> Summon Monster IX (chaotic)**(PH p288)

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

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

Table	#
<b>Summon Monster IX</b>	1
<b>Summon Monster VIII</b>	1d3
<b>Summon Monster VII (or lower)</b>	1d4+1

Charm (PGF p85)(Eb p105)

Gain +4 Charisma for 1 minute, usable once per day as a Free Action.

1<sup>st</sup> *Charm Person*(PH p209)

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

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

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

2<sup>nd</sup> *Calm Emotions*(PH p207)

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

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

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

3<sup>rd</sup> *Suggestion*(PH p285)

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

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

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

4<sup>th</sup> *Good Hope*(PH p237)

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

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

5<sup>th</sup> *Charm Monster*(PH p209)

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

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

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

6<sup>th</sup> *Geas/Quest*(PH p234)

<Ench(comp)[mind][language], V, 10Minutes, Close-range, until discharged(D), no save, SR applies>

- One subject obeys the caster's command "to the letter", though self-destructive orders break the spell.

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

If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage each day (no save) & is Sickened (FortNeg). The effects end after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic* or *Break Enchantment*, though it can be ended by *Limited Wish*, *Miracle*, or *Wish*. *Remove Curse* only works if its Caster level is two higher than this spell's Caster level.

7<sup>th</sup> *Insanity*(PH p244)

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

- One target becomes continuously Confused. Only curable by *Greater Restoration*, *Limited Wish*, *Miracle*, or *Wish*.

8<sup>th</sup> *Demand*(PH p217)

<Ench(comp)[mind], VSM(copper wire, hair from subject), 10Minutes, 1hr/lvl, Will½>

- Sends instructions of 25 words or less to a familiar target anywhere, who may send back a 25 word response immediately.

If the target fails its Will save, it is compelled to follow the instructions in the message, if reasonable. The instructions may activate immediately or may contain a trigger to activate them later. At the end of the duration, the instructions loose their power, triggered or otherwise.

9<sup>th</sup> *Dominate Monster*(PH p224)

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

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

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

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

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

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

**Cold**

(PGF p85)(CDiv p137)

Rebuke / Control / Bolster Cold Creatures –or– Turn / Destroy Fire Creatures, up to 3+Charisma modifier times per day.

**1<sup>st</sup> Chill Touch**(PH p209)

&lt;Neuro[touch attack], VS, 1StdAct, SR applies&gt;

- Touch attack deals 1d6 Negative Energy damage (no save) and 1 Strength Damage (FortNeg), except to Undead, who become Panicked for 1d4 + 1/lvl rounds (WillNeg). Touch attack may be used 1 time per level.

**2<sup>nd</sup> Chill Metal**(PH p209)

&lt;Trans[cold], VS/DF, 1StdAct, Close-range, 7rnds, SR applies&gt;

- The caster causes targeted metal to become freezing cold, after which it thaws. The metal of 1 creature per 2 levels may be targeted as long as they are within 30', or the caster may target 25 lbs. per level. Magic or attended metal get a Will saves to negate. Damage is determined by the round & the amount of contact (min damage for just touching, normal damage for wearing):
 

Rnd 1	– none	Rnd 6	– 1d4
Rnd 2	– 1d4	Rnd 7	– none
Rnd 3-5	– 2d4		

This spell Counters and Dispels Heat Metal.**3<sup>rd</sup> Sleet Storm**(PH p280)

&lt;Conj(creat)[cold], VSM(dust, water)/DF, 1StdAct, Long-range, 1rnd/lvl, no save, no SR&gt;

- Blocks all vision in a 40' radius Spread by 20' high cylinder. Moving in the area of effect requires a Balance check vs. DC 10. Success allows ½ movement, while failing by 5 or more causes the target to fall down.

**4<sup>th</sup> Ice Storm**(PH p243)

&lt;Evoc[cold], VSM(dust, water)/DF, 1Round, Long-range, Instantaneous, no save, SR applies&gt;

- Hail deals 3d6 Bludgeoning damage + 2d6 Cold damage in a 20' radius by 40' high cylinder. Listen checks receive a –4 penalty during the round of hail & movement through the target area is halved.

**5<sup>th</sup> Wall of Ice**(PH p299)

&lt;Evoc[cold], VSM(quartz), 1StdAct, Medium-range, 1min/lvl&gt;

- Creates an anchored sheet of ice. To breach a 10' section requires 3hp/lvl (Fire does normal damage) –or– a Strength check vs. DC 15+Caster level. The wall has 2 forms:
  - a) Ice Plane – one 10' square per level that can be stacked vertically or horizontally. Going through a breach does 1d6 +1/lvl Cold damage (no save, but SR applies).
  - b) Hemisphere – maximum radius of 3' + 1'/lvl. Going through a breach causes no damage.

Any creature adjacent to where the wall is being created is allowed a Reflex save to disrupt the spell, causing it to fail.

**6<sup>th</sup> Cone of Cold**(PH p212)

&lt;Evoc[cold], VSM(crystal cone)/DF, 1StdAct, Ref½, SR applies&gt;

- 60' Cone-shaped Burst deals 1d6/lvl Cold damage (max 15d6).

**7<sup>th</sup> Control Weather**(PH p214)

&lt;Trans, VS, 10Minutes, 4d12hours&gt;

- The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season      Weather Choices

Spring      Tornado, Thunderstorm, Hot

Summer      Rain, Heat Wave, Hailstorm

Autumn      Hot, Cold, Fog, Sleet

Winter      Frigid Cold, Blizzard, Thaw

Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

**8<sup>th</sup> Polar Ray**(PH p262)

&lt;Evoc[cold][ray], VSF(ceramic prism), 1StdAct, Close-range, no save, SR applies&gt;

- Ray does 1d6 Cold dmg per lvl (max 25d6).

**9<sup>th</sup> Obedient Avalanche**(PGF p108)(CDiv p170)

&lt;Conj(creat)[cold], VS, 1StdAct, Medium-range, Instantaneous, no SR&gt;

- Creates a mass of snow that falls on a 20' radius area & expands out from there to a 40' radius area. All flames in the 40' radius are extinguished, even if magical. Once created, the snow is non-magical and melts normally.

All creatures within 20' of the point of origin take the following effects:

- a) 1d8 lethal damage per 2 caster levels (max 10d8) (Ref½);
- b) 1d6 Cold damage per 2 caster levels (max 10d6) (Ref½);
- c) Buried under the snow (RefNeg) (see DMG3.5 p90 for details);
- d) The area is covered with Heavy Snow (see DMG3.5 p94 for details).

All creatures from 20' to 40' from the point of origin take the following effects:

- a) 1d4 lethal damage per 2 caster levels (max 10d4) (Ref½);
- b) 1d3 Cold damage per 2 caster levels (max 10d3) (Ref½);
- c) Bull Rushed away from the point of origin at a +13 modifier (RefNeg);
- d) The area is covered with Snow (see DMG3.5 p94 for details).

All small trees &amp; vegetation are uprooted by the avalanche, leaving Light Rubble after the snow has melted. All structures take 1d6x10 hit-points of damage

**Commerce** (Eb p105)

+10 Competence bonus on Profession checks made to earn a living (but not checks to accomplish a specific task).

Appraise becomes a class skill.

**1<sup>st</sup> Comprehend Languages**(PH p212)

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

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

**2<sup>nd</sup> Zone of Truth**(PH p303)

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

– Creatures in a 20' radius Emanation that fail their save cannot lie. All subject know that the zone is in effect & have the option of not speaking or being evasive.

**3<sup>rd</sup> Tongues**(PH p294)

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

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

**4<sup>th</sup> Glibness**(PH p235)(PHe)+

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

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

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

**5<sup>th</sup> True Seeing**(PH p296)

<Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl>

– Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur* & *Displacement*, not effected by Invisibility, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane.

This spell cannot be used in conjunction with scrying magics, such as *Clairaudience* / *Clairvoyance*.

**6<sup>th</sup> Leomund's Secret Chest**(PH p247)

<Conj(sum), VSF(5,000gp chest & a 50gp replica), 10Minutes, until discharged>

– The caster may place 1 cubic foot of material per level in a specially made chest, despite the actual masterwork chest being only 3' x' 2' x 2'. At the spell's completion, the chest disappears into the Ethereal Plane (75% chance of failure if there is anything living in the chest).

By holding the miniature replica & spending a Standard Action, the caster may summon the chest back to the current location. If the replica is lost, the chest can not be summoned back, even by a *Wish*.

Each day the chest spends in the Ethereal Plane after the 60 days, there is a cumulative 5% chance that the replica will loose its connection to the original chest, resulting in the later being lost.

Items in the chest are not in stasis, so they age normally.

**7<sup>th</sup> Refuge**(PH p270)

<Conj[teleport], VSM(1,500gp trigger object), 1StdAct, Touch, until discharged>

– A preset teleportation is activated when the trigger object is broken at the same time the command word is spoken. The caster presets the object to either

- teleport the breaker to the caster's sanctum; or
- teleport the caster to the breaker's location.

**8<sup>th</sup> Analyze Dweomer**(PH p197)

<Div, VSF(tiny lens made from ruby/sapphire and gold worth 1,500gp), 1StdAct, Close-range, 1rnd/lvl(D), no SR>

– Each round as a Free Action, the caster may learn the magical properties of one object or the spells on one person. An attended object is allowed a Will save to resist, in which case it is immune to this spell for 24 hours.

Target Person: All active spells on the target, including the effect & its Caster level.

Target Object: How the magic item functions, how to activate it, & the number of remaining charges. If it has active spells on it, the caster knows their effects & Caster levels.

**9<sup>th</sup> Polymorph Any Object**(PH p263)(PHe)+

<Trans, VSM(mercury, gum arabic, smoke)/DF, 1StdAct, Close-range, FortNeg, SR applies>

– Changes any subject into anything else. "Minor" changes can be permanent (e.g., changing a mantichore into a shrew), while extreme changes have a limited durations (e.g., changing a pebble into a human).

This spell can mimic the following spells:

*Flesh to Stone*, *Baleful Polymorph*, *Stone to Flesh*, *Transmute Mud to Rock*, *Transmute Rock to Mud*, *Transmute Metal to Wood*.

Community (BoED p86) (Eb p105)

*Calm Emotion*, usable once per day.

+2 Competence bonus on Diplomacy checks.

1<sup>st</sup> *Bless*(PH p205)

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

- All allies within a 50' radius Burst gain a +1 Morale bonus on attacks & +1 Morale bonus on saves vs. fear.

This spell Counters and Dispels the spell *Bane*.

2<sup>nd</sup> *Status*(PH p284)

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

- Monitors the position (distance & direction) and condition (unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc.) of one touched living subject per 3 levels at any range.

3<sup>rd</sup> *Prayer*(PH p264)

<Ench(comp)[mind], VS/DF, 1StdAct, 1rnd/lvl, no save, SR applies>

- All allies within 40' radius Burst of the caster gain +1 Luck bonus on attacks, damage, saves, & skill checks.

All enemies within 40' radius Burst of the caster suffer a –1 Luck penalty on attacks, damage, saves, & skill checks.

4<sup>th</sup> *Status, Greater*(BoED p100)

<Div, VS/DF, 1StdAct, Touch, 1hr/lvl>

- Monitors the position (distance & direction) and condition (unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc.) of one touched living subject per 3 levels at any range.

In addition, the caster may cast beneficial 'touch' spells of up to 2<sup>nd</sup> lvl through the link

5<sup>th</sup> *Rary's Telepathic Bond*(PH p268)

<Div, VSM(eggshells), 1StdAct, Close-range, 10min/lvl(D)>

- One willing creature per three levels in a 30' area can be telepathically connected, though the caster does not have to be one of the subjects. Each subject must be willing & have an Intelligence of 3 or higher.

Once connected, the group can communicate at any range. All subjects can hear all communications of the group & language is not an issue.

6<sup>th</sup> *Heroes' Feast*(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

- Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

7<sup>th</sup> *Refuge*(PH p270)

<Conj[teleport], VSM(1,500gp trigger object), 1StdAct, Touch, until discharged>

- A preset teleportation is activated when the trigger object is broken at the same time the command word is spoken. The caster presets the object to either

- teleport the breaker to the caster's sanctum; or
- teleport the caster to the breaker's location.

8<sup>th</sup> *Sympathy*(PH p292)

<Ench(comp)[mind], VSM(1,500gp of pearls, honey)/DF, 1Hour, Close-range, 2hrs/lvl, Will½, SR applies>

- Target object or location (up to 10' cube per level) attracts a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can leave the area or object, but must make an other save 10-60 minutes later or feel the urge to return.

This spell Counters and Dispels *Antipathy*.

9<sup>th</sup> *Heal, Mass*(PH p239)

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

- One subject per level within a 30' area is infused with Positive Energy, healing 10hp per level (max 250hp) and being immediately cured of the following: ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, diseased, Exhausted, Fatigued, Feeblemind, insanity, Nauseated, Sickened, Stunned, and / or being poisoned.

This spells does not remove Negative Levels, ability Drain, & lost levels.

If an Undead is a target of this spell, it takes 10hp per level (max 250hp) of Positive Energy damage (SR applies). On a successful save, the target only takes ½ damage and cannot be brought to less than 1hp.

Community<sup>7</sup> (CDiv p137)

*Calm Emotion*, usable once per day.

+2 Competence bonus on Diplomacy checks.

1<sup>st</sup> *Bless*(PH p205)

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

- All allies within a 50' radius Burst gain a +1 Morale bonus on attacks & +1 Morale bonus on saves vs. fear.

This spell Counters and Dispels the spell *Bane*.

2<sup>nd</sup> *Status*(PH p284)

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

- Monitors the position (distance & direction) and condition (unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc.) of one touched living subject per 3 levels at any range.

3<sup>rd</sup> *Prayer*(PH p264)

<Ench(comp)[mind], VS/DF, 1StdAct, 1rnd/lvl, no save, SR applies>

- All allies within 40' radius Burst of the caster gain +1 Luck bonus on attacks, damage, saves, & skill checks.

All enemies within 40' radius Burst of the caster suffer a –1 Luck penalty on attacks, damage, saves, & skill checks.

4<sup>th</sup> *Tongues*(PH p294)

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

- The touched subject can understand & speak any intelligent creature's language.

5<sup>th</sup> *Rary's Telepathic Bond*(PH p268)

<Div, VSM(eggshells), 1StdAct, Close-range, 10min/lvl(D)>

- One willing creature per three levels in a 30' area can be telepathically connected, though the caster does not have to be one of the subjects. Each subject must be willing & have an Intelligence of 3 or higher.

Once connected, the group can communicate at any range. All subjects can hear all communications of the group & language is not an issue.

6<sup>th</sup> *Heroes' Feast*(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

- Creates a banquet for 1 creature per level.

Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

7<sup>th</sup> *Refuge*(PH p270)

<Conj[teleport], VSM(1,500gp trigger object), 1StdAct, Touch, until discharged>

- A preset teleportation is activated when the trigger object is broken at the same time the command word is spoken. The caster presets the object to either

- teleport the breaker to the caster's sanctum; or
- teleport the caster to the breaker's location.

8<sup>th</sup> *Mordenkainen's Magnificent Mansion*(PH p256)

<Conj(create), VSF(5gp small ivory portal, 5gp piece of marble, 5hp tiny silver spoon), 1StdAct, Close-range, 2hrs/lvl(D)>

- Creates an extra-dimensional space of up to three contiguous 10' cubes per level. The space is designed for many people to rest comfortably:

- Contains fresh air & food for 12 people/lvl.
- Has 2 *Unseen Servants* per lvl.
- The floor plan is designated by the caster.

The entrance is 8' tall by 4' wide & can only be entered by those designated by the caster.

Once the caster enters the mansion, the entrance becomes Invisible & sealed, though it may be reopened from the inside.

9<sup>th</sup> *Heal, Mass*(PH p239)

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

- One subject per level within a 30' area is infused with Positive Energy, healing 10hp per level (max 250hp) and being immediately cured of the following: ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, diseased, Exhausted, Fatigued, Feeblemind, insanity, Nauseated, Sickened, Stunned, and / or being poisoned.

This spells does not remove Negative Levels, ability Drain, & lost levels.

If an Undead is a target of this spell, it takes 10hp per level (max 250hp) of Positive Energy damage (SR applies). On a successful save, the target only takes ½ damage and cannot be brought to less than 1hp.

**Competition**

(CDiv p138)

+1 bonus on all Opposed Checks, as an Extraordinary ability.

**1<sup>st</sup> Remove Fear**(PH p271)

&lt;Abj, VS, 1StdAct, Close-range, 10min&gt;

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

This spell **Counters & Dispels Cause Fear**, and **Suppresses** all other fear effects.**2<sup>nd</sup> Zeal**(CDiv p191)

&lt;Abj, VS, 1StdAct, Personal, 1rnd/lvl&gt;

– The caster designates a foe. Against all enemies **except** the designated foe, the caster gain a +4 Deflection bonus to AC against Attacks of Opportunity.

The caster also may move through opponent's spaces as if they were allies as long as he/she ends the movement closer to the designated foe than he/she started.

**3<sup>rd</sup> Prayer**(PH p264)

&lt;Ench(comp)[mind], VS/DF, 1StdAct, 1rnd/lvl, no save, SR applies&gt;

– All allies within 40' radius **Burst** of the caster gain +1 Luck bonus on attacks, damage, saves, & skill checks.All enemies within 40' radius **Burst** of the caster suffer a –1 Luck penalty on attacks, damage, saves, & skill checks.**4<sup>th</sup> Divine Power**(PH p224)

&lt;Evoc, VS/DF, 1StdAct, Personal, 1rnd/lvl&gt;

– The caster gains a +6 Enhancement bonus to Strength, 1 **Temporary HP** per level, & a Base Attack Bonus as if the caster was a fighter of his/her Character level.**5<sup>th</sup> Righteous Might**(PH p273)

&lt;Trans, VS/DF, 1StdAct, Personal, 1rnd/lvl(D)&gt;

– The caster &amp; his/her equipment enlarge to the next size category, with the following effects:

- the caster & his/her equipment enlarge to the next size category, with all the standard bonuses & penalties;
- +8 Size bonus to Strength;
- +4 Size bonus to Constriction;
- gain Damage Reduction 5/evil (if the caster channels Positive Energy) or 5/good (if the caster channels Negative Energy). Damage Reduction improved to 10/... at 12<sup>th</sup> level & 15/... at 15<sup>th</sup> level.

**6<sup>th</sup> Zealot Pact**(CDiv p191)

&lt;Evoc, VS/DF/X(500), 10Minutes, Touch, until discharged then 1rnd/lvl&gt;

- When the touched, willing, living creature hits a creature whose alignment is exactly opposite to that of the deity of the Cleric who cast this spell, the target receives the following benefits for 1 round per caster lvl:
  - +4 bonus on melee attack rolls;
  - double damage;
  - all threatened criticals are automatically confirmed;
  - melee damage receives alignment descriptors that match the deity (i.e., a pact with a Lawful Good deity result in the target's damage being [lawful][good]);
  - the target can see which creatures within 60' have the opposite alignment of the deity (as per *Detect Evil*, etc.);
  - for the spell's duration, the target must attack a foe of the opposite alignment each round if possible.

If the pact is with a True Neutral deity, then this spell applies to one of the following alignments (chosen as casting time): Lawful Good, Chaotic Good, Lawful Evil, or Chaotic Evil.

**7<sup>th</sup> Regenerate**(PH p270)

&lt;Conj(heal), VS/DF, 3Rounds, Touch, Instantaneous&gt;

- Touched living subject's missing limbs are restored. If the severed limb is touching the subject, then it takes 1 round to heal, otherwise the limb regrows in 2d10 rounds. The subject is also healed 4d8 + 1/lvl (max +35) hit points, is no longer **Fatigued** or **Exhausted**, & all subdual damage is restored. This spell cannot target Undead.

**8<sup>th</sup> Moment of Prescience**(PH p255)

&lt;Div, VS, 1StdAct, Personal, until discharged up to 1hr/lvl&gt;

- The caster gains an Insight bonus equal to the Caster level (max +25) to be used one time within 1 hour per level. The bonus can be used on one attack roll, opposed ability check, opposed skill check, saving throw, or as a bonus to AC against a single attack (even if the caster is Flat-Footed).

Only one instance of this spell can be in effect on a person at any time.

**9<sup>th</sup> Visage of the Deity, Greater**(CDiv p187)

&lt;Trans[good], VS/DF, 1StdAct, Personal, 1rnd/lvl&gt;

- The caster becomes a 'Half-Celestial':
  - creature type changes to Outsider (but the caster can be brought back from the dead);
  - +4 bonus to Strength;
  - +2 bonus to Dexterity;
  - +4 bonus to Constitution;
  - +2 bonus to Intelligence;
  - +4 bonus to Wisdom;
  - +4 bonus to Charisma;
  - +1 increase of Natural Armor;
  - gain Low-light Vision;
  - Acid Resistance 10;
  - Cold Resistance 10;
  - Electrical Resistance 10;
  - Spell Resistance 25;
  - Damage Reduction 10 / magic;
  - gain immunity to diseases;
  - +4 Racial bonus on saves vs. poison; &
  - gain feathery wings which let the caster Fly at twice his/her ground movement with Good maneuverability.

-or-

&lt;Trans[evil], VS/DF, 1StdAct, Personal, 1rnd/lvl&gt;

- The caster becomes a 'Half-Fiend':
  - creature type changes to Outsider (but the caster can be brought back from the dead);
  - +4 bonus to Strength;
  - +4 bonus to Dexterity;
  - +2 bonus to Constitution;
  - +4 bonus to Intelligence;
  - +4 bonus to Wisdom;
  - +2 bonus to Charisma;
  - +1 increase of Natural Armor;
  - gain Darkvision 60';
  - Acid Resistance 10;
  - Cold Resistance 10;
  - Electricity Resistance 10;
  - Fire Resistance 10;
  - Spell Resistance 25;
  - Damage Reduction 10 / magic;
  - gain Poison Immunity;
  - gain 1 Bite & 2 Claw attacks (if Medium, Bite does 1d6 & each claw does 1d4; if Small, Bite & each Claw each do 1d3); &
  - gain bat-like wings which let the caster Fly at ground movement with Average maneuverability.

Courage (CWar p114)

Aura of Courage – allies within 10' gain a +4 Morale bonus vs. Fear effects.

1<sup>st</sup> *Remove Fear*(PH p271)

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

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

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

2<sup>nd</sup> *Aid*(PH p196)

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

– Touched subject gains a +1 Morale bonus to attack & saving throws vs. fear and gains Temporary HP equal to 1d8 + 1/lvl (max 1d8+10).

3<sup>rd</sup> *Cloak of Bravery*(CWar p117)

<Abj[mind], VS, 1StdAct, 10min/lvl>

– The caster & all allies within a 60' radius Emanation gain a Morale bonus to saves vs. Fear equal to the Caster level (max +10).

4<sup>th</sup> *Heroism*(PH p240)

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

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

5<sup>th</sup> *Valiant Fury*(CWar p118)

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

– The living subject gains the following:

- +4 Morale bonus to Strength & Constitution;
- +2 Morale bonus on Will saves;
- When making a Full Round Attack, the subject gains an extra attack at his/her highest attack bonus. This does not stack with Haste.

6<sup>th</sup> *Heroes' Feast*(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

7<sup>th</sup> *Heroism, Greater*(PH p240)

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

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

8<sup>th</sup> *Lion's Roar*(CWar p118)

<Evoc[sonic], VS/DF, 1StdAct>

– All within a 120' radius Burst hear the roar:

Allies – +1 Morale bonus on attacks & saves vs. Fear effects and 1d8 + Caster level Temporary HP (max 1d8+20) for 1min/lvl.  
 Enemies – 1d8 per two levels Sonic damage (Fort½) –and– Stunned for 1rnd (FortNeg).

9<sup>th</sup> *Cloak of Bravery, Greater*(CWar p117)

<Abj[mind], VS, 1StdAct, 1hr/lvl>

– The caster & all allies within a one mile radius Emanation that have line-of-sight become immune to Fear effects & gain a +2 Morale bonus on attack rolls.

**Craft**

(PGF p85) (FR p92)

Conjuration(creation) spells are cast at +1 Caster level.

Gain Feat: Skill Focus (craft of your choice).

**1<sup>st</sup> Animate Rope**(PH p199)

&lt;Trans, VS, 1StdAct, Medium-range, 1rnd/lvl&gt;

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

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

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

**2<sup>nd</sup> Wood Shape**(PH p303)

&lt;Trans, VS/DF, 1StdAct, Touch, Instantaneous&gt;

– Permanently reshapes a single piece of wood of up to 10 cubic feet + 1 cubic foot per level into a shape of the caster’s choosing, though fine detail is not possible.

**3<sup>rd</sup> Stone Shape**(PH p284)(PHe+)

&lt;Trans[earth], VS/AM(clay sculpted into the new shape)/DF, 1StdAct, Touch&gt;

– Permanently reshapes a single piece of stone of up to 10 cubic feet + 1 cubic foot per level into a shape of the caster’s choosing, though fine detail is not possible.

**4<sup>th</sup> Minor Creation**(PH p253)

&lt;Conj(creat), VSM(tiny piece of substance to be created), 1Minute, 1hr/lvl(D)&gt;

– Creates an object of up to 1 cubic foot per level made from wood, cloth, hemp, or other non-living vegetable matter.

A Craft check is needed to make complex items

**5<sup>th</sup> Wall of Stone**(PH p299)

&lt;Conj(creat)[earth], VS/AM(granite)/DF, 1StdAct, Medium-range, Instantaneous, no SR&gt;

– Creates a wall of stone that is one 5’ square per level & 1” thick per 4 levels. The area can be doubled by halving the thickness. The stone has a Hardness 8 & each 5’ square has 15 hit points per inch of thickness.

The wall can be of any shape & will merge into adjoining stone surfaces.

**6<sup>th</sup> Fantastic Machine**(FR p69)

&lt;Ill(shadow), VS/DF, 1StdAct, Medium-range, 1min/lvl(D)&gt;

– Creates a Large animated object mentally designed by the caster to perform a physical task (up to 25 words) designated at casting time. The ‘machine’ can be assigned to do the task once or repeatedly.

- a) Large (tall) size – up to 15’ tall;
- b) Moves at 40’ over ground;
- c) Swims at 10’ or Flies at 10’ (clumsy) if only lightly loaded;
- d) Hardness 10, 22hp, AC 14;
- e) Saving throws: Fort +1, Ref +1, Will –4;
- f) Light load: up to 230 pounds; Medium load: 231 – 460; Heavy load: 461 – 700; Max Lift: 1,400; Drag load: 3,500.
- g) Excavates 7,000 pounds of loose rock each minute (i.e., 5’ x 5’ x 5’ in 3rnds);
- h) Excavates 14,000 pounds of sand or dirt each minute.
- i) Can make a Slam attack once per round at +5 to hit & 1d8+4 damage (x3 damage vs. stone or metal).
- j) Can make a Ranged Attack by launching Small-sized rocks at +3 to hit, range increment of 150’ (max 10 increments), & 2d6+4 damage.

**7<sup>th</sup> Major Creation**(PH p252)

&lt;Conj(creat), VSM(tiny piece of substance to be created), 10Minutes, Close-Range&gt;

– Creates one object of up to 1 cubic foot per level. Duration is based on the material created:

Wood/Cloth	2hrs/lvl
Stone/Base Metal	1hr/lvl
Precious Metal	20min/lvl
Gem	10min/lvl
Adamantite, Mithral,	
Alchemical Silver	1rnd/lvl

Note that a Cold Iron item cannot be created.

A Craft check is needed to make complex items

**8<sup>th</sup> Forcecage**(PH p232)

&lt;Evoc[force], VSM(1,500gp ruby powder), 1StdAct, Close-range, 2hrs/lvl(D), no save, no SR&gt;

– Creates a six-sided box of invisible force walls. The walls is immune to all damage & most magic (including *Dispel Magic*). The cube can be of two configurations:

- a) Barred Cage – 20’ cube with 6” bands of force alternating with 6” gaps; or
- b) Windowless Cell – 10’ cube with six solid walls.

Teleportation & Astral travel can escape the spell, but not spells based on Ethereal travel.

**9<sup>th</sup> Fantastic Machine, Greater**(FR p71)

&lt;Ill(shadow), VS/DF, 1StdAct, Medium-range, 1min/lvl(D)&gt;

– Creates a Large animated object mentally designed by the caster to perform physical tasks. As a Standard Action, the caster can mentally change the machine’s instructions, giving it a new task.

- a) Large (tall) size – up to 15’ tall;
- b) Moves at 60’ over ground;
- c) Swims at 20’ or Flies at 20’ (poor) if only lightly loaded;
- d) Hardness 20, 88hp, AC 20;
- e) Saving throws: Fort +5, Ref +5, Will +0;
- f) Light load: up to 520 pounds; Medium load: 521 – 1,040; Heavy load: 1,041 – 1,560; Max Lift: 3,120; Drag load: 7,800.
- g) Excavates 20,000 pounds of loose rock each minute (i.e., 5’ x 5’ x 5’ in 1rnd);
- h) Excavates 40,000 pounds of sand or dirt each minute.
- i) Can make Slam attacks at +17 / +12 to hit & 1d8+9 damage (x3 damage vs. stone or metal).
- j) Can make a Ranged Attack by launching Small-sized rocks at +12 / \_7 to hit, range increment of 150’ (max 10 increments), & 2d6+9 damage.

Creation (CDiv p138)

Conjuration(creation) spells are cast at +1 Caster level.

1<sup>st</sup> *Create Water*(PH p215)

<Conj(creat), VS, 1StdAct, Close-range, Instantaneous>  
– Creates 2 gallons/level of pure water.

2<sup>nd</sup> *Minor Image*(PH p254)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration + 2rnds, WillDisbelief, no SR>  
– Creates a visual illusion with some minor sounds (i.e., not speech) of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10' cubes that are contiguous.

3<sup>rd</sup> *Create Food and Water*(PH p214)

<Conj(creat), VS, 10Minutes, Close-range>  
– Creates enough simple food & water to feed 3 humans (or 1 horse) per level for 1 day (after which the food goes bad).

4<sup>th</sup> *Minor Creation*(PH p253)

<Conj(creat), VSM(tiny piece of substance to be created), 1Minute, 1hr/lvl(D)>  
– Creates an object of up to 1 cubic foot per level made from wood, cloth, hemp, or other non-living vegetable matter.  
A Craft check is needed to make complex items

5<sup>th</sup> *Major Creation*(PH p252)

<Conj(creat), VSM(tiny piece of substance to be created), 10Minutes, Close-Range>

– Creates one object of up to 1 cubic foot per level. Duration is based on the material created:

Wood/Cloth	2hrs/lvl
Stone/Base Metal	1hr/lvl
Precious Metal	20min/lvl
Gem	10min/lvl

Adamantite, Mithral,  
Alchemical Silver 1rnd/lvl

Note that a Cold Iron item cannot be created.  
A Craft check is needed to make complex items

6<sup>th</sup> *Heroes' Feast*(PH p240)

<Conj(creat), VS/DF, 10Min, Close-range, 1hr>  
– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

7<sup>th</sup> *Permanent Image*(PH p260)

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

– Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of a 20' cube + 1 10' cube per level that are contiguous.

The caster can move the image with concentration, but otherwise it is static.

8<sup>th</sup> *True Creation*(CDiv p184) (Eb p117)

<Conj(creat), VSM(tiny piece of substance to be created)X(value of created object in gp), 10Minutes, 0' range, Instantaneous>

– Creates one nonmagical, nonliving object of up to 1 cubic foot per level.

A Craft check is needed to make complex items

9<sup>th</sup> *Pavilion of Grandeur*(CDiv p172)

<Conj(creat), VS/DF, 10Minutes, Close-range, 1day/lvl(D)>

– Creates an extradimensional space of five contiguous 10' cubes per level that has a single 10' by 15' entrance. Only those creatures designated by the caster may enter. The entrance may be closed, making it invisible.

Creatures within the pavilion receive natural healing at twice their base rate.

Everyone who spends 1 full hour dining in the pavilion receives the benefit of a *Heroes' Feast* for 12 hours, up to twelve creatures per caster level.

**Darkness** (FR p62) (D&D p213)Gain Feat: **Blind Fighting**.**1<sup>st</sup> Obscuring Mist**(PH p258)

&lt;Conj(creat), VS, 1StdAct, 1min/lvl, no SR&gt;

- Creates a 20' radius **Spread** by 20' high **Cloud** of fog centered around the caster.

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

Large amounts of fire, such as a **Fireball**, will also disperse the cloud.

**2<sup>nd</sup> Blindness/Deafness**(PH p206)

&lt;Necro, V, 1StdAct, Medium-range, Permanent(D), FortNeg, SR applies&gt;

- Living subject become a) **Blind**; or b) **Deaf**.

**3<sup>rd</sup> Blacklight**(FR p67)(D&D p216)

&lt;Evoc[darkness], VSM(coal, dried eyeball), 1StdAct, Close-range, 1rnd/lvl(D)&gt;

- The target creature, object, or location emanates supernatural darkness in a 20' radius. Even creatures with Darkvision cannot see through it. The caster can see through the darkness while in the area of effect, but from outside, the area is opaque to the caster too. If a creature or an object in a creature's possession is targeted by this spell, the creature receives a Will save to negate. **Counters** or **Dispels** 'light' spell of equal or lower level, though **Daylight** will cancel this spell and be canceled by it.

**4<sup>th</sup> Armor of Darkness**(FR p67)(D&D p216)

&lt;Abj[darkness], VS/DF, 1StdAct, Touch, 10min/lvl&gt;

- Touched target is cloaked in shadows:
  - a) Deflection bonus to AC of +3 + (1 per 4lvls) (max +8);
  - b) gains Darkvision 60';
  - c) +2 bonus on Saving Throws vs. 'light', 'good', and 'holy' spells & effects;
  - d) Undead gain +4 Turn Resistance;
  - e) at casting time, the caster can decide if he/she wishes the target's features to be obscured by shadow.

**5<sup>th</sup> Darkbolt**(FR p68)

&lt;Evoc[darkness][ray], VS, 1StdAct, Medium-range, Will½&gt;

- The caster can project 1 ray per 2 lvls (max 7).

The rays can all be fired at one time (but all targets must be within a 60' area) –or– each round the caster may fire one ray (though if he/she skips a round, that ray is lost). Each ray does the following:

- a) Living target takes 2d8 damage (no save);
- b) Any target is **Dazed** for 1rnd (WillNeg).

**6<sup>th</sup> Prying Eyes**(PH p267)

&lt;Div, VSM(crystal marbles), 1Minute, 1mile, up to 1hr/lvl, no SR&gt;

- Creates 1d4 + 1/lvl scouts (called "eyes"), which are Fine-sized floating Constructs with AC 18 (due to size), 1hp, 30' (perfect) movement, makes Hide checks at +16, makes Spot checks at Caster level (max +15), & has normal vision up to 120'.

The caster gives each 'eye' instructions of up to 25 words on how he/she wants it to scout.

Once its mission is done, the 'eye' returns to the caster, who learns all the 'eye' has experienced at the rate of 1 round per hour the eye has existed. Once an 'eye' has reported, it disappears.

An 'eye' can be destroyed by taking damage, being **Dispelled**, or traveling more than 1 mile from the caster. The caster knows when an 'eye' is destroyed, but does not know the circumstances.

**7<sup>th</sup> Nightmare**(PH p257)

&lt;Ill(phantasm)[mind][evil], VS, 10Minutes, Unlimited-Range, Instantaneous, WillNeg, SR applies&gt;

- Causes a sleeping target to have hideous nightmares which deals 1d10 damage and prevents restful sleep, leaving the target **Fatigued**. Any subsequent attempts to sleep in the 24 hour period after the spell is cast will also result in nightmares. Arcane spell casters cannot regain spells during this time.

This spell's DC is adjusted by the caster's knowledge and connection to the target.

Knowledge	DC
None (must have a Connection)	-10
Heard of the target	-5
Met the target	+0
Know the target well	+5
Connection	DC
Likeness or picture	+2
Possession or garment	+5
Lock of hair, bit of fingernail, etc.	+10

If the target is not asleep when the spell is cast, the caster has the option of going into a trance (which leave the caster **Defenseless** & unaware of his/her surroundings) until the target does fall asleep, at which time the spell acts normally. If the caster chooses not to go into a trance, the spell is still used up.

If **Dispel Evil** is cast on the target while this spell is being cast, **Nightmare** is **Cancelled** and the **Nightmare**'s caster is **Stunned** for 10 minutes per Caster level of **Dispel Evil**.

Since Elves do not sleep, they are immune to this spell.

**8<sup>th</sup> Power Word Blind**(PH p263)

&lt;Ench(comp)[mind], V, 1StdAct, Close-range, no save, SR applies&gt;

- One target creature is **Blind**:

current hp	duration	current hp	duration
201+	no effect	100–51	1d4+1min
200–101	1d4+1rnds	up to 50	Permanent

**9<sup>th</sup> Power Word Kill**(PH p263)

&lt;Ench(comp)[mind][death], V, 1StdAct, Close-range, no save, SR applies&gt;

- One target creature with up to 101hp dies.

**Death** (PH p186)

'Death Touch' once per day – As a touch attack on a living creature, roll 1d6 per Cleric level. If the total is greater than or equal to the touched creature's current hit-points, it dies. This is a 'death effect'.

**1<sup>st</sup> Cause Fear**(PH p208)

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

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

This spell **Counters** and **Dispels Remove Fear**.

**2<sup>nd</sup> Death Knell**(PH p217)

<Necro[death][evil][touch attack], VS, 1StdAct, Touch, WillNeg, SR applies>

- If touched creature with –1 hp (or less) fails its save, it dies and the caster gains +2 Strength, 1d8 **Temporary HP**, and +1 effective Caster level for 10 min per HD of the target creature.

**3<sup>rd</sup> Animate Dead**(PH p198)

<Necro[evil], VSM(25gp/HD black onyx), 1StdAct, Touch>

- Permanently animates skeletons and/or zombies from one or more touched corpses. (2 \* Caster level) HD of Undead may be animated in one casting & a caster may only have 4HD/lvl Undead under control (if exceeded, caster chooses which are "freed"). Undead controlled via Clerical "Rebuke / Control" ability don't count against this total

**4<sup>th</sup> Death Ward**(PH p217)

<Necro, VS/DF, 1StdAct, Touch, 1min/lvl>

- Grants immunity to death spells & effects, gaining **Negative Levels**, and **Negative Energy** damage & ability loss.

**5<sup>th</sup> Slay Living**(PH p280)

<Necro[death][touch attack], VS, 1StdAct, Touch, Fort½, SR applies>

- Touched living target dies on a failed saving throw. On success, target takes 3d6 + 1/level.

**6<sup>th</sup> Create Undead**(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>

- Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator's control.

	Undead	Min Lvl	Undead	Min Lvl
	Ghoul	11	Mummy	15
	Ghast	12	Mohrg	18

This spell must be cast at night.

**7<sup>th</sup> Destruction**(PH p218)

<Necro[death], VSF(500gp custom silver religious symbol), 1StdAct, Close-range, Fort½, SR applies>

- The target dies & its body ceases to exist. The target's equipment & possession are left behind. On a successful save, target takes 10d6 damage.

**8<sup>th</sup> Create Greater Undead**(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>

- Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator's control.

	Undead	Min Lvl	Undead	Min Lvl
	Shadow	15	Spectre	18
	Wraith	16	Devourer	20

This spell must be cast at night.

**9<sup>th</sup> Wail of the Banshee**(PH p298)

<Necro[death][sonic], V, 1StdAct, Close-range, FortNeg, SR applies>

- One living creature per level in a 40' radius **Spread** dies. If there are too many targets, count from the point of origin outward.

**Deathless** (Eb p105)

Greater Rebuking, 1/day – if you successfully Rebuke a Deathless, you Command it instead. Attempting to do this consumes one of your daily Turn attempts.

**1<sup>st</sup> Detect Undead**(PH p220)

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

– The caster can see the **Undead Aura** of any Undead in a 60' **Cone-shaped Emanation**.

The information gained increases each round:

1<sup>st</sup> round – presence of Undead.

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

3<sup>rd</sup> round – strength & location of each aura.

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

**2<sup>nd</sup> Consecrate**(PH p212)

<Evoc[good], VSM(holy water, 25gp of silver dust)DF, 1StdAct, Close-range, 2hrs/lvl, no SR>

– A 20' radius **Emanation** is filled with Positive Energy. The following applies in the area:

- All Charisma checks to Turn and Destroy Undead gain a +3 Sacred bonus.
- Undead cannot be created or summoned.
- Undead in the area receive a –1 Sacred penalty on attacks, damage, & saves.

If cast on an altar or other permanent fixture to the caster's deity, the Sacred bonuses & penalties are doubled. A caster cannot consecrate an area with a permanent fixture to another deity.

If cast in an area sacred to a different deity, the area is cut off from its connection to that deity and its power. The area does not gain the Undead effecting powers listed above.

This spell **Counters** & **Dispels** *Desecrate*.

**3<sup>rd</sup> Halt Deathless**(Eb p111)

<Necro, VS/DF, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– Immobilizes up to 3 Deathless in a 30' area. If attacked, that target is immediately freed.

**4<sup>th</sup> Spirit Steed**(Eb p115)

<Necro, V/DF, 1StdAct, Touch, 1hr/lvl>

– The touched living Animal gains the following benefits:

- +30' Enhancement bonus to its Land movement speed;
- Gains **Feat: Run**. If the subject already has this feat, its running speed is increase to x6, if it is in no more than Light Armor & carrying no more than a Light load. Otherwise, it runs at x5.
- Ability to 'Hustle' for the duration of the spell without becoming **Fatigued**.

At the end of this spell, the subject becomes **Fatigued**.

**5<sup>th</sup> Hallow**(PH p238)

<Evoc[good], VSM(herbs & incense worth 1,000gp + 1,000gp per level of the included spell)/DF, Touch, 24Hours, Instantaneous>

– Designates a 40' radius **Emanation** from touch spot as Holy. For 1 year, everyone within the Hallowed area has the following benefits:

- +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Evil creatures;
- Blocks any mind control;
- Non-Good Summoned & Conjured creatures cannot enter the area unless they make a Spell Resistance check;
- Dead bodies interred within the area cannot become Undead;
- One spell from the **Hallow / Unhallow Table** can be added to the entire Hallowed area for the full year. The spell can be designated to effect only followers of the caster's faith, only those who do not follow the caster's faith, creatures that share the caster's alignment, everyone, etc.
- If cast by a Cleric, all Charisma checks to Turn / Destroy Undead gain a +4 Sacred bonus & all Charisma checks to Rebuke / Command Undead receive a –4 Sacred penalty (no SR).

This spell **Counters** *Unhallow*.

**6<sup>th</sup> Create Deathless**(Eb p109)

<Necro[good], VSM(moonstone worth 50gp/HD, grave dirt, pure water), 1Hour, Close-range, Instantaneous>

– Transforms a dead body into a Deathless.

Note that the Deathless is **not** automatically under the creator's control.

This spell typically creates an Undying Soldier(Eb p302).

**7<sup>th</sup> Control Deathless**(Eb p109)

<Necro, VS/DF, 1StdAct, Close-range, 1min/lvl, WillNeg, SR applies>

– Up to 2HD of Deathless per level in a 30' area will not attack the caster. If the caster gives the Deathless an order, they will obey (even if they do not normally understand your language).

When the spell ends, the Deathless will revert to their normal behavior, though intelligent Deathless will remember that the caster controlled them.

**8<sup>th</sup> Create Greater Deathless**(Eb p110)

<Necro[good], VSM(moonstone worth 50gp/HD, grave dirt, pure water), 1Hour, Close-range, Instantaneous>

– Transforms a dead body into a Deathless.

Note that the Deathless is **not** automatically under the creator's control.

This spell typically creates an Undying Councilor(Eb p301).

**9<sup>th</sup> Hero's Blade**(Eb p112)

<Necro, VS, 1StdAct, Touch, 1min/lvl>

– The touched melee weapon gains the following benefits:

- has its threat range doubled. This stacks with Improved Critical, but not with *Keen Edge*;
- damage is treated as 'good' for purposes of overcoming Damage Reduction.
- +2d8 damage to Evil Outsiders & Undead, +2d6 damage to all other Evil creatures;
- +2d12 damage to Evil Outsiders & Undead on a Critical Hit (Undead to not take multiplier damage on the critical), +2d10 damage to all other Evil creatures on a Critical Hit (if vulnerable);
- any Evil creature that takes a Critical Hit is **Blinded** (WillNeg, SR applies) and **Deafened** (no save, SR applies) for 1d4 rounds;
- any Extraplanar Evil creature that takes a Critical Hit is Banished back to its home plane for at least 24 hours (WillNeg, SR applies).

Decay (Eb p105)

Touch of Decay, 1/day – Make a Touch Attack to cause a target to decay. Living targets (including Living Constructs) take 1d4 Constitution damage. Non-living Constructs, Undead, and objects take 2d6 + 1 per Cleric level damage.

1<sup>st</sup> *Doom*(PH p225)

<Ench(comp)[fear][mind], VS/DF, 1StdAct, Medium-range, 1min/lvl, WillNeg, SR applies>  
 – Target living creature becomes Shaken.

2<sup>nd</sup> *Ray of Enfeeblement*(PH p269)

<Necro[ray], VS, 1StdAct, Close-range, 1min/lvl, no save, SR applies>  
 – Target takes a penalty to Strength of 1d6 + 1 per 2 levels (max 1d6+5) (min 1 Strength).

3<sup>rd</sup> *Contagion*(PH p213)

<Necro[evil][touch attack], VS, 1StdAct, Touch, FortNeg, SR applies>  
 – Infects touched subject with chosen disease which takes effect without an incubation period.

Name	DC	Dmg
Cackle Fever	16	1d6 Wis
Filth Fever	12	1d3 Dex & 1d3 Con
Mindfire	12	1d4 Int
Red Ache	15	1d6 Str
Shakes	13	1d8 Dex
Slimy Doom	14	1d4 Con
Blinding Sickness	16	1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently <u>Blind</u> .

4<sup>th</sup> *Enervation*(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>  
 – Target gains 1d4 Negative Levels that fade in 1hr/lvl.

Undead targeted with this spell gain 1d4 \* 5 Temporary HP for 1 hour.

5<sup>th</sup> *Blight*(PH p206)

<Necro, VS/DF, 1StdAct, Touch, SR applies>  
 – The touched Plant Creature takes 1d6 damage per level (max 15d6), Fortitude save for ½. If a plant or tree that isn't considered a creature is targeted by this spell, it dies immediately.

6<sup>th</sup> *Antilife Shell*(PH p199)

<Abj, VS/DF, 1Round, 10min/lvl(D), no save, SR applies>  
 – Creates a 10' radius Emanation, mobile, invisible sphere around the caster that cannot be entered by Animals, Aberrations, Magical Beasts, Dragons, Fey, Giants, Humanoids, Monstrous Humanoids, Oozes, Plants, & Vermin.

The following creature types are immune:  
 Constructs, Elementals, Outsiders, & Undead.

7<sup>th</sup> *Withering Palm*(Eb p117)(CArc p130)

<Necro[touch attack], VS, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>  
 – The touched living subject takes damage to his/her Strength and Constitution equal to one per two levels.  
 If the touch attack was a Critical Hit, the ability loss is a Drain instead of Damage.

8<sup>th</sup> *Horrid Wilting*(PH p242)

<Necro, VSM(sponge)/DF, 1StdAct, Long-range, Fort½, SR applies>  
 – All living creatures in a 60' area takes 1d6 damage per level (max 20d6) from dehydration, except for Water Elementals & Plant Creatures, who take 1d8/lvl (max 20d8) instead.

9<sup>th</sup> *Energy Drain*(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>  
 – Target gains 2d4 Negative Levels. Undead targeted with this spell gain (2d4 \* 5) Temporary HP for 1 hour.

**Destruction** (PH p186)

‘Smite’ once per day – Before attacking, declare that Smite is being used. Add +4 to the attack bonus and add the Cleric level to the damage.

1<sup>st</sup> *Infllict Light Wounds*(PH p244)

<Necro[touch attack], VS, 1StdAct, Touch, Will½, SR applies>

– Target takes 1d8 + 1/lvl (max +5) Negative Energy Damage.

2<sup>nd</sup> *Shatter*(PH p278)

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

– Sonic vibration destroy objects in 1 of 3 ways:

- a) All non-magic glass, crystal, etc., in a 5’ radius Burst that weigh less than 1 lb/lvl are shattered. An attended object gets a Will save to negate. Otherwise, no save.
- b) A single solid object weighing up to 10 lbs/lvl can be shattered. An attended object gets a Will save to negate.
- c) A targeted crystalline creature takes 1d6 sonic damage per level (max 10d6), Fortitude save for ½.

3<sup>rd</sup> *Contagion*(PH p213)

<Necro[evil][touch attack], VS, 1StdAct, Touch, FortNeg, SR applies>

– Infects touched subject with chosen disease which takes effect without an incubation period.

Name	DC	Dmg
Cackle Fever	16	1d6 Wis
Filth Fever	12	1d3 Dex & 1d3 Con
Mindfire	12	1d4 Int
Red Ache	15	1d6 Str
Shakes	13	1d8 Dex
Slimy Doom	14	1d4 Con
Blinding Sickness	16	1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently <u>Blind</u> .

4<sup>th</sup> *Infllict Critical Wounds*(PH p244)

<Necro[touch attack], VS, 1StdAct, Touch, Will½, SR applies>

– Target takes 4d8 + 1/lvl (max +20) Negative Energy Damage.

5<sup>th</sup> *Infllict Light Wounds, Mass*(PH p244)

<Necro, VS, 1StdAct, Close-range, Will½, SR applies>

– One living target per level within a 30’ area takes 1d8 + 1/lvl (max +25) Negative Energy Damage.

6<sup>th</sup> *Harm*(PH p239)

<Necro[touch attack], VS, 1StdAct, Touch, Will½, SR applies>

– The touched target is infused with Negative Energy, taking 10hp per level (max 150hp) damage. On a successful save, the target only takes ½ damage and cannot be brought to less than 1hp.

If this spell targets an Undead, the subject is infused with Negative Energy, healing 10hp per level (max 150hp) and being immediately cured of the following: Blindness, Confusion, Dazed, Dazzled, Deafened, Feeblemind, and / or insanity.

7<sup>th</sup> *Disintegrate*(PH p222) (PH p272)+

<Trans[ray], VSM(loadstone, dust)/DF, 1StdAct, Medium-range, Fort½, SR applies>

– The ray dissolved one creature or a single object of up to a 10’ cube to dust unless the target makes its Fortitude save, in which case it takes 5d6 damage (if this damage brings the target to 0hp, it is disintegrated anyway).

If collected, the resulting dust is enough to be used with *Resurrection*.

8<sup>th</sup> *Earthquake*(PH p225)

<Evoc[earth], VS/DF, 1StdAct, Long-range, 1rnd, no SR>

– Intense tremor shakes a 80’ radius Spread (shapeable). The effect depends on the terrain. The result in [brackets] is halved / avoided with a Reflex save vs. DC 15.

Terrain Effect

- Cave Roof collapses [8d6 damage to anyone below & ‘pinned beneath rubble’].
- Cliff Landslide that goes horizontally as far as it fell vertically [8d6 damage & ‘pinned beneath rubble’].
- Open [Fall down]. 25% chance of falling in a fissure (Reflex save vs. DC 20 to get out before it closes & kills anyone still trapped).
- Building Takes 100hp damage (no Hardness) [8d6 damage to all within & ‘pinned beneath rubble’].
- Marsh Fissures drain the water. [Sink in mud / quicksand].
- Anyone ‘pinned beneath rubble’ takes 1d6 subdual damage each minute. If he/she goes unconscious, make a Constitution check vs. DC 15 or take 1d6 lethal damage per minute.

9<sup>th</sup> *Implosion*(PH p243)

<Evoc, VS, 1StdAct, Close-range, Concentration up to 4 rounds, FortNeg, SR applies>

– One targeted corporal creature per round must save or die from its body imploding. A given creature can only be targeted once per casting

**Domination**

(CDiv p138)

Gain Feat: Spell Focus (Enchantment).

**1<sup>st</sup> Command**(PH p211)

&lt;Ench(comp)[language][mind], V, 1StdAct, Close-range, 1rnd, WillNeg, SR applies&gt;

- A living target obeys one of the following one-word command on its turn for 1 round:
  - “Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.
  - “Drop” – Drops the objects it is holding & can’t pick them up until next round.
  - “Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.
  - “Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.
  - “Halt” – Take no actions, though he/she is not considered Helpless.

**2<sup>nd</sup> Enthrall**(PH p227)

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

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

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

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

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

**3<sup>rd</sup> Suggestion**(PH p285)

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

- The caster give the target 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately. At the end of the duration, the instructions loose their power, triggered or otherwise.

**4<sup>th</sup> Dominate Person**(PH p224)

&lt;Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies&gt;

- Telepathically control one Humanoid. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input. The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed. Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

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

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

**5<sup>th</sup> Command, Greater**(PH p211)

&lt;Ench(comp)[language][mind], V, 1StdAct, Close-range, 1rnd, WillNeg(retry), SR applies&gt;

- One living target per level within a 30’ area obeys one of the following one-word command on its turn for 1 round per level:
  - “Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.
  - “Drop” – Drops the objects it is holding & can’t pick them up.
  - “Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.
  - “Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.
  - “Halt” – Take no actions, though he/she is not considered Helpless.

Each target receives the same one-word command.

Targets may attempt their Will save each round until they succeed, ending the effect.

**6<sup>th</sup> Geas/Quest**(PH p234)

&lt;Ench(comp)[mind][language], V, 10Minutes, Close-range, until discharged(D), no save, SR applies&gt;

- One subject obeys the caster’s command “to the letter”, though self-destructive orders break the spell. Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level. Specific tasks must be completed for the spell to be discharged.

If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage each day (no save) & is Sickened (FortNeg). The effects end after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic* or *Break Enchantment*, though it can be ended by *Limited Wish*, *Miracle*, or *Wish*. *Remove Curse* only works if its Caster level is two higher than this spell’s Caster level.

**7<sup>th</sup> Suggestion, Mass**(PH p285)

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

- The caster gives 1 target per level in a 30’ area 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately. At the end of the duration, the instructions loose their power, triggered or otherwise.

**8<sup>th</sup> True Dominate**(CDiv p185)

&lt;Ench(comp)[mind], VS, 1StdAct, Medium-range, 1day/lvl, WillNeg, SR applies&gt;

- Telepathically control a Humanoid of up to Medium-size, though control is very limited if the two do not share a language. Actions against the target’s nature (including self-destructive acts) result in a new save with a penalty of –4. Once dominated, the caster can be any distance from the target and maintain control. *Protection from Evil*, et. al., suppress this spell, but does not dispel it.

**9<sup>th</sup> Monstrous Thrall**(CDiv p169)

&lt;Ench(comp)[mind], VS/X(500/HD), 1StdAct, Medium-range, Instantaneous, WillNeg, SR applies&gt;

- Telepathically control any one creature permanently, though control is very limited if the two do not share a language. Actions against the target’s nature (including self-destructive acts) result in a new save with a penalty of –4 to resist that specific command. Once dominated, the caster can be any distance from the target and maintain control. *Protection from Evil*, et. al., suppress this spell, but does not dispel it.

**Dragon Below** (Eb p106)

Gain Feat: Augment Summoning.

**1<sup>st</sup> Cause Fear**(PH p208)

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

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

This spell **Counters** and **Dispels Remove Fear**.

**2<sup>nd</sup> Death Knell**(PH p217)

<Necro[death][evil][touch attack], VS, 1StdAct, Touch, WillNeg, SR applies>

– If touched creature with –1 hp (or less) fails its save, it dies and the caster gains +2 Strength, 1d8 **Temporary HP**, and +1 effective Caster level for 10 min per HD of the target creature.

**3<sup>rd</sup> Bestow Curse**(PH p203)

<Necro, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– Touched subject is inflicted with one of the following:

- a) –6 on one ability (minimum 1);
- b) –4 penalty on attacks, saves, and skill checks; or
- c) 50% chance of losing each action.

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

This spell **Counters** the spell *Remove Curse*.

**4<sup>th</sup> Planar Ally, Lesser**(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(100), 10Minutes, no SR>

– The caster requests his/her deity send an Elemental or Outsider of up to 6HD (a specific one may be requested by name).

Once the ‘ally’ arrives, the caster must negotiate what task it should do & what it gets in return. The following table gives an idea of the cost in money, items, etc.

Time Required	Payment
up to 1min/lvl	100gp / HD
up to 1hr/lvl	500gp / HD
up to 1day/lvl	1,000 / HD
Difficulty	Modifier
Matches Alignment	50% less
Non-hazardous	50% less
Very Dangerous	100% more
Suicidal	no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

**5<sup>th</sup> Slay Living**(PH p280)

<Necro[death][touch attack], VS, 1StdAct, Touch, Fort½, SR applies>

– Touched living target dies on a failed saving throw. On success, target takes 3d6 + 1/level.

**6<sup>th</sup> Planar Ally**(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(250), 10Minutes, no SR>

– The caster requests his/her deity send Outsiders or Elementals: either one of up to 12HD or two of the same type whose total HD are not more than 12. Specific ones may be requested by name.

Once the ‘allies’ arrives, the caster must negotiate what task they should do & what they get in return. The following table gives an idea of the cost in money, items, etc.

Time Required	Payment
up to 1min/lvl	100gp / HD
up to 1hr/lvl	500gp / HD
up to 1day/lvl	1,000 / HD
Difficulty	Modifier
Matches Alignment	50% less
Non-hazardous	50% less
Very Dangerous	100% more
Suicidal	no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

**7<sup>th</sup> Blasphemy**(PH p205)(PHe)+

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

– Any non-Evil creatures within a 40’ radius **Spread** who can hear the ‘blasphemy’ & that has no more HD than the caster suffer from the following effects (**no save**):

- up to Caster lvl: **Dazed** for 1 round.
- up to Caster lvl - 1: **Weakened** for 2d4 rounds & above.
- up to Caster lvl - 5: **Held** for 1d10 minutes & above.
- up to Caster lvl - 10: **Dead** & above.

In addition, if the caster is on his/her home plane of existence, any non-Evil **Extraplanar** creature in the area of effect (even if the ‘blasphemy’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

**8<sup>th</sup> Planar Ally, Greater**(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(500), 10Minutes, no SR>

– The caster requests his/her deity send Outsiders or Elementals: either one of up to 18HD or up to three of the same type whose total HD are not more than 18. Specific ones may be requested by name.

Once the ‘allies’ arrives, the caster must negotiate what task they should do & what they get in return. The following table gives an idea of the cost in money, items, etc.

Time Required	Payment
up to 1min/lvl	100gp / HD
up to 1hr/lvl	500gp / HD
up to 1day/lvl	1,000 / HD
Difficulty	Modifier
Matches Alignment	50% less
Non-hazardous	50% less
Very Dangerous	100% more
Suicidal	no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

**9<sup>th</sup> Gate**(PH p234)

<Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

– Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.

–or–

<Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR>

- Calls & controls one or more Outsiders to perform a task. The caster may target:
  - a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.
  - b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.
  - c) a single non-unique / divine Outsider of more than 2x the Caster level can be called **but not controlled**.
  - d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is **never** controlled.

A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be “immediate” or “contractual” term:

- a) Any task which requires no more than 1rnd/lvl to complete can be assigned without a ‘contract’ (i.e., no payment).
- b) A “long term” task requires a ‘contract’, which entitles the summoned creature(s) to be fairly paid when the task is completed.

**Dream** (CDiv p138)

Immune to Fear effects.

**1<sup>st</sup> Sleep**(PH p280)

&lt;Ench(com)[mind], VSM(sand), 1Round, Medium-range, 1min/lvl, WillNeg, SR applies&gt;

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

**2<sup>nd</sup> Augury**(PH p202)

&lt;Div, VSF(25gp casting runes), 1Minute, Personal&gt;

- Learn if an action to be taken in the next 30 minutes will result in “good results”, “bad results”, “both”, or “nothing”. Chance of information is 70% + 1%/level (90% max), with failure always resulting in “nothing”. Repeated castings by the same person within a 30 minute period always have the same result.

**3<sup>rd</sup> Deep Slumber**(PH p217)

&lt;Ench(com)[mind], VSM(sand), 1Round, Close-range, 1min/lvl, WillNeg, SR applies&gt;

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

**4<sup>th</sup> Phantasmal Killer**(PH p260)

&lt;Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies&gt;

- The targeted creature sees its worst fear (though no one else sees anything). If the target fails its Will save, it must then make a Fortitude save. If it fails, the target dies. If successful, the target takes still 3d6 damage.

**5<sup>th</sup> Nightmare**(PH p257)

&lt;Ill(phantasm)[mind][evil], VS, 10Minutes, Unlimited-Range, Instantaneous, WillNeg, SR applies&gt;

- Causes a sleeping target to have hideous nightmares which deals 1d10 damage and prevents restful sleep, leaving the target **Fatigued**. Any subsequent attempts to sleep in the 24 hour period after the spell is cast will also result in nightmares. Arcane spell casters cannot regain spells during this time.

This spell's DC is adjusted by the caster's knowledge and connection to the target.

Knowledge	DC
None (must have a Connection)	-10
Heard of the target	-5
Met the target	+0
Know the target well	+5
Connection	DC
Likeness or picture	+2
Possession or garment	+5
Lock of hair, bit of fingernail, etc.	+10

If the target is not asleep when the spell is cast, the caster has the option of going into a trance (which leave the caster **Defenseless** & unaware of his/her surroundings) until the target does fall asleep, at which time the spell acts normally. If the caster chooses not to go into a trance, the spell is still used up.

If *Dispel Evil* is cast on the target while this spell is being cast, *Nightmare* is **Cancelled** and the *Nightmare*'s caster is **Stunned** for 10 minutes per Caster level of *Dispel Evil*.

Since Elves do not sleep, they are immune to this spell.

**6<sup>th</sup> Dream Sight**(CDiv p164)

&lt;Div, S/DF, 1Round, Personal, 1min/lvl(D)&gt;

- The caster's body enters a deep sleep and his/her spirit is free to travel as an 'incorporeal' form at the rate of 100' per round. The spirit can stop when it wishes & is able to see & hear at its current location. The spirit can be blocked, detected, and/or attack as any other 'incorporeal' form. The caster may dismiss this spell at any distance from his/her body and awake immediately. The caster also wakes automatically if his/her body is disturbed.

**7<sup>th</sup> Scrying, Greater**(PH p275)(PHe)+

&lt;Div(scry), VS, 1Hour, 1hr/lvl, WillNeg, SR applies&gt;

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

Knowledge	DC
None (must have a Connection)	-10
Heard of the target	-5
Met the target	+0
Know the target well	+5
Connection	DC
Likeness or picture	+2
Possession or garment	+5
Lock of hair, bit of fingernail, etc.	+10

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

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

Spells that improve the caster's vision (such as *Darkvision*) apply when he/she is looking through the Sensor. In addition, the caster can use the following: *Detect Chaos*, *Detect Evil*, *Detect Good*, *Detect Law*, *Detect Magic*, *Message*, *Read Magic*, and *Tongues*.

**8<sup>th</sup> Power Word Stun**(PH p263)

&lt;Ench(comp)[mind], V, 1StdAct, Close-range, no save, SR applies&gt;

- One target creature is **Stunned**:

current hp	duration	current hp	duration
151+	no effect	100–51	2d4 rnds
150–101	1d4 rnds	up to 50	4d4 rnds

**9<sup>th</sup> Weird**(PH p301)

&lt;Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies&gt;

- All creatures in a 30' area sees their worst fear (though no one else sees anything). Each target that fails its Will save must then make a Fortitude save. If it fails, that target dies. If successful, the target takes still 3d6 damage, is **Stunned** for 1 round, & takes 1d4 Strength **Damage**.

**Drow** (PGF p86)

Gain Feat: Lightning Reflexes.

**1<sup>st</sup> Cloak of Dark Power**(FR p68)

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

– The touched subject is surrounded by a dark haze that protects it from sunlight. In addition, it gains a +4 Resistance bonus on saves vs. light and darkness spells.

**2<sup>nd</sup> Clairaudience/Clairvoyance**(PH p209)

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

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

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

**3<sup>rd</sup> Suggestion**(PH p285)

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

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

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

**4<sup>th</sup> Discern Lies**(PH p221)

<Div, VS/DF, 1StdAct, Close-range, Concentration up to 1md/lvl, WillNeg, no SR>

– Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.

**5<sup>th</sup> Spiderform**(FR p74)

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

– Take the form of a Drider or a Monstrous Spider from size Tiny to size Large.

The caster gets the following from the new form:

- a) Strength, Dexterity, & Constitution;
- b) natural armor & weapons;
- c) natural movement;
- d) poisonous bite & web-spinning ability.

The caster keeps the following from its original form:

- a) Intelligence, Wisdom, & Charisma;
- b) hit points (ignore new Constitution score);
- c) level, class, & alignment;
- d) base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con);
- e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities);

In addition:

- a) the Drider form allows the caster to cast spells normally;
- b) the caster’s equipment is transformed into analogous equipment for the new form if humanoid shaped (if he/she becomes a Drider), otherwise it is absorbed into the body & suppressed;
- c) gain 1 day’s natural healing; and
- d) if slain, return to original form.

**6<sup>th</sup> Dispel Magic, Greater**(PH p223)(PHe)+

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

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

- a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.
- b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).
- c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

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

**7<sup>th</sup> Word of Chaos**(PH p303)

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

– Any non-Chaotic creatures within a 40’ radius Spread who can hear the ‘word of chaos’ & that has no more HD than the caster suffer from the following effects (no save):

- up to Caster lvl: Deafened for 1d4rnds.
- up to Caster lvl - 1: Stunned for 1 round & above.
- up to Caster lvl - 5: Confused for 1d10 min & above.
- up to Caster lvl - 10: Dead / Destroyed.

In addition, if the caster is on his/her home plane of existence, any non-Chaotic Extraplanar creature in the area of effect (even if the ‘word of chaos’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

**8<sup>th</sup> Planar Ally, Greater**(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(500), 10Minutes, no SR>

– The caster requests his/her deity send Outsiders or Elementals: either one of up to 18HD or up to three of the same type whose total HD are not more than 18. Specific ones may be requested by name.

Once the ‘allies’ arrives, the caster must negotiate what task they should do & what they get in return. The following table gives an idea of the cost in money, items, etc.

Time Required	Payment
up to 1min/lvl	100gp / HD
up to 1hr/lvl	500gp / HD
up to 1day/lvl	1,000 / HD
Difficulty	Modifier
Matches Alignment	50% less
Non-hazardous	50% less
Very Dangerous	100% more
Suicidal	no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

**9<sup>th</sup> Gate**(PH p234)

<Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1md/lvl>

– Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.

-or-

<Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR>

- Calls & controls one or more Outsiders to perform a task. The caster may target:
  - a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.
  - b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.
  - c) a single non-unique / divine Outsider of more than 2x the Caster level can be called but not controlled.
  - d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is never controlled.

A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be “immediate” or “contractual” term:

- a) Any task which requires no more than 1md/lvl to complete can be assigned without a ‘contract’ (i.e., no payment).
- b) A “long term” task requires a ‘contract’, which entitles the summoned creature(s) to be fairly paid when the task is completed.

**Dwarf**

(PGF p86) (FR p62)

Gain Feat: Great Fortitude.

**1<sup>st</sup> Magic Weapon**(PH p251)

&lt;Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl&gt;

– Touched manufactured weapon gains a +1

Enhancement bonus to attack &amp; damage.

A Monk's Unarmed Strike can be the target of this spell.

**2<sup>nd</sup> Bear's Endurance**(PH p203)

&lt;Trans, VS/DF, 1StdAct, Touch, 1min/lvl&gt;

– +4 Enhancement bonus to Constitution.

**3<sup>rd</sup> Glyph of Warding**(PH p236)

&lt;Abj, VSM(200gp diamond dust, incense), 10Minutes, Touch, until discharged&gt;

– Caster inscribes a one-use almost invisible rune upon an object or area (up to 5 square feet per level) which is set off when anyone (visible or otherwise) touches or passes it.

The caster can set criteria which will keep the glyph from discharging, such as a password, the creature's race or alignment, or even religion (though the spell can be fooled by

*Nondetection*, *Polymorph Self*, etc.). If noticed, a *Read Magic* along with Spellcraft check vs. DC 13 will identify the effect contained by the glyph. A glyph can either

a) inflict 1d8 per 2 levels (max 5d8) in a 5' radius of one energy type (acid, cold, electricity, fire, or sonic) (Ref/2) and SR applies; or

b) store one harmful spell up to 3<sup>rd</sup> level.**4<sup>th</sup> Magic Weapon, Greater**(PH p251)

&lt;Trans, VSM(powdered lime, carbon)F(weapon)/DF, 1StdAct, Close-range, 1hr/lvl&gt;

– Targeted manufactured weapon –or– a bundled group of 50 projectiles gain an Enhancement bonus to attack &amp; damage of +1 per four levels (max +5).

A Monk's Unarmed Strike can be the target of this spell.

**5<sup>th</sup> Fabricate**(PH p229)

&lt;Trans, VS, 1Round per Unit of raw materials, Close-range, Instantaneous&gt;

– Converts 1 Unit of raw materials per level into mundane items. For this spell, a Unit is 1 cubic foot of metal –or– 10 cubic feet of other materials. An appropriate Craft check must be made to determine the quality of the produced items.

**6<sup>th</sup> Stone Tell**(PH p284)

&lt;Div, VS/DF, 10Minutes, Personal, 1min/lvl&gt;

– The caster can speak to natural or worked stone about what has come into contact with it, what is behind it, etc.

**7<sup>th</sup> Dictum**(PH p220)

&lt;Evoc[lawful][sonic], V, 1StdAct, SR applies&gt;

– Any non-Lawful creatures within a 40' radius Spread who can hear the 'dictum' & that has no more HD than the caster suffer from the following effects (no save):up to Caster lvl: Deafened for 1d4rnds.up to Caster lvl - 1: Slowed for 2d4 rounds & above.up to Caster lvl - 5: Held for 1d10 minutes & above.up to Caster lvl - 10: Dead & above.In addition, if the caster is on his/her home plane of existence, any non-Lawful Extraplanar creature in the area of effect (even if the 'dictum' cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).**8<sup>th</sup> Protection from Spells**(PH p266)

&lt;Abj, VSM(500gp diamond)F(1,000gp diamond per subject), 1StdAct, Touch, 10min/lvl&gt;

– Up to 1 touched subject per 4 levels gains a +8 Resistance bonus to saving throws against spells &amp; spell-like abilities.

The spell ends for any subject that stops carrying his/her focus diamond.

**9<sup>th</sup> Elemental Swarm (earth)**(PH p226)

&lt;Conj(sum)[earth], VS, 10Minutes, Medium-range, 10min/lvl(D), no SR&gt;

– Summons 2d4 Large Earth Elementals. Ten minutes after the spell is completed, 1d4 Huge Earth Elementals arrive. Twenty minutes after the spell is completed, 1 Greater Earth Elemental appears. All the Elementals serve the caster for the duration of the spell. The caster can dismissed any / all the Elementals as desired.

Earth

(PH p186)

Rebuke / Control / Bolster Earth Elementals –or– Turn / Destroy Air Elementals, up to 3 + Charisma modifier times per day.

1<sup>st</sup> *Magic Stone*(PH p251)

&lt;Trans, VS/DF, 1StdAct, Touch, until discharged up to 30min&gt;

- Up to 3 pebbles gain a +1 Enhancement bonus to attack & deal 1d6 +1 damage (double vs. Undead). Range increment is 20’.

2<sup>nd</sup> *Soften Earth and Stone*(PH p280)

&lt;Trans[earth], VS/DF, 1StdAct, Close-range, Instantaneous, no SR&gt;

- Softens one 10’ square per level of earth or unworked stone to a depth of 1’-4’.
- Wet Earth → Mud: Ref save or stuck for 1d2 rounds (unable to move, attack, or cast spells). Those who save can move through the area at ½ speed & can’t run or charge.
- Dry Earth → Loose Dirt: ½ speed & cannot run or charge through the effected area.
- Unworked Stone → Clay: does not effect movement, but is easier to work / destroy.

3<sup>rd</sup> *Stone Shape*(PH p284)(PHe)+

&lt;Trans[earth], VS/AM(clay sculpted into the new shape)/DF, 1StdAct, Touch&gt;

- Permanently reshapes a single piece of stone of up to 10 cubic feet + 1 cubic foot per level into a shape of the caster’s choosing, though fine detail is not possible.

4<sup>th</sup> *Spike Stones*(PH p283)

&lt;Trans[earth], VS/DF, 1StdAct, Medium-range, 1hr/lvl(D), Ref½, SR applies&gt;

- One 20’ square per level of rocky ground (or a stone floor) does damage to those walking across it. For each 5’ that a creature walks / runs through the area of effect, it takes 1d8 damage (no save) & have its movement reduced to ½ due to foot injuries (RefNeg). The movement penalty lasts until a) the target receives healing magics; b) a Heal check vs. the spell’s DC; or c) 24 hours go by.

5<sup>th</sup> *Wall of Stone*(PH p299)

&lt;Conj(creat)[earth], VS/AM(granite)/DF, 1StdAct, Medium-range, Instantaneous, no SR&gt;

- Creates a wall of stone that is one 5’ square per level & 1” thick per 4 levels. The area can be doubled by halving the thickness. The stone has a Hardness 8 & each 5’ square has 15 hit points per inch of thickness. The wall can be of any shape & will merge into adjoining stone surfaces.

6<sup>th</sup> *Stoneskin*(PH p284)

&lt;Abj, VSM(250gp diamond, granite), 1StdAct, Touch, until discharged up to 10min/lvl&gt;

- Touched creature gains Damage Reduction 10/adamantine. When 10 hp per level (max 150 hp) have been prevented, the spell is discharged.

7<sup>th</sup> *Earthquake*(PH p225)

&lt;Evoc[earth], VS/DF, 1StdAct, Long-range, 1rnd, no SR&gt;

- Intense tremor shakes a 80’ radius Spread (shapeable). The effect depends on the terrain. The result in [brackets] is halved / avoided with a Reflex save vs. DC 15.

Terrain Effect

Cave Roof collapses [8d6 damage to anyone below &amp; ‘pinned beneath rubble’].

Cliff Landslide that goes horizontally as far as it fell vertically [8d6 damage &amp; ‘pinned beneath rubble’].

Open [Fall down]. 25% chance of falling in a fissure (Reflex save vs. DC 20 to get out before it closes &amp; kills anyone still trapped).

Building Takes 100hp damage (no Hardness) [8d6 damage to all within &amp; ‘pinned beneath rubble’].

Marsh Fissures drain the water. [Sink in mud / quicksand].

- Anyone ‘pinned beneath rubble’ takes 1d6 subdual damage each minute. If he/she goes unconscious, make a Constitution check vs. DC 15 or take 1d6 lethal damage per minute.

8<sup>th</sup> *Iron Body*(PH p245)

&lt;Trans, VSM(iron from an iron golem or hero’s armor)/DF, 1StdAct, Personal, 1min/lvl(D)&gt;

- The caster’s body becomes living iron, which has the following benefits & penalties:
  - a) Damage Reduction 15 / adamantine;
  - b) Immune to Blindness, Criticals, Ability Score Damage, Deafness, Disease, Drowning, Electricity, Poison, & Stunning;
  - c) Immune to any effects that modify a target’s physiology or respiration. Since the caster cannot breath or drink, he/she cannot play woodwind instruments or drink potions;
  - d) ½ damage from Acid & Fire;
  - e) +6 Enhancement bonus to Strength;
  - f) –6 penalty to Dexterity (min Dex 1) ;
  - g) ½ movement;
  - h) –8 Armor Check penalty;
  - i) 50% Arcane spell failure;
  - j) 10x normal weight & cannot swim;
  - k) Fists to 1d6 normal damage (1d4 if Small);
  - l) Vulnerable to rust-based attacks.

9<sup>th</sup> *Elemental Swarm (earth)*(PH p226)

&lt;Conj(sum)[earth], VS, 10Minutes, Medium-range, 10min/lvl(D), no SR&gt;

- Summons 2d4 Large Earth Elementals. Ten minutes after the spell is completed, 1d4 Huge Earth Elementals arrive. Twenty minutes after the spell is completed, 1 Greater Earth Elemental appears. All the Elementals serve the caster for the duration of the spell. The caster can dismissed any / all the Elementals as desired.

Elf (PGF p86) (FR p63)

Gain Feat: Point Blank Shot.

1<sup>st</sup> *True Strike*(PH p296)

&lt;Div, VF(tiny archery target), 1StdAct, Personal&gt;

- Add +20 Insight bonus to your next attack roll within 1 round. Also negates miss chance due to Concealment.

2<sup>nd</sup> *Cat's Grace*(PH p208)

&lt;Trans, VSM(cat hair), 1StdAct, Touch, 1min/lvl&gt;

- +4 Enhancement bonus to Dexterity.

3<sup>rd</sup> *Snare*(PH p280)

&lt;Trans, VS/DF, 3Rounds, Touch, until triggered, no save, no SR&gt;

- Creates a magical booby trap out of a rope, vine, etc. (Search vs. DC 23 for a Rogue to locate). Anyone who puts a limb into the snare's loop is Entangled.

If attached to a supple tree, the person is also lifted off the ground &amp; takes 1d6 damage.

To escape, make a Strength or Escape Artist check vs. DC 23 or do 5hp damage to the snare (AC 7).

4<sup>th</sup> *Tree Stride*(PH p296)

&lt;Conj[teleport], VS/DF, 1StdAct, Personal, until depleted up to 1hr/lvl&gt;

- The caster may enter a living tree large enough to fully contains his/her body. The caster then knows the location of all trees of the same type within range.

As a Full-Round action, the caster has the option of teleporting to one of those trees, which counts as one 'stride'. The spell is depleted when the caster has made 1 'stride' per level.

Type of Tree	Range
oak, ash, yew	3,000'
other Deciduous	1,500'
elm, linden	2,000'
any other Tree	500'

While the spell has duration remaining &amp; has not been depleted, the caster may enter &amp; leave trees at will.

5<sup>th</sup> *Commune with Nature*(PH p211)

&lt;Div, VS, 10Minutes, Personal&gt;

- By becoming "one with nature", the caster can know up to 3 facts about the surrounding natural terrain (e.g., location of water, animal population, presence of powerful unnatural creatures). The caster can learn about an area of 1 mile/level radius above ground & 100' /level below ground. Construction, including towns & dungeons, obstructs this spell.

6<sup>th</sup> *Find the Path*(PH p230)

&lt;Div, VSF(rune stones), 3Rounds, 10min/lvl&gt;

- The touched subject knows the shortest, most direct route to the specified location (not objects or people).

The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a *Glyph of Warding*.It does not predict the actions of guardians. This spell will get a subject out of a *Maze* spell in 1 round.7<sup>th</sup> *Liveoak*(PH p248)

&lt;Trans, VS, 10Minutes, Touch, 1day/lvl(D)&gt;

- The touched Huge oak tree becomes a Treant when triggered. The trigger condition can have up to 1 word per caster level. The trigger instruction also tell the Treant what to do (often attacking).

The caster may only have one pending *Liveoak* spell at a time & can only cast it on a tree that is near his/her dwelling, a location sacred to the caster, or within 300' of something the caster wants to guard.8<sup>th</sup> *Sunburst*(PH p289)

&lt;Evoc[light], VSM(sunstone, fire)/DF, 1StdAct, Long-range, Instantaneous, SR applies&gt;

- A 80' radius Burst of light is centered on the caster. Damage is based on creature type:

Type	Effect
Undead	1d6/lvl (max 25d6) (Ref <sup>1</sup> /2) & destroyed if vulnerable to sunlight (RefNeg) & <u>Blind</u> (RefNeg).
Oozes	1d6/lvl (max 25d6) (Ref <sup>1</sup> /2).
others	6d6 (Ref <sup>1</sup> /2) & <u>Blind</u> (RefNeg).

This spell Dispels any spells with the [darkness] subtype within its area of effect.9<sup>th</sup> *Antipathy*(PH p200)<Ench(comp)[mind], VSM(alum, vinegar)/DF, 1Hour, Close-range, 2hrs/lvl, Will<sup>1</sup>/2, SR applies>

- Target object or location (up to 10' cube per level) is avoided by a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can enter the area or touch the object, but even this causes a –4 penalty to Dexterity due to the discomfort of the act.

This spell Counters and Dispels *Sympathy*.

**Endurance** (BoED p86)

'Feat of Endurance' – For one minute, the Cleric gains an Enhancement bonus to Constitution equal to half his/her Cleric level. Activated as a Free Action. Usable once per day.

**1<sup>st</sup> Endure Elements**(PH p226)

<Abj, VS, 1StdAct, Touch, 24hrs>  
– Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50.

**2<sup>nd</sup> Bear's Endurance**(PH p203)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>  
– +4 Enhancement bonus to Constitution.

**3<sup>rd</sup> Refreshment**(BoED p105)

<Conj(heal)[good], VS, 1StdAct>  
– All creatures within a 20' radius **Burst** of the caster are healed of all non-lethal damage, including damage cause by starvation, thirst, environmental conditions, etc.

**4<sup>th</sup> Sustain**(BoED p109)

<Trans, VSM(wine, bread), 1Round, Touch, 6hrs/lvl>  
– One living subject per two levels does not need to eat or drink for the spell's duration & has any current penalties from starvation removed. The subjects can be of any size. When the spell ends, a subject's appetite returns normally (i.e., is not immediately starving). A subject may eat & drink while under the effect of this spell without penalty.

**5<sup>th</sup> Stoneskin**(PH p284)

<Abj, VSM(250gp diamond, granite), 1StdAct, Touch, until discharged up to 10min/lvl>  
– Touched creature gains Damage Reduction 10 / adamantine. When 10 hp per level (max 150 hp) have been prevented, the spell is discharged.

**6<sup>th</sup> Bear's Endurance, Mass**(PH p203)

<Trans, VS/DF, 1StdAct, Close-range, 1min/lvl>  
– One subject per level in a 30' area gains a +4 Enhancement bonus to Constitution.

**7<sup>th</sup> Globe of Invulnerability**(PH p236)

<Abj, VSM(glass bead), 1StdAct, 1md/lvl(D), no SR>  
– An **immobile**, slightly shimmering 10' radius sphere appears around the caster. Any 0<sup>th</sup> – 4<sup>th</sup> level spell or spell-like abilities cannot enter the sphere, though those already in effect are merely **Suppressed** while in the area. Area of effect spells do not effect anything within the sphere either, though the rest of the area of effect is targeted normally. Spells can be cast out of the sphere or through the sphere without penalty. Once in effect, anyone (including the caster) can leave and reenter the sphere.

This spell can be **Dispel**led by a targeted *Dispel Magic*, but not an area *Dispel Magic*.

**8<sup>th</sup> Spell Turning**(PH p282)(PHc)+

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, until expended up to 10min/lvl>  
– Reflects ranged targeted spells (i.e., not area-of-effect spells or touch attacks) back at their caster. 1d4+6 spell levels are reflect in total. If a spell is partially reflected (i.e., not enough spell levels remaining to totally reflect the spell), the percentage of remaining 'levels of reflection' to the spell's level is the percentage of the spell being reflected or the percentage of spell damage that is reflected. For example, if a caster has 2 remaining levels of reflection is targeted with an 8<sup>th</sup> level *Polar Ray*, the caster with *Spell Turning* will take 75% of the damage while the caster of *Polar Ray* will take 25%. On the other hand, if the caster with *Spell Turning* was targeted with an 8<sup>th</sup> level *Maze*, there would be a 75% chance of him/her being effected & a 25% chance of the caster of the *Maze* being effected.

**9<sup>th</sup> Iron Body**(PH p245)

<Trans, VSM(iron from an iron golem or hero's armor)/DF, 1StdAct, Personal, 1min/lvl(D)>  
– The caster's body becomes living iron, which has the following benefits & penalties:  
a) Damage Reduction 15 / adamantine;  
b) Immune to Blindness, Criticals, Ability Score Damage, Deafness, Disease, Drowning, Electricity, Poison, & Stunning;  
c) Immune to any effects that modify a target's physiology or respiration. Since the caster cannot breath or drink, he/she cannot play woodwind instruments or drink potions;  
d) ½ damage from Acid & Fire;  
e) +6 Enhancement bonus to Strength;  
f) –6 penalty to Dexterity (min Dex 1) ;  
g) ½ movement;  
h) –8 Armor Check penalty;  
i) 50% Arcane spell failure;  
j) 10x normal weight & cannot swim;  
k) Fists to 1d6 normal damage (1d4 if Small);  
l) Vulnerable to rust-based attacks.

Evil (PH p186)

Cast [evil] spells at +1 Caster Level.

1<sup>st</sup> *Protection from Good*(PH p266)

<Abj[evil], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

- a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Good creatures;
- b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &
- c) Keeps non-Evil Summoned creatures 1’ away unless they make a Spell Resistance check or the subject attacks.

2<sup>nd</sup> *Desecrate*(PH p218)

<Evoc[evil], VSM(unholy water, 25gp of silver dust)/DF, 1StdAct, Close-range, 2hrs/lvl>

– A 20’ radius Emanation is filled with Negative Energy. The following applies in the area:

- a) Undead created or summoned gain +1hp per HD.
- b) Undead in the area receive a +1 Profane bonus on attacks, damage, & saves.
- c) All Charisma checks to Turn and Destroy Undead gain a –3 Profane penalty.

If cast on an altar or other permanent fixture to the caster’s deity, the Profane bonuses & penalties are doubled and an *Animate Dead* cast in the area can create (4 \* Caster lvl) HD of Undead. A caster cannot desecrate an area with a permanent fixture to another deity.

If cast in an area sacred to a different deity, the area is cut off from its connection to that deity and its power. The area does not gain the Undead effecting powers listed above.

This spell Counters & Dispels *Consecrate*.

3<sup>rd</sup> *Magic Circle against Good*(PH p250)

<Abj[evil], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10’ radius Emanation around the touched subject gain the following

- a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Good creatures;
- b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &
- c) Keeps non-Evil Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

–or–

<Abj[evil], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Evil creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

4<sup>th</sup> *Unholy Blight*(PH p297)

<Evoc[evil], VS, 1StdAct, Medium-range, SR applies>

– All creatures in a 20’ radius Burst take different effects based on their alignment:  
 Good Outsiders – 1d6/lvl (max 10d6)(Will½) & Sickened for 1d4 rnds (WillNeg)  
 Good – 1d8 per 2 levels (max 5d8) (Will½) & Sickened for 1d4 rnds (WillNeg).  
 Neutral – 1d4 per 2 lvls (max 5d4) (Will½)  
 Evil – no effect.

5<sup>th</sup> *Dispel Good*(PH p222)

<Abj[evil][touch attack], VS/DF, 1StdAct, Personal, Until Discharged up to 1rnd/lvl>

– The caster gains a dark nimbus, which provides a +4 Deflection bonus to AC against Good creatures. The spell can run for its full duration, or it can be discharged in 2 ways:  
 a) touch attack on a Good creature from another plane will force it home if it fails its SR check (if any) and its Will save.  
 b) touching a Good spell or an enchantment cast by a Good caster ends the spell as per a successful casting of *Dispel Magic*.

6<sup>th</sup> *Create Undead*(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>

– Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator’s control.

Undead	Min Lvl	Undead	Min Lvl
Ghoul	11	Mummy	15
Ghast	12	Mohrg	18

This spell must be cast at night.

7<sup>th</sup> *Blasphemy*(PH p205)(PHe)+

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

– Any non-Evil creatures within a 40’ radius Spread who can hear the ‘blasphemy’ & that has no more HD than the caster suffer from the following effects (no save):  
 up to Caster lvl: Dazed for 1 round.  
 up to Caster lvl - 1: Weakened for 2d4 rounds & above.  
 up to Caster lvl - 5: Held for 1d10 minutes & above.  
 up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Evil Extraplanar creature in the area of effect (even if the ‘blasphemy’ cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

8<sup>th</sup> *Unholy Aura*(PH p297)

<Abj[evil], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20’ radius Burst of the caster is shrouded in gloom, which provides the following:  
 a) +4 Deflection bonus to AC.  
 b) +4 Resistance bonus to saving throws.  
 c) Spell Resistance 25 against Good spells & spells cast by Good creatures.  
 d) Blocks any mind control.  
 e) If a Good creature successfully hits someone with the aura in melee, the attacker takes 1d6 Strength Damage (FortNeg).

9<sup>th</sup> *Summon Monster IX (evil)*(PH p288)

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

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

Table	#
<u>Summon Monster IX</u>	1
<u>Summon Monster VIII</u>	1d3
<u>Summon Monster VII</u> (or lower)	1d4+1

Exorcism (Eb p106)

You may force possessing spirits out of a subject's body by making a Turn Check that can turn the possessing creature's HD. If successful, the possessor cannot attempt to possess the subject again for at least 24 hours.

1<sup>st</sup> *Protection from Evil*(PH p266)

<Abj[good], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

- a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;
- b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &
- c) Keeps non-Good Summoned creatures 1' away unless they make a Spell Resistance check or the subject attacks.

2<sup>nd</sup> *Magic Circle against Evil*(PH p249)

<Abj[good], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10' radius Emanation around the touched subject gain the following

- a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;
- b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &
- c) Keeps non-Good Summoned creatures 3' away unless they make a Spell Resistance check or the subject attacks.

-or-

<Abj[good], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3' diameter circle with silver dust and then casts a Conj(call) spell to call a non-Good creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle's boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

3<sup>rd</sup> *Remove Curse*(PH p270)

<Abj, VS, 1StdAct, Touch>

– Touched person or object is freed from all curses upon it, assuming the curse doesn't explicitly say that this spell is ineffective. This spell Counters & Dispels *Bestow Curse*.

4<sup>th</sup> *Dismissal*(PH p222)

<Abj, VS/DF, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

– Forces an Extraplanar creature to return to its native plane (80%) or a random plane (20%). The target receives its HD as a bonus to its saving throw & the Caster level as a penalty to its saving throw.

5<sup>th</sup> *Dispel Evil*(PH p222)

<Abj[good][touch attack], VS/DF, 1StdAct, Personal, until discharged up to 1rnd/lvl>

– The caster gains a white radiance, which provides a +4 Deflection bonus to AC against Evil creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

- a) touch attack on an Evil creature from another plane will force it home if it fails its SR check (if any) and its Will save.
- b) touching an Evil spell or an enchantment cast by an Evil caster ends the spell as per a successful casting of *Dispel Magic*.

6<sup>th</sup> *Banishment*(PH p202)

<Abj, VS/AF(object or substance hated by the target), Close-range, WillNeg, SR applies>

– Banishes up to 2 HD per level of Extraplanar creatures in a 30' area away from the current plane. Extra hated objects give a +1 on SR Checks and +2 to the spell's DC.

7<sup>th</sup> *Holy Word*(PH p242)

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

– Any non-Good creatures within a 40' radius Spread who can hear the 'holy word' & that has no more HD than the caster suffer from the following effects (no save):

- up to Caster lvl: Deafened for 1d4rds.
- up to Caster lvl - 1: Blinded for 2d4 rounds & above.
- up to Caster lvl - 5: Held for 1d10 minutes & above.
- up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Good Extraplanar creature in the area of effect (even if the 'holy word' cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

8<sup>th</sup> *Holy Aura*(PH p241)

<Abj[good], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20' radius Burst of the caster gains a radiance, which provides the following:

- a) +4 Deflection bonus to AC.
- b) +4 Resistance bonus to saving throws.
- c) Spell Resistance 25 against Evil spells & spells cast by Evil creatures.
- d) Blocks any mind control.
- e) If an Evil creature successfully hits someone with the aura in melee, the attacker becomes permanently Blind (FortNeg).

9<sup>th</sup> *Freedom*(PH p233)

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

– Releases target creature from any magics or effects restricting its movement, including *Binding*, *Entangle*, *Grappling*, *Maze*, *Paralysis*, *Petrification* (no save needed to survive), *Pinning*, *Sleep*, *Slow*, *Stunning*, *Temporal Stasis*, & *Web*.

It is the only effect that can remove the spell *Imprisonment*, but to do so, it must be cast in the same location as the spell it is dispelling & the caster must know the target's name & background.

**Family** (PGF p86)

You may protect of a number of individuals (including yourself) equal to your Charisma modifier (minimum of 1) with a +4 Dodge bonus to AC which lasts for 1 round per level. Any individual moves farther than 10' from you loses the protection. Usable once per day.

**1<sup>st</sup> Bless**(PH p205)

<Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl>  
 – All allies within a 50' radius **Burst** gain a +1 Morale bonus on attacks & +1 Morale bonus on saves vs. fear.

This spell **Counters** and **Dispels** the spell *Bane*.

**2<sup>nd</sup> Shield Other**(PH p278)

<Abj, VSF(two 50gp platinum rings that must be worn by caster & target), 1StdAct, Close-range, 1hr/lvl(D)>  
 – Target gains a +1 Deflection bonus to AC & a +1 Resistance bonus to saves. Half of all hit-point damage that the target takes is actually taken by the caster. The spell ends immediately if target leaves Close-range.

**3<sup>rd</sup> Helping Hand**(PH p239)

<Evoc, VS/DF, 1StdAct, 1hr/lvl, no save, no SR>  
 – A ghostly hand appears in front of the caster, who describes a person (or creature) to it. The hand then searches for a target matching that description. The distance the hand has to travel determines how long it takes:

Distance	Time	Distance	Time
100'	1 round	3 miles	2 hours
1,000'	1 minute	4 miles	3 hours
1 mile	10 minutes	5 miles	4 hours
2 miles	1 hour		

If not creature within 5 miles matches the description, the hand returns to the caster, gestures with an open hand to show it did not find anyone, and the spell ends.

Once the hand locates the closest target matching the description, it beckons for the target to follow it, though the target is under no compulsion to do so. The hand remains 10' in front of the target & matches its speed (up to 240'). Even if it is ignored, the hand will not search for a second target.

The hand is **Invisible** to everyone except the caster & the subject. It can pass through cracks, but not solid objects.

**4<sup>th</sup> Imbue with Spell Ability**(PH p243)

<Evoc, VS/DF, 10Minutes, Touch, until discharged(D)>  
 – The caster transfers his/her ability to cast one or more spells into another creature. The subject must have an Intelligence of at least 5 and a Wisdom of at least 9. Only cleric spells from the schools of Abjuration, Divination, and Conjunction(healing) can be transferred. Until the subject casts the imbued spell(s), the caster does not regain the spell slot corresponding to this spell (typically a 4<sup>th</sup> level slot).

The spells that can be imbued on a subject is based on the subject's HD:

**HD Spells Imbued**

1-2 one 1<sup>st</sup> level spell  
 3-4 up to two 1<sup>st</sup> level spells  
 5+ up to two 1<sup>st</sup> level & one 2<sup>nd</sup> level spells

The imbued spells are cast at the caster's level & the caster is responsible to his/her deity for how the spells are used.

**5<sup>th</sup> Rary's Telepathic Bond**(PH p268)

<Div, VSM(eggshells), 1StdAct, Close-range, 10min/lvl(D)>

– One willing creature per three levels in a 30' area can be telepathically connected, though the caster does not have to be one of the subjects. Each subject must be willing & have an Intelligence of 3 or higher.

Once connected, the group can communicate at any range. All subjects can hear all communications of the group & language is not an issue.

**6<sup>th</sup> Heroes' Feast**(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

– Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) **Temporary HP**, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

**7<sup>th</sup> Refuge**(PH p270)

<Conj[teleport], VSM(1,500gp trigger object), 1StdAct, Touch, until discharged>

– A preset teleportation is activated when the trigger object is broken at the same time the command word is spoken. The caster presets the object to either  
 a) teleport the breaker to the caster's sanctum; or  
 b) teleport the caster to the breaker's location.

**8<sup>th</sup> Protection from Spells**(PH p266)

<Abj, VSM(500gp diamond)(F(1,000gp diamond per subject), 1StdAct, Touch, 10min/lvl)>  
 – Up to 1 touched subject per 4 levels gains a +8 Resistance bonus to saving throws against spells & spell-like abilities.

The spell ends for any subject that stops carrying his/her focus diamond.

**9<sup>th</sup> Prismatic Sphere**(PH p264)

<Abj, V, 1StdAct, 10min/lvl(D)>

– Creates a 10' radius opaque sphere around the caster. Anyone within 20' of the sphere who has less than 8HD is **Blind** for 2d4 x 10 minutes.

The caster can walk through the sphere without difficulty. Anyone else trying to go through the wall is effected by each of its colors (SR check required for each color), unless they are dispelled in order. The colors, in order, are the following:

Color	Negated by	Effect
Red	<i>Cone of Cold</i>	20hp fire (Ref½)
Orange	<i>Gust of Wind</i>	40hp acid (Ref½)
Yellow	<i>Disintegrate</i>	80hp electricity (Ref½)
Green	<i>Passwall</i>	Death (Fort½ 1d6Con)
Blue	<i>Magic Missile</i>	<i>Flesh to Stone</i> (FortNeg)
Indigo	<i>Daylight</i>	<i>Insanity</i> (WillNeg)
Violet	<i>Dispel Magic</i>	<i>Plane Shift</i> (WillNeg)

The sphere is immune to *Dispel Magic*, *Greater Dispel Magic*, and *Antimagical Sphere*, but not *Mordenkainen's Disjunction*.

**Fate** (CWar p114)

Gain ‘Uncanny Dodge’. Add your Cleric levels to those of other classes granting you this ability (if any).

**1<sup>st</sup> True Strike**(PH p296)

<Div, VF(tiny archery target), 1StdAct, Personal>  
– Add +20 Insight bonus to your next attack roll within 1 round. Also negates miss chance due to Concealment.

**2<sup>nd</sup> Augury**(PH p202)

<Div, VSF(25gp casting runes), 1Minute, Personal>  
– Learn if an action to be taken in the next 30 minutes will result in “good results”, “bad results”, “both”, or “nothing”. Chance of information is 70% + 1%/level (90% max), with failure always resulting in “nothing”. Repeated castings by the same person within a 30 minute period always have the same result.

**3<sup>rd</sup> Bestow Curse**(PH p203)

<Necro, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>  
– Touched subject is inflicted with one of the following:  
a) –6 on one ability (minimum 1);  
b) –4 penalty on attacks, saves, and skill checks; or  
c) 50% chance of losing each action.  
This spell is not effected by *Dispel Magic*. It can only be removed by *Break Enchantment*, *Limited Wish*, *Miracle*, *Remove Curse*, or *Wish*. This spell Counters the spell *Remove Curse*.

**4<sup>th</sup> Status**(PH p284)

<Div, VS, 1StdAct, Touch, 1hr/lvl>  
– Monitors the position (distance & direction) and condition (unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc.) of one touched living subject per 3 levels at any range.

**5<sup>th</sup> Mark of Justice**(PH p252)

<Necro, VS/DF, 10Minutes, Touch, Permanent, no save, SR applies>  
– The caster draws an indelible mark on the target & states the behavior that will activate a curse. The caster may choose one of the following curses:  
a) –6 on one ability (minimum 1);  
b) –4 penalty on attacks, saves, and skill checks; or  
c) 50% chance of losing each action.  
This spell is not effected by *Dispel Magic*. It can only be removed by *Break Enchantment*, *Limited Wish*, *Miracle*, or *Wish*.  
This spell can be removed with *Remove Curse* only if its caster level is at least as high as this spell’s caster level.

**6<sup>th</sup> Geas/Quest**(PH p234)

<Ench(comp)[mind][language], V, 10Minutes, Close-range, until discharged(D), no save, SR applies>  
– One subject obeys the caster’s command “to the letter”, though self-destructive orders break the spell.  
Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level. Specific tasks must be completed for the spell to be discharged.  
If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage each day (no save) & is Sickened (FortNeg). The effects end after a full day of obeying the instructions.  
This spell is not effected by *Dispel Magic* or *Break Enchantment*, though it can be ended by *Limited Wish*, *Miracle*, or *Wish*. *Remove Curse* only works if its Caster level is two higher than this spell’s Caster level.

**7<sup>th</sup> Vision**(PH p298)

<Div, VSM(250gp incense)F(200gp ivory strips)X(100), 1StdAct, Personal>  
– The caster “remembers” legends about a target creatures, place, or object by making a Caster Check (max level bonus +25):  

<u>Connection to Target</u>	<u>DC</u>	<u>Info Gained</u>
Touching	20	Good
Detailed Information	25	Incomplete
Rumors Only	30	Vague

**8<sup>th</sup> Mind Blank**(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>  
– Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject’s area, such as *Arcane Eye*, will not even see the subject.

**9<sup>th</sup> Foresight**(PH p233)

<Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl>  
– The caster receives mental warnings about what may harm the touched subject.  
If the caster placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as “close your eyes”, “jump”, “run”).  
If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

Feast (Eb p106)

You are immune to ingested poisons and diseases spread by ingestion.

1<sup>st</sup> *Goodberry*(PH p237)

<Trans, VS/DF, 1StdAct, Touch, 1day/lvl>

- When cast on a handful of freshly picked berries, 2d4 become ‘good berries’. Each can cure 1 hp (max 8 hp per 24 hours) & is as nourishing as a normal meal.

2<sup>nd</sup> *Delay Poison*(PH p217)

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

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

3<sup>rd</sup> *Create Food and Water*(PH p214)

<Conj(create), VS, 10Minutes, Close-range>

- Creates enough simple food & water to feed 3 humans (or 1 horse) per level for 1 day (after which the food goes bad).

4<sup>th</sup> *Neutralize Poison*(PH p257)

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

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

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

5<sup>th</sup> *Leomund’s Secure Shelter*(PH p247)

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

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

6<sup>th</sup> *Heroes’ Feast*(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

- Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

7<sup>th</sup> *Mordenkainen’s Magnificent Mansion*(PH p256)

<Conj(create), VSF(5gp small ivory portal, 5gp piece of marble, 5hp tiny silver spoon), 1StdAct, Close-range, 2hrs/lvl(D)>

- Creates an extra-dimensional space of up to three contiguous 10’ cubes per level. The space is designed for many people to rest comfortably:
  - a) Contains fresh air & food for 12 people/lvl.
  - b) Has 2 *Unseen Servants* per lvl.
  - c) The floor plan is designated by the caster.
 The entrance is 8’ tall by 4’ wide & can only be entered by those designated by the caster. Once the caster enters the mansion, the entrance becomes Invisible & sealed, though it may be reopened from the inside.

8<sup>th</sup> *Detoxify*(Eb p110)

<Conj(heal), VS/DF, 1StdAct, Instantaneous>

- All poison & venom within a 30’ radius

Spread of the caster is neutralized:

- a) creatures suffering from poison are cured, though they do not have any subsequent protection and any damage they took remains;
- b) any creature that generates venom cannot do so for 10 minutes per level; and
- c) all poison on weapons, traps, in the air, etc., within the area of effect is neutralized.

9<sup>th</sup> *Feast of Champions*(Eb p111)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

- Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, heals 2d8 + 1 per level (max +20), gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to magical fear & gains a +1 Morale bonus to attacks, saving throws, skill checks and ability checks.

**Fey** (BoED p86)

+4 bonus on saving throws vs. spell-like abilities of Fey.

**1<sup>st</sup> Faerie Fire**(PH p229)

<Evoc[light], VS/DF, 1StdAct, Long-range, 1min/lvl(D), no save, SR applies>

- All objects in a 5' radius Burst are outlined in the caster's choice of a blue, green, or violet glow, which is as bright as a candle. This negates Concealment due to darkness, *Blur*, *Displacement*, *Invisibility*, etc.

Magical darkness spell of 2<sup>nd</sup> level or higher Suppress this spell.

**2<sup>nd</sup> Charm Person**(PH p209)

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

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

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

**3<sup>rd</sup> Inspired Aim**(BoED p101)

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

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

**4<sup>th</sup> Blinding Beauty**(BoED p92)

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

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

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

**5<sup>th</sup> Tree Stride**(PH p296)

<Conj[teleport], VS/DF, 1StdAct, Personal, until depleted up to 1hr/lvl>

- The caster may enter a living tree large enough to fully contains his/her body. The caster then knows the location of all trees of the same type within range.

As a Full-Round action, the caster has the option of teleporting to one of those trees, which counts as one 'stride'. The spell is depleted when the caster has made 1 'stride' per level.

Type of Tree	Range	Type of Tree	Range
oak, ash, yew	3,000'	other Deciduous	1,500'
elm, linden	2,000'	any other Tree	500'

While the spell has duration remaining & has not been depleted, the caster may enter & leave trees at will.

**6<sup>th</sup> Heroes' Feast**(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

- Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

**7<sup>th</sup> Liveoak**(PH p248)

<Trans, VS, 10Minutes, Touch, 1day/lvl(D)>

- The touched Huge oak tree becomes a Treant when triggered. The trigger condition can have up to 1 word per caster level. The trigger instruction also tell the Treant what to do (often attacking).

The caster may only have one pending *Liveoak* spell at a time & can only cast it on a tree that is near his/her dwelling, a location sacred to the caster, or within 300' of something the caster wants to guard.

**8<sup>th</sup> Unearthly Beauty**(BoED p110)

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

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

Also as a Free Action, the caster can cause all creature within 30' that are looking at him/her to die (WillNeg).

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

**9<sup>th</sup> Summon Nature's Ally IX**(PH p289)

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

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

Table	#
<u>Summon Nature's Ally IX</u>	1
<u>Summon Nature's Ally VIII</u>	1d3
<u>Summon Nature's Ally VII</u> (or less)	1d4+1

**Fire** (PH p187)

Rebuke / Control / Bolster Fire Elementals –or– Turn / Destroy Water Elementals, up to 3 + Charisma modifier times per day.

**1<sup>st</sup> Burning Hands**(PH p207)

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

- Creates a 15' Cone-shaped Burst that does 1d4 Fire damage per level (max 5d4). This can set flammable materials on fire, which requires a Full-Round Action to put out.

**2<sup>nd</sup> Produce Flame**(PH p265)

<Evoc[fire][energy missile][touch attack], VS, 1StdAct, Personal, 1min/lvl(D), no save, SR applies>

- A flame as bright as a torch (20' of light) appears in the caster's hand.

The caster can attack with the flame as either a touch attack or an energy missile with a range of 120'. The flame does 1d6 + 1/level (max +5) Fire damage & can be used every round.

Each attack removes 1 minute of duration from the spell. If the spell is brought to 0 duration, the spell ends after the damage is applied.

**3<sup>rd</sup> Resist Energy (fire or cold only)**(PH p272)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

- The touched subject & his/her equipment are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

Lvl	#	Lvl	#	Lvl	#
up to 6 <sup>th</sup>	10	7 <sup>th</sup> – 10 <sup>th</sup>	20	11 <sup>th</sup> +	30

**4<sup>th</sup> Wall of Fire**(PH p298)

<Evoc[fire], VS/AM(phosphorus)/DF, 1StdAct, Medium-range, Concentrations + 1rnd/lvl, SR applies>

- Creates a opaque 20' tall wall of violet fire that is either 20' long per level & straight – or– a ring 5' radius per 2 levels. One side (caster's choice) causes 2d4 fire damage within 10' and 1d4 fire damage between 10' & 20'. Going through the wall does 2d6 + 1/lvl (max +20) Fire damage (2x to Undead).

If the wall is created on top of someone, the target gets a Reflex save to jump to one side (taking damage if the wrong side is chosen).

20hp of Cold damage in one round will extinguish a 5' length of wall.

**5<sup>th</sup> Fire Shield**(PH p230)

<Evoc[fire], VS/AM(phosphorous)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

- Warm Shield: The caster is sheathed in blue or violet flames that give off 10' of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Fire damage (SR applies). The caster takes ½ damage from Cold attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

-or-

<Evoc[cold], VS/AM(fireflies/glow worms)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

- Cold Shield: The caster is sheathed in blue or green flames that give off 10' of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Cold damage (SR applies). The caster takes ½ damage from Fire attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

**6<sup>th</sup> Fire Seeds**(PH p230)

<Conj(creat)[fire], VSM(up to 4 acorns –or– up to 8 holly berries), Touch, 1StdAct per acorn/holy berry, until detonated up to 10min/lvl>

- Create one of the following:

**Acorn Grenades:** Up to 4 touched acorns become throwable weapons. Requires a ranged touch attack with a maximum range of 100'. The acorns do a total of 1d6/lvl Fire damage (max 20d6), divided up between the acorns as the caster desires. If hit, the target does not get a saving throw. Everything within 10' of where the acorn hits takes 1hp per die of damage that acorn does (Ref½);

**Holly Berry Bombs:** Up to 8 touched holly berries become voice activated bombs (200' range). On command, each berry does 1d8 + 1/level Fire damage to everything within 5' (Ref½).

**7<sup>th</sup> Fire Storm**(PH p231)

<Evoc[fire], VS, 1Round, Medium-range, Ref½, SR applies>

- The caster designates 2 contiguous 10' cubes per level are filled with flame, doing 1d6 fire damage per level (max 20d6). Natural vegetation & any other plant life are not effected by the flames, and the caster has the option of making Plant Creatures immune too.

**8<sup>th</sup> Incendiary Cloud**(PH p244)

<Conj(creat)[fire], VS, 1StdAct, Medium-range, 1rnd/lvl, Ref½, no SR>

- Creates a 20' radius by 20' high Cloud of smoke. Anyone within the cloud take 4d6 Fire damage each round.

The cloud moves away from its starting point at a rate of 10' per round. By concentrating, the caster can move the "starting point" 60' per round, effectively steering the direction the cloud will drift. Any section of the cloud that goes beyond range is dispelled.

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

**9<sup>th</sup> Elemental Swarm (fire)**(PH p226)

<Conj(sum)[fire], VS, 10Minutes, Medium-range, 10min/lvl(D), no SR>

- Summons 2d4 Large Fire Elementals. Ten minutes after the spell is completed, 1d4 Huge Fire Elementals arrive. Twenty minutes after the spell is completed, 1 Greater Fire Elemental appears. All the Elementals serve the caster for the duration of the spell. The caster can dismissed any / all the Elementals as desired.

**Force** (CDiv p138)

Roll the damage of a weapon, spell, or an ability and take the better of the two. Usable 1/day as a Supernatural ability.

**1<sup>st</sup> Mage Armor**(PH p249)

<Conj[creat][force], VSF(leather), 1StdAct, Touch, 1hr/lv(D)>

– Touched subject gains +4 Armor bonus to AC.

**2<sup>nd</sup> Magic Missile**(PH p251)

<Evoc[force], VS, 1StdAct, Medium-range, no save, SR applies>

– Generate one 1d4+1 Force damage missile per 2 levels (max 5 missiles) that automatically hit (unless the target has Total Cover or Total Concealment). All targets must be within a 15' area. Inanimate objects cannot be targeted.

**3<sup>rd</sup> Blast of Force**(CDiv p153)

<Evoc[force][ray], VS, 1StdAct, Medium-range, Instantaneous, Fort½, SR applies>

– Does 1d6 Force damage per 2 lvls (max 5d6) (no save), plus knocked Prone (FortNeg – target applies his/her size & stability modifiers against a Bull Rush to the save roll).

**4<sup>th</sup> Otiluke's Resilient Sphere**(PH p258)

<Evoc[force], VSM(hemisphere of crystal, hemisphere of gum arabic), 1StdAct, Close-range, 1min/lvl(D), RefNeg, SR applies>

– An immobile sphere of Force 1' per level in diameter protects but traps one subject small enough to fit within it.

This spell is Cancelled by *Disintegrate*.

**5<sup>th</sup> Wall of Force**(PH p298)

<Evoc[force], VSM(clear gem powder), 1StdAct, Close-range, 1min/lvl(D), no SR>

– Creates an Invisible, immobile vertical wall of up to one contiguous 10' square per level.

The wall is immune to all damage & most magic (including *Dispel Magic*). Spells & breath weapons cannot go through the wall, but gaze attacks & teleportation can.

This spell is Dispelled by *Disintegrate* & *Mordenkainen's Disjunction*. It is immune to *Dispel Magic*.

**6<sup>th</sup> Repulsion**(PH p271)

<Abj, VS/AF(2 small iron bars with dog statuettes on the ends)/DF, 1StdAct, 1md/lvl(D), WillNeg, SR applies>

– Creatures cannot approach the caster within an invisible circle of up to 10' radius per level Emanation. The circle moves with the caster, but cannot push creatures back. The caster can still be attacked with spells & ranged weapons.

**7<sup>th</sup> Forcecage**(PH p232)

<Evoc[force], VSM(1,500gp ruby powder), 1StdAct, Close-range, 2hrs/lvl(D), no save, no SR>

– Creates a six-sided box of invisible force walls. The walls is immune to all damage & most magic (including *Dispel Magic*). The cube can be of two configurations:

- Barred Cage – 20' cube with 6" bands of force alternating with 6" gaps; or
- Windowless Cell – 10' cube with six solid walls.

Teleportation & Astral travel can escape the spell, but not spells based on Ethereal travel.

**8<sup>th</sup> Otiluke's Telekinetic Sphere**(PH p258)

<Evoc[force], VSM(crystal, gum arabic, magnets), 1StdAct, Close-range, 1min/lvl(D), RefNeg, SR applies>

– A sphere of Force 1' per level in diameter protects but traps one subject small enough to fit within it.

If the contents of the sphere weigh 5,000 pounds or less, the caster can telekinetically move the sphere within Medium-range. Moving the sphere requires a Standard Action and results in the sphere moving 30'. If the caster does not move the sphere or concentration is disturbed, the sphere stops, or falls at a rate of 60' if in the air (landing at this speed does no damage).

The caster can move the sphere from within.

This spell is Cancelled by *Disintegrate*.

**9<sup>th</sup> Bigby's Crushing Hand**(PH p203)

<Evoc[force], VSF(egg shell)M(snakeskin glove)/DF, 1StdAct, Medium-range, 1md/lvl(D), SR applies>

– Creates a magical 10' x 10' hand which stays in between the creator & a designated target and either

- tries to push the target away (treat as a Bull's Rush at +18) up to the spell's range;
- attempts to grapple to target (Touch check: +11 + Caster level + Primary Stat modifier; Grapple check: +16 + Caster level + Primary Stat modifier; Damage: 2d6+12 normal damage)

The hand may also be directed to interpose itself between the caster and a target, or Bull Rush an opponent with an attack bonus of (Caster level + Primary Stat modifier + 18).

The hand also provide a +4 Cover bonus to AC for the caster against that target. The target can be changed as a Move Action. The hand has the caster's normal hit points & saving throw and has an AC of 20.

**Glory** (CDiv p139)

Turn Undead with a +2 bonus on the Turning Check & +1d6 on the Turning Damage Check.

**1<sup>st</sup> Disrupt Undead**(PH p223)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

- Deals 1d6 **Positive Energy** damage to one Undead.

**2<sup>nd</sup> Bless Weapon**(PH p205)

<Trans, VS, 1StdAct, Touch, 1min/lvl>

- Touched weapon gains special abilities **against an Evil opponent only**:

- all “threats” become criticals (this does not apply to weapons with critical-related effects, such as a Vorpal weapon);
- is a ‘good’ and ‘magic’ weapon for purposes of bypassing Damage Reduction.
- can hit Incorporeal opponents as if it had a +1 Enhancement bonus.

**3<sup>rd</sup> Searing Light**(PH p275)

<Evoc[ray], VS, 1StdAct, Medium-range, no save, SR applies>

- Deals divine damage based on target:
  - if an Undead vulnerable to sunlight, target takes 1d8/lvl (max 10d8);
  - all other Undead take 1d6/lvl (max 10d6);
  - Constructs & inanimate objects take 1d6/2lvls (max 5d6);
  - all other targets take 1d8/2lvls (max 5d8).

**4<sup>th</sup> Holy Smite**(PH p241)

<Evoc[good], VS, 1StdAct, Medium-range, SR applies>

- All creatures in a 20’ radius **Burst** take different effects based on their alignment:
  - Evil Outsiders – 1d6/lvl (max 10d6) (Will½) & **Blind** for 1 round (WillNeg).
  - Evil – 1d8 per 2 levels (max 5d8) (Will½) & **Blind** for 1 round (WillNeg).
  - Neutral – 1d4 per 2 lvls (max 5d4) (Will½)
  - Good – no effect.

**5<sup>th</sup> Holy Sword**(PH p242)

<Evoc[good], VS, 1StdAct, Touch, 1rnd/lvl>

- Touched melee weapon gains the following:
  - +5 Enhancement bonus to attacks & dmg;
  - +2d6 damage to Evil opponents
  - the weapon’s damage is treated as ‘good’ for purposes of overcoming Damage Reduction.
  - generates a *Magic Circle against Evil*. If the effect is dispelled or ends in any other way, the caster may reactivate it as a Free Action on his/her turn. The effect ends 1rnd after the weapon leaves his/her hand. This spell **Suppresses** all other enhancements & spells on the target weapon.

**6<sup>th</sup> Bolt of Glory**(CDiv p155)

<Evoc[good][ray], VS/DF, 1StdAct, Close-range, Instantaneous, no save, SR applies>

- Ray of positive energy effects its target based on its nature & native plane of existence:
  - Evil Outsiders, Negative Energy Plane natives, and Undead take 1d6 per level (max 15d6).
  - Neutral Outsider and Elemental Plane natives take 1d6 per two levels (max 7d6).
  - All other creatures, including Good Outsiders and Positive Energy Plane natives, take no damage.

**7<sup>th</sup> Sunbeam**(PH p289)

<Evoc[light], VS/DF, 1StdAct, until depleted up to 1rnd/lvl, SR applies>

- As a Standard Action, the caster can generate one sunbeam per round, up to a total of 1 per 3 levels (max 6 sunbeams). The beam is a 60’ long Line.

Damage is based on creature type:

Type	Effect
Undead	1d6/lvl (max 20d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg) & <b>Blind</b> (RefNeg).
Oozes	1d6/lvl (max 20d6) (Ref½).
others	4d6 (Ref½) & <b>Blind</b> (RefNeg).

**8<sup>th</sup> Crown of Glory**(CDiv p160)

<Evoc[good], VSM(200gp opal)/DF, 1Round, 1min/lvl, WillNeg, SR applies>

- The caster gains celestial authority with all creatures within a 120’ radius **Emanation**:
  - gains a +4 Enhancement bonus to Charisma;
  - all creatures within the area of effect telepathically understand what the caster says.
  - those creatures within the area of effect that have 7HD or less stop what they are doing and face the caster for the spell’s duration (as per the spell *Enthrall*). The caster may effect them with up to 3 *Mass Suggestion* spells.

**9<sup>th</sup> Gate**(PH p234)

<Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

- Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.

-or-

<Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR>

- Calls & controls one or more Outsiders to perform a task. The caster may target:
  - 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.
  - a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.
  - a single non-unique / divine Outsider of more than 2x the Caster level can be called **but not controlled**.
  - a unique / divine Outsider can be called, but it decides whether or not to arrive & it is **never** controlled.

A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be “immediate” or “contractual” term:

- Any task which requires no more than 1rnd/lvl to complete can be assigned without a ‘contract’ (i.e., no payment).
- A “long term” task requires a ‘contract’, which entitles the summoned creature(s) to be fairly paid when the task is completed.

**Gnome**

(PGF p86) (FR p63)

Cast Illusion spells at +1 Caster Level.

**1<sup>st</sup> Silent Image**(PH p279)

&lt;Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration, WillDisbelief, no SR&gt;

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

**2<sup>nd</sup> Gembomb**(FR p70)

&lt;Conj(creat)[force], VSM(up to 5 gems worth at least 1gp each), 1StdAct per gem, Touch, until used up to 10min/lvl&gt;

- The caster programs up to 5 gems to do a total of 1d8 per 2 levels force damage (max 5d8). The caster can put all the damage in one gem, spread it evenly, etc. Once empowered, the caster can throw each gem up to 100' (range increment 20'), making a ranged touch attack. The target makes a Reflex save for ½ dmg.

**3<sup>rd</sup> Minor Image**(PH p254)

&lt;Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration + 2rds, WillDisbelief, no SR&gt;

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

**4<sup>th</sup> Minor Creation**(PH p253)

&lt;Conj(creat), VSM(tiny piece of substance to be created), 1Minute, 1hr/lvl(D)&gt;

- Creates an object of up to 1 cubic foot per level made from wood, cloth, hemp, or other non-living vegetable matter.

A Craft check is needed to make complex items

**5<sup>th</sup> Hallucinatory Terrain**(PH p238)

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

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

**6<sup>th</sup> Fantastic Machine**(FR p69)

&lt;Ill(shadow), VS/DF, 1StdAct, Medium-range, 1min/lvl(D)&gt;

- Creates a Large animated object mentally designed by the caster to perform a physical task (up to 25 words) designated at casting time. The 'machine' can be assigned to do the task once or repeatedly.
  - a) Large (tall) size – up to 15' tall;
  - b) Moves at 40' over ground;
  - c) Swims at 10' or Flies at 10' (clumsy) if only lightly loaded;
  - d) Hardness 10, 22hp, AC 14;
  - e) Saving throws: Fort +1, Ref +1, Will –4;
  - f) Light load: up to 230 pounds; Medium load: 231 – 460; Heavy load: 461 – 700; Max Lift: 1,400; Drag load: 3,500.
  - g) Excavates 7,000 pounds of loose rock each minute (i.e., 5' x 5' x 5' in 3rds);
  - h) Excavates 14,000 pounds of sand or dirt each minute.
  - i) Can make a Slam attack once per round at +5 to hit & 1d8+4 damage (x3 damage vs. stone or metal).
  - j) Can make a Ranged Attack by launching Small-sized rocks at +3 to hit, range increment of 150' (max 10 increments), & 2d6+4 damage.

**7<sup>th</sup> Screen**(PH p274)

&lt;Ill(glamer), VS, 10Min, Close-range, 1day, no SR&gt;

- The caster makes an illusion that obscures any or all objects in an area of one contiguous 30' cube per level (laid out in any way desired by the caster). All troops could be obscured in a crossing, or only 1 out of 5 could be shown, etc. The "rules" of the illusion are set at cast time & are unchangeable.

Scrying always sees the illusion, while local onlookers get a Will save to disbelieve if there is a reason to doubt what is seen.

**8<sup>th</sup> Otto's Irresistible Dance**(PH p259)

&lt;Ench(comp)[mind], V, 1StdAct, Touch, 1d4+1rds, no save, SR applies&gt;

- Touched target starts to dance uncontrollably & cannot take any actions, receives a –4 AC penalty, a –10 penalty to Reflex saves, & cannot effectively use a shield. The target provokes an attack of opportunity each round.

**9<sup>th</sup> Summon Nature's Ally IX (earth or animal only)**(PH p289)

&lt;Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rd/lvl(D)&gt;

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

Table	#
<u>Summon Nature's Ally IX</u>	1
<u>Summon Nature's Ally VIII</u>	1d3
<u>Summon Nature's Ally VII (or less)</u>	1d4+1

**Good** (PH p187)

Cast [good] spells at +1 Caster Level.

**1<sup>st</sup> Protection from Evil**(PH p266)

- <Abj[good], VSM(silver)/DF, Touch, 1min/lvl(D)>  
 – Subject gains the following:
- +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;
  - Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is **Suppressed**; &
  - Keeps non-Good Summoned creatures 1' away unless they make a Spell Resistance check or the subject attacks.

**2<sup>nd</sup> Aid**(PH p196)

- <Ench(comp)[mind], VS/DF, 1StdAct, Touch, 1min/lvl>  
 – Touched subject gains a +1 Morale bonus to attack & saving throws vs. fear and gains **Temporary HP** equal to 1d8 + 1/lvl (max 1d8+10).

**3<sup>rd</sup> Magic Circle against Evil**(PH p249)

- <Abj[good], VSM(silver)/DF, Touch, 10min/lvl>  
 – All creatures within a 10' radius **Emanation** around the touched subject gain the following
- +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;
  - Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is **Suppressed**; &
  - Keeps non-Good Summoned creatures 3' away unless they make a Spell Resistance check or the subject attacks.

-or-

- <Abj[good], VSM(silver)/DF, 1day/lvl, SR applies>  
 – The caster casts this spell while drawing a 3' diameter circle with silver dust and then casts a Conj(call) spell to call a non-Good creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle's boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

**4<sup>th</sup> Holy Smite**(PH p241)

- <Evoc[good], VS, 1StdAct, Medium-range, SR applies>  
 – All creatures in a 20' radius **Burst** take different effects based on their alignment:  
 Evil Outsiders – 1d6/lvl (max 10d6) (Will½) & **Blind** for 1 round (WillNeg).  
 Evil – 1d8 per 2 levels (max 5d8) (Will½) & **Blind** for 1 round (WillNeg).  
 Neutral – 1d4 per 2 lvls (max 5d4) (Will½)  
 Good – no effect.

**5<sup>th</sup> Dispel Evil**(PH p222)

- <Abj[good][touch attack], VS/DF, 1StdAct, Personal, until discharged up to 1rnd/lvl>  
 – The caster gains a white radiance, which provides a +4 Deflection bonus to AC against Evil creatures. The spell can run for its full duration, or it can be discharged in 2 ways:
- touch attack on an Evil creature from another plane will force it home if it fails its SR check (if any) and its Will save.
  - touching an Evil spell or an enchantment cast by an Evil caster ends the spell as per a successful casting of *Dispel Magic*.

**6<sup>th</sup> Blade Barrier**(PH p205)

- <Evoc[force], VS, 1StdAct, Medium-range, 1min/lvl(D), SR applies>  
 – Creates a 20' tall wall of spinning blades either of 20' long per level –or– a ringed wall 5' radius per two levels. Going through the barrier causes 1d6/lvl (max 15d6) (Ref½).  
 If the barrier is created on top of a creature, it is allowed a Reflex save to get out before it finishes forming (i.e., no damage).  
 The barrier proves a +4 Cover bonus to AC & a +2 Cover bonus to Reflex saves against attacks made through it.

**7<sup>th</sup> Holy Word**(PH p242)

- <Evoc[good][sonic], V, 1StdAct, SR applies>  
 – Any non-Good creatures within a 40' radius **Spread** who can hear the 'holy word' & that has no more HD than the caster suffer from the following effects (**no save**):  
 up to Caster lvl: **Deafened** for 1d4rnds.  
 up to Caster lvl - 1: **Blinded** for 2d4 rounds & above.  
 up to Caster lvl - 5: **Held** for 1d10 minutes & above.  
 up to Caster lvl - 10: **Dead & above**.

In addition, if the caster is on his/her home plane of existence, any non-Good **Extraplanar** creature in the area of effect (even if the 'holy word' cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

**8<sup>th</sup> Holy Aura**(PH p241)

- <Abj[good], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>  
 – One subject per level within a 20' radius **Burst** of the caster gains a radiance, which provides the following:
- +4 Deflection bonus to AC.
  - +4 Resistance bonus to saving throws.
  - Spell Resistance 25 against Evil spells & spells cast by Evil creatures.
  - Blocks any mind control.
  - If an Evil creatures successfully hits someone with the aura in melee, the attacker becomes permanently **Blind** (FortNeg).

**9<sup>th</sup> Summon Monster IX**(PH p288)

- <Conj(sum)[good], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>  
 – Summons one or more Good creatures to fight the caster's enemies. The creatures can attack on the caster's initiative starting their first round.
- | Table                                | #     |
|--------------------------------------|-------|
| <b>Summon Monster IX</b>             | 1     |
| <b>Summon Monster VIII</b>           | 1d3   |
| <b>Summon Monster VII</b> (or lower) | 1d4+1 |

**Halfling** (PGF p87)

Add your Charisma modifier to Climb, Jump, Move Silently, & Hide checks for 10 minutes. Usable once per day as a Free Action.

**1<sup>st</sup> Magic Stone**(PH p251)

<Trans, VS/DF, 1StdAct, Touch, until discharged up to 30min>

- Up to 3 pebbles gain a +1 Enhancement bonus to attack & deal 1d6 +1 damage (double vs. Undead). Range increment is 20’.

**2<sup>nd</sup> Cat’s Grace**(PH p208)

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

- +4 Enhancement bonus to Dexterity.

**3<sup>rd</sup> Magic Vestment**(PH p251)

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

- Armor, shield, or clothes gain +1 per four levels Enhancement bonus to AC (max +5).

**4<sup>th</sup> Freedom of Movement**(PH p233)

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

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

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

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

**5<sup>th</sup> Mordenkainen’s Faithful Hound**(PH p255)

<Conj(creat), VSM(whistle, bone, thread), 1StdAct, Close-range, until triggered up to 1hr/lvl then 1rnd/lvl, no SR>

- The caster creates an Invisible & stationary watch-dog that can see Invisible and Ethereal creatures & is immune to Figments. If any creature of at least Small size comes within 30’ of the casting point (not counting creatures already in the area when the spell was cast), the watch-dog is triggered & begins to bark.

If a creature moves within 5’ of the watch-dog, it stops barking and attacks (+10 attack bonus, 2d6+3 damage) once per round. The watch-dog attacks with a Readied Action & remains Invisible when it attacks. The watch-dog cannot be killed, only dispelled. The caster must stay within 100’ of the watch-dog or the spell ends.

**6<sup>th</sup> Move Earth**(PH p257)

<Trans[earth], VSM(dirt, iron blade), 10Minutes per 150’square, Long-range>

- For each 10 minutes of cast time, 150’ square (up to 10’ deep) of dirt, sand, etc., if moved, up to a maximum of 750’ x 750’ (which would have a casting time of 4hrs 10min).

The movement is smooth, so buildings, trees, etc. are not toppled by this spell, though they may be raised or lowered. This spell cannot be used to tunnel.

**7<sup>th</sup> Shadow Walk**(PH p277)

<Ill(shadow), VS, 1StdAct, Touch, 1hr/lvl(D)>

- The caster and up to 1 touched subject per level travel into the Plane of Shadows (unwilling subjects receive a Will save to negate). Travel can be in two different ways:
  - a) Movement in the Plane of Shadows is faster than in the Material Plane, so the party can effectively travel 50 miles/hour. When the desired destination is reached, the party returns to the Material Plane.
  - b) The party can travel to a plane of existence that borders the Plane of Shadows. This takes 1d4 hours.

**8<sup>th</sup> Word of Recall**(PH p303)

<Conj[teleport], V, 1StdAct>

- Teleports the caster, his/her Maximum Load, & one willing Medium-sized creature per three levels (or the Creature Equivalent) back to a very familiar place that was designated when the spell was memorized. The start & end locations must be in the same plane of existence.

**9<sup>th</sup> Foresight**(PH p233)

<Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl>

- The caster receives mental warnings about what may harm the touched subject.

If the caster placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as “close your eyes”, “jump”, “run”).

If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

**Hatred** (PGF p87)

Once per day, choose one opponent. For 1 minute, you gain a +2 Profane bonus on attack, saving throws, & AC vs. that opponent only.

**1<sup>st</sup> Doom**(PH p225)

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

– Target living creature becomes Shaken.

**2<sup>nd</sup> Scare**(PH p274)

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

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

**3<sup>rd</sup> Bestow Curse**(PH p203)

<Necro, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

– Touched subject is inflicted with one of the following:

- 6 on one ability (minimum 1);
- 4 penalty on attacks, saves, and skill checks; or
- 50% chance of losing each action.

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

This spell Counters the spell *Remove Curse*.

**4<sup>th</sup> Song of Discord**(PH p281)

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

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

**5<sup>th</sup> Righteous Might**(PH p273)

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

– The caster & his/her equipment enlarge to the next size category, with the following effects:

- the caster & his/her equipment enlarge to the next size category, with all the standard bonuses & penalties;
- +8 Size bonus to Strength;
- +4 Size bonus to Constriction;
- gain Damage Reduction 5/evil (if the caster channels Positive Energy) or 5/good (if the caster channels Negative Energy). Damage Reduction improved to 10/... at 12<sup>th</sup> level & 15/... at 15<sup>th</sup> level.

**6<sup>th</sup> Forbiddance**(PH p232)

<Abj, VSM(1,500gp of holy water & incense + 1,500gp per 60' cube, 1,000gp of additional incense + 1,000gp per 60' cube if a password is to be added)/DF, 6Rounds, Medium-range, Permanent>

– The caster designated an area of one contiguous 60' cube per level. Although permanent, the caster has the option of including a password that allows the speaker to avoid effect 'b').

a) The area is sealed against planar travel, blocking *Dimensional Door*, *Teleport*, *Plane Shift*, *Astral Travel*, *Ethereal Travel*, and all *Summon* spells.

b) When attempting to enter, each creature is effected based on how close their alignment is to the caster's alignment:

- 1) same – no save needed to enter.
- 2) different along the law-chaos axis -or- the good-evil axis – 6d6 damage & cannot enter (Will½ & SR applies).
- 3) different along the law-chaos axis -and- the good-evil axis – 12d6 damage & cannot enter (Will½ & SR applies).

*Dispelling Magic* on this spell only works if its caster's level is at least as high as this spell's level.

**7<sup>th</sup> Blasphemy**(PH p205)(PHe)+

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

– Any non-Evil creatures within a 40' radius Spread who can hear the 'blasphemy' & that has no more HD than the caster suffer from the following effects (no save):

- up to Caster lvl: Dazed for 1 round.  
 up to Caster lvl - 1: Weakened for 2d4 rounds & above.  
 up to Caster lvl - 5: Held for 1d10 minutes & above.  
 up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Evil Extraplanar creature in the area of effect (even if the 'blasphemy' cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

**8<sup>th</sup> Antipathy**(PH p200)

<Ench(comp)[mind], VSM(alum, vinegar)/DF, 1Hour, Close-range, 2hrs/lvl, Will½, SR applies>

– Target object or location (up to 10' cube per level) is avoided by a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can enter the area or touch the object, but even this causes a –4 penalty to Dexterity due to the discomfort of the act.

This spell Counters and Dispels *Sympathy*.

**9<sup>th</sup> Wail of the Banshee**(PH p298)

<Necro[death][sonic], V, 1StdAct, Close-range, FortNeg, SR applies>

– One living creature per level in a 40' radius Spread dies. If there are too many targets, count from the point of origin outward.

Healing (PH p187)

Cast Conjuraction(healing) spells at +1 Caster Level.

1<sup>st</sup> *Cure Light Wounds*(PH p215)

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

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

2<sup>nd</sup> *Cure Moderate Wounds*(PH p216)

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

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

3<sup>rd</sup> *Cure Serious Wounds*(PH p216)

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

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

4<sup>th</sup> *Cure Critical Wounds*(PH p215)

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

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

5<sup>th</sup> *Cure Light Wounds, Mass*(PH p216)

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

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

6<sup>th</sup> *Heal*(PH p239)

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

- Touched subject is infused with Positive Energy, healing 10hp per level (max 150hp) and being immediately cured of the following: Ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, Diseased, Exhausted, Fatigued, Feeblemind, Insanity, Nauseated, Sickened, Stunned, and / or being Poisoned.

This spells does not remove Negative Levels, ability Drain, & lost levels.

If an Undead is the target of this spell, it takes 10hp per level (max 150hp) of Positive Energy damage (SR applies). On a successful save, the target only takes ½ damage and cannot be brought to less than 1hp.

7<sup>th</sup> *Regenerate*(PH p270)

<Conj(heal), VS/DF, 3Rounds, Touch, Instantaneous>

- Touched living subject's missing limbs are restored. If the severed limb is touching the subject, then it takes 1 round to heal, otherwise the limb regrows in 2d10 rounds. The subject is also healed 4d8 + 1/lvl (max +35) hit points, is no longer Fatigued or Exhausted, & all subdual damage is restored.

This spell cannot target Undead.

8<sup>th</sup> *Cure Critical Wounds, Mass*(PH p215)

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

- Cures 4d8 +1/level damage (max +40) to one creature per level in a 30' area with Positive Energy.

9<sup>th</sup> *Heal, Mass*(PH p239)

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

- One subject per level within a 30' area is infused with Positive Energy, healing 10hp per level (max 250hp) and being immediately cured of the following: ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, diseased, Exhausted, Fatigued, Feeblemind, insanity, Nauseated, Sickened, Stunned, and / or being poisoned.

This spells does not remove Negative Levels, ability Drain, & lost levels.

If an Undead is a target of this spell, it takes 10hp per level (max 250hp) of Positive Energy damage (SR applies). On a successful save, the target only takes ½ damage and cannot be brought to less than 1hp.

**Herald**

(BoED p87) (CDiv p136)+

+4 Sacred bonus on Diplomacy & Intimidate checks.  
Intimidate becomes a class skill.

**1<sup>st</sup> Comprehend Languages**(PH p212)

&lt;Div, VSM(soot, salt)/DF, 1StdAct, Personal, 10min/lvl&gt;

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

**2<sup>nd</sup> Enthral**(PH p227)

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

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

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

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

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

**3<sup>rd</sup> Tongues**(PH p294)

&lt;Div, VM(small clay ziggurat)/DF, 1StdAct, Touch, 10min/lvl, no SR&gt;

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

**4<sup>th</sup> Sending**(PH p275)

&lt;Evoc, VSM(copper wire)/DF, 10Minutes, no SR&gt;

– Sends a message of 25 words or less to a familiar subject anywhere, who may send back a 25 word response immediately. If the subject is on another plane of existence, there is a 5% chance of the message being lost.

**5<sup>th</sup> Command, Greater**(PH p211)

&lt;Ench(comp)[language][mind], V, 1StdAct, Close-range, 1rnd, WillNeg(retry), SR applies&gt;

– One living target per level within a 30’ area obeys one of the following one-word command on its turn for 1 round per level: “Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.

“Drop” – Drops the objects it is holding & can’t pick them up.

“Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.

“Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.

“Halt” – Take no actions, though he/she is not considered Helpless.

Each target receives the same one-word command.

Targets may attempt their Will save each round until they succeed, ending the effect.

**6<sup>th</sup> Dream**(PH p225)

&lt;Ill(phantasm)[mind], VS, 1Minute, Touch&gt;

– The touched living subject gains the ability to enter a target’s dream & deliver a one-way, predetermined message of any length (i.e., Q&A). The target must be unambiguously identified by name or title & must be able to dream. If the target is not asleep when the spell is cast, the subject can either cancel the spell –or– stay in a deep trance until the target does go to sleep.

**7<sup>th</sup> Visage of the Deity**(CDiv p187)

&lt;Trans[good], VS/DF, 1StdAct, Personal, 1rnd/lvl&gt;

– The caster becomes a ‘Celestial’:

- appearance becomes metallic;
- gain Darkvision 60’;
- Damage Reduction 10 / magic;
- Spell Resistance 20.
- Acid Resistance 20;
- Cold Resistance 20;
- Electricity Resistance 20; &
- Smite Evil (1/day): +Cha bonus on attack roll & +level on damage vs. Evil.

-or-

&lt;Trans[evil], VS/DF, 1StdAct, Personal, 1rnd/lvl&gt;

– The caster becomes ‘Fiendish’:

- appearance becomes fearsome (horns, fangs, etc);
- gain Darkvision 60’;
- Damage Reduction 10 / magic;
- Spell Resistance 20;
- Cold Resistance 20;
- Fire Resistance 20; &
- Smite Good (1/day): +Cha bonus on attack roll & +level on damage vs. Good.

**8<sup>th</sup> Crown of Glory**(BoED p95)

&lt;Evoc[good], VSM(200gp opal)/DF, 1Round, 1min/lvl WillNeg, SR applies&gt;

– All creatures with up to 8HD that are within 10’ per level of the caster stop what they are doing and face the caster for the spell’s duration. All targets telepathically understand the caster’s words and will obey them as per the spell *Suggestion*.

**9<sup>th</sup> Visage of the Deity, Greater**(CDiv p187)

&lt;Trans[good], VS/DF, 1StdAct, Personal, 1rnd/lvl&gt;

– The caster becomes a ‘Half-Celestial’:

- creature type changes to Outsider (but the caster can be brought back from the dead);
- +4 bonus to Strength;
- +2 bonus to Dexterity;
- +4 bonus to Constitution;
- +2 bonus to Intelligence;
- +4 bonus to Wisdom;
- +4 bonus to Charisma;
- +1 increase of Natural Armor;
- gain Low-light Vision;
- Acid Resistance 10;
- Cold Resistance 10;
- Electrical Resistance 10;
- Spell Resistance 25;
- Damage Reduction 10 / magic;
- gain immunity to diseases;
- +4 Racial bonus on saves vs. poison; &
- gain feathery wings which let the caster Fly at twice his/her ground movement with Good maneuverability.

-or-

&lt;Trans[evil], VS/DF, 1StdAct, Personal, 1rnd/lvl&gt;

– The caster becomes a ‘Half-Fiend’:

- creature type changes to Outsider (but the caster can be brought back from the dead);
- +4 bonus to Strength;
- +4 bonus to Dexterity;
- +2 bonus to Constitution;
- +4 bonus to Intelligence;
- +4 bonus to Wisdom;
- +2 bonus to Charisma;
- +1 increase of Natural Armor;
- gain Darkvision 60’;
- Acid Resistance 10;
- Cold Resistance 10;
- Electricity Resistance 10;
- Fire Resistance 10;
- Spell Resistance 25;
- Damage Reduction 10 / magic;
- gain Poison Immunity;
- gain 1 Bite & 2 Claw attacks (if Medium, Bite does 1d6 & each claw does 1d4; if Small, Bite & each Claw each do 1d3); &
- gain bat-like wings which let the caster Fly at ground movement with Average maneuverability.

**Hunger** (DR312 p70)

Immune to non-magical poisons, diseases, or drugs that require ingestion.

**1<sup>st</sup> Slow Consumption**(BoVD p103)

<Necro[evil], VS, 10Min, Touch, 24hrs+, FortNeg>

- When cast upon a living, helpless subject who is within the area of effect of a *Desecrate* or *Unhallow* spell, the caster does not need to eat & receives double natural healing. The subject takes 1 Constitution damage & receives no natural healing. As long as the caster can touch the subject in each consecutive 24 hour period, the spell repeats each day.

-or-

**Ray of Enfeeblement**(PH p269)

<Necro[ray], VS, 1StdAct, Close-range, 1min/lvl, no save, SR applies>

- Target takes a penalty to Strength of 1d6 + 1 per 2 levels (max 1d6+5) (min 1 Strength).

**2<sup>nd</sup> Jaws of Adamantine**(DR312 p71)

<Trans, VS, 1StdAct, Touch, 1rnd/lvl>

- The subject's mouth enlarges & his/her teeth become as hard as Adamantine. The new mouth can bite almost anything and does 1d6 damage if Medium-sized, 1d4 if Small-sized, etc.

The new mouth is not a good combat weapon, receiving a –4 penalty on attacks & only applying ½ the subject's Strength modifier to the damage.

Against inanimate objects, the subject gains his/her full Strength modifier & ignores Hardnesses up to 20.

**3<sup>rd</sup> Cannibalize**(DR312 p71)

<Trans[evil], VS, 1StdAct, Touch, 1rnd/lvl(D)>

- The subject gains a Bite attack that does 1d4 damage if Medium-sized, 1d3 if Small-sized, etc.

For every 3 hp of damage the subject does to a living (i.e., not dead or Undead) creature, the subject gains 1 Temporary HP.

**4<sup>th</sup> Caustic Bile**(DR312 p71)

<Evoc[evil], VS/DF, 1StdAct, Close-range, Ref½, SR applies>

- Everything in a 5' radius Burst takes 1d6 per level Acid damage (max 10d6).

**5<sup>th</sup> Enervation**(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

- Target gains 1d4 Negative Levels that fade in 1hr/lvl. Undead targeted with this spell gain 1d4 \* 5 Temporary HP for 1 hour.

**6<sup>th</sup> Insatiable Hunger**(DR312 p71)

<Trans, VS/DF, 1Round, Medium-range, Permanent, FortNeg, SR applies>

- One creature per level in a 30' area begin starving, no matter how much they eat. Each suffers the effects of Starvation each hour (instead of each day). This means that after three hours (and each hour afterwards), the subject must make a Constitution check vs. DC 10 + number of previous checks or take 1d6 nonlethal damage. Anyone taking damage from starvation is Fatigued. Targets of this spell cannot recover damage due to starvation (either naturally or magically) until this spell is removed.

**7<sup>th</sup> Whirlwind of Teeth**(BoVD p110)

<Evoc[evil], VSM(handful of bloody teeth)/DF, 1StdAct, Medium-range, 1rnd/lvl, Ref½>

- Creates a cylinder 5'/lvl radius by 10'/lvl tall made of biting mouths. Any creature within the area takes 1d8 damage per 2 levels (max 10d8) each round. As a Free Action, the caster can move the whirlwind 40'.

-or-

**Destruction**(PH p218)

<Necro[death], VSF(500gp custom silver religious symbol), 1StdAct, Close-range, Fort½, SR applies>

- The target dies & its body ceases to exist. The target's equipment & possession are left behind. On a successful save, target takes 10d6 damage.

**8<sup>th</sup> Steal Life**(BoVD p106)

<Necro[evil], VS, 1StdAct, Close-range, Concentration, FortNeg>

- Each round the caster maintains concentration, the target living humanoid takes 1 ability Drain. The caster chooses which ability to drain first, but cannot drain any single ability again until the other 5 have been drained too (i.e., in each 6 round period, all 6 ability scores will be drained by 1). When the target's Constriction drops to 0, the target is dead & no more draining can be done.

If the caster is slain while still concentrating on the spell, all drained ability scores are restored.

If cast on the night of the full moon, the caster's body loses 1 week of age for each point of ability score he/she drains.

This spell can only be cast in an area under the effect of a *Desecrate* or *Unhallow* spell.

-or-

**Horrid Wilting**(PH p242)

<Necro, VSM(sponge)/DF, 1StdAct, Long-range, Fort½, SR applies>

- All living creatures in a 60' area takes 1d6 damage per level (max 20d6) from dehydration, except for Water Elementals & Plant Creatures, who take 1d8/lvl (max 20d8) instead.

**9<sup>th</sup> Gate (portal to the Abyss only)**(PH p234)

<Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

- Opens a portal to the Abyss that is 5' to 20' wide. Creatures on both sides can see through & can travel freely through the opening.

**Illusion**

(PGF p87)

Cast Illusion spells at +1 Caster Level.

**1<sup>st</sup> Silent Image**(PH p279)

&lt;Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration, WillDisbelief, no SR&gt;

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

**2<sup>nd</sup> Minor Image**(PH p254)

&lt;Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration + 2rnds, WillDisbelief, no SR&gt;

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

**3<sup>rd</sup> Displacement**(PH p223)

&lt;Ill(glamer), VM(displacer beast hide), 1StdAct, Touch, 1rnd/lv(D)&gt;

- Attacks miss touched subject 50% of the time.

**4<sup>th</sup> Phantasmal Killer**(PH p260)

&lt;Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies&gt;

- The targeted creature sees its worst fear (though no one else sees anything). If the target fails its Will save, it must then make a Fortitude save. If it fails, the target dies. If successful, the target takes still 3d6 damage.

**5<sup>th</sup> Persistent Image**(PH p260)

&lt;Ill(figment), VSF(fleece, sand), 1StdAct, Long-range, 1min/lvl(D), WillDisbelief, no SR&gt;

- Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of (4 + 1 per level) 10' cubes that are contiguous.

The illusion follows a script set up the caster.

**6<sup>th</sup> Mislead**(PH p255)

&lt;Ill(figment)(glamer), S, 1StdAct, Close-range, Concentration + 3rnds, no SR&gt;

- Simultaneously, the caster becomes Invisible and an illusionary copy (sight, sound, smell, & touch) of the caster appears within range (with the option of it appearing supper-imposed on the caster). The illusionary copy will then do whatever it was programmed to do at cast time, with no requirement that it stays in range. A Will save is required to realize the copy isn't the original.

The caster stays Invisible even if he/she attacks, up to 1rnd/lvl(D).**7<sup>th</sup> Project Image**(PH p265)

&lt;Ill(shadow), VSM(5gp doll of the caster), 1StdAct, Medium-range, 1rnd/lvl(D), WillDisbelief, no SR&gt;

- An insubstantial, but otherwise real double of the caster is created. The caster must maintain line-of-sight with the double or the spell ends.

As a Free Action, the caster can choose to see through the double's eyes &amp; hear through its ears.

As a Move Action, the caster can take direct control of the double, otherwise it mimics the caster.

Spells can be cast through the double, but otherwise act normally.

**8<sup>th</sup> Screen**(PH p274)

&lt;Ill(glamer), VS, 10Min, Close-range, 1day, no SR&gt;

- The caster makes an illusion that obscures any or all objects in an area of one contiguous 30' cube per level (laid out in any way desired by the caster). All troops could be obscured in a crossing, or only 1 out of 5 could be shown, etc. The "rules" of the illusion are set at cast time & are unchangeable.

Scrying always sees the illusion, while local onlookers get a Will save to disbelieve if there is a reason to doubt what is seen.

**9<sup>th</sup> Weird**(PH p301)

&lt;Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies&gt;

- All creatures in a 30' area sees their worst fear (though no one else sees anything). Each target that fails its Will save must then make a Fortitude save. If it fails, that target dies. If successful, the target takes still 3d6 damage, is Stunned for 1 round, & takes 1d4 Strength Damage.

**Inquisition**

(CDiv p139)

+4 bonus on all Dispel Checks.**1<sup>st</sup> Detect Chaos**(PH p218)

&lt;Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR&gt;

– The caster can see the Alignment Aura of Chaotic creatures, spells, or objects in a 60' Cone-shaped Emanation.

The information gained increases each round:

1<sup>st</sup> round – presence of evil.2<sup>nd</sup> round – number of evil auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.3<sup>rd</sup> round – strength & location of each aura.

This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, &amp; any amount of lead.

An "Overwhelming" aura may Stun a lawful-aligned caster for 1 round, ending the spell.**2<sup>nd</sup> Zone of Truth**(PH p303)

&lt;Ench(comp)[mind], VS/DF, Close-range, 1min/lvl, WillNeg, SR applies&gt;

– Creatures in a 20' radius Emanation that fail their save cannot lie. All subject know that the zone is in effect & have the option of not speaking or being evasive.

**3<sup>rd</sup> Detect Thoughts**(PH p220)

&lt;Div[mind], VSF(copper piece)/DF, 1StdAct, Concentration up to 1min/lvl, WillNeg, no SR&gt;

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

The information gained increases each round:

1<sup>st</sup> round – presence of thoughts.2<sup>nd</sup> round – number of thinking minds & the Intelligence score of each one. If not in line-of-sight, the caster only knows the direction. If any have an Intelligence of at least 26 (assuming it is at least 10 points higher than the caster's), the caster is Stunned for 1 round & the spell ends.3<sup>rd</sup> round – Surface thoughts of any mind in the area (WillNeg).

This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, &amp; any amount of lead.

**4<sup>th</sup> Discern Lies**(PH p221)

&lt;Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR&gt;

– Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.

**5<sup>th</sup> True Seeing**(PH p296)

&lt;Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl&gt;

– Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by Blur & Displacement, not effected by Invisibility, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane.

This spell cannot be used in conjunction with scrying magics, such as Clairaudience / Clairvoyance.

**6<sup>th</sup> Geas/Quest**(PH p234)

&lt;Ench(comp)[mind][language], V, 10Minutes, Close-range, until discharged(D), no save, SR applies&gt;

– One subject obeys the caster's command "to the letter", though self-destructive orders break the spell.

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

If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage each day (no save) & is Sickened (FortNeg). The effects end after a full day of obeying the instructions.

This spell is not effected by Dispel Magic or Break Enchantment, though it can be ended by Limited Wish, Miracle, or Wish. Remove Curse only works if its Caster level is two higher than this spell's Caster level.

**7<sup>th</sup> Dictum**(PH p220)

&lt;Evoc[lawful][sonic], V, 1StdAct, SR applies&gt;

– Any non-Lawful creatures within a 40' radius Spread who can hear the 'dictum' & that has no more HD than the caster suffer from the following effects (no save):

up to Caster lvl: Deafened for 1d4rnds.up to Caster lvl - 1: Slowed for 2d4 rounds & above.up to Caster lvl - 5: Held for 1d10 minutes & above.up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Lawful Extraplanar creature in the area of effect (even if the 'dictum' cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

**8<sup>th</sup> Shield of Law**(PH p278)

&lt;Abj[lawful], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)&gt;

– One subject per level within a 20' radius Burst of the caster is surrounded by a blue glow, which provides the following:

a) +4 Deflection bonus to AC.

b) +4 Resistance bonus to saving throws.

c) Spell Resistance 25 against Chaotic spells &amp; spells cast by Chaotic creatures.

d) Blocks any mind control.

e) If a Chaotic creatures successfully hits someone with the aura in melee, the attacker becomes Slowed for 1rnd/lvl (WillNeg).**9<sup>th</sup> Imprisonment**(PH p244)

&lt;Abj[touch attack], VS, 1StdAct, Touch, WillNeg, SR applies&gt;

– Touched target goes into Suspended Animation & is hidden within a sphere deep below the earth. If the caster knows the target's name & details about its life, the target receives a –4 penalty on its save. The target can only be freed by the spell

Freedom cast in the area where this spell was cast. If not previously known, only Wish, Miracle, or Discern Location can find the location where to cast Freedom.

**Joy** (BoED p87)

+4 Sacred bonus on Diplomacy checks.

**1<sup>st</sup> Vision of Heaven**(BoED p111)

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

– The Evil target receives a glimpse of Heaven, causing it to become Dazed for 1 round.

The target has a –1 penalty on Will saves to resist Redemption(BoED p28) for 24 hours.

**2<sup>nd</sup> Elation**(BoED p98)

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

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

- a) +2 Morale bonus to Strength & Dexterity;
- b) +5' movement.

**3<sup>rd</sup> Distilled Joy**(BoED p96)

<Trans, VSF(empty vial), 1Day, Touch>

– The caster fills a vial with Ambrosia that is drawn from a touched creature that is feeling joy. The process does not remove the subject's feeling; instead the spell solidifies the joy the subject was already giving off.

Ambrosia is a magical substance that is used in the creation of some magic items, or drunk to heal 1hp & take the edge of grief & sadness for 1d4+1 hours.

**4<sup>th</sup> Good Hope**(PH p237)

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

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

**5<sup>th</sup> Chaav's Laugh**(BoED p94)

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

– All creatures within a 40' radius Spread around the caster that can hear the spell are effected based on their alignment:

Good only:

a) +2 Morale bonus on attack rolls & saves vs. Fear; &

b) 1d8 + 1/lvl (max 1d8+20) Temporary HP.

Evil only:

a) –2 Morale penalty on attack rolls & saves vs. Fear.

**6<sup>th</sup> Heroism, Greater**(PH p240)

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

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

Temporary HP.

**7<sup>th</sup> Starmantle**(BoED p108)

<Abj, VSM(20gp pixie dust), 1StdAct, Touch, 1min/lvl(D)>

– The touched living creature is surrounded the a cascade of tiny stars that fall from the subject's shoulders to the ground. This effect gives off light as a torch & has the following:

- a) Non-magical weapons (including projectiles) at destroyed & cause no dmg;
- b) Magical weapons & projectiles do half damage if the subject can make a Reflex save vs. DC 15.

**8<sup>th</sup> Sympathy**(PH p292)

<Ench(comp)[mind], VSM(1,500gp of pearls, honey)/DF, 1Hour, Close-range, 2hrs/lvl, Will½, SR applies>

– Target object or location (up to 10' cube per level) attracts a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can leave the area or object, but must make an other save 10-60 minutes later or feel the urge to return.

This spell Counters and Dispels *Antipathy*.

**9<sup>th</sup> Otto's Irresistible Dance**(PH p259)

<Ench(comp)[mind], V, 1StdAct, Touch, 1d4+1rnds, no save, SR applies>

– Touched target starts to dance uncontrollably & cannot take any actions, receives a –4 AC penalty, a –10 penalty to Reflex saves, & cannot effectively use a shield. The target provokes an attack of opportunity each round.

**Knowledge** (PH p187)

Cast Divinations spells at +1 Caster Level.

All Knowledge skills become class skills.

**1<sup>st</sup> Detect Secret Doors**(PH p220)

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

– The caster can see secret doors, compartments, caches, etc. in a 60' Cone-shaped Emanation.

This spell does not locate items that are obscured (i.e., behind boxes or under a rug).

The information gained increases each round:

1<sup>st</sup> round – presence of a secret door.

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

3<sup>rd</sup>+ rounds – method to open one specific secret door.

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

**2<sup>nd</sup> Detect Thoughts**(PH p220)

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

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

The information gained increases each round:

1<sup>st</sup> round – presence of thoughts.

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

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

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

**3<sup>rd</sup> Clairaudience/Clairvoyance**(PH p209)

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

– Hear –or– see into a known or obvious (i.e., other side of a door) location within range.

Once the location is targeted, the Magical Sensor cannot be moved.

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

**4<sup>th</sup> Divination**(PH p224)

<Div, VSM(incense, 25gp offering), 10Minutes, Personal>

– Learn a useful piece of information concerning a specific goal, event, or activity that will occur within 7 days. Chance of information is 70% + 1%/level, with the caster knowing if the spell failed.

**5<sup>th</sup> True Seeing**(PH p296)

<Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl>

– Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by Blur & Displacement, not effected by Invisibility, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane.

This spell cannot be used in conjunction with scrying magics, such as Clairaudience / Clairvoyance.

**6<sup>th</sup> Find the Path**(PH p230)

<Div, VSF(rune stones), 3Rounds, 10min/lvl>

– The touched subject knows the shortest, most direct route to the specified location (not objects or people).

The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a Glyph of Warding. It does not predict the actions of guardians.

This spell will get a subject out of a Maze spell in 1 round.

**7<sup>th</sup> Legend Lore**(PH p246)

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

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

<u>Connection to Target</u>	<u>Casting Time</u>
Touching	1d4x10 minutes
Detailed Information	1d10 days
Rumors Only	2d6 weeks

**8<sup>th</sup> Discern Location**(PH p222)

<Div, VS/DF, 10Minutes, no save, no SR>

– Finds a named creature or object, no mater where it is located (even on other planes!).

The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.

This spell bypasses most anti-scraying protections and can only be blocked Mind Blank.

**9<sup>th</sup> Foresight**(PH p233)

<Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl>

– The caster receives mental warnings about what may harm the touched subject.

If the caster placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as “close your eyes”, “jump”, “run”).

If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

Law (PH p187)

Cast [law] spells at +1 Caster Level.

1<sup>st</sup> *Protection from Chaos* (PH p266)

<Abj[law], VSM(silver)/DF, Touch, 1min/lvl(D)>

– Subject gains the following:

- +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Chaotic creatures;
- Any mind control (such as *Magic Jar*, *Dominant Person*, etc.) is Suppressed; &
- Keeps non-Lawful Summoned creatures 1' away unless they make a Spell Resistance check or the subject attacks.

2<sup>nd</sup> *Calm Emotions* (PH p207)

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

– Calms all creatures in a 20' radius Spread.

Calmed creatures cannot attack, but are able to defend themselves. If a subject is attacked or threatened, the spell is broken.

This spell Suppresses (but doesn't negate)

Barbarian Rage, Bardic Music that Inspires Courage, Fear effects, Confusion effects, and any Morale bonuses.

3<sup>rd</sup> *Magic Circle against Chaos* (PH p249)

<Abj[law], VSM(silver)/DF, Touch, 10min/lvl>

– All creatures within a 10' radius Emanation around the touched subject gain the following

- +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Chaotic creatures;
- Any mind control (such as *Magic Jar*, *Dominant Person*, etc.) is Suppressed; &
- Keeps non-Lawful Summoned creatures 3' away unless they make a Spell Resistance check or the subject attacks.

–or–

<Abj[law], VSM(silver)/DF, 1day/lvl, SR applies>

– The caster casts this spell while drawing a 3' diameter circle with silver dust and then casts a Conj(call) spell to call a non-Lawful creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle's boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

4<sup>th</sup> *Order's Wrath* (PH p258)

<Evoc[lawful], VS, 1StdAct, Medium-range, SR applies>

– All creatures in a 30' cube Burst take different effects based on their alignment:

- Chaotic Outsiders – 1d6/lvl(max 10d6)(Will½) & Dazed for 1rnd (WillNeg)
- Chaotic – 1d8 per 2 levels (max 5d8) (Will½) & Dazed for 1rnd (WillNeg).
- Neutral – 1d4 per 2 lvls (max 5d4) (Will½)
- Lawful – no effect.

5<sup>th</sup> *Dispel Chaos* (PH p222)

<Abj[law][touch attack], VS/DF, 1StdAct, Personal, Until Discharged up to 1rnd/lvl>

– The caster gains a blue glow, which provides a +4 Deflection bonus to AC against Chaotic creatures. The spell can run for its full duration, or it can be discharged in 2 ways:

- touch attack on a Chaotic creature from another plane will force it home if it fails its SR check (if any) and its Will save.
- touching a Chaotic spell or an enchantment cast by a Chaotic caster ends the spell as per a successful casting of *Dispel Magic*.

6<sup>th</sup> *Hold Monster* (PH p241)

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

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

7<sup>th</sup> *Dictum* (PH p220)

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

– Any non-Lawful creatures within a 40' radius Spread who can hear the 'dictum' & that has no more HD than the caster suffer from the following effects (no save):

- up to Caster lvl: Deafened for 1d4rnds.
- up to Caster lvl - 1: Slowed for 2d4 rounds & above.
- up to Caster lvl - 5: Held for 1d10 minutes & above.

up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Lawful Extraplanar creature in the area of effect (even if the 'dictum' cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

8<sup>th</sup> *Shield of Law* (PH p278)

<Abj[lawful], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

– One subject per level within a 20' radius Burst of the caster is surrounded by a blue glow, which provides the following:

- +4 Deflection bonus to AC.
- +4 Resistance bonus to saving throws.
- Spell Resistance 25 against Chaotic spells & spells cast by Chaotic creatures.
- Blocks any mind control.
- If a Chaotic creature successfully hits someone with the aura in melee, the attacker becomes Slowed for 1rnd/lvl (WillNeg).

9<sup>th</sup> *Summon Monster IX (law)* (PH p288)

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

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

Table	#
<u>Summon Monster IX</u>	1
<u>Summon Monster VIII</u>	1d3
<u>Summon Monster VII</u> (or lower)	1d4+1

**Liberation** (CDiv p139)

If you are affected by a (charm), (compulsion), or [fear] effect and fail your save, you receive a new saving throw 1 round later at the same DC.

**1<sup>st</sup> Omen of Peril**(CDiv p171)

<Div, VF(25gp marked sticks), 1Round, Personal, Instantaneous>

- The caster gains a momentary vision which vaguely indicates the level of danger he/she is in for the next hour. The chance of the vision being correct is 70% + 1% per caster level (max 90%), rolled secretly by the DM. The three possible answers the caster will receive are ‘Safety’, ‘Peril’, or ‘Great Danger’. If the success roll failed, the caster will randomly get one of the two incorrect answers.

The vision is specific to the religion of the caster and does not provide additional information.

**2<sup>nd</sup> Undetectable Alignment**(PH p297)

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

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

**3<sup>rd</sup> Rage**(PH p268)

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

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

**4<sup>th</sup> Freedom of Movement**(PH p233)

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

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

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

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

**5<sup>th</sup> Break Enchantment**(PH p207)(DR306 p110)+

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

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

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

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

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

**6<sup>th</sup> Dispel Magic, Greater**(PH p223)(PHe)+

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

- Cancels magical spells and effects on a successful Dispel Check (max +20). This spell can be used in one of three ways:
  - a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.
  - b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).
  - c) Area Dispel – Each target in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

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

**7<sup>th</sup> Refuge**(PH p270)

<Conj[teleport], VSM(1,500gp trigger object), 1StdAct, Touch, until discharged>

- A preset teleportation is activated when the trigger object is broken at the same time the command word is spoken. The caster presets the object to either
  - a) teleport the breaker to the caster’s sanctum; or
  - b) teleport the caster to the breaker’s location.

**8<sup>th</sup> Mind Blank**(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>

- Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject’s area, such as *Arcane Eye*, will not even see the subject.

**9<sup>th</sup> Unbinding**(CDiv p185)

<Abj, VSM(loadstone, saltpeter)/DF, 1Round>

- All binding spells within 180’ radius Burst of the caster are destroyed. Effected spells include charms, holds, arcane lock, magically created walls (including *Wall of Stone*, etc.), *Guards and Wards*, *Temporal Stasis*, *Slow*, & *Statue*. Pending magical effects, such as *Magic Mouth* & *Imbue with Spell Ability*, are discharged.

The focus of a *Magic Jar* is shattered, slaying the life force within it.

*Geas/Quest* spells are negated if their Caster level is lower than this spell’s Caster level.

Protection spells are not effected, including *Protection from Evil*, *Shield*, etc., though creatures trapped in *Magic Circle against Evil* are freed.

Life (Eb p106)

Grant one touched creature 1d6 + 1 per Cleric level Temporary HP for 1 hour per Cleric level. Usable 1/day.

1<sup>st</sup> *Hide from Undead* (PH p241)

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

- One touched subject per level cannot be perceived by Undead. Only intelligent Undead are allowed a Will save. Effected senses include Blindsight, Blindsight, Scent, Tremorsense, Sight, Hearing, or Smell.

If any of the spell's subject touches, attacks (including with spells) or attempts to turn any creature, the spell ends for all the subjects.

2<sup>nd</sup> *Restoration, Lesser* (PH p272)

<Conj(heal), VS, 3Rounds, Touch, Instantaneous>

- Touched creature has penalties on one ability score removed -or- has 1d4 ability Damage cured from one ability score.

Also, the subject has Fatigue removed or has Exhaustion upgraded to Fatigue.

This spell cannot heal permanent ability Drain.

3<sup>rd</sup> *Plant Growth* (PH p262)

<Trans, VS/DF, 1StdAct, Instantaneous>

- This spell either

- causes vegetation to grow thick & overgrown in a 100' radius circle, a 150' radius half-circle, or a 200' radius quarter circle (caster may choose plants to be excluded). The area of effect must be within Long-range. Movement through the overgrown area is reduced to 5' (or 10' for creatures of at least Large size); or
- enhances vegetation within ½ mile to produce exceed its normal production by ⅓ in the next year.

This spell Counters *Diminish Plants*.

4<sup>th</sup> *Death Ward* (PH p217)

<Neuro, VS/DF, 1StdAct, Touch, 1min/lvl>

- Grants immunity to death spells & effects, gaining Negative Levels, and Negative Energy damage & ability loss.

5<sup>th</sup> *Disrupting Weapon* (PH p223)

<Trans, VS, 1StdAct, Touch, 1rnd/lvl>

- The touched melee weapon gains the 'Disrupting' property. If an Undead with HD equal or less than the Caster level is hit with the weapon, it must make a Will save or be destroyed (no SR).

6<sup>th</sup> *Animate Objects* (PH p199)

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

- Animates the equivalent of one Small-sized, non-magical, unattended (i.e., not carried or worn) object per level, which can be used to immediately attack an opponent. Use the Animated Object creature (MM p13) for the items effected by this spell.

The caster may change which objects are animated as a Move Action each round.

The caster may animate larger objects in place of a number of Small objects.

1 Medium = 2 Small    1 Gargantuan = 16 Small  
1 Large = 4 Small    1 Colossal = 32 Small  
1 Huge = 8 Small

7<sup>th</sup> *Regenerate* (PH p270)

<Conj(heal), VS/DF, 3Rounds, Touch, Instantaneous>

- Touched living subject's missing limbs are restored. If the severed limb is touching the subject, then it takes 1 round to heal, otherwise the limb regrows in 2d10 rounds.

The subject is also healed 4d8 + 1/lvl (max +35) hit points, is no longer Fatigued or Exhausted, & all subdual damage is restored.

This spell cannot target Undead.

8<sup>th</sup> *Animate Plants* (PH p199)

<Trans, V, 1StdAct, Close-range, 1rnd/lvl>

- One Large-sized plant per three levels is animated & can be directed to attack the caster's opponents. As a Move Action, the caster can change which plants he/she animates.

The caster may animate bigger plants in place of a number of Large plants.

1 Huge = 2 Large    1 Colossal = 8 Large  
1 Gargantuan = 4 Large

-or-

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

- All plants within Close-range Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a Full-Round Strength or Escape Artist check vs. DC 20. Anyone not entangled may move ½ speed through the area of effect. On the caster's action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

9<sup>th</sup> *Heal, Mass* (PH p239)

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

- One subject per level within a 30' area is infused with Positive Energy, healing 10hp per level (max 250hp) and being immediately cured of the following: ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, diseased, Exhausted, Fatigued, Feeblemind, insanity, Nauseated, Sickened, Stunned, and / or being poisoned.

This spells does not remove Negative Levels, ability Drain, & lost levels.

If an Undead is a target of this spell, it takes 10hp per level (max 250hp) of Positive Energy damage (SR applies). On a successful save, the target only takes ½ damage and cannot be brought to less than 1hp.

Luck (PH p187)

‘Good Fortune’ once per day – A single roll can be rerolled before the DM has declared the roll a success or failure, though the new roll must be kept.

1<sup>st</sup> *Entropic Shield*(PH p227)

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

– Ranged attacks (including rays) that target the caster have a 20% miss chance.

2<sup>nd</sup> *Aid*(PH p196)

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

– Touched subject gains a +1 Morale bonus to attack & saving throws vs. fear and gains Temporary HP equal to 1d8 + 1/lvl (max 1d8+10).

3<sup>rd</sup> *Protection from Energy*(PH p266)

<Abj, VS/DF, 1StdAct, Touch, until depleted up to 10min/lvl>

– Touched creature is immune to a total of 12 damage per level (max 120 hp) from one Energy Type. Once all the damage has been taken, the spell ends.

Note: This spell takes precedence over *Resist Energy*. Only when this spell is depleted will *Resist Energy* be applied.

4<sup>th</sup> *Freedom of Movement*(PH p233)

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

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

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

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

5<sup>th</sup> *Break Enchantment*(PH p207)(DR306 p110)+

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

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

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

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

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

6<sup>th</sup> *Mislead*(PH p255)

<Ill(figment)(glamer), S, 1StdAct, Close-range, Concentration + 3rnds, no SR>

– Simultaneously, the caster becomes Invisible and an illusionary copy (sight, sound, smell, & touch) of the caster appears within range (with the option of it appearing supper-imposed on the caster). The illusionary copy will then do whatever it was programmed to do at cast time, with no requirement that it stays in range. A Will save is required to realize the copy isn’t the original.

The caster stays Invisible even if he/she attacks, up to 1rnd/lvl(D).

7<sup>th</sup> *Spell Turning*(PH p282)(PHe)+

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, until expended up to 10min/lvl>

– Reflects ranged targeted spells (i.e., not area-of-effect spells or touch attacks) back at their caster. 1d4+6 spell levels are reflect in total. If a spell is partially reflected (i.e., not enough spell levels remaining to totally reflect the spell), the percentage of remaining ‘levels of reflection’ to the spell’s level is the percentage of the spell being reflected or the percentage of spell damage that is reflected. For example, if a caster has 2 remaining levels of reflection is targeted with an 8<sup>th</sup> level *Polar Ray*, the caster with *Spell Turning* will take 75% of the damage while the caster of *Polar Ray* will take 25%. On the other hand, if the caster with *Spell Turning* was targeted with an 8<sup>th</sup> level *Maze*, there would be a 75% chance of him/her being effected & a 25% chance of the caster of the *Maze* being effected.

8<sup>th</sup> *Moment of Prescience*(PH p255)

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

– The caster gains an Insight bonus equal to the Caster level (max +25) to be used one time within 1 hour per level. The bonus can be used on one attack roll, opposed ability check, opposed skill check, saving throw, or as a bonus to AC against a single attack (even if the caster is Flat-Footed).

Only one instance of this spell can be in effect on a person at any time.

9<sup>th</sup> *Miracle*(PH p254)

<Evoc, VSX(up to 5,000XP), 1StdAct>

– The caster requests his/her deity’s intercession, which it has the option of rejecting. Requested effects can include:

- duplicating a clerical spell of up to 8<sup>th</sup> level
- duplicating any spell of up to 7<sup>th</sup> level,
- removing a permanent harmful effect,
- asking for a favor in line with the deity’s philosophy. This costs 5,000XP.

**Madness** (CDiv p139) (Eb p107)

Receive a –1 penalty on all Wisdom-based skill checks and Will saves.

Once per day, add ½ your level as a bonus a Wisdom-based skill check or a Will save. Add the bonus before making the roll.

**1<sup>st</sup> Confusion, Lesser**(PH p212)

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

– One target is **Confused** for a single round.

**2<sup>nd</sup> Touch of Madness**(CDiv p184) (Eb p116)

<Ench[mind][touch attack], VS, 1StdAct, Touch, 1rnd/lvl, WillNeg, SR applies>

– Touched target is **Dazed** for 1rnd/lvl.

**3<sup>rd</sup> Rage**(PH p268)

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

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

**4<sup>th</sup> Confusion**(PH p212)

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

– All targets within a 15' radius **Burst** are **Confused**.

**5<sup>th</sup> Bolts of Bedevilment**(CDiv p155) (Eb p109)(EbErrata)+

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

– The caster can make 1 ray attack per round that causes the living target to be **Dazed** for 1d3 rounds.

**6<sup>th</sup> Phantasmal Killer**(PH p260)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies>

– The targeted creature sees its worst fear (though no one else sees anything). If the target fails its Will save, it must then make a Fortitude save. If it fails, the target dies. If successful, the target takes still 3d6 damage.

**7<sup>th</sup> Insanity**(PH p244)

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

– One target becomes continuously **Confused**. Only curable by *Greater Restoration*, *Limited Wish*, *Miracle*, or *Wish*.

**8<sup>th</sup> Maddening Scream**(CDiv p168)(Eb p113)

<Ench(comp)[mind][touch attack], V, 1StdAct, Touch, 1d4+1rnds, no save, SR applies>

– Touched target goes into a screaming and twitching fit that does not allow it to take any actions, results in a –4 AC penalty, allows Reflex saves only on a natural 20, and makes it impossible to use a shield.

**9<sup>th</sup> Weird**(PH p301)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies>

– All creatures in a 30' area sees their worst fear (though no one else sees anything). Each target that fails its Will save must then make a Fortitude save. If it fails, that target dies. If successful, the target takes still 3d6 damage, is **Stunned** for 1 round, & takes 1d4 Strength **Damage**.

**Magic** (PH p188)

Use 'spell completion' or 'spell trigger' magic items as a Wizard of half your Cleric level (plus any Wizard levels).

**1<sup>st</sup> *Nystul's Magic Aura***(PH p257)

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

- Touched object of up to 5 pounds per level gains one of the following magical auras:
  - a) not magical;
  - b) under the effect of a spell specified by the caster;
  - c) having a magical property specified by the caster.

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

**2<sup>nd</sup> *Identify***(PH p243)

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

- Determines all the properties of one magic item.

**3<sup>rd</sup> *Dispel Magic***(PH p223)(PH+)

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

- Cancels magical spells and effects on a successful Dispel Check (max +10). This spell can be used in one of three ways:
  - a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.
  - b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).
  - c) Area Dispel – Each target in a 20' radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

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

**4<sup>th</sup> *Imbue with Spell Ability***(PH p243)

<Evoc, VS/DF, 10Minutes, Touch, until discharged(D)>

- The caster transfers his/her ability to cast one or more spells into another creature. The subject must have an Intelligence of at least 5 and a Wisdom of at least 9. Only cleric spells from the schools of Abjuration, Divination, and Conjunction(healing) can be transferred. Until the subject casts the imbued spell(s), the caster does not regain the spell slot corresponding to this spell (typically a 4<sup>th</sup> level slot).

The spells that can be imbued on a subject is based on the subject's HD:

**HD Spells Imbued**

- 1-2 one 1<sup>st</sup> level spell
- 3-4 up to two 1<sup>st</sup> level spells
- 5+ up to two 1<sup>st</sup> level & one 2<sup>nd</sup> level spells

The imbued spells are cast at the caster's level & the caster is responsible to his/her deity for how the spells are used.

**5<sup>th</sup> *Spell Resistance***(PH p282)

<Abj, VS/DF, 1StdAct, Touch, 1min/1vl>

- Subject gains Spell Resistance of 12 + 1/1vl.

**6<sup>th</sup> *Antimagic Field***(PH p200)

<Abj, VSM(iron powder)/DF, 1StdAct, 10min/1vl(D), no save>

- Almost all magical effects, spells, spell-like abilities, supernatural abilities, and magic items are suppressed (but not dispelled) within 10' radius Emanation of the caster. Summoned, conjured, & incorporeal creatures 'wink out' until the antimagic field stops overlapping with their last location, at which point they return. Time spent suppressed counts against duration. The field is invisible & moves with the caster.

Magical creatures, such as Elementals & Golems, can enter the field & even fight, but they cannot use their supernatural & spell-like abilities

Some spells, such as *Wall of Force* & *Prismatic Sphere* are specifically immune to this spell.

**7<sup>th</sup> *Spell Turning***(PH p282)(PH+)

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, until expended up to 10min/1vl>

- Reflects ranged targeted spells (i.e., not area-of-effect spells or touch attacks) back at their caster. 1d4+6 spell levels are reflect in total. If a spell is partially reflected (i.e., not enough spell levels remaining to totally reflect the spell), the percentage of remaining 'levels of reflection' to the spell's level is the percentage of the spell being reflected or the percentage of spell damage that is reflected. For example, if a caster has 2 remaining levels of reflection is targeted with an 8<sup>th</sup> level *Polar Ray*, the caster with *Spell Turning* will take 75% of the damage while the caster of *Polar Ray* will take 25%. On the other hand, if the caster with *Spell Turning* was targeted with an 8<sup>th</sup> level *Maze*, there would be a 75% chance of him/her being effected & a 25% chance of the caster of the *Maze* being effected.

**8<sup>th</sup> *Protection from Spells***(PH p266)

<Abj, VSM(500gp diamond)/F(1,000gp diamond per subject), 1StdAct, Touch, 10min/1vl>

- Up to 1 touched subject per 4 levels gains a +8 Resistance bonus to saving throws against spells & spell-like abilities.

The spell ends for any subject that stops carrying his/her focus diamond.

**9<sup>th</sup> *Mordenkainen's Disjunction***(PH p255)

<Abj, V, 1StdAct, Close-range, Instantaneous>

- All magical effects & items in a 40' radius Burst are disrupted:
  - a) The caster's spells & items are safe;
  - b) There is a 1% per caster level chance of destroying an *Antimagic Field*. If destroyed, all spells & items within it are effected, otherwise they are immune.
  - c) Spells & magical effects vulnerable to *Dispel Magic* are dispelled;
  - d) Magic items must make a Will save or loose all their magic. Items in a creature's possession may use its Will base if better;
  - e) There is a small chance that any Artifact in the area will have its magic destroyed, but this usually results in the destruction of the spellcaster too.

**Meditation** (Eb p107)

You may apply **Feat: Empower Spell** to one spell per day without the spell taking up a higher level slot, taking extra time to cast, or requiring you to have the feat.

**1<sup>st</sup> Comprehend Languages**(PH p212)

<Div, VSM(soot, salt)/DF, 1StdAct, Personal, 10min/lvl>  
– Understands all spoken and written languages of the person or object touched.

**2<sup>nd</sup> Owl's Wisdom**(PH p259)

<Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1min/lvl>  
– +4 Enhancement bonus to Wisdom.

**3<sup>rd</sup> Locate Object**(PH p249)

<Div, VSF(forked twig)/DF, 1StdAct, Long-range, 1min/lvl, no save, no SR>  
– Senses direction toward object (specific or type) within range. A unique object can only be located if the caster has personally viewed it (using a scrying spell does not count). This spell is blocked by lead.

**4<sup>th</sup> Tongues**(PH p294)

<Div, VM(small clay ziggurat)/DF, 1StdAct, Touch, 10min/lvl, no SR>  
– The touched subject can understand & speak any intelligent creature's language.

**5<sup>th</sup> Spell Resistance**(PH p282)

<Abj, VS/DF, 1StdAct, Touch, 1min/lvl>  
– Subject gains Spell Resistance of 12 + 1/lvl.

**6<sup>th</sup> Find the Path**(PH p230)

<Div, VSF(rune stones), 3Rounds, 10min/lvl>  
– The touched subject knows the shortest, most direct route to the specified location (not objects or people).

The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a *Glyph of Warding*.

It does not predict the actions of guardians.

This spell will get a subject out of a *Maze* spell in 1 round.

**7<sup>th</sup> Spell Turning**(PH p282)(PHe)+

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, until expended up to 10min/lvl>

– Reflects ranged targeted spells (i.e., not area-of-effect spells or touch attacks) back at their caster. 1d4+6 spell levels are reflect in total.

If a spell is partially reflected (i.e., not enough spell levels remaining to totally reflect the spell), the percentage of remaining 'levels of reflection' to the spell's level is the percentage of the spell being reflected or the percentage of spell damage that is reflected.

For example, if a caster has 2 remaining levels of reflection is targeted with an 8<sup>th</sup> level *Polar Ray*, the caster with *Spell Turning* will take 75% of the damage while the caster of *Polar Ray* will take 25%. On the other hand, if the caster with *Spell Turning* was targeted with an 8<sup>th</sup> level *Maze*, there would be a 75% chance of him/her being effected & a 25% chance of the caster of the *Maze* being effected.

**8<sup>th</sup> Mind Blank**(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>

– Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject's area, such as *Arcane Eye*, will not even see the subject.

**9<sup>th</sup> Astral Projection**(PH p201)

<Necro, VSM(1,000gp jacinth, 5gp silver per subject), 30Minutes, Touch>

– The caster and up to 1 willing, touched subject per 2 levels have their souls projected into the Astral Plane. While traveling, their bodies are in *Suspended Animation*. The travelers have astral copies of all their equipment. Travel can continue until a subject decides to return to his/her body, the effect is ended with *Dispel Magic*, or the subject's body is slain (which kills the subject).

**Mentalism** (PGF p88)

Once per day, you may touch a target and give him a Resistance bonus on his next Will save equal to your level + 2. If not used within an hour, it wears off.

**1<sup>st</sup> Confusion, Lesser**(PH p212)

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

– One target is Confused for a single round.

**2<sup>nd</sup> Detect Thoughts**(PH p220)

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

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

The information gained increases each round:

1<sup>st</sup> round – presence of thoughts.

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

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

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

**3<sup>rd</sup> Clairaudience/Clairvoyance**(PH p209)

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

– Hear –or– see into a known or obvious (i.e., other side of a door) location within range.

Once the location is targeted, the Magical Sensor cannot be moved.

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

**4<sup>th</sup> Modify Memory**(PH p255)

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

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

- eliminates the memory of a real event (though this does not negate magical effects, such as *Suggestion*),
- changes the memory of a real event;
- adds the memory of an event; or
- "cleans up" the memory of a real event, allowing the subject to remember it clearly and perfectly.

**5<sup>th</sup> Mind Fog**(PH p253)

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

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

The vapors do not provide Concealment.

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

**6<sup>th</sup> Rary's Telepathic Bond**(PH p268)

<Div, VSM(eggshells), 1StdAct, Close-range, 10min/lvl(D)>

– One willing creature per three levels in a 30' area can be telepathically connected, though the caster does not have to be one of the subjects. Each subject must be willing & have an Intelligence of 3 or higher.

Once connected, the group can communicate at any range. All subjects can hear all communications of the group & language is not an issue.

**7<sup>th</sup> Antipathy**(PH p200)

<Ench(comp)[mind], VSM(alum, vinegar)/DF, 1Hour, Close-range, 2hrs/lvl, Will½, SR applies>

– Target object or location (up to 10' cube per level) is avoided by a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can enter the area or touch the object, but even this causes a –4 penalty to Dexterity due to the discomfort of the act.

This spell Counters and Dispels *Sympathy*.

**8<sup>th</sup> Mind Blank**(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>

– Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject's area, such as *Arcane Eye*, will not even see the subject.

**9<sup>th</sup> Astral Projection**(PH p201)

<Necro, VSM(1,000gp jacinth, 5gp silver per subject), 30Minutes, Touch>

– The caster and up to 1 willing, touched subject per 2 levels have their souls projected into the Astral Plane. While traveling, their bodies are in Suspended Animation. The travelers have astral copies of all their equipment. Travel can continue until a subject decides to return to his/her body, the effect is ended with *Dispel Magic*, or the subject's body is slain (which kills the subject).

**Metal** (PGF p88)

Gain Feat: Martial Weapon Proficiency or Feat: Exotic Weapon Proficiency –and– Feat: Weapon Focus with your choice of Hammer (you do not need to meet the prerequisites).

**1<sup>st</sup> Magic Weapon**(PH p251)

<Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>  
– Touched manufactured weapon gains a +1 Enhancement bonus to attack & damage.

A Monk's Unarmed Strike can be the target of this spell.

**2<sup>nd</sup> Heat Metal**(PH p239)

<Trans[fire], VS/DF, 1StdAct, Close-range, 7rnds, SR applies>

– The caster causes targeted metal to become burning hot, after which it cools. The metal of 1 creature per 2 levels may be targeted as long as they are within 30', or the caster may target 25 lbs. per level. Magic or attended metal get a Will saves to negate. Damage is determined by the round & the amount of contact (min damage for just touching, normal damage for wearing):

Rnd 1 – none      Rnd 6 – 1d4  
Rnd 2 – 1d4      Rnd 7 – none  
Rnd 3-5 – 2d4

This spell Counters and Dispels *Chill Metal*.

**3<sup>rd</sup> Keen Edge**(PH p245)

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

– Doubles the threat range of one slashing or piercing weapon or 50 grouped projectiles that do slashing or piercing damage.

Does not stack with Feat: Improved Critical or any other threat range improving effect.

**4<sup>th</sup> Rusting Grasp**(PH p273)

<Trans[touch attack], VS/DF, 1StdAct, Touch, 1rnd/lvl, no save, no SR>

– The caster's touch corrodes non-magic iron and alloys, causing one of the following effects per round:

- a touch attack on a ferrous creature does 3d6+ 1/lvl (max +15);
- a melee touch attack vs. a non-magic metal weapon destroys the weapon;
- a melee touch vs. non-magic metal armor destroys 1d6 of its AC bonus; or
- up to a 3' radius of a non-magic metal touched is destroyed.

**5<sup>th</sup> Wall of Iron**(PH p299)

<Conj(creat), VSM(iron, 50gp gold), 1StdAct, Medium-range, Instantaneous, no SR>

– Creates a wall of iron that is one 5' square per level & 1" thick per 4 levels. The area can be doubled by halving the thickness. The iron has a Hardness 10 & each 5' square has 30 hit points per inch of thickness.

The wall must be vertical & can merge into adjoining non-living surfaces. If not supported, the wall will fall over in a random direction unless pushed (Strength check vs. DC 40). Anything of up to Large-size caught under the wall takes 10d6 damage (Reflex save to negate).

**6<sup>th</sup> Blade Barrier**(PH p205)

<Evoc[force], VS, 1StdAct, Medium-range, 1min/lvl(D), SR applies>

– Creates a 20' tall wall of spinning blades either of 20' long per level –or– a ringed wall 5' radius per two levels. Going through the barrier causes 1d6/lvl (max 15d6) (Ref<sup>1/2</sup>).

If the barrier is created on top of a creature, it is allowed a Reflex save to get out before it finishes forming (i.e., no damage).

The barrier proves a +4 Cover bonus to AC & a +2 Cover bonus to Reflex saves against attacks made through it.

**7<sup>th</sup> Transmute Metal to Wood**(PH p294)

<Trans, VS/DF, 1StdAct, Long-range, Instantaneous, no save, SR applies>

– All metal objects in a 40' radius Burst are turned to wood. Any magic item made from metal is considered to have an Spell Resistance of 20 + its caster level, which must be overcome for it to be effected.

Restoring an object can only be done with a *Limited Wish*, *Wish*, or *Miracle*.

**8<sup>th</sup> Iron Body**(PH p245)

<Trans, VSM(iron from an iron golem or hero's armor)/DF, 1StdAct, Personal, 1min/lvl(D)>

– The caster's body becomes living iron, which has the following benefits & penalties:

- a) Damage Reduction 15/Adamantine;
- b) Immune to Blindness, Criticals, Ability Score Damage, Deafness, Disease, Drowning, Electricity, Poison, & Stunning;
- c) Immune to any effects that modify a target's physiology or respiration. Since the caster cannot breath or drink, he/she cannot play woodwind instruments or drink potions;
- d) 1/2 damage from Acid & Fire;
- e) +6 Enhancement bonus to Strength;
- f) –6 penalty to Dexterity (min Dex 1);
- g) 1/2 movement;
- h) –8 Armor Check penalty;
- i) 50% Arcane spell failure;
- j) 10x normal weight & cannot swim;
- k) Fists to 1d6 normal damage (1d4 if Small);
- l) Vulnerable to rust-based attacks.

**9<sup>th</sup> Repel Metal or Stone**(PH p271)

<Abj[earth], VS, 1StdAct, 1rnd/lvl(D), no save, no SR>

– All metal & stone objects in a 60' Line are pushed away from the caster. Objects less than 500 pounds move 40' per round. If unable to move, objects less than 3" in diameter break or bend. If a creature holds onto an effected object as it is pushed away, it is dragged along.

The location & direction of the line of force fixed at casting time & cannot be changed.

**Mind**

(CDiv p140)

+2 bonus on Bluff, Diplomacy, &amp; Sense Motive checks.

**1<sup>st</sup> Comprehend Languages**(PH p212)

&lt;Div, VSM(soot, salt)/DF, 1StdAct, Personal, 10min/lvl&gt;

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

**2<sup>nd</sup> Detect Thoughts**(PH p220)

&lt;Div[mind], VSF(copper piece)/DF, 1StdAct, Concentration up to 1min/lvl, WillNeg, no SR&gt;

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

The information gained increases each round:

1<sup>st</sup> round – presence of thoughts.2<sup>nd</sup> round – number of thinking minds & the Intelligence score of each one. If not in line-of-sight, the caster only knows the direction. If any have an Intelligence of at least 26 (assuming it is at least 10 points higher than the caster's), the caster is Stunned for 1 round & the spell ends.3<sup>rd</sup> round – Surface thoughts of any mind in the area (WillNeg).

This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, &amp; any amount of lead.

**3<sup>rd</sup> Telepathic Bond, Lesser**(CDiv p183)

&lt;Div[mind], VS, 1StdAct, 10min/lvl&gt;

– The caster becomes telepathically connected to one willing creature within 30' that has an Intelligence of at least 6.

Once connected, the subjects can communicate at any range &amp; language is not an issue.

**4<sup>th</sup> Discern Lies**(PH p221)

&lt;Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR&gt;

– Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.

**5<sup>th</sup> Rary's Telepathic Bond**(PH p268)

&lt;Div, VSM(eggshells), 1StdAct, Close-range, 10min/lvl(D)&gt;

– One willing creature per three levels in a 30' area can be telepathically connected, though the caster does not have to be one of the subjects. Each subject must be willing &amp; have an Intelligence of 3 or higher.

Once connected, the group can communicate at any range. All subjects can hear all communications of the group &amp; language is not an issue.

**6<sup>th</sup> Probe Thoughts**(CDiv p176) (CDivErrata+)

&lt;Div[mind], VS, 1Minute, Close-range, Concentration, WillNeg, SR applies&gt;

– The caster may telepathically look into one living target's memories for answers. The answer to one question per round can be acquired from the target's memories. Since the communication is telepathic, the caster &amp; target do not need to share a language.

The target knows it is being mentally probed and may try to disrupt the concentration of the caster or attempt to leave the spell's range. If the target is sleeping, it gets a Will save each round to wake.

**7<sup>th</sup> Brain Spider**(CDiv p156)

&lt;Div[mind], VSM(spider)/DF, 1Round, Long-range, 1min/lvl, WillNeg, SR applies&gt;

– The caster may eavesdrop on the thoughts of up to 8 targets who fail their Will save & SR check. It is not necessary to know the target's language to use this spell. Each round as a Standard Action, the caster may do one of the following:  
a) View the group's surface thoughts;  
b) View trains of thoughts;  
c) Gain information about one topic across all the minds; or  
d) Study the thoughts & memories of one target.If the caster does a) – c) during the round, then he/she can also attempt a *Suggestion* on one of the targets, though it gets an additional saving throw.**8<sup>th</sup> Mind Blank**(PH p253)

&lt;Abj, VS, 1StdAct, Close-range, 1day&gt;

– Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject's area, such as *Arcane Eye*, will not even see the subject.**9<sup>th</sup> Weird**(PH p301)

&lt;Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies&gt;

– All creatures in a 30' area sees their worst fear (though no one else sees anything). Each target that fails its Will save must then make a Fortitude save. If it fails, that target dies. If successful, the target takes still 3d6 damage, is Stunned for 1 round, & takes 1d4 Strength Damage.

**Moon** (PGF p88)

You may Turn / Destroy Lycanthropes, up to 3 + Charisma modifier times per day.

**1<sup>st</sup> Faerie Fire**(PH p229)

<Evoc[light], VS/DF, 1StdAct, Long-range, 1min/lvl(D), no save, SR applies>

- All objects in a 5' radius **Burst** are outlined in the caster's choice of a blue, green, or violet glow, which is as bright as a candle. This negates **Concealment** due to darkness, *Blur*, *Displacement*, *Invisibility*, etc.

Magical darkness spell of 2<sup>nd</sup> level or higher **Suppress** this spell.

**2<sup>nd</sup> Moonbeam**(FR p73)

<Evoc[light], VSM(white powder)/DF, 1StdAct, Close-range, 1min/lvl(D)>

- A **Cone** of moonlight is generated from the caster's hand. Any lycanthrope in humanoid form inside the cone must make a Will save or transform into its animal form (though nothing forces it to stay in that form). If the save is successful, the target is immune to the effects of the caster's *Moonbeam* for the rest of the day.

This spell can penetrate (but not dispel) magical darkness of an equal or lower level than itself.

**3<sup>rd</sup> Moon Blade**(FR p72)

<Evoc, VSM(candy made with winter-green oil), 1StdAct, 1min/lvl(D)>

- Creates a 3' "sword" of moonlight. If the caster has special proficiency with any type of sword, the *Moon Blade* counts as that weapon for purposes of Weapon Focus, etc. The insubstantial blade does 2d8 + 1/lvl (max +30) to Undead, 1d8 + 1 per 2 lvls (max +15) to all others. Since the blade is insubstantial, the caster does not get to add its Strength modifier to damage. If a creature hit by a *Moon Blade* tries to use a spell or spell-like ability on its next action, it must make a Concentration check vs. DC 10 + damage + spell level to succeed.

**4<sup>th</sup> Good Hope**(PH p237)

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

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

**5<sup>th</sup> Moon Path**(FR p72)

<Evoc[force], VSM(white handkerchief), 1StdAct, Medium-range, 1min/lvl(D)>

- Creates a bridge or staircase of glowing white force up to 15'/lvl long. The path does not need to have its endpoints anchored as it can hover in thin air. The path can be from 3' to 20' wide & does not need to be the same all the way along its length. The path can only be damaged by *Disintegrate* and similar spells, but can be effected by *Dispel Magic*.

The caster may designate up to 1 subject per level at casting time to have special protection on the path. While on the path, none of the subjects can be targeted with melee attacks, ranged attacks, or spells unless the attacker makes a Will save vs. DC 15 + the caster's Wisdom modifier. If any subject under the special protections makes an attack, the protection is lost by all the subject. In addition, all subjects adhere to the path as if under the effects of *Spider Climb*.

**6<sup>th</sup> Permanent Image**(PH p260)

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

- Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of a 20' cube + 1 10' cube per level that are contiguous.

The caster can move the image with concentration, but otherwise it is static.

**7<sup>th</sup> Insanity**(PH p244)

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

- One target becomes continuously **Confused**. Only curable by *Greater Restoration*, *Limited Wish*, *Miracle*, or *Wish*.

**8<sup>th</sup> Animal Shapes**(PH p198)

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

- One willing subject per level in a 30' area are polymorphed into an animal of the caster's choice. All subject must be turned into the same type of animal. The caster may dismiss the spell on all of the subjects, or an individual subject may dismiss the spell from himself as a Full-Round Action. See the **Polymorph Table** for details.

**9<sup>th</sup> Moonfire**(FR p73)

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

- The caster creates a **Cone** of white moonlight that has the following effects:
  - Undead and Shapechangers take 1d6 per level (max 20d6) (Ref<sup>1/2</sup>);
  - All other living creatures take 1d6 per two levels (max 10d6) (Ref<sup>1/2</sup>);
  - Creatures that are disguised, polymorphed, or have shapechanged return to their normal form (WillNeg). Even if the save is successful, the creature has a white outline that shows is normal form for one round per level.
  - Everything in the area of effect has a white glow for 1 round per level. Using an effect that creates Electricity in this area requires a **Caster check**. Electricity effects can only enter the area on a **Caster check**.

**Mysticism** (CDiv p140)

Gain a Luck bonus on all saving throws equal to your Charisma modifier (minimum +1) for 1 round per Cleric level. Activated as a Free Action.

**1<sup>st</sup> Divine Favor**(PH p224)

<Evoc, VS/DF, 1StdAct, Personal, 1min>

- The caster gains a Luck bonus of +1 per 3 levels (min +1, max +6) to attacks & weapon damage.

**2<sup>nd</sup> Spiritual Weapon**(PH p283)

<Evoc[force], VS/DF, 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>

- The caster summons a religiously appropriate weapon out of Force that does 1d8 +1 per three levels (max +5) damage. The weapon has the same threat range & critical multiplier as the base weapon.

The weapon attacks a designated opponent with the caster's base attack bonus (including multiple attacks if high enough level). On the first round and any round it changes targets, the weapon only gets 1 attack. The caster must spend a Standard Action to change targets, but otherwise does not have to concentrate on the weapon.

The weapon must attack from the caster's direction, gets no flanking bonuses, cannot give someone else a flanking bonus, & cannot be damaged. An opponent with Spell Resistance receives one SR check the first time attack by the spell.

**3<sup>rd</sup> Visage of the Deity, Lesser**(CDiv p187)

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

- The caster becomes more like his/her deity:
  - +4 Enhancement bonus to Charisma;
  - Acid Resistance 10;
  - Cold Resistance 10; &
  - Electricity Resistance 10.

–or–

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

- The caster becomes more like his/her deity:
  - +4 Enhancement bonus to Charisma;
  - Cold Resistance 10; &
  - Fire Resistance 10.

**4<sup>th</sup> Weapon of the Deity**(CDiv p188)

<Trans, V/DF, 1StdAct, Personal, 1rnd/lvl>

- When the caster wields his/her deity's favored weapon, it gains a +1 Enhancement bonus to attack & damage for every 3 levels starting at 6<sup>th</sup> (i.e., +2 at 9<sup>th</sup>, etc.). The caster is considered proficient with the weapon. Only one end of a double weapon is effected.

The weapon gains an additional magical enhancement, such as 'defending' or 'flaming' that is appropriate for the deity.

See Weapons of the Deity Table for the list.

**5<sup>th</sup> Righteous Might**(PH p273)

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

- The caster & his/her equipment enlarge to the next size category, with the following effects:
  - the caster & his/her equipment enlarge to the next size category, with all the standard bonuses & penalties;
  - +8 Size bonus to Strength;
  - +4 Size bonus to Constriction;
  - gain Damage Reduction 5/evil (if the caster channels Positive Energy) or 5/good (if the caster channels Negative Energy). Damage Reduction improved to 10/... at 12<sup>th</sup> level & 15/... at 15<sup>th</sup> level.

**6<sup>th</sup> Visage of the Deity**(CDiv p187)

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

- The caster becomes a 'Celestial':
  - appearance becomes metallic;

- gain Darkvision 60';
- Damage Reduction 10 / magic;
- Spell Resistance 20.
- Acid Resistance 20;
- Cold Resistance 20;
- Electricity Resistance 20; &
- Smite Evil (1/day): +Cha bonus on attack roll & +level on damage vs. Evil.

–or–

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

- The caster becomes 'Fiendish':
  - appearance becomes fearsome (horns, fangs, etc);
  - gain Darkvision 60';
  - Damage Reduction 10 / magic;
  - Spell Resistance 20;
  - Cold Resistance 20;
  - Fire Resistance 20; &
  - Smite Good (1/day): +Cha bonus on attack roll & +level on damage vs. Good.

**7<sup>th</sup> Holy Word**(PH p242)

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

- Any non-Good creatures within a 40' radius Spread who can hear the 'holy word' & that has no more HD than the caster suffer from the following effects (no save):
  - up to Caster lvl: Deafened for 1d4rnds.
  - up to Caster lvl - 1: Blinded for 2d4 rounds & above.
  - up to Caster lvl - 5: Held for 1d10 minutes & above.
  - up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Good Extraplanar creature in the area of effect (even if the 'holy word' cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

–or–

**Blasphemy**(PH p205)(PHe+)

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

- Any non-Evil creatures within a 40' radius Spread who can hear the 'blasphemy' & that has no more HD than the caster suffer from the following effects (no save):
  - up to Caster lvl: Dazed for 1 round.
  - up to Caster lvl - 1: Weakened for 2d4 rounds & above.
  - up to Caster lvl - 5: Held for 1d10 minutes & above.
  - up to Caster lvl - 10: Dead & above.

In addition, if the caster is on his/her home plane of existence, any non-Evil Extraplanar creature in the area of effect (even if the 'blasphemy' cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

**8<sup>th</sup> Holy Aura**(PH p241)

<Abj[good], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

- One subject per level within a 20' radius Burst of the caster gains a radiance, which provides the following:
  - +4 Deflection bonus to AC.
  - +4 Resistance bonus to saving throws.
  - Spell Resistance 25 against Evil spells & spells cast by Evil creatures.
  - Blocks any mind control.

- If an Evil creatures successfully hits someone with the aura in melee, the attacker becomes permanently Blind (FortNeg).

–or–

**Unholy Aura**(PH p297)

<Abj[evil], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

- One subject per level within a 20' radius Burst of the caster is shrouded in gloom, which provides the following:
  - +4 Deflection bonus to AC.
  - +4 Resistance bonus to saving throws.
  - Spell Resistance 25 against Good spells & spells cast by Good creatures.
  - Blocks any mind control.
  - If a Good creatures successfully hits someone with the aura in melee, the attacker takes 1d6 Strength Damage (FortNeg).

**9<sup>th</sup> Visage of the Deity, Greater**(CDiv p187)

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

- The caster becomes a 'Half-Celestial':
  - creature type changes to Outsider (but the caster can be brought back from the dead);
  - +4 bonus to Strength;
  - +2 bonus to Dexterity;
  - +4 bonus to Constitution;
  - +2 bonus to Intelligence;
  - +4 bonus to Wisdom;
  - +4 bonus to Charisma;
  - +1 increase of Natural Armor;
  - gain Low-light Vision;
  - Acid Resistance 10;
  - Cold Resistance 10;
  - Electrical Resistance 10;
  - Spell Resistance 25;
  - Damage Reduction 10 / magic;
  - gain immunity to diseases;
  - +4 Racial bonus on saves vs. poison; &
  - gain feathery wings which let the caster Fly at twice his/her ground movement with Good maneuverability.

–or–

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

- The caster becomes a 'Half-Fiend':
  - creature type changes to Outsider (but the caster can be brought back from the dead);
  - +4 bonus to Strength;
  - +4 bonus to Dexterity;
  - +2 bonus to Constitution;
  - +4 bonus to Intelligence;
  - +4 bonus to Wisdom;
  - +2 bonus to Charisma;
  - +1 increase of Natural Armor;
  - gain Darkvision 60';
  - Acid Resistance 10;
  - Cold Resistance 10;
  - Electricity Resistance 10;
  - Fire Resistance 10;
  - Spell Resistance 25;
  - Damage Reduction 10 / magic;
  - gain Poison Immunity;
  - gain 1 Bite & 2 Claw attacks (if Medium, Bite does 1d6 & each claw does 1d4; if Small, Bite & each Claw each do 1d3); &
  - gain bat-like wings which let the caster Fly at ground movement with Average maneuverability.

Necromancy (Eb p107)

Cast Necromancy spells at +1 Caster level.

1<sup>st</sup> *Ray of Enfeeblement* (PH p269)

<Necro[ray], VS, 1StdAct, Close-range, 1min/lvl, no save, SR applies>

- Target takes a penalty to Strength of 1d6 + 1 per 2 levels (max 1d6+5) (min 1 Strength).

2<sup>nd</sup> *Command Undead* (PH p211)

<Necro, VSM(bone, raw meat), 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

- One Undead creature becomes friendly towards the caster and will not attack him/her. Only intelligent Undead are allowed a saving throw. The caster can give the target orders. Intelligent Undead must be convinced with a Charisma check, but unintelligent ones will obey even destructive commands (as long as they are simple).

3<sup>rd</sup> *Vampiric Touch* (PH p298)

<Necro[touch attack], VS, 1StdAct, Touch, no save, SR applies>

- Touch attack against a living creature deals 1d6 per two levels (max 10d6). Caster gains damage as Temporary HP, which last up to 1 hour.

4<sup>th</sup> *Enervation* (PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

- Target gains 1d4 Negative Levels that fade in 1hr/lvl.

Undead targeted with this spell gain 1d4 \* 5 Temporary HP for 1 hour.

5<sup>th</sup> *Wave of Fatigue* (PH p301)

<Necro, VS, 1StdAct, no save, SR applies>

- All living creatures in a 30' Cone-shaped Burst become Fatigued. Creatures already fatigued receive no additional penalties.

6<sup>th</sup> *Eyebite* (PH p228)

<Necro[evil], VS, 1StdAct, Close-range, Personal, 1rnd/3lvls, FortNeg, SR applies>

- The caster gains the ability to target a single living creature once per round as a Move Action. The effect is determined by the target's HD:  
10+ HD: Sickened for 10min/lvl  
5 – 9 HD: Panicked for 1d4 rounds & then Shaken for 10min/lvl & above.  
up to 4HD: Comatose for 10min/lvl & above.

7<sup>th</sup> *Control Undead* (PH p214)

<Necro, VSM(bone, meat), 1StdAct, Close-range, 1min/lvl, WillNeg, SR applies>

- Up to 2HD of Undead per level in a 30' area will not attack the caster. If the caster gives the Undead an order, they will obey.

8<sup>th</sup> *Horrid Wilting* (PH p242)

<Necro, VSM(sponge)/DF, 1StdAct, Long-range, Fort½, SR applies>

- All living creatures in a 60' area takes 1d6 damage per level (max 20d6) from dehydration, except for Water Elementals & Plant Creatures, who take 1d8/lvl (max 20d8) instead.

9<sup>th</sup> *Energy Drain* (PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

- Target gains 2d4 Negative Levels. Undead targeted with this spell gain (2d4 \* 5) Temporary HP for 1 hour.

Nobility (CWar p115)

Once per day for a number of rounds equal to your Charisma modifier, give your allies a +2 Morale bonus to attack, saving throws, ability checks, skill checks, & weapon damage.

1<sup>st</sup> *Divine Favor*(PH p224)

<Evoc, VS/DF, 1StdAct, Personal, 1min>

- The caster gains a Luck bonus of +1 per 3 levels (min +1, max +6) to attacks & weapon damage.

2<sup>nd</sup> *Enthrall*(PH p227)

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

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

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

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

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

3<sup>rd</sup> *Magic Vestment*(PH p251)

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

- Armor, shield, or clothes gain +1 per four levels Enhancement bonus to AC (max +5).

4<sup>th</sup> *Discern Lies*(PH p221)

<Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR>

- Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.

5<sup>th</sup> *Command, Greater*(PH p211)

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

- One living target per level within a 30’ area obeys one of the following one-word command on its turn for 1 round per level:
  - “Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.
  - “Drop” – Drops the objects it is holding & can’t pick them up.

“Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.

“Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.

“Halt” – Take no actions, though he/she is not considered Helpless.

Each target receives the same one-word command.

Targets may attempt their Will save each round until they succeed, ending the effect.

6<sup>th</sup> *Geas/Quest*(PH p234)

<Ench(comp)[mind][language], V, 10Minutes, Close-range, until discharged(D), no save, SR applies>

- One subject obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level.

Specific tasks must be completed for the spell to be discharged.

If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage each day (no save) & is Sickened (FortNeg). The effects end after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic* or *Break Enchantment*, though it can be ended by *Limited Wish*, *Miracle*, or *Wish*. *Remove Curse* only works if its Caster level is two higher than this spell’s Caster level.

7<sup>th</sup> *Repulsion*(PH p271)

<Abj, VS/AF(2 small iron bars with dog statuettes on the ends)/DF, 1StdAct, 1rnd/lvl(D), WillNeg, SR applies>

- Creatures cannot approach the caster within an invisible circle of up to 10’ radius per level Emanation. The circle moves with the caster, but cannot push creatures back. The caster can still be attacked with spells & ranged weapons.

8<sup>th</sup> *Demand*(PH p217)

<Ench(comp)[mind], VSM(copper wire, hair from subject), 10Minutes, 1hr/lvl, Will½>

- Sends instructions of 25 words or less to a familiar target anywhere, who may send back a 25 word response immediately.

If the target fails its Will save, it is compelled to follow the instructions in the message, if reasonable. The instructions may activate immediately or may contain a trigger to activate them later. At the end of the duration, the instructions loose their power, triggered or otherwise.

9<sup>th</sup> *Storm of Vengeance*(PH p285)

<Conj(sum), VS, 1Round, Long-range, Concentration up to 10rnds, SR applies>

- Creates a storm cloud that is 360’ radius wide. Unless indicated otherwise, everyone in the area takes the following effects on the specified round:

Rnd 1 – Thunder: Deaf 1d4x10min (FortNeg)

Rnd 2 – Acid Rain: 1d6 Acid dmg (no save)

Rnd 3 – Lightning: 6 targets of the caster’s choice take 10d6 Electrical dmg (Ref ½)

Rnd 4 – Hail: 5d6 bludgeoning dmg (no save)

Rnd 5-10 – Downpour: Concealment at 5’, Total Concealment at 10’, movement at ¼, no ranged attacks, spells require Concentration checks vs. DC (spell DC + level of spell being cast).

Ocean (PGF p89)

For up to 10 rounds per level, you gain *Water Breathing* when you need it. When your need ends, the effect stops, so it can be used multiple times in a day.

1<sup>st</sup> *Endure Elements*(PH p226)

<Abj, VS, 1StdAct, Touch, 24hrs>

- Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50.

2<sup>nd</sup> *Sound Burst*(PH p281)

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

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

3<sup>rd</sup> *Water Breathing*(PH p300)

<Trans, VSM(straw)/DF, 1StdAct, Touch>

- The touched subjects of the spell can breathe underwater. 2hrs/lvl duration is evenly split between all the subjects.

4<sup>th</sup> *Freedom of Movement*(PH p233)

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

- Subject moves normally despite magical impediments (*Web*, *Hold Person*, etc.). The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin.

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

5<sup>th</sup> *Wall of Ice*(PH p299)

<Evoc[cold], VSM(quartz), 1StdAct, Medium-range, 1min/lvl>

- Creates an anchored sheet of ice. To breach a 10' section requires 3hp/lvl (Fire does normal damage) –or– a Strength check vs. DC 15+Caster level. The wall has 2 forms:
  - a) Ice Plane – one 10' square per level that can be stacked vertically or horizontally. Going through a breach does 1d6 +1/lvl Cold damage (no save, but SR applies).
  - b) Hemisphere – maximum radius of 3' + 1'/lvl. Going through a breach causes no damage.

Any creature adjacent to where the wall is being created is allowed a Reflex save to disrupt the spell, causing it to fail.

6<sup>th</sup> *Otiluke's Freezing Sphere*(PH p258)

<Evoc[cold], VSF(small crystal sphere), 1StdAct, Long-range, Ref½, SR applies>

- An icy sphere shoots to the target point & explodes in a 10' radius **Burst**, doing 1d6/lvl (max 15d6). Elementals with the 'water' subtype instead take 1d8/lvl (max 15d8).

If the icy sphere strikes a body of water, it freezes to a depth of 6" in an area of 100 square feet per level (max 1,500 square feet). The water stays frozen for 1 round per level.

Any creature swimming on the surface is trapped in the ice, requiring a Strength or Escape Artist check vs. DC 25 to escape.

Unlike most spells, the caster can cast this spell and then "hold the charge" (just like a Touch Spell) for up to 1 round per level. The caster can use the spell normally during that time as a Standard Action. After 1 round per level has expired, the sphere explodes centered on the caster.

7<sup>th</sup> *Waterspout*(FR p75) (CDiv p187)(CDivErrata)+

<Conj(creat), VS/DF, 1Round, Long-range, 1rnd/lvl>

- Create a 10' wide by 80' tall waterspout.
  - a) must be cast in a body of water at least 20' deep & more than 10' wide.
  - b) can move up to 30' per round either under the caster's direction (which requires Concentration) or following a simple program (e.g., go in a circle, etc.). Changing the program is a Standard Action.
  - c) creatures & objects touched by the waterspout (or those flying / swimming within 10' of it) must make a Reflex save (SR applies) or take 3d8 damage. In addition, Medium-size or smaller targets that fail their save are pulled into the waterspout for 1d3 rounds (automatically taking 2d6 per round) before being ejected 1d8 x 5' above the waterspout's base.

8<sup>th</sup> *Maelstrom*(FR p72) (CDiv p168)(CDivErrata)+

<Conj(creat), VS/DF, 1FullRond, Long-range, 1rnd/lvl>

- Create a 120' wide by 60' deep whirlpool.
  - a) must be cast in a body of water at least 60' deep & more than 120' wide.
  - b) creatures & objects within 50' of the whirlpool must make a Reflex save or take 3d8 damage & be pulled in for 2d4 rounds (automatically taking 3d8 per round) before being ejected. Large-size and smaller creatures are ejected from the whirlpool's bottom, while larger creatures are ejected from its top.

Note that targets have the option of making a Swim check vs. the spell's DC instead of a Reflex save.

9<sup>th</sup> *Elemental Swarm (water)*(PH p226)

<Conj(sum)[water], VS, 10Minutes, Medium-range, 10min/lvl(D), no SR>

- Summons 2d4 Large Water Elementals. Ten minutes after the spell is completed, 1d4 Huge Water Elementals arrive. Twenty minutes after the spell is completed, 1 Greater Water Elemental appears. All the Elementals serve the caster for the duration of the spell. The caster can dismissed any / all the Elementals as desired.

**Oracle**

(CDiv p140)

Cast Divination spells as +2 level.

**1<sup>st</sup> Identify**(PH p243)

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

– Determines all the properties of one magic item.

**2<sup>nd</sup> Augury**(PH p202)

<Div, VSF(25gp casting runes), 1Minute, Personal>

– Learn if an action to be taken in the next 30 minutes will result in “good results”, “bad results”, “both”, or “nothing”. Chance of information is 70% + 1%/level (90% max), with failure always resulting in “nothing”. Repeated castings by the same person within a 30 minute period always have the same result.

**3<sup>rd</sup> Divination**(PH p224)

<Div, VSM(incense, 25gp offering), 10Minutes, Personal>

– Learn a useful piece of information concerning a specific goal, event, or activity that will occur within 7 days. Chance of information is 70% + 1%/level, with the caster knowing if the spell failed.

**4<sup>th</sup> Scrying**(PH p274)(PHe)+

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

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

<u>Knowledge</u>	<u>DC</u>
None (must have a Connection)	–10
Heard of the target	–5
Met the target	+0
Know the target well	+5
<u>Connection</u>	<u>DC</u>
Likeness or picture	+2
Possession or garment	+5
Lock of hair, bit of fingernail, etc.	+10

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

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

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

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

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

**5<sup>th</sup> Commune**(PH p211)

<Div, VSM(holy/unholy water, incense)X(100)/DF, Personal, 1rnd/lvl>

– The caster’s deity answers one yes-or-no question per level. The topic must be within the deity’s area of interest.

**6<sup>th</sup> Legend Lore**(PH p246)

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

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

<u>Connection to Target</u>	<u>Casting Time</u>
Touching	1d4x10 minutes
Detailed Information	1d10 days
Rumors Only	2d6 weeks

**7<sup>th</sup> Scrying, Greater**(PH p275)(PHe)+

<Div(scry), VS, 1Hour, 1hr/lvl, WillNeg, SR applies>

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

<u>Knowledge</u>	<u>DC</u>
None (must have a Connection)	–10
Heard of the target	–5
Met the target	+0
Know the target well	+5
<u>Connection</u>	<u>DC</u>
Likeness or picture	+2
Possession or garment	+5
Lock of hair, bit of fingernail, etc.	+10

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

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

Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor. In addition, the caster can use the following: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic, Message, Read Magic, and Tongues*.

**8<sup>th</sup> Discern Location**(PH p222)

<Div, VS/DF, 10Minutes, no save, no SR>

– Finds a named creature or object, no matter where it is located (even on other planes!). The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.

This spell bypasses most anti-scrying protections and can only be blocked *Mind Blank*.

**9<sup>th</sup> Foresight**(PH p233)

<Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl>

– The caster receives mental warnings about what may harm the touched subject.

If the caster placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as “close your eyes”, “jump”, “run”).

If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

**Orc** (PGF p89)

'Smite' once per day – Add +4 bonus to the attack and your Cleric level to the damage. +4 to hit if target is a Dwarf or Elf.

**1<sup>st</sup> Cause Fear**(PH p208)

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

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

This spell Counters and Dispels Remove Fear.

**2<sup>nd</sup> Produce Flame**(PH p265)

<Evoc[fire][energy missile][touch attack], VS, 1StdAct, Personal, 1min/lvl(D), no save, SR applies>

- A flame as bright as a torch (20' of light) appears in the caster's hand.

The caster can attack with the flame as either a touch attack or an energy missile with a range of 120'. The flame does 1d6 + 1/level (max +5) Fire damage & can be used every round. Each attack removes 1 minute of duration from the spell. If the spell is brought to 0 duration, the spell ends after the damage is applied.

**3<sup>rd</sup> Prayer**(PH p264)

<Ench(comp)[mind], VS/DF, 1StdAct, 1rnd/lvl, no save, SR applies>

- All allies within 40' radius Burst of the caster gain +1 Luck bonus on attacks, damage, saves, & skill checks.

All enemies within 40' radius Burst of the caster suffer a –1 Luck penalty on attacks, damage, saves, & skill checks.

**4<sup>th</sup> Divine Power**(PH p224)

<Evoc, VS/DF, 1StdAct, Personal, 1rnd/lvl>

- The caster gains a +6 Enhancement bonus to Strength, 1 Temporary HP per level, & a Base Attack Bonus as if the caster was a fighter of his/her Character level.

**5<sup>th</sup> Prying Eyes**(PH p267)

<Div, VSM(crystal marbles), 1Minute, 1mile, up to 1hr/lvl, no SR>

- Creates 1d4 + 1/lvl scouts (called "eyes"), which are Fine-sized floating Constructs with AC 18 (due to size), 1hp, 30' (perfect) movement, makes Hide checks at +16, makes Spot checks at Caster level (max +15), & has normal vision up to 120'.

The caster gives each 'eye' instructions of up to 25 words on how he/she wants it to scout.

Once its mission is done, the 'eye' returns to the caster, who learns all the 'eye' has experienced at the rate of 1 round per hour the eye has existed. Once an 'eye' has reported, it disappears.

An 'eye' can be destroyed by taking damage, being Dispelled, or traveling more than 1 mile from the caster. The caster knows when an 'eye' is destroyed, but does not know the circumstances.

**6<sup>th</sup> Eyebite**(PH p228)

<Necro[evil], VS, 1StdAct, Close-range, Personal, 1rnd/3lvls, FortNeg, SR applies>

- The caster gains the ability to target a single living creature once per round as a Move Action. The effect is determined by the target's HD:  
10+ HD: Sickened for 10min/lvl  
5 – 9 HD: Panicked for 1d4 rounds & then Shaken for 10min/lvl & above.  
up to 4HD: Comatose for 10min/lvl & above.

**7<sup>th</sup> Blasphemy**(PH p205)(PHe+)

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

- Any non-Evil creatures within a 40' radius Spread who can hear the 'blasphemy' & that has no more HD than the caster suffer from the following effects (no save):  
up to Caster lvl: Dazed for 1 round.  
up to Caster lvl - 1: Weakened for 2d4 rounds & above.  
up to Caster lvl - 5: Held for 1d10 minutes & above.

up to Caster lvl - 10: Dead & above.  
In addition, if the caster is on his/her home plane of existence, any non-Evil Extraplanar creature in the area of effect (even if the 'blasphemy' cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

**8<sup>th</sup> Cloak of Chaos**(PH p210)

<Abj[chaotic], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>

- One subject per level within a 20' radius Burst of the caster is engulfed in random patterns, which provides the following:  
a) +4 Deflection bonus to AC.  
b) +4 Resistance bonus to saving throws.  
c) Spell Resistance 25 against Lawful spells & spells cast by Lawful creatures.  
d) Blocks any mind control.  
e) If a Lawful creature hits the subject in melee, the attacker becomes Confused for 1 round (WillNeg).

**9<sup>th</sup> Power Word Kill**(PH p263)

<Ench(comp)[mind][death], V, 1StdAct, Close-range, no save, SR applies>

- One target creature with up to 101hp dies.

**Pact** (CDiv p140)

Appraise, Intimidate, and Sense Motive become Cleric class skills for you.

**1<sup>st</sup> Command**(PH p211)

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

- A living target obeys one of the following one-word command on its turn for 1 round:
  - “Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.
  - “Drop” – Drops the objects it is holding & can’t pick them up until next round.
  - “Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.
  - “Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.
  - “Half” – Take no actions, though he/she is not considered Helpless.

**2<sup>nd</sup> Shield Other**(PH p278)

<Abj, VSF(two 50gp platinum rings that must be worn by caster & target), 1StdAct, Close-range, 1hr/lvl(D)>

- Target gains a +1 Deflection bonus to AC & a +1 Resistance bonus to saves. Half of all hit-point damage that the target takes is actually taken by the caster. The spell ends immediately if target leaves Close-range.

**3<sup>rd</sup> Speak with Dead**(PH p281)

<Necro[language], VS/DF, 10Minutes, 10’ range, 1min/lvl, no SR>

- The caster may ask a mostly intact corpse one question per two levels within the spell’s duration. If the corpse’s original alignment is different from the caster’s, it gets a Will save (equal to its Will save when it was alive) to avoid answering. The corpse only knows what it did while it was alive & only speaks languages it knew.

Any given corpse can only be targeted with this spell once per week. Corpses that have been turned into Undead are immune.

**4<sup>th</sup> Divination**(PH p224)

<Div, VSM(incense, 25gp offering), 10Minutes, Personal>

- Learn a useful piece of information concerning a specific goal, event, or activity that will occur within 7 days. Chance of information is 70% + 1%/level, with the caster knowing if the spell failed.

**5<sup>th</sup> Stalwart Pact**(CDiv p181)

<Evoc, VS/DF/X(250), 10Minutes, Touch, until discharged then 1rnd/lvl>

- When the touched, willing, living creature is reduced to half his/her hit-points (or less), the target receives the following benefits for 1 round per caster level:
  - a) 5 Temporary hit-points per caster level;
  - b) Damage Reduction 5 / magic; &
  - c) +4 Luck bonus on all saving throws.

**6<sup>th</sup> Zealot Pact**(CDiv p191)

<Evoc, VS/DF/X(500), 10Minutes, Touch, until discharged then 1rnd/lvl>

- When the touched, willing, living creature hits a creature whose alignment is exactly opposite to that of the deity of the Cleric who cast this spell, the target receives the following benefits for 1 round per caster lvl:
  - a) +4 bonus on melee attack rolls;
  - b) double damage;
  - c) all threatened criticals are automatically confirmed;
  - d) melee damage receives alignment descriptors that match the deity (i.e., a pact with a Lawful Good deity result in the target’s damage being [lawful][good];
  - e) the target can see which creatures within 60’ have the opposite alignment of the deity (as per *Detect Evil*, etc.).
  - f) for the spell’s duration, the target must attack a foe of the opposite alignment each round if possible.

If the pact is with a True Neutral deity, then this spell applies to one of the following alignments (chosen as casting time): Lawful Good, Chaotic Good, Lawful Evil, or Chaotic Evil.

**7<sup>th</sup> Renewal Pact**(CDiv p177)

<Conj(heal), VSX(500)/DF, 10Minutes, Touch, until triggered>

- The touched, willing, living creature becomes the target of a *Heal* spell when one or more of the following conditions apply to the subject: Ability Damage, Blinded, Confused, Dazed, Dazzled, Deafened, Diseased, Exhausted, Fatigued, Feebleminded, Insanity, Nauseated, Sickened, Stunned, or Poisoned.

Any given creature may only have one *Renewal Pact* in effect on him/her at a given time.

**8<sup>th</sup> Death Pact**(CDiv p161)(MoF p88)

<Necro[evil], VSM(500gp diamond)X(250)/DF, 10Minutes, Touch, until discharged>

- When killed, the touched, living, willing subject is teleported to a safe location (designated at casting time), subject to a *Raise Dead* spell, followed by a *Heal*. The subject must sacrifice 2 points of Constitution (non-recoverable) when targeted by this spell. The Constitution is still lost even if this spell is dispelled before it discharges.

**9<sup>th</sup> Gate**(PH p234)

<Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

- Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.

-or-

<Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR>

- Calls & controls one or more Outsiders to perform a task. The caster may target:
  - a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.
  - b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.
  - c) a single non-unique / divine Outsider of more than 2x the Caster level can be called but not controlled.
  - d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is never controlled.

A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be “immediate” or “contractual” term:

- a) Any task which requires no more than 1rnd/lvl to complete can be assigned without a ‘contract’ (i.e., no payment).
- b) A “long term” task requires a ‘contract’, which entitles the summoned creature(s) to be fairly paid when the task is completed.

**Passion** (Eb p107)

Each day, you can activate *Rage* on yourself as a Free Action for 1 round per Cleric level. The rounds may be used during the day as you wish. This is a Supernatural ability.

**1<sup>st</sup> Cause Fear**(PH p208)

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

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

This spell **Counters** and **Dispels** *Remove Fear*.

**2<sup>nd</sup> Tasha's Hideous Laughter**(PH p292)

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

- One target with 3 or higher Intelligence falls down laughing & can make no action for the duration of the spell (but is not **Helpless**). A creature of a different type from the caster receive a +4 bonus on its save.

**3<sup>rd</sup> Confusion**(PH p212)

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

- All targets within a 15' radius **Burst** are **Confused**.

**4<sup>th</sup> Crushing Despair**(PH p215)

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

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

This spell **Counters** and **Dispels** *Good Hope*.

**5<sup>th</sup> Command, Greater**(PH p211)

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

- One living target per level within a 30' area obeys one of the following one-word command on its turn for 1 round per level:
  - “Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.
  - “Drop” – Drops the objects it is holding & can't pick them up.
  - “Fall” – Goes **Prone** for one round, though he/she can act normally (with the normal penalties) while on the ground.
  - “Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.
  - “Halt” – Take no actions, though he/she is not considered **Helpless**.

Each target receives the same one-word command.

Targets may attempt their Will save each round until they succeed, ending the effect.

**6<sup>th</sup> Heroism, Greater**(PH p240)

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

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

**7<sup>th</sup> Song of Discord**(PH p281)

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

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

**8<sup>th</sup> Otto's Irresistible Dance**(PH p259)

<Ench(comp)[mind], V, 1StdAct, Touch, 1d4+1rnds, no save, SR applies>

- Touched target starts to dance uncontrollably & cannot take any actions, receives a –4 AC penalty, a –10 penalty to Reflex saves, & cannot effectively use a shield. The target provokes an attack of opportunity each round.

**9<sup>th</sup> Dominate Monster**(PH p224)

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

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

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

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

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

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

**Pestilence** (CDiv p141)

You are immune to all diseases, though you can still be a carrier.

1<sup>st</sup> *Doom*(PH p225)

<Ench(comp)[fear][mind], VS/DF, 1StdAct, Medium-range, 1min/lvl, WillNeg, SR applies>  
 – Target living creature becomes Shaken.

2<sup>nd</sup> *Summon Swarm*(PH p289)

<Conj(sum), VS/AM(red cloth)/DF, 1Round, Close-range, Concentration+2rnds, no save, no SR>  
 – Summons either a Swarm of Bats(MM p237), a Swarm of Rats(MM p239), or a Swarm of Spiders(MM p239). The swarm attacks any creatures that are within its area. If there is no creature to attack, the swarm moves to the nearest creature. The caster has no control over the swarm’s movement or target.

3<sup>rd</sup> *Contagion*(PH p213)

<Necro[evil][touch attack], VS, 1StdAct, Touch, FortNeg, SR applies>  
 – Infects touched subject with chosen disease which takes effect without an incubation period.

Name	DC	Dmg
Cackle Fever	16	1d6 Wis
Filth Fever	12	1d3 Dex & 1d3 Con
Mindfire	12	1d4 Int
Red Ache	15	1d6 Str
Shakes	13	1d8 Dex
Slimy Doom	14	1d4 Con
Blinding Sickness	16	1d4 Str & if the victim takes 2+ Str dmg, must make an additional save or go permanently <u>Blind</u> .

4<sup>th</sup> *Poison*(PH p262)

<Necro[touch attack], VS/DF, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>  
 – Touch deals 1d10 Constitution damage, repeats in 1 minute. DC is 10 + ½ caster level + caster’s Wisdom modifier.

5<sup>th</sup> *Plague of Rats*(CDiv p174)(CDivErrata+)

<Conj(sum), VS/DF, 1FullRound, Medium-range, 1rnd/lvl, no save, no SR>  
 – Summons one Swarm of Rats(MM p239) per two Caster levels (max 6 swarms). All swarms must be summoned contiguous to at least one other swarm. Once summoned, the swarms do not move, even to chase creatures.

6<sup>th</sup> *Curse of Lycanthropy*(CDiv p160)

<Necro[touch attack], VSM(pint of animal blood)/DF, 1StdAct, Touch, Permanent, FortNeg, SR applies>  
 – If the touched Humanoid fails its saving throw, it becomes a Lycanthrope of type of Animal whose blood was used as the material component on the next full moon.

This spell can only be ended with *Remove Curse* or *Break Enchantment*.

7<sup>th</sup> *Scourge*(CDiv p179)

<Necro, VSF(whip)/DF, 1StdAct, Long-range, Instantaneous, FortNeg, SR applies>  
 – One living creature per level in a 50’ area are inflicted with magical disease. Each target must make Fortitude save once per day or take 1d3 Strength & 1d3 Dexterity damage. The disease continues until it is cured with *Remove Disease*, *Restoration*, or *Heal*.

8<sup>th</sup> *Create Greater Undead(mummy only)*(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>  
 – Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator’s control.

Undead	Min Lvl	Undead	Min Lvl
Shadow	15	Spectre	18
Wraith	16	Devourer	20

This spell must be cast at night.

9<sup>th</sup> *Otyugh Swarm*(CDiv p172)

<Conj(creat), VSF(6,000 lbs. of sewage), 1StdAct, Medium-range, 7days –or– 7months (D)>  
 – Creates 3d4 Otyughs or 1d3+1 Otyughs advanced to 15HD & Huge size. They will perform a named task for up to 7 days –or– guard the area where they were created for 7 months.

**Planning** (CWar p115)Gain Feat: **Extend Spell**.**1<sup>st</sup> Deathwatch**(PH p217)

&lt;Necro[evil], VS, 1StdAct, Close-range, 10min/lvl, no save, no SR&gt;

- The caster sees the level of health of all things within a 30' **Cone-shaped Emanation**. Choices are 'dead', 'undead', 'fragile' (3 or less hp), 'fighting off dead' (4 or more hp), & 'object'.

This spell is not fooled by spells & abilities that allow a creature to fake being dead.

**2<sup>nd</sup> Augury**(PH p202)

&lt;Div, VSF(25gp casting runes), 1Minute, Personal&gt;

- Learn if an action to be taken in the next 30 minutes will result in "good results", "bad results", "both", or "nothing". Chance of information is 70% + 1%/level (90% max), with failure always resulting in "nothing". Repeated castings by the same person within a 30 minute period always have the same result

**3<sup>rd</sup> Clairaudience/Clairvoyance**(PH p209)

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

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

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

**4<sup>th</sup> Status**(PH p284)

&lt;Div, VS, 1StdAct, Touch, 1hr/lvl&gt;

- Monitors the position (distance & direction) and condition (unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc.) of one touched living subject per 3 levels at any range.

**5<sup>th</sup> Detect Scrying**(PH p219)

&lt;Div, VSM(piece of mirror, tiny brass trumpet), 1StdAct, 24hrs, no save, no SR&gt;

- The caster is immediately aware of the existence & location of any **Magical Sensors** within a 40' radius **Emanation**. On a successful **Caster check**, the caster can get a visual image of the scryer, and his/her distance & direction.

**6<sup>th</sup> Heroes' Feast**(PH p240)

&lt;Conj(create), VS/DF, 10Min, Close-range, 1hr&gt;

- Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) **Temporary HP**, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

**7<sup>th</sup> Scrying, Greater**(PH p275)(PHe+)

&lt;Div(scry), VS, 1Hour, 1hr/lvl, WillNeg, SR applies&gt;

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

<u>Knowledge</u>	<u>DC</u>
None (must have a Connection)	–10
Heard of the target	–5
Met the target	+0
Know the target well	+5

<u>Connection</u>	<u>DC</u>
Likeness or picture	+2
Possession or garment	+5
Lock of hair, bit of fingernail, etc.	+10

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

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

Spells that improve the caster's vision (such as *Darkvision*) apply when he/she is looking through the Sensor. In addition, the caster can use the following: *Detect Chaos*, *Detect Evil*, *Detect Good*, *Detect Law*, *Detect Magic*, *Message*, *Read Magic*, and *Tongues*.

**8<sup>th</sup> Discern Location**(PH p222)

&lt;Div, VS/DF, 10Minutes, no save, no SR&gt;

- Finds a named creature or object, no matter where it is located (even on other planes!). The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.

This spell bypasses most anti-scrying protections and can only be blocked *Mind Blank*.

**9<sup>th</sup> Time Stop**(PH p294)

&lt;Trans, V, 1StdAct, Personal&gt;

- The caster steps out of time, gaining 1d4+1 rounds. During this time, the caster cannot harm others or target other creatures with spells. Persistent effects, such as fire, cold, or gases can still harm the caster. The caster cannot pass through antimagic fields.

**Plant**

(PH p188)

Rebuke / Control Plant Creatures, up to 3 + Charisma modifier times per day.

Knowledge (nature) is a class skill.

**1<sup>st</sup> Entangle**(PH p227)

&lt;Trans, VS/DF, 1StdAct, Long-range, 1min/lvl, RefNeg, no SR&gt;

- All plants in a 40' radius **Spread Entangle** & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a full-round Strength or Escape Artist check vs. DC 20. Anyone not entangled (including a target that has just broken free) may move ½ speed through the area of effect. On the caster's action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

**2<sup>nd</sup> Barkskin**(PH p202)

&lt;Trans, VS/DF, 1StdAct, Touch, 10min/lvl&gt;

- Touched living subject gains Natural Armor bonus to AC of 2 + 1 per 3 levels after 3<sup>rd</sup> (max +5). Bonus stacks with a creature's normal Natural Armor bonus.

**3<sup>rd</sup> Plant Growth**(PH p262)

&lt;Trans, VS/DF, 1StdAct, Instantaneous&gt;

- This spell either
  - a) causes vegetation to grow thick & overgrown in a 100' radius circle, a 150' radius half-circle, or a 200' radius quarter circle (caster may choose plants to be excluded). The area of effect must be within Long-range. Movement through the overgrown area is reduced to 5' (or 10' for creatures of at least Large size); or
  - b) enhances vegetation within ½ mile to produce exceed its normal production by ⅓ in the next year.

This spell **Counters Diminish Plants**.**4<sup>th</sup> Command Plants**(PH p211)

&lt;Trans, V, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies&gt;

- Up to (2 \* Caster level) HD of plant creatures in a 30' area become friendly towards the caster and will not attack him/her. Any attempt to give the creatures orders requires a successful Charisma check.

**5<sup>th</sup> Wall of Thorns**(PH p300)

&lt;Conj(creat), VS, 1StdAct, Medium-range, 10min/lvl(D), no save, no SR&gt;

- Creates one contiguous 10' cube of brambles per level, shaped as the caster desires. The wall's width can be reduced to 5' in order to double the amount of area covered. The caster may target the wall to trap creatures within it.

Each round spent moving while in the wall causes 25hp of damage **minus** the creature's AC (not including Dexterity & Dodge bonuses). A creature may move through the wall by making a Strength check as a Full-Round Action. For each 5 points the check exceeds 20, the creature may move 5' (but still takes damage).

It takes 10 minutes to chop a 1' safe passage through the wall. The thorns are immune to normal fire, but magic fire will burn down an area in 10 minutes.

Creatures who can pass through overgrown area unhindered can walk through the wall at normal speed without taking damage.

**6<sup>th</sup> Repel Wood**(PH p271)

&lt;Trans, VS, 1StdAct, 1min/lvl(D), no save, no SR&gt;

- All wooden objects in a 60' **Line** are pushed away from the caster. Wooden objects move 40' per round. If unable to move, objects less than 3" in diameter snap. If a creature holds onto a wooden object as it is pushed away, it is dragged along.

The location & direction of the line of force fixed at casting time & cannot be changed.

**7<sup>th</sup> Animate Plants**(PH p199)

&lt;Trans, V, 1StdAct, Close-range, 1rnd/lvl&gt;

- One Large-sized plant per three levels is animated & can be directed to attack the caster's opponents. As a Move Action, the caster can change which plants he/she animates.

The caster may animate bigger plants in place of a number of Large plants.

1 Huge = 2 Large      1 Colossal = 8 Large  
1 Gargantuan = 4 Large

-or-

&lt;Trans, V, 1StdAct, Close-range, 1hr/lvl, no SR&gt;

- All plants within Close-range **Entangle** & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a Full-Round Strength or Escape Artist check vs. DC 20. Anyone not entangled may move ½ speed through the area of effect. On the caster's action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

**8<sup>th</sup> Control Plants**(PH p213)

&lt;Trans, VS/DF, 1StdAct, Close-range, 1min/lvl, WillNeg, no SR&gt;

- Up to 2HD per level of Plant Creatures in a 30' area understand the caster's commands and will not attack. The targets will even obey orders that are not suicidal.

**9<sup>th</sup> Shamblers**(PH p277)

&lt;Conj(creat), VS, 1StdAct, Medium-range&gt;

- Creates 1d4+2 1HD Shambling Mounds within a 30' area. The caster can either use them as guards or to perform tasks, in which case they remain for 7 days, or to guard a location within range, in which case they remain for 7 **months**. In either case, the creatures are dismissible by the caster.

The Shambling Mounds only have their standard fire resistance if they reside in rainy or marshy terrain.

Pleasure (BoED p87)

You are immune to any effect that damages or drains your Charisma.

1<sup>st</sup> *Remove Fear*(PH p271)

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

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

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

2<sup>nd</sup> *Lastai's Caress*(BoED p102)

<Ench(comp)[good][mind][touch attack], VSM(peach seed), 1StdAct, Touch, 1rnd/lvl, no save, SR applies>

- The caster must know the touched subject to be Evil for this spell to take effect.

The caster has the option of having the target Shaken for the spell's duration, or to have a random effect occur each round:

d4	Effect	d4	Effect
1	<u>Cowering</u>	3	<u>Nauseated</u>
2	<u>Frightened</u>	4	<u>Shaken</u>

3<sup>rd</sup> *Heart's Ease*(BoED p100)

<Ench(comp)[mind], VS/DF, 1StdAct, Close-range, Permanent>

- Once touched subject per level has 'emotional wounds' healed:
  - ends Fear & Despair effects, including any similar [mind] effects (but not (charm) or (comp) effects);
  - Dispels *Confusion* and *Insanity*;
  - restores 2d4 Wisdom damage (but not drain);
  - removes the lingering effects of torture; &
  - generally makes the subject feel good.

4<sup>th</sup> *Remove Fatigue*(BoED p105)

<Trans, S, 10Min, Touch, Instantaneous>

- Up to one living subject per two levels gains the benefit of 8 hours of sleep.

If a subject is Exhausted, it is now Fatigued (& 1 hour of rest will remove this state).

If a subject is Fatigued, it is now rested.

If a subject is rested, it does not need to sleep again for 24 hours.

Note: This spell has no effect on restoring spells.

5<sup>th</sup> *Eagle's Splendor, Mass*(PH p225)

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

- One subject per level in a 30' area gains a +4 Enhancement bonus to Charisma.

6<sup>th</sup> *Celestial Blood*(BoED p94)

<Abj[good], VSM(holy water), 1Round, Touch, 1min/lvl>

- The touched non-Evil creature gains the following protections:

- Acid Resistance 10;
- Cold Resistance 10;
- Electricity Resistance 10;
- +4 bonus to saves vs. poison; &
- Damage Reduction 10 / evil.

7<sup>th</sup> *Empyrean Ecstasy*(BoED p98)

<Abj, VS/DF, 1Round, 30' range, 1min/lvl(D), WillNeg, SR applies>

- One subject per level feels extremely good:
  - Any lingering pain effects are ended, including those from *Symbol of Pain*, etc. It does not dispel ongoing magical pain effects.
  - Becomes immune to new [mind] spells & effects (though any already in effect remain);
  - Only takes ½ damage from melee & ranged attacks;
  - All skill checks receive a –4 penalty;
  - Casting spells requires a Concentration check vs. DC 15.

8<sup>th</sup> *Spread of Contentment*(BoED p107)

<Ench(comp)[mind], VSM(feather of a lammasu), 1Hour, Long-range, 1hr/lvl(D), no save, SR applies>

- Non-summoned creatures in a 10' per level radius Burst become calm & more pleasant.

<u>Old Attitude</u>	<u>New Attitude</u>
Hostile	Indifferent
Unfriendly	Indifferent
Indifferent	Friendly
Friendly	Helpful

Creatures that have been magically enrages & forced to attack have that effect cancelled.

This spell Counters *Spread of Savagery* (from Book of Vile Darkness).

9<sup>th</sup> *Sublime Revelry*(BoED p109)

<Abj, VS/DF, 1Round, Close-range, 1min/lvl(D)>

- One subject per level in a 30' area feels extremely good:
  - Any lingering pain effects are ended, including those from *Symbol of Pain*, etc. It does not dispel ongoing magical pain effects.
  - Becomes immune to new [mind] spells & effects. Any already in effect are Suppressed;
  - Only takes ½ damage from melee & ranged attacks.

**Portal** (PGF p89)

Detect an active or inactive *Portal* as if it was a secret door (DC 20).

**1<sup>st</sup> Summon Monster I**(PH p285)

- <Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>
- Summons one creature from the ‘**Summon Monster I Table**’ to fight the caster’s enemy. The creature can attack on the caster’s initiative starting its first round.

**2<sup>nd</sup> Analyze Portal**(FR p66)

- <Div, VSM(lens, mirror)/DF, 1 min, 60’, Concentration up to 1rnd/lvl(D)>
- Detects and analyzes *Portals* within 60’ in a 90 degree arc. Detection takes 1 round, as does each *Portal* property identified by a **Caster check** vs. DC 17.

**3<sup>rd</sup> Dimensional Anchor**(PH p221)(PH p250)+

- <Abj[ray], VS, 1StdAct, Medium-range, 1min/lvl, no save, no SR>
- Target creature or object is encased in a green glow & cannot travel extradimensionally. This includes spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport*, etc. It does **not** extend the duration of Summoning spells.

-or-

- <Abj, VSF(calling diagram), 1StdAct, Medium-range, 24hrs/lvl, no save, no SR>

- Target creature within the **Calling Diagram** cannot leave it or travel extradimensionally. This includes spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport*, etc. It does **not** extend the duration of Summoning spells.

-or-

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

- Target creature within a *Magic Circle against Good*, etc., cannot leave it or travel extradimensionally for the remainder of the *Magic Circle*’s duration. This includes spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport*, etc. It does **not** extend the duration of Summoning spells.

**4<sup>th</sup> Dimension Door**(PH p221)

- <Conj[teleport], V, 1StdAct, Long-range>
- Teleports the caster anywhere within range that can be visualized or described by direction. The caster may bring up to his/her maximum carry load with this spell **and** one willing, Medium-sized subject per three levels (or the **Creature Equivalent**). All subjects must be touching, with the caster touching at least one subject.

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

The caster cannot act again until the next round.

**5<sup>th</sup> Teleport**(PH p292)

- <Conj[teleport], V, 1StdAct, Touch>
  - The caster (carrying Maximum load) & one willing Medium-size creature per three levels (or the **Creature Equivalent**) are instantly transported up to 100 miles per level. The destination must be pictured by the caster.
- | How             | On            | Off           | Similar     |
|-----------------|---------------|---------------|-------------|
| <b>Familiar</b> | <b>Target</b> | <b>Target</b> | <b>Area</b> |
| Familiar        | 01-97         | 98-99         | 100         |
| Studied         | 01-94         | 95-97         | 98-99       |
| Visited         | 01-88         | 89-94         | 95-98       |
| Seen Once       | 01-76         | 77-88         | 89-96       |
| False Dest.     | (d20+80)      | —             | 81-92       |
|                 |               |               | 93-100      |

**6<sup>th</sup> Banishment**(PH p202)

- <Abj, VS/AF(object or substance hated by the target), Close-range, WillNeg, SR applies>
- Banishes up to 2 HD per level of **Extraplanar** creatures in a 30’ area away from the current plane. Extra hated objects give a +1 on **SR Checks** and +2 to the spell’s DC.

**7<sup>th</sup> Etherealness**(PH p228)

- <Trans, VS, 1StdAct, Touch, 1min/lvl(D)>
- The caster & up to 1 subject per 3 levels becomes ethereal, along with their equipment.

**8<sup>th</sup> Dimensional Lock**(PH p221)

- <Abj, VS, 1StdAct, Medium-range, 1day/lvl, no save, SR applies>
- An immobile 20’ radius **Emanation** with a glowing green border is blocked from extradimensionally **into or out** of that area. Spells & spell-like abilities such as *Astral Projection, Blink, Etherealness, Gate, Maze, Shadow Walk, Teleport*, etc., are blocked. It does **not** extend the duration of Summoning spells.

**9<sup>th</sup> Gate**(PH p234)

- <Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>
- Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.

-or-

- <Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR>

- Calls & controls one or more Outsiders to perform a task. The caster may target:
  - a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.
  - b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.
  - c) a single non-unique / divine Outsider of more than 2x the Caster level can be called **but not controlled**.
  - d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is **never** controlled.

- A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be “immediate” or “contractual” term:
  - a) Any task which requires no more than 1rnd/lvl to complete can be assigned without a ‘contract’ (i.e., no payment).
  - b) A “long term” task requires a ‘contract’, which entitles the summoned creature(s) to be fairly paid when the task is completed.

**Portal'**

(Und p53)

Gain Feat: Portal Sensitive.

**1<sup>st</sup> Portal Stabilization**(Und p60)

&lt;Trans, VS/DF, 1Round, Close-range, 1min/lvl&gt;

- The touched, malfunctioning *Portal* becomes more stable for the spell's duration. When checking for a malfunction, add 30% to the Portal Malfunction Table (FR p61).

**2<sup>nd</sup> Analyze Portal**(FR p66)

&lt;Div, VSM(lens, mirror)/DF, 1 min, 60', Concentration up to 1rnd/lvl(D)&gt;

- Detects and analyzes *Portals* within 60' in a 90 degree arc. Detection takes 1 round, as does each *Portal* property identified by a **Caster check** vs. DC 17.

**3<sup>rd</sup> Portal View**(Und p60)

&lt;Div(scry), VSF(glass eye)/DF, 10Minutes, Close-range, 1min/lvl&gt;

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

**4<sup>th</sup> Dimension Door**(PH p221)

&lt;Conj[teleport], V, 1StdAct, Long-range&gt;

- Teleports the caster anywhere within range that can visualized or described by direction. The caster may bring up to his/her maximum carry load with this spell and one willing, Medium-sized subject per three levels (or the **Creature Equivalent**). All subjects must be touching, with the caster touching at least one subject.

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

The caster cannot act again until the next round.

**5<sup>th</sup> Portal Barricade**(Und p60)

&lt;Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl(D)&gt;

- The target *Portal* is closed and cannot be opened for the spell's duration.

**6<sup>th</sup> Portal-to-Portal Redirect**(Und p60)

&lt;Trans, VS/DF, Close-range, 1hr/lvl&gt;

- The target *Portal* has its destination changed to another *Portal* that the caster has traveled through for the spell's duration. The current *Portal*'s other properties, such as 'one-way', are unchanged.

**7<sup>th</sup> Etherealness**(PH p228)

&lt;Trans, VS, 1StdAct, Touch, 1min/lvl(D)&gt;

- The caster & up to 1 subject per 3 levels becomes ethereal, along with their equipment.

**8<sup>th</sup> Portal Reformat**(Und p60)

&lt;Trans, VSX(250)/DF, 10Minutes, Close-range, Instantaneous&gt;

- The caster can permanently add or remove 'keys' to the target *Portal*. The caster must have studied the *Portal*, typically with *Analyze Portal*.

**9<sup>th</sup> Gate**(PH p234)

&lt;Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl&gt;

- Opens a portal to a different plane of existence that is 5' to 20' wide. Creatures on both sides can see through & can travel freely through the opening.

-or-

&lt;Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR&gt;

- Calls & controls one or more Outsiders to perform a task. The caster may target:
  - a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.
  - b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.
  - c) a single non-unique / divine Outsider of more than 2x the Caster level can be called but not controlled.
  - d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is never controlled.

A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be

"immediate" or "contractual" term:

- Any task which requires no more than 1rnd/lvl to complete can be assigned without a 'contract' (i.e., no payment).
- A "long term" task requires a 'contract', which entitles the summoned creature(s) to be fairly paid when the task is completed.

**Protection** (PH p188)

'Protective Ward' once per day – The touched target receives a Resistance bonus on his/her next saving throw equal to your Cleric level. If not used in one hour, the ward dissipates. Activation is a Standard Action.

**1<sup>st</sup> Sanctuary**(PH p274)

<Abj, VS/DF, 1StdAct, Touch, 1rnd/lvl, no SR>

– When an opponent attempt to target the subject with a melee attack, ranged attack, or a targeted spell (as opposed to an area-of-effect spell), the opponent must make a Will save. If successful, the opponent continues its action. On a failure, the opponent cannot attack the subject & loses the action & cannot attempt to attack the subject again for the remainder of the duration.

If the subject attacks anyone, the spell ends.

**2<sup>nd</sup> Shield Other**(PH p278)

<Abj, VSF(two 50gp platinum rings that must be worn by caster & target), 1StdAct, Close-range, 1hr/lvl(D)>

– Target gains a +1 Deflection bonus to AC & a +1 Resistance bonus to saves. Half of all hit-point damage that the target takes is actually taken by the caster. The spell ends immediately if target leaves Close-range.

**3<sup>rd</sup> Protection from Energy**(PH p266)

<Abj, VS/DF, 1StdAct, Touch, until depleted up to 10min/lvl>

– Touched creature is immune to a total of 12 damage per level (max 120 hp) from one Energy Type. Once all the damage has been taken, the spell ends.

Note: This spell takes precedence over *Resist Energy*. Only when this spell is depleted will *Resist Energy* be applied.

**4<sup>th</sup> Spell Immunity**(PH p281)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

– Touched subject gains unbeatable Spell Resistance to one spell per four caster levels. The spell must be 4<sup>th</sup> level or less & allow an SR check. The subject gains immunity to a spell whether is cast as a spell or used as a spell-like ability.

A given subject may only have a single *Spell Immunity* or *Greater Spell Immunity* in effect at one time.

**5<sup>th</sup> Spell Resistance**(PH p282)

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

– Subject gains Spell Resistance of 12 + 1/lvl.

**6<sup>th</sup> Antimagic Field**(PH p200)

<Abj, VSM(iron powder)/DF, 1StdAct, 10min/lvl(D), no save>

– Almost all magical effects, spells, spell-like abilities, supernatural abilities, and magic items are suppressed (but not dispelled) within 10' radius Emanation of the caster. Summoned, conjured, & incorporeal creatures 'wink out' until the antimagic field stops overlapping with their last location, at which point they return. Time spent suppressed counts against duration. The field is invisible & moves with the caster.

Magical creatures, such as Elementals & Golems, can enter the field & even fight, but they cannot use their supernatural & spell-like abilities

Some spells, such as *Wall of Force* & *Prismatic Sphere* are specifically immune to this spell.

**7<sup>th</sup> Repulsion**(PH p271)

<Abj, VS/AF(2 small iron bars with dog statuettes on the ends)/DF, 1StdAct, 1rnd/lvl(D), WillNeg, SR applies>

– Creatures cannot approach the caster within an invisible circle of up to 10' radius per level Emanation. The circle moves with the caster, but cannot push creatures back. The caster can still be attacked with spells & ranged weapons.

**8<sup>th</sup> Mind Blank**(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>

– Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject's area, such as *Arcane Eye*, will not even see the subject.

**9<sup>th</sup> Prismatic Sphere**(PH p264)

<Abj, V, 1StdAct, 10min/lvl(D)>

– Creates a 10' radius opaque sphere around the caster. Anyone within 20' of the sphere who has less than 8HD is Blind for 2d4 x 10 minutes.

The caster can walk through the sphere without difficulty. Anyone else trying to go through the wall is effected by each of its colors (SR check required for each color), unless they are dispelled in order. The colors, in order, are the following:

Color	Negated by	Effect
Red	<i>Cone of Cold</i>	20hp fire (Ref/2)
Orange	<i>Gust of Wind</i>	40hp acid (Ref/2)
Yellow	<i>Disintegrate</i>	80hp electricity (Ref/2)
Green	<i>Passwall</i>	Death (Fort/2 1d6Con)
Blue	<i>Magic Missile</i>	<i>Flesh to Stone</i> (FortNeg)
Indigo	<i>Daylight</i>	<i>Insanity</i> (WillNeg)
Violet	<i>Dispel Magic</i>	<i>Plane Shift</i> (WillNeg)

The sphere is immune to *Dispel Magic*, *Greater Dispel Magic*, and *Antimagic Sphere*, but not *Mordenkainen's Disjunction*.

Purification

(CDiv p141)

Cast Abjuration spells at +1 Caster level.

1<sup>st</sup> *Nimbus of Light*(CDiv p170)

&lt;Evoc[light], VS/DF, 1StdAct, Personal, until discharged up to 1min/lvl(D)&gt;

– The caster is surrounded by radiance, which gives of bright light in a 30' radius and shadowy light 30' past that.

As a Move Action, the caster can concentrate the light around his/her arm, after which the caster can may a ranged touch attack at a target within 30' as a Standard Action. If it hits, the spell does 1d8 + 1 per round since the spell was cast (max 1d8 + caster level). Making the ranged attack ends the spell.

2<sup>nd</sup> *Deific Vengeance*(CDiv p161)

&lt;Conj(sum), VS/DF, 1StdAct, Close-range, Instantaneous, Will½, SR applies&gt;

– A single target takes 1d6 per two levels (max 5d6), unless it is Undead, in which it takes 1d6 per level (max 10d6).

3<sup>rd</sup> *Recitation*(CDiv p176)(UE p52)

&lt;Conj(creat), VSF(sacred text)/DF, 1StdAct, 1rnd/lvl, no save, SR applies&gt;

– All allies within a 60' radius Burst of the caster gain a +2 (or +3 if they worship the caster's deity) Luck bonus on attacks & saving throws, while any enemies in the burst suffer a –2 penalty on attacks & saves.

4<sup>th</sup> *Castigate*(CDiv p158)

&lt;Evoc[sonic], V, 1StdAct, Instantaneous, Fort½, SR applies&gt;

– Enemies within 10' of the caster are effected by a sermon, even if they do not understand the language:

Alignment	Effect
Same	<u>Deaf</u> for 1d4rnds (Fort½)
Within 1 Step	1hp/lvl (max 10) (Fort½)
Further	1d4/lvl (max 10d4) (Fort½)

5<sup>th</sup> *Dance of the Unicorn*(CDiv p161)

&lt;Abj, VS, 1StdAct, Personal, 1min/lvl(D)&gt;

– The caster is surrounded by a purifying transparent mist that extends out in a radius of 5' per level.

Within this radius, all nonmagical contaminants (including inhaled poison) are negated. Magical effects, including the breath of a Green Dragon, *Acid Fog*, *Cloudkill*, etc., are either negated (if their caster level is less than or equal to this spell's caster level) or all target receive a +4 bonus on their saving throw (if the effect's caster level is higher).

6<sup>th</sup> *Fires of Purity*(CDiv p165)

&lt;Evoc[fire], VS/DF, 1StdAct, Touch, 1rnd/lvl, RefNeg, SR applies&gt;

– The touched (usually willing) creature is engulfed in magical flames that do not harm it and gains the following benefits:

- melee attacks do +1d6 + 1 per caster level (max +1d6+15) Fire damage (no save, SR applies) and Catches Fire (RefNeg);
- any creature that strikes the subject with a non-reach weapon 1d6 + 1/lvl (max 1d6+15) Fire damage (no save, SR applies) and Catches Fire (RefNeg);
- subject takes half damage from Fire-based attacks. If the attack allows a Reflex save, the subject takes no damage on a successful save.

7<sup>th</sup> *Righteous Wrath of the Faithful*(CDiv p178)(CDivErrata)+

&lt;Ench(comp)[mind], VS/DF, 1StdAct, 1rnd/lvl&gt;

– All allies within a 30' radius Burst of the caster are filled with a divine fury whose strength depends on the subject's religion:

- Subjects who worship the same deity as the caster:
  - One extra attack per round at his/her highest attack bonus.
  - +2 Morale bonus to attacks, damage, & saves.
  - +3 Morale bonus on saves vs. Mind-Affecting spells & effects.
  - 2d8 Temporary HP.
  - At the end of the spell, the subject is Fatigued for 10 minutes.

b) Others:

- +1 Morale bonus on attacks & saving throws vs. Fear spells & effects.
- 1d8 Temporary HP.

8<sup>th</sup> *Sunburst*(PH p289)

&lt;Evoc[light], VSM(sunstone, fire)/DF, 1StdAct, Long-range, Instantaneous, SR applies&gt;

– A 80' radius Burst of light is centered on the caster. Damage is based on creature type:

Type	Effect
Undead	1d6/lvl (max 25d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg) & <u>Blind</u> (RefNeg).
Oozes	1d6/lvl (max 25d6) (Ref½).
others	6d6 (Ref½) & <u>Blind</u> (RefNeg).

This spell Dispels any spells with the [darkness] subtype within its area of effect.

9<sup>th</sup> *Visage of the Deity, Greater*(CDiv p187)

&lt;Trans[good], VS/DF, 1StdAct, Personal, 1rnd/lvl&gt;

– The caster becomes a 'Half-Celestial':

- creature type changes to Outsider (but the caster can be brought back from the dead);
- +4 bonus to Strength;
- +2 bonus to Dexterity;
- +4 bonus to Constitution;
- +2 bonus to Intelligence;
- +4 bonus to Wisdom;
- +4 bonus to Charisma;
- +1 increase of Natural Armor;
- gain Low-light Vision;
- Acid Resistance 10;
- Cold Resistance 10;
- Electrical Resistance 10;
- Spell Resistance 25;
- Damage Reduction 10 / magic;
- gain immunity to diseases;
- +4 Racial bonus on saves vs. poison; &
- gain feathery wings which let the caster Fly at twice his/her ground movement with Good maneuverability.

-or-

&lt;Trans[evil], VS/DF, 1StdAct, Personal, 1rnd/lvl&gt;

– The caster becomes a 'Half-Fiend':

- creature type changes to Outsider (but the caster can be brought back from the dead);
- +4 bonus to Strength;
- +4 bonus to Dexterity;
- +2 bonus to Constitution;
- +4 bonus to Intelligence;
- +4 bonus to Wisdom;
- +2 bonus to Charisma;
- +1 increase of Natural Armor;
- gain Darkvision 60';
- Acid Resistance 10;
- Cold Resistance 10;
- Electricity Resistance 10;
- Fire Resistance 10;
- Spell Resistance 25;
- Damage Reduction 10 / magic;
- gain Poison Immunity;
- gain 1 Bite & 2 Claw attacks (if Medium, Bite does 1d6 & each claw does 1d4; if Small, Bite & each Claw each do 1d3); &
- gain bat-like wings which let the caster Fly at ground movement with Average maneuverability.

**Renewal** (PGF p90)

If your hit points falls below 0, but are still more than –10, you gain 1d8 + Charisma hit points. This effect happens automatically once per day.

**1<sup>st</sup> Charm Person**(PH p209)

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

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

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

**2<sup>nd</sup> Restoration, Lesser**(PH p272)

<Conj(heal), VS, 3Rounds, Touch, Instantaneous>

- Touched creature has penalties on one ability score removed -or- has 1d4 ability Damage cured from one ability score.

Also, the subject has Fatigue removed or has Exhaustion upgraded to Fatigue.

This spell cannot heal permanent ability Drain.

**3<sup>rd</sup> Remove Disease**(PH p271)

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

- Cures all diseases affecting subject, as well as parasites, Green Slime, etc.

**4<sup>th</sup> Reincarnate**(PH p270)

<Trans, VSM(1,000 rare oils & unguents)/DF, Instantaneous, Touch>

- If cast on a body dead up to one week whose soul is willing & able to return, then a new Humanoid body of a random type is mystically created for the soul to enter. The target retains his/her Intelligence, Wisdom, Charisma, and memories. The target loose one class level, but retains all other level-based advantages (including skill ranks, base attack bonus, base hit points, etc.). The new body's Strength, Dexterity, & Constitution is determined by removing any previous Racial Modifiers & applying the new body's Racial Modifiers (see the Reincarnation Forms Table in the Creature Index).

**5<sup>th</sup> Atonement**(PH p201)

<Abj, VSM(incense)F(500gp prayer beads)X(up to 500)/DF, 1Hour, Touch, no save, SR applies>

- Removes burden of misdeeds from a truly repentant touched subject. If the misdeeds were committed willingly & knowingly, then the caster must expend 500XP. Uses include:
  - a) removing magical alignment changes;
  - b) restoring a paladin, cleric, or druid who had lost his/her class abilities.
  - c) a fully willing & understanding subject can redeemed/tempted into taking the same alignment as the caster. No duress, compulsion, or magical influence can be involved in making the subject want to be redeemed.

**6<sup>th</sup> Heroes' Feast**(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

- Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

**7<sup>th</sup> Restoration, Greater**(PH p272)

<Conj(heal), VSX(500), 10Minutes, Touch, Instantaneous>

- Touched creature is restored as follows:
  - a) all Negative Energy Level are removed;
  - b) all lost Experience Level are restored if that were drained within 1/week per level;
  - c) removes all ability penalties and temporary ability Damage;
  - d) restores all permanently Drained points;
  - e) eliminates Fatigue and Exhaustion; and
  - f) removes insanity, Confusion, & similar mental effects.

**8<sup>th</sup> Polymorph Any Object**(PH p263)(PH)+

<Trans, VSM(mercury, gum arabic, smoke)/DF, 1StdAct, Close-range, FortNeg, SR applies>

- Changes any subject into anything else. “Minor” changes can be permanent (e.g., changing a manticore into a shrew), while extreme changes have a limited durations (e.g., changing a pebble into a human).

This spell can mimic the following spells:

*Flesh to Stone, Baleful Polymorph, Stone to Flesh, Transmute Mud to Rock, Transmute Rock to Mud, Transmute Metal to Wood.*

**9<sup>th</sup> Freedom**(PH p233)

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

- Releases target creature from any magics or effects restricting its movement, including Binding, Entangle, Grappling, Maze, Paralysis, Petrification (no save needed to survive), Pinning, Sleep, Slow, Stunning, Temporal Stasis, & Web.

It is the only effect that can remove the spell Imprisonment, but to do so, it must be cast in the same location as the spell it is dispelling & the caster must know the target's name & background.

**Repose** (PGF p90)

'Death Touch' once per day – As a touch attack on a living creature, roll 1d6 per Cleric level. If the total is greater than or equal the touched creature's hit-points, it dies (no save). This is a Death effect.

**1<sup>st</sup> Hide from Undead**(PH p241)

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

- One touched subject per level cannot be perceived by Undead. Only intelligent Undead are allowed a Will save. Effected senses include Blindsense, Blindsight, Scent, Tremorsense, Sight, Hearing, or Smell. If any of the spell's subject touches, attacks (including with spells) or attempts to turn any creature, the spell ends for all the subjects.

**2<sup>nd</sup> Gentle Repose**(PH p234)

<Necro, VSM(salt, copper piece per eye)/DF, 1StdAct, Touch, 1day/lvl>

- Prevents the touched corpse from rotting. Time spells under the effect of this spell does not count towards the time limit of the corpse being brought back by *Raise Dead*, etc.

**3<sup>rd</sup> Speak with Dead**(PH p281)

<Necro[language], VS/DF, 10Minutes, 10' range, 1min/lvl, no SR>

- The caster may ask a mostly intact corpse one question per two levels within the spell's duration. If the corpse's original alignment is different from the caster's, it gets a Will save (equal to its Will save when it was alive) to avoid answering. The corpse only knows what it did while it was alive & only speaks languages it knew.

Any given corpse can only be targeted with this spell once per week. Corpses that have been turned into Undead are immune.

**4<sup>th</sup> Death Ward**(PH p217)

<Necro, VS/DF, 1StdAct, Touch, 1min/lvl>

- Grants immunity to death spells & effects, gaining Negative Levels, and Negative Energy damage & ability loss.

**5<sup>th</sup> Slay Living**(PH p280)

<Necro[death][touch attack], VS, 1StdAct, Touch, Fort½, SR applies>

- Touched living target dies on a failed saving throw. On success, target takes 3d6 + 1/level.

**6<sup>th</sup> Undeath to Death**(PH p297)

<Necro[death], VSM(500gp of diamond power)/DF, 1StdAct, Medium-range, WillNeg, SR applies>

- Destroys 1d4 HD per level (max 20d4) of Undead in a 40' radius Burst. The lowest HD creatures in the area are effected first & creatures with 9 or more HD are immune.

**7<sup>th</sup> Destruction**(PH p218)

<Necro[death], VSF(500gp custom silver religious symbol), 1StdAct, Close-range, Fort½, SR applies>

- The target dies & its body ceases to exist. The target's equipment & possession are left behind. On a successful save, target takes 10d6 damage.

**8<sup>th</sup> Surelife**(PGF p115)

<Abj, VSM(special ointment), 1Round, Personal, 1min/lvl>

- The caster, but not his/her possessions, are protected from a named natural condition that would be fatal, such as an avalanche or boiling oil.

**9<sup>th</sup> Wail of the Banshee**(PH p298)

<Necro[death][sonic], V, 1StdAct, Close-range, FortNeg, SR applies>

- One living creature per level in a 40' radius Spread dies. If there are too many targets, count from the point of origin outward.

**Retribution** (FR p65)

'Strike of Vengeance' once per day – When you have been harmed in combat, you may make an attack on the one who harmed you with a melee or ranged weapon on your next action. If it hits, you do maximum damage.

**1<sup>st</sup> Shield of Faith**(PH p278)

<Abj, VSM(holy writings), 1StdAct, Touch, 1min/lvl>  
– Touched subject is surrounded by a magical aura that grants a Deflection bonus to AC of 2 +1 per six levels (max total bonus is +5).

**2<sup>nd</sup> Bear's Endurance**(PH p203)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>  
– +4 Enhancement bonus to Constitution.

**3<sup>rd</sup> Speak with Dead**(PH p281)

<Necro[language], VS/DF, 10Minutes, 10' range, 1min/lvl, no SR>

– The caster may ask a mostly intact corpse one question per two levels within the spell's duration. If the corpse's original alignment is different from the caster's, it gets a Will save (equal to its Will save when it was alive) to avoid answering. The corpse only knows what it did while it was alive & only speaks languages it knew.

Any given corpse can only be targeted with this spell once per week. Corpses that have been turned into Undead are immune.

**4<sup>th</sup> Fire Shield**(PH p230)

<Evoc[fire], VS/AM(phosphorous)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– Warm Shield: The caster is sheathed in blue or violet flames that give off 10' of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Fire damage (SR applies). The caster takes ½ damage from Cold attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

-or-

<Evoc[cold], VS/AM(fireflies/glow worms)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– Cold Shield: The caster is sheathed in blue or green flames that give off 10' of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Cold damage (SR applies). The caster takes ½ damage from Fire attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

**5<sup>th</sup> Mark of Justice**(PH p252)

<Necro, VS/DF, 10Minutes, Touch, Permanent, no save, SR applies>

– The caster draws an indelible mark on the target & states the behavior that will activate a curse. The caster may choose one of the following curses:

- a) –6 on one ability (minimum 1);
- b) –4 penalty on attacks, saves, and skill checks; or
- c) 50% chance of losing each action.

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

This spell can be removed with *Remove Curse* only if its caster level is at least as high as this spell's caster level.

**6<sup>th</sup> Banishment**(PH p202)

<Abj, VS/AF(object or substance hated by the target), Close-range, WillNeg, SR applies>

– Banishes up to 2 HD per level of Extraplanar creatures in a 30' area away from the current plane. Extra hated objects give a +1 on SR Checks and +2 to the spell's DC.

**7<sup>th</sup> Spell Turning**(PH p282)(PH)+

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, until expended up to 10min/lvl>

– Reflects ranged targeted spells (i.e., not area-of-effect spells or touch attacks) back at their caster. 1d4+6 spell levels are reflect in total.

If a spell is partially reflected (i.e., not enough spell levels remaining to totally reflect the spell), the percentage of remaining 'levels of reflection' to the spell's level is the percentage of the spell being reflected or the percentage of spell damage that is reflected.

For example, if a caster has 2 remaining levels of reflection is targeted with an 8<sup>th</sup> level *Polar Ray*, the caster with *Spell Turning* will take 75% of the damage while the caster of *Polar Ray* will take 25%. On the other hand, if the caster with *Spell Turning* was targeted with an 8<sup>th</sup> level *Maze*, there would be a 75% chance of him/her being effected & a 25% chance of the caster of the *Maze* being effected.

**8<sup>th</sup> Discern Location**(PH p222)

<Div, VS/DF, 10Minutes, no save, no SR>

– Finds a named creature or object, no mater where it is located (even on other planes!).

The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.

This spell bypasses most anti-scriving protections and can only be blocked *Mind Blank*.

**9<sup>th</sup> Storm of Vengeance**(PH p285)

<Conj(sum), VS, 1Round, Long-range, Concentration up to 10rnds, SR applies>

– Creates a storm cloud that is 360' radius wide. Unless indicated otherwise, everyone in the area takes the following effects on the specified round:

Rnd 1 – Thunder: Deaf 1d4x10min (FortNeg)

Rnd 2 – Acid Rain: 1d6 Acid dmg (no save)

Rnd 3 – Lightning: 6 targets of the caster's choice take 10d6 Electrical dmg (Ref ½)

Rnd 4 – Hail: 5d6 bludgeoning dmg (no save)

Rnd 5-10 – Downpour: Concealment at 5',

Total Concealment at 10', movement at ¼,

no ranged attacks, spells require

Concentration checks vs. DC (spell DC +

level of spell being cast).

**Rune** (PGF p90)

Gain Feat: Scribe Scroll.

**1<sup>st</sup> Erase**(PH p227)

&lt;Trans, VS, 1StdAct, Close-range&gt;

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

**2<sup>nd</sup> Secret Page**(PH p275)

&lt;Trans, VSM(fish scales, will-o'-wisp essence), 10Minutes, Touch, Permanent, no SR&gt;

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

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

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

**3<sup>rd</sup> Glyph of Warding**(PH p236)

&lt;Abj, VSM(200gp diamond dust, incense), 10Minutes, Touch, until discharged&gt;

- Caster inscribes a one-use almost invisible rune upon an object or area (up to 5 square feet per level) which is set off when anyone (visible or otherwise) touches or passes it. The caster can set criteria which will keep the glyph from discharging, such as a password, the creature's race or alignment, or even religion (though the spell can be fooled by *Nondetection*, *Polymorph Self*, etc.). If noticed, a *Read Magic* along with Spellcraft check vs. DC 13 will identify the effect contained by the glyph. A glyph can either
  - inflict 1d8 per 2 levels (max 5d8) in a 5' radius of one energy type (acid, cold, electricity, fire, or sonic) (Ref $\frac{1}{2}$ ) and SR applies; or
  - store one harmful spell up to 3<sup>rd</sup> level.

**4<sup>th</sup> Explosive Runes**(PH p228)

&lt;Abj[force], VS, 1StdAct, Touch, until discharged(D)&gt;

- Touched object weighing no more than 10 lbs. (typically a book) is magically trapped with runes. Anyone reading them takes 6d6 Force damage (no save). Those within 10' of the explosion receive a Reflex save for half damage. The trapped object also takes the damage. The caster & anyone the caster designated at cast-time do not set off the runes.

**5<sup>th</sup> Planar Binding, Lesser**(PH p261)

&lt;Conj(call)[variable alignment/element], VS, 10Minutes, Close-range, WillNeg&gt;

- Calls & traps a named type or specific Outsider or Elemental of up to 6HD until it performs a task. Before casting this spell, the caster must prepare a 'holding area' within range with either an inward-focused *Magic Circle* or a **Calling Diagram**.

Steps in a binding:

- 1) Target gets a Will save (but no SR) to avoid being Called into the 'holding area'.
- 2) Target can try to escape from the 'holding area' with a Spell Resistance check, dimensional travel (which can be blocked with *Dimensional Anchor*), or a Charisma check vs. DC (15 +  $\frac{1}{2}$  Caster level + Caster's Charisma modifier). Success means it can flee or attack.
- 3) Caster requests a service & offers a reward. The difficulty of the 1<sup>st</sup> & the generosity of the 2<sup>nd</sup> results in a bonus of 0 - +6. The Caster & the Target then make an opposed Charisma check, with success meaning the Target accepted the Caster's offer. If the Caster rolls a '1', then the Target escapes immediately.

Steps 2) & 3) are repeated every day until a) the Target accepts; b) the Target escapes; or c) the Target is dismissed with a separate spell.

If the Target accepts, it will follow the wording of the task & then report back when it is done. Open-ended tasks (i.e., "guard this door") last up to 1 day per Caster level.

**6<sup>th</sup> Glyph of Warding, Greater**(PH p237)

&lt;Abj, VSM(400gp diamond dust, incense), 10Minutes, Touch, until discharged&gt;

- Caster inscribes a one-use almost invisible rune upon an object or area (up to 5 square feet per level) which is set off when anyone (visible or otherwise) touches or passes it. The caster can set criteria which will keep the glyph from discharging, such as a password, the creature's race or alignment, or even religion (though the spell can be fooled by *Nondetection*, *Polymorph Self*, etc.). If noticed, a *Read Magic* along with Spellcraft check vs. DC 13 will identify the effect contained by the glyph. A glyph can either
  - inflict 1d8 per 2 levels (max 10d8) in a 5' radius of one energy type (acid, cold, electricity, fire, or sonic) (Ref $\frac{1}{2}$ ) and SR applies; or
  - store one harmful spell up to 6<sup>th</sup> level.

**7<sup>th</sup> Drawmij's Instant Summons**(PH p225)

&lt;Conj(sum), VSM(1,000gp sapphire), 1StdAct, until discharged&gt;

- This spell allows a target object to be located or summoned to the caster by breaking the material component sapphire. The target object can weigh no more than 10 pounds –or- not be longer than 6' and must have the caster's *Arcane Mark* on it. When this spell is cast, the target object's name is invisible marked on the sapphire.

At any point in the future, the sapphire can be broken by the caster while he/she speaks a word of activation. At that point, one of two things happens:

- a) If the target object is in the possession of a creature, the caster immediately knows the name and location of the possessor.
- b) Otherwise, the target object is teleported into the caster's grasp, even if it was on another plane of existence.

**8<sup>th</sup> Transcribe Symbol**(PGF p116)

&lt;Abj, VSF(piece of slate), 1StdAct, Personal, until discharged up to 10min/lvl&gt;

- The caster may "pick up" one touched, untriggered *Glyph of Warding* or *Symbol* by making a **Caster check** vs. DC (20 + the spell's level). Failure means the rune goes off. If successfully picked up, the caster must maintain Concentration until he/she can find a suitable place to "put down" the rune again. If Concentration is lost or the duration is exceeded, the rune goes off. Once "put down", the rune acts normally in its new location.

**9<sup>th</sup> Teleportation Circle**(PH p293)

&lt;Conj[teleport], VM(1,000gp amber), 10Minutes, Touch, 10min/lvl(D), no save, SR applies&gt;

- Create an almost invisible circle up to 5' radius on the floor, ground, etc. Anyone stepping into the circle is teleported safely to a familiar destination in the same plane of existence chosen at casting time.

**Shadow** (Eb p108)Gain Feat: **Blind-Fight**.**1<sup>st</sup> Obscuring Mist**(PH p258)

&lt;Conj(creat), VS, 1StdAct, 1min/lvl, no SR&gt;

– Creates a 20' radius **Spread** by 20' high **Cloud** of fog centered around the caster.The cloud can be dispersed by **Moderate Wind** in 4 rounds & a **Strong Wind** in 1 round.Large amounts of fire, such as a *Fireball*, will also disperse the cloud.**2<sup>nd</sup> Darkness**(PH p216)

&lt;Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 10min/lvl(D), no SR&gt;

– Touched object radiates shadowy illumination in a 20' radius. Creatures in the darkness have **Concealment** (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.This spell **Counters** and **Dispels** spells with the [light] category of equal or lower level.**3<sup>rd</sup> Deeper Darkness**(PH p217)

&lt;Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 1day/lvl(D), no SR&gt;

– Touched object radiates shadowy illumination in a 60' radius. Creatures in the darkness have **Concealment** (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.This spell **Counters** and **Dispels** spells with the [light] category of equal or lower level.This spell **Suppresses Daylight** and is suppressed by it, leaving only the natural illumination in the overlapping area.**4<sup>th</sup> Shadow Conjunction**(PH p276)

&lt;Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies&gt;

– Mimics a Wizard/Sorcerer Conj(summoning) or Conj(creation) spell of up to 3<sup>rd</sup> level. The spell is  $\frac{1}{5}$ <sup>th</sup> real & the remainder is 'shadow'.

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

The possible effects fall into 3 categories:

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

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

Nonbeliever – takes  $\frac{1}{5}$ <sup>th</sup> damage & any non-damage effect has only a 20% chance of effecting the target.Creating Objects or Substances (e.g., *Web*):

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

Nonbeliever – 20% chance of effecting the target.

Summon a Creature. (e.g., *Summon Swarm*):Believer – creature has all its normal abilities & weaknesses, but only has  $\frac{1}{5}$ <sup>th</sup> of its normal hp.Nonbeliever – creature has  $\frac{1}{5}$ <sup>th</sup> of its normal hp, does  $\frac{1}{5}$ <sup>th</sup> of its normal damage, only has  $\frac{1}{5}$ <sup>th</sup> of its normal AC bonus, & its non-damage abilities have only 20% chance of working each time.**5<sup>th</sup> Shadow Evocation**(PH p277)

&lt;Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies&gt;

– Mimics a Wizard/Sorcerer Evocation spell of up to 4<sup>th</sup> level. The spell is  $\frac{1}{5}$ <sup>th</sup> real & the remainder is 'shadow'.

The target of the spell always get a Will save to realize the spell is not entirely real (objects always make this save). The target's Spell Resistance always applies too. Range &amp; duration match the copied spell.

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

Nonbeliever – takes  $\frac{1}{5}$ <sup>th</sup> damage & any non-damage effect has only a 20% chance of effecting the target.**6<sup>th</sup> Shadow Walk**(PH p277)

&lt;Ill(shadow), VS, 1StdAct, Touch, 1hr/lvl(D)&gt;

– The caster and up to 1 touched subject per level travel into the Plane of Shadows (unwilling subjects receive a Will save to negate). Travel can be in two different ways:

- Movement in the Plane of Shadows is faster than in the Material Plane, so the party can effectively travel 50 miles/hour. When the desired destination is reached, the party returns to the Material Plane.
- The party can travel to a plane of existence that borders the Plane of Shadows. This takes 1d4 hours.

**7<sup>th</sup> Shadow Conjunction, Greater**(PH p276)

&lt;Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies&gt;

– Mimics a Wizard/Sorcerer Conj(summoning) or Conj(creation) spell of up to 6<sup>th</sup> level. The spell is  $\frac{3}{5}$ <sup>th</sup> real & the remainder is 'shadow'.

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

The possible effects fall into 3 categories:

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

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

Nonbeliever – takes  $\frac{3}{5}$ <sup>th</sup> damage & any non-damage effect has only a 60% chance of effecting the target.Creating Objects or Substances (e.g., *Web*):

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

Nonbeliever – 60% chance of effecting the target.

Summon a Creature. (e.g., *Summon Swarm*):Believer – creature has all its normal abilities & weaknesses, but only has  $\frac{3}{5}$ <sup>th</sup> of its normal hp.Nonbeliever – creature has  $\frac{3}{5}$ <sup>th</sup> of its normal hp, does  $\frac{3}{5}$ <sup>th</sup> of its normal damage, only has  $\frac{3}{5}$ <sup>th</sup> of its normal AC bonus, & its non-damage abilities have only 60% chance of working each time.**8<sup>th</sup> Shadow Evocation, Greater**(PH p277)

&lt;Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies&gt;

– Mimics a Wizard/Sorcerer Evocation spell of up to 7<sup>th</sup> level. The spell is  $\frac{3}{5}$ <sup>th</sup> real & the remainder is 'shadow'.

The target of the spell always get a Will save to realize the spell is not entirely real (objects always make this save). The target's Spell Resistance always applies too. Range &amp; duration match the copied spell.

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

Nonbeliever – takes  $\frac{3}{5}$ <sup>th</sup> damage & any non-damage effect has only a 60% chance of effecting the target.**9<sup>th</sup> Shades**(PH p276)

&lt;Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies&gt;

– Mimics a Wizard/Sorcerer Conj(summoning) or Conj(creation) spell of up to 8<sup>th</sup> level. The spell is  $\frac{4}{5}$ <sup>th</sup> real & the remainder is 'shadow'.

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

The possible effects fall into 3 categories:

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

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

Nonbeliever – takes  $\frac{4}{5}$ <sup>th</sup> damage & any non-damage effect has only a 80% chance of effecting the target.Creating Objects or Substances (e.g., *Web*):

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

Nonbeliever – 80% chance of effecting the target.

Summon a Creature. (e.g., *Summon Swarm*):Believer – creature has all its normal abilities & weaknesses, but only has  $\frac{4}{5}$ <sup>th</sup> of its normal hp.Nonbeliever – creature has  $\frac{4}{5}$ <sup>th</sup> of its normal hp, does  $\frac{4}{5}$ <sup>th</sup> of its normal damage, only has  $\frac{4}{5}$ <sup>th</sup> of its normal AC bonus, & its non-damage abilities have only 80% chance of working each time.

**Scalykind**

(PGF p90)

Rebuke / Control Snakes and Reptiles, up to 3 + Charisma modifier times per day.

**1<sup>st</sup> Magic Fang**(PH p250)

&lt;Trans, VS/DF, 1StdAct, Touch, 1min/lvl&gt;

- One natural weapon of touched creature (including Humanoids) gets +1 Enhancement bonus to attack and damage.

**2<sup>nd</sup> Animal Trance (reptiles & snakes only)**(PH p198)

&lt;Ench(comp)[mind][sonic], VS, 1StdAct, Close-range, Concentration, WillNeg (see below)&gt;

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

**3<sup>rd</sup> Magic Fang, Greater**(PH p250)

&lt;Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl&gt;

- One living creature (including a Humanoid) gains one of the following:
  - a) one natural weapon gets an Enhancement bonus to attack and damage of +1 per 4 levels (max +5); or
  - b) all natural weapons get a +1 Enhancement bonus on attacks and damage.

**4<sup>th</sup> Poison**(PH p262)

&lt;Necro[touch attack], VS/DF, 1StdAct, Touch, Instantaneous, FortNeg, SR applies&gt;

- Touch deals 1d10 Constitution damage, repeats in 1 minute. DC is 10 + ½ caster level + caster's Wisdom modifier.

**5<sup>th</sup> Animal Growth (reptiles & snakes only)**(PH p198)

&lt;Trans, VS, 1StdAct, Medium-range, 1min/lvl, FortNeg, SR applies&gt;

- One animal per two levels in a 30' area is increased to the next larger **Size Category**. The targets also gain Damage Reduction 10/magic and a +4 Resistance bonus to Saving Throws.

This spell does not grant the caster special influence over the target animals.

**6<sup>th</sup> Eyebite**(PH p228)

&lt;Necro[evil], VS, 1StdAct, Close-range, Personal, 1rnd/3lvls, FortNeg, SR applies&gt;

- The caster gains the ability to target a single living creature once per round as a Move Action. The effect is determined by the target's HD:
  - 10+ HD: **Sickened** for 10min/lvl
  - 5 – 9 HD: **Panicked** for 1d4 rounds & then **Shaken** for 10min/lvl & above.
  - up to 4HD: **Comatose** for 10min/lvl & above.

**7<sup>th</sup> Vipergout**(PGF p117)

&lt;Conj(sum)[variable alignment], VSM(snakeskin), 1StdAct, Close-range, 1rnd/lvl&gt;

- The caster summons either Celestial or Fiendish Medium-sized Vipers. The caster can "spit" 3 snakes as a Standard Action or 1 snake as a Move Action, for a total of 1d4 + 3. Once spat out, a snake moves to the desired target and attacks. Until the full number of snakes are "spat out", the caster cannot speak.

**8<sup>th</sup> Animal Shapes (reptiles & snakes only)**(PH p198)

&lt;Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl(D)&gt;

- One willing subject per level in a 30' area are polymorphed into an animal of the caster's choice. All subject must be turned into the same type of animal. The caster may dismiss the spell on all of the subjects, or an individual subject may dismiss the spell from himself as a Full-Round Action. See the **Polymorph Table** for details.

**9<sup>th</sup> Shapechange**(PH p277)(PHe)+

&lt;Trans, VSF(1500gp jade circlet), 1StdAct, Personal, 10min/lvl(D)&gt;

- The caster takes a new form, which can be changed each round as Free Action, which:
  - a) can be by any creature type, including those which has Incorporeal or Gaseous forms;
  - b) cannot have more HD than the Caster level (max 25HD);
  - c) may be as small as Fine-size & as large as Colossal-size.

The caster gets the following from the new form:

- a) Strength, Dexterity, & Constitution;
- b) Extraordinary & Supernatural attacks & qualities.

The caster **keeps** the following from its original form:

- a) Intelligence, Wisdom, & Charisma;
- b) hit points (ignore new Constitution score);
- c) level, class, & alignment;
- d) base attack bonus & base save bonuses (though these can be modified by the new form's Str, Dex, & Con); and
- e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

- a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);
- b) the caster's equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;
- c) +10 bonus on Disguise checks;
- d) gain 1 day's natural healing of hit-points only; and
- e) if slain, return to original form.

**Slime** (PGF p91)

Rebuke / Control Oozes, up to 3 + Charisma modifier times per day.

**1<sup>st</sup> Grease**(PH p237)

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

– This spell has several uses:

- Make one 10' square slippery. Going through the area requires a Reflex save to avoid falling down. A creature can go through the area at ½ movement by making a Balance check vs. DC 10 (failure of this check by less than 5 allows a Reflex save to avoid falling, while failing by 5 or more guarantees a fall);
- Make one object slippery. If the object is held, the wielder gets a Reflex save to avoid the effect entirely. If the save fails (or was not in anyone's possession when the spell was cast), the object becomes slippery for the duration & is immediately dropped. A Reflex save is then required each round to hold the object.
- Make one person slippery. The subject gains a +10 Circumstance bonus on Escape Artist checks & on Grapple checks made to resist or escape a grapple, or escape a pin.

**2<sup>nd</sup> Melf's Acid Arrow**(PH p253)

<Conj(creat)[acid][energy missile], VSM(rhubarb, adder's stomach) F(dart), 1StdAct, Long-range, no save, no SR>

– 2d4 Acid damage for 1 round + 1 round per 3 levels (7 rounds max).

**3<sup>rd</sup> Poison**(PH p262)

<Necro[touch attack], VS/DF, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Touch deals 1d10 Constitution damage, repeats in 1 minute. DC is 10 + ½ caster level + caster's Wisdom modifier.

**4<sup>th</sup> Rusting Grasp**(PH p273)

<Trans[touch attack], VS/DF, 1StdAct, Touch, 1rnd/lvl, no save, no SR>

- The caster's touch corrodes non-magic iron and alloys, causing one of the following effects per round:
- a touch attack on a ferrous creature does 3d6+ 1/lvl (max +15);
  - a melee touch attack vs. a non-magic metal weapon destroys the weapon;
  - a melee touch vs. non-magic metal armor destroys 1d6 of its AC bonus; or
  - up to a 3' radius of a non-magic metal touched is destroyed.

**5<sup>th</sup> Evard's Black Tentacles**(PH p228)

<Conj(creat), VSM(octopus or squid tentacle), 1StdAct, Medium-range, 1rnd/lvl(D), no SR>

– A 20' radius Spread is filled with 10' tentacles. The tentacles attempt to Grapple every creature within the area of effect. Each is considered Large-sized, has a Strength 19, and has a Base Attack Bonus equal to its caster level (i.e., attack of +(8+lvl)). Anyone grappled takes 1d6+4 lethal damage each round.

Even if not grappled, it is only possible to go half movement through the area of effect. The tentacles are immune to damage, but can be dispelled.

**6<sup>th</sup> Transmute Rock to Mud**(PH p295)

<Trans[earth], VSM(clay, water)/DF, 1StdAct, Medium-range, Permanent, no SR>

- Transforms two contiguous 10' cubes per level of non-magical, unworked stone into mud.
- If cast on the ground, the depth of mud cannot exceed 10'. Movement through the mud is reduced to 5' & the target receives a –2 penalty on attacks & AC.
  - If cast on the ceiling, the mud falls (doing 8d6 Ref½, no SR) & pools 5' deep on the floor.

If this spell is not dispelled, the mud dries naturally into dirt.

This spell Counters & Dispels *Transmute Mud to Rock*.

**7<sup>th</sup> Destruction**(PH p218)

<Necro[death], VSF(500gp custom silver religious symbol), 1StdAct, Close-range, Fort½, SR applies>

– The target dies & its body ceases to exist. The target's equipment & possession are left behind. On a successful save, target takes 10d6 damage.

**8<sup>th</sup> Power Word Blind**(PH p263)

<Ench(comp)[mind], V, 1StdAct, Close-range, no save, SR applies>

– One target creature is Blind:

current hp	duration	current hp	duration
201+	no effect	100–51	1d4+1min
200–101	1d4+1rnds	up to 50	Permanent

**9<sup>th</sup> Implosion**(PH p243)

<Evoc, VS, 1StdAct, Close-range, Concentration up to 4 rounds, FortNeg, SR applies>

– One targeted corporeal creature per round must save or die from its body imploding. A given creature can only be targeted once per casting

**Spell** (PGF p91)

+2 bonus on Concentration &amp; Spellcraft checks.

**1<sup>st</sup> Mage Armor**(PH p249)

&lt;Conj(creat)[force], VSF(leather), 1StdAct, Touch, 1hr/lv(D)&gt;

- Touched subject gains +4 Armor bonus to AC.

**2<sup>nd</sup> Silence**(PH p279)

&lt;Ill(glamer), VS, 1StdAct, Long-range, 1min/lv(D)&gt;

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

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

**3<sup>rd</sup> Anyspell**(FR p67)

&lt;Trans, VS/DF, 15Minutes, Personal&gt;

- The caster prepares an Arcane spell of up to 2<sup>nd</sup> level for later casting. The spell must be read from a spellbook or a scroll (which is then consumed). The spell is cast normally (including the need for expensive material components, focuses, & XP costs), but the caster may use his/her holy symbol in place of inexpensive material components. The caster's Cleric level is used as the caster level & his/her Wisdom modifier is used as the spell's primary caster modifier.

**4<sup>th</sup> Rary's Mnemonic Enhancer**(PH p268)

&lt;Trans, VSF(string, ink from black dragon blood &amp; squid ink)M(50gp ivory plaque), 10Minutes, Personal, Instantaneous&gt;

- Either
  - Prepare 3 levels of spells normally; or
  - Restore a spell up to 3<sup>rd</sup> level that was cast in the round before this spell was started.

**5<sup>th</sup> Break Enchantment**(PH p207)(DR306 p110)+

&lt;Abj, VS, 1Minute, Close-range, no SR&gt;

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

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

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

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

**6<sup>th</sup> Anyspell, Greater**(FR p70)

&lt;Trans, VS/DF, 15Minutes, Personal&gt;

- The caster prepares an Arcane spell of up to 5<sup>th</sup> level for later casting. The spell must be read from a spellbook or a scroll (which is then consumed). The spell is cast normally (including the need for expensive material components, focuses, & XP costs), but the caster may use his/her holy symbol in place of inexpensive material components. The caster's Cleric level is used as the caster level & his/her Wisdom modifier is used as the spell's primary caster modifier.

**7<sup>th</sup> Limited Wish**(PH p248)

&lt;Univ, VSX(300), 1StdAct&gt;

- The caster may cast any one spell, even from another class' spell list & even from a prohibited school of magic, up to the level listed below:

	<u>Wizards Spell</u>	<u>Any Class</u>
non-prohibited	6 <sup>th</sup>	5 <sup>th</sup>
prohibited	5 <sup>th</sup>	4 <sup>th</sup>

The spell has all the normal restrictions, such as allowing a saving throw, except that it is treated as a 7<sup>th</sup> level spell & any material components worth less than 1,000gp can be ignored.

This spell can also be used to break harmful spells, such as *Insanity* and *Geas/Quest*.

**8<sup>th</sup> Antimagic Field**(PH p200)

&lt;Abj, VSM(iron powder)/DF, 1StdAct, 10min/lv(D), no save&gt;

- Almost all magical effects, spells, spell-like abilities, supernatural abilities, and magic items are suppressed (but not dispelled) within 10' radius Emanation of the caster. Summoned, conjured, & incorporeal creatures 'wink out' until the antimagic field stops overlapping with their last location, at which point they return. Time spent suppressed counts against duration. The field is invisible & moves with the caster.

Magical creatures, such as Elementals & Golems, can enter the field & even fight, but they cannot use their supernatural & spell-like abilities

Some spells, such as *Wall of Force* & *Prismatic Sphere* are specifically immune to this spell.

**9<sup>th</sup> Mordenkainen's Disjunction**(PH p255)

&lt;Abj, V, 1StdAct, Close-range, Instantaneous&gt;

- All magical effects & items in a 40' radius Burst are disrupted:
  - The caster's spells & items are safe;
  - There is a 1% per caster level chance of destroying an *Antimagic Field*. If destroyed, all spells & items within it are effected, otherwise they are immune.
  - Spells & magical effects vulnerable to *Dispel Magic* are dispelled;
  - Magic items must make a Will save or lose all their magic. Items in a creature's possession may use its Will base if better;
  - There is a small chance that any Artifact in the area will have its magic destroyed, but this usually results in the destruction of the spellcaster too.

**Spider** (PGF p91)

Rebuke / Control Spiders, up to 3 + Charisma modifier times per day.

- 1<sup>st</sup> *Spider Climb* (PH p283)  
 <Trans, VSM(live spider, drop of bitumen), 1StdAct, Touch, 10min/lvl>  
 – Touched creature can travel along walls & ceilings like a spider (20' movement). The subject does not lose his/her Dex bonus to AC while climbing, nor do opponents gain a bonus to attack the subject.  
 The subject must have bare hands & feet.
- 2<sup>nd</sup> *Summon Swarm (spiders only)* (PH p289)  
 <Conj(sum), VS/AM(red cloth)/DF, 1Round, Close-range, Concentration+2rnds, no save, no SR>  
 – Summons a Swarm of Spiders(MM p239). The swarm attacks any creatures that are within its area. If there is no creature to attack, the swarm moves to the nearest creature. The caster has no control over the swarm's movement or target.
- 3<sup>rd</sup> *Phantom Steed (large monstrous spider)* (PH p260)(PGF p91)+  
 <Conj(creat), VS, 10Minutes, 1hr/lvl(D)>  
 – The caster creates a magic Large Monstrous Spider with insubstantial 'feet' that make no sound, plus saddle, bit, & bridle. Only the one person designated by the caster can ride the spider. The spider has AC 18, 7 + 1/lvl HP, can move at 20'/lvl (max 240') & can carry its rider plus 10 lbs/lvl. At higher caster levels, the horse has extra abilities:  
 8<sup>th</sup>: ride over mud, sand, etc. at normal rate.  
 10<sup>th</sup>: ride over water at normal rate.  
 12<sup>th</sup>: ride horizontally across air for 1 round at normal rate.  
 14<sup>th</sup>: Fly at normal rate/average.
- 4<sup>th</sup> *Giant Vermin* (PH p235)  
 <Trans, VS/DF, 1StdAct, Close-range, 1min/lvl>  
 – Enlarge either 3 normal centipedes, 2 normal spiders, or 1 normal scorpion in a 30' area (all subjects must be the same type). The target vermin will follow the caster's extremely simple commands (i.e., "Attack").
- | Lvl                                 | Size   | Lvl                                 | Size       |
|-------------------------------------|--------|-------------------------------------|------------|
| up to 9 <sup>th</sup>               | Medium | 18 <sup>th</sup> – 19 <sup>th</sup> | Gargantuan |
| 10 <sup>th</sup> – 13 <sup>th</sup> | Large  | 20 <sup>th</sup> +                  | Colossal   |
| 14 <sup>th</sup> – 17 <sup>th</sup> | Huge   |                                     |            |
- 5<sup>th</sup> *Insect Plague (spiders only)* (PH p244)  
 <Conj(sum), VS/DF, 1Round, Long-range, 1min/lvl, no save, no SR>  
 – Summons 1 Spider Swarm(PH p239) per three levels (max 6 swarms). The swarms must be contiguous, but not overlapping. Any creature within a swarm is attacked. The swarms are immobile.

- 6<sup>th</sup> *Spider Curse* (FR p74)  
 <Trans[mind], VS/DF, 1StdAct, Medium-range, 1day/lvl, WillNeg>  
 – Transforms a Medium-size (or smaller) Humanoid into a Drider or a Monstrous Spider of Tiny to Large size. The caster maintains telepathic control over the target for the spell's duration, no matter what the range.  
 The subject gets the following from the new form:  
 a) Strength, Dexterity, & Constitution;  
 b) natural armor & weapons; and  
 c) natural movement, like swimming & flying.  
 The subject keeps the following from its original form:  
 a) Intelligence, Wisdom, & Charisma;  
 b) hit points (ignore new Constitution score);  
 c) level, class, & alignment;  
 d) base attack bonus & base save bonuses (though these can be modified by the new form's Str, Dex, & Con); and  
 e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).  
 In addition:  
 a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);  
 b) the subject's equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;  
 c) all forms have a poison attack that does 1d6 Str / 1d6 Str, DC = 16 + caster's Wisdom modifier;  
 d) if slain, return to original form.
- 7<sup>th</sup> *Stone Spider* (FR p75)  
 <Trans, VS/DF, 1FullRnd, Close-range, 1rnd/lvl(D)>  
 – Either  
 a) give 1d3 vermin Damage Reduction 10/adamantine; or  
 b) transform 1d3 pebbles into stone Constructs of Monstrous Spiders of any size from Tiny to Huge. Use the statistics for Monstrous Spiders with the following changes:  
 1) +6 Natural Armor;  
 2) Damage Reduction 30 / magic.  
 3) Poison attack of 1d3 Str / 1d3 Str, DC = 17 + Caster's Wisdom modifier.

- 8<sup>th</sup> *Creeping Doom (spiders only)* (PH p214)  
 <Conj(sum), VS, 1Round, Close-range, 1min/lvl, no save, no SR>  
 – Summons one Spider Swarm(MM p239) per 2 Caster levels (max 10 swarms), each of which appears where the caster designates within Close-range. The swarms attack any creature with which they come in contact (they may even be summoned around a creature).  
 As a Standard Action, the caster can direct one or more swarms to move towards any opponent within 100' of the caster. If the caster is ever more than 100' away from a swarm, it will continue to attack any opponent in its area, but will remain stationary until the caster returns.
- 9<sup>th</sup> *Spider Shapes* (FR p74)  
 <Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl(D)>  
 – Transforms 1 willing subject per level into a Monstrous Spider of Tiny to Huge-size (all subject must be the same size). Each subject can return to his/her normal form as a Full Round action.  
 Subject gets the following from the new form:  
 a) Strength, Dexterity, & Constitution;  
 b) natural movement, like swimming & flying;  
 c) natural armor & weapons; &  
 d) the creature's natural poison attack.  
 Subject keeps the following from its original form:  
 a) Intelligence, Wisdom, & Charisma;  
 b) hit points (ignore new Constitution score);  
 c) level, class, & alignment;  
 d) base attack bonus & base save bonuses (though these can be modified by the new form's Str, Dex, & Con); and  
 e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).  
 In addition:  
 a) the subject's equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;  
 b) gain 1 day's natural healing; and  
 c) if slain, return to original form.

**Spirit** (DR312 p37)

You can create an item (often a doll) that connects you to a target. The creation requires 100gp and a sample of the target's hair, finger-nail, etc. You may cast a Touch spell on the target as long as he/she is within Long-range & have a Line of Effect, though the target gets a +2 Circumstance bonus on his/her save (if any). You may only create one "doll" per Month and creating a new one renders the previous one useless.

**1<sup>st</sup> Bane**(PH p203)

<Ench(comp)[mind][fear], VS/DF, 1StdAct, 1min/lvl, WillNeg, SR applies>

- All enemies within 50' radius **Burst** suffer a -1 Morale penalty to attacks & -1 Morale penalty on saves vs. fear.

This spell **Counters** and **Dispels** the spell **Bless**.

**2<sup>nd</sup> Scare**(PH p274)

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

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

**3<sup>rd</sup> Bestow Curse**(PH p203)

<Necro, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

- Touched subject is inflicted with one of the following:
  - 6 on one ability (minimum 1);
  - 4 penalty on attacks, saves, and skill checks; or
  - 50% chance of losing each action.

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

**4<sup>th</sup> Death Ward**(PH p217)

<Necro, VS/DF, 1StdAct, Touch, 1min/lvl>

- Grants immunity to death spells & effects, gaining **Negative Levels**, and **Negative Energy** damage & ability loss.

**5<sup>th</sup> Enervation**(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

- Target gains 1d4 **Negative Levels** that fade in 1hr/lvl.

Undead targeted with this spell gain 1d4 \* 5 **Temporary HP** for 1 hour.

**6<sup>th</sup> Magic Jar**(PH p250)

<Necro, VSF(100gp gem), 1StdAct, Medium-range, up to 1hr/lvl, WillNeg, SR applies>

- The caster transfers his/her 'soul' into the spell's focus gem (known as the 'jar'), leaving his/her original body lifeless. The spell normally ends when the caster's soul explicitly returns to its original body, or 1hr/lvl passes (which forces the soul back to its rightful place). The jar must be within range when the spell is cast, but the caster does not need line of sight.

Once in the jar, the caster can sense all life forces (though not the specifics of what those life forces are) within 10'/lvl, even through solid material. The caster knows if each life force is powered by Positive Energy or Negative Energy, and if some life forces are more powerful than others (i.e., which has more HD, though the difference must be at least 4HD to be noticed).

As a Full-Round action, the caster can attempt to swap his/her soul into a target body, forcing that body's soul into the jar (where it is helpless). The target gets a Will save to resist & is immune if under the effect of **Protection from Evil** or a similar spell. If the target saves, the caster cannot attempt to take over the target body again during the current spell's duration. If the save fails, the caster is in the target's body & the target's soul is in the jar.

While in the target body, the caster has a mix of his/her mental abilities & the target's physical abilities, as listed below:

The caster gets these from the new body:

- Strength, Dexterity, & Constitution;
- hit points;
- natural armor & weapons;
- natural movement, such as flying
- automatic extraordinary abilities, such as a Troll's regeneration.

The caster **does not** get the following from the target body:

- ability to use extra limbs in combat;
- extraordinary abilities that require activation &
- spells, spell-like, or supernatural abilities.

The caster keeps the following from his/her original form:

- Intelligence, Wisdom, & Charisma;
- level, class, & alignment;
- base attack bonus & base save bonuses (though these can be modified by the new form's Str, Dex, & Con).

If the caster takes a Standard Action or the target body is slain, the caster's soul is returned to the jar (if it is within range) & the target's soul goes back to its body (assuming the body is still living). If the jar is not within Medium-range, the caster & the target both die. Once back in the jar, the caster can attempt to take over a new target, or transfer to his/her own body.

The spell ends if the caster transfers back to his/her original body, the jar is destroyed, the jar is targeted with **Dispel Magic**, or the caster's body is targeted with **Dispel Magic**. When the spell ends, the caster's soul returns to his/her body if it is within Medium-range. If the body is out of range, the soul cannot return and the caster is dead. If a target's soul is in the jar when the spell ends, it also returns to its body if it is within range, otherwise it dies.

**7<sup>th</sup> Eyebite**(PH p228)

<Necro[evil], VS, 1StdAct, Close-range, Personal, 1rnd/3lvls, FortNeg, SR applies>

- The caster gains the ability to target a single living creature once per round as a Move Action. The effect is determined by the target's HD:
  - 10+ HD: **Sickened** for 10min/lvl
  - 5 - 9 HD: **Panicked** for 1d4 rounds & then **Shaken** for 10min/lvl & above.
  - up to 4HD: **Comatose** for 10min/lvl & above.

**8<sup>th</sup> Finger of Death**(PH p230)

<Necro[death], VS, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

- The living target dies on a failed saving throw. On success, target takes 3d6 + 1/level (max +25).

**9<sup>th</sup> Soul Bind**(PH p281)

<Necro, VSF(black sapphire worth 1,000gp per HD of target), 1StdAct, Close-range, Permanent, WillNeg, no SR>

- When cast on a body which has been dead no more than 1rnd/lvl, the body's soul becomes trapped in the focus gem. If the gem is not worth 1,000gp per HD of the target, it shatters & the spell fails.

Once the soul is trapped, the spells **Clone**, **Raise Dead**, **Reincarnation**, **Resurrection**, etc., cannot be successfully cast on the target until this spell is **Dispelled**, or the gem is shattered.

**Storm** (PGF p91)

Gain Electricity Resistance 5.

1<sup>st</sup> *Entropic Shield*(PH p227)

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

– Ranged attacks (including rays) that target the caster have a 20% miss chance.

2<sup>nd</sup> *Gust of Wind*(PH p238)

<Evoc[air], VSF(tiny bellows), 1StdAct, 1md, FortNeg, no SR>

– Creates a powerful Line of air 10’ wide by 10’ high by 60’ long starting at the caster. All Listen checks & ranged attacks within the area of the spell receive a –4 penalty, and open flames are extinguished.

The effect of the wind on creatures & objects is based on their size.

Size	Flying?	Blown Back	Subdual
up to Tiny	Yes	2d6 x 10’	2d6
up to Tiny	No	1d4 x 10’	1d4 per 10’
Small	Yes	1d6 x 10’	—
Small	No	Prone	—
Medium	Yes	1d6 x 5’	—
Medium	No	0’, but can’t advance	—
Large +	—	No effect	—

3<sup>rd</sup> *Call Lightning*(PH p207)

<Evoc[electricity], VS, 1Round, Medium-range, 1min/lvl, Ref½, SR applies>

– The caster can call down one 5’ wide by 30’ tall bolt of lightning per level (max 10 bolts).

The caster has the option of calling the first bolt as part of the spell’s casting. After that, the caster must use a Standard Action to create the bolt. The bolts can be called down any time within the spell’s duration. In between bolts, the caster can take other actions, including casting other spells.

If cast outside during a storm (or even a Large Air Elemental or Djinni’s whirlwind), each bolt does 3d10 Electricity damage. Otherwise each bolt does 3d6 Electricity damage. This spell may be used indoors.

4<sup>th</sup> *Sleet Storm*(PH p280)

<Conj(creat)[cold], VSM(dust, water)/DF, 1StdAct, Long-range, 1rnd/lvl, no save, no SR>

– Blocks all vision in a 40’ radius Spread by 20’ high cylinder. Moving in the area of effect requires a Balance check vs. DC 10. Success allows ½ movement, while failing by 5 or more causes the target to fall down.

5<sup>th</sup> *Ice Storm*(PH p243)

<Evoc[cold], VSM(dust, water)/DF, 1Round, Long-range, Instantaneous, no save, SR applies>

– Hail deals 3d6 Bludgeoning damage + 2d6 Cold damage in a 20’ radius by 40’ high cylinder. Listen checks receive a –4 penalty during the round of hail & movement through the target area is halved.

6<sup>th</sup> *Call Lightning Storm*(PH p207)

<Evoc[electricity], VS, 1Round, Long-range, 1min/lvl, Ref½, SR applies>

– The caster can call down one 5’ wide by 30’ tall bolt of lightning per level (max 15 bolts). The caster has the option of calling the first bolt as part of the spell’s casting. After that, the caster must use a Standard Action to create the bolt. The bolts can be called down any time within the spell’s duration. In between bolts, the caster can take other actions, including casting other spells.

If cast outside during a storm (or even a Large Air Elemental or Djinni’s whirlwind), each bolt does 5d10 Electricity damage. Otherwise each bolt does 5d6 Electricity damage. This spell may be used indoors.

7<sup>th</sup> *Control Weather*(PH p214)

<Trans, VS, 10Minutes, 4d12hours>

– The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season      Weather Choices

Spring      Tornado, Thunderstorm, Hot

Summer      Rain, Heat Wave, Hailstorm

Autumn      Hot, Cold, Fog, Sleet

Winter      Frigid Cold, Blizzard, Thaw

Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

8<sup>th</sup> *Whirlwind*(PH p301)

<Evoc[air], VS/DF, 1StdAct, Long-range, 1md/lvl(D)>

– Creates a 30’ tall cyclone that is 30’ wide at the top & 10’ wide at the base. As a Standard Action, the caster can “program” the cyclone to move when & where he/she desires at a movement of 60’ (& can change it again as another Standard Action).

Any creature that comes in contact with the cyclone who is Large-sized or smaller takes 3d6 damage (RefNeg, SR applies). If a Medium-sized or smaller creature fails its first save, it must make a second Reflex save or be picked up by the cyclone & carried with it (taking 1d8 damage per round) until the spell ends or the caster directs the cyclone to put the target down.

If the whirlwind moves out of range, it goes out of control. For 1d3 rounds, it moves randomly & then dissipates.

9<sup>th</sup> *Storm of Vengeance*(PH p285)

<Conj(sum), VS, 1Round, Long-range, Concentration up to 10rnds, SR applies>

– Creates a storm cloud that is 360’ radius wide. Unless indicated otherwise, everyone in the area takes the following effects on the specified round:

Rnd 1 – Thunder: Deaf 1d4x10min (FortNeg)

Rnd 2 – Acid Rain: 1d6 Acid dmg (no save)

Rnd 3 – Lightning: 6 targets of the caster’s choice take 10d6 Electrical dmg (Ref ½)

Rnd 4 – Hail: 5d6 bludgeoning dmg (no save)

Rnd 5-10 – Downpour: Concealment at 5’, Total Concealment at 10’, movement at ¼, no ranged attacks, spells require Concentration checks vs. DC (spell DC + level of spell being cast).

**Strength** (PH p188)

'Feat of Strength' – For one round, the Cleric gains an Enhancement bonus to Strength equal to his/her Cleric level. Activated as a Free Action. Usable once per day.

**1<sup>st</sup> Enlarge Person**(PH p226)

<Trans, VSM(powdered iron), 1Round, Close-range, 1min/lvl(D)>

– One Humanoid (& all his/her equipment) becomes 1 Size category larger. Subject gains +2 Size bonus to Strength, –2 Size penalty to Dexterity, and –1 penalty on attacks & AC. A subject who becomes Large-size gains 'Reach'.

If the subject is within an area too small for his/her new size, the subject may attempt to 'burst' his/her surroundings with a Strength check (including the bonus). If the check fails, the subject is trapped, but takes no damage.

An unwilling subject get a Fortitude save & SR applies.

This spell Counters & Dispels *Reduce Person*.

**2<sup>nd</sup> Bull's Strength**(PH p207)

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

– +4 Enhancement bonus to Strength.

**3<sup>rd</sup> Magic Vestment**(PH p251)

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

– Armor, shield, or clothes gain +1 per four levels Enhancement bonus to AC (max +5).

**4<sup>th</sup> Spell Immunity**(PH p281)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

– Touched subject gains unbeatable Spell Resistance to one spell per four caster levels. The spell must be 4<sup>th</sup> level or less & allow an SR check. The subject gains immunity to a spell whether is cast as a spell or used as a spell-like ability.

A given subject may only have a single *Spell Immunity* or *Greater Spell Immunity* in effect at one time.

**5<sup>th</sup> Righteous Might**(PH p273)

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

– The caster & his/her equipment enlarge to the next size category, with the following effects:

- a) the caster & his/her equipment enlarge to the next size category, with all the standard bonuses & penalties;
- b) +8 Size bonus to Strength;
- c) +4 Size bonus to Constriction;
- d) gain Damage Reduction 5/evil (if the caster channels Positive Energy) or 5/good (if the caster channels Negative Energy). Damage Reduction improved to 10/... at 12<sup>th</sup> level & 15/... at 15<sup>th</sup> level.

**6<sup>th</sup> Stoneskin**(PH p284)

<Abj, VSM(250gp diamond, granite), 1StdAct, Touch, until discharged up to 10min/lvl>

– Touched creature gains Damage Reduction 10/adamantine. When 10 hp per level (max 150 hp) have been prevented, the spell is discharged.

**7<sup>th</sup> Bigby's Grasping Hand**(PH p204)

<Evoc[force], VSF(leather glove)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– Creates a magical 10'x10' hand which stays in between the creator & a designated target and either

- a) tries to push the target away (treat as a Bull's Rush at +16) up to the spell's range;
- b) attempts to grapple to target (Touch check: +9 + Caster level + Primary Stat modifier; Grapple check: +14 +Caster level + Primary Stat modifier). Does not harm a grappled opponent.

The hand also provide +4 Cover bonus to AC for the caster against that target. The target can be changed as a Move Action. The hand has the caster's maximum hit points & saving throw and has a AC of 20.

**8<sup>th</sup> Bigby's Clenched Fist**(PH p203)

<Evoc[force], VSF(leather glove)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– Creates a magical 10'x10' hand which attacks a target designated by the caster once per round. The caster chooses the target as a Move Action, and the hand may move 60' and automatically attacks each round. The hand's attack bonus is (Caster level + Primary Stat modifier + 10). Its damage is 1d8+12 & Fortitude save or become Stunned for 1 round.

The hand may also be directed to interpose itself between the caster and a target, or Bull Rush an opponent with an attack bonus of (Caster level + Primary Stat modifier + 14). The hand has the caster's normal hit points & saving throw and has AC 20.

**9<sup>th</sup> Bigby's Crushing Hand**(PH p203)

<Evoc[force], VSF(egg shell)(snakeskin glove)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– Creates a magical 10'x10' hand which stays in between the creator & a designated target and either

- a) tries to push the target away (treat as a Bull's Rush at +18) up to the spell's range;
- b) attempts to grapple to target (Touch check: +11 + Caster level + Primary Stat modifier; Grapple check: +16 + Caster level + Primary Stat modifier; Damage: 2d6+12 normal damage)

The hand may also be directed to interpose itself between the caster and a target, or Bull Rush an opponent with an attack bonus of (Caster level + Primary Stat modifier + 18).

The hand also provide a +4 Cover bonus to AC for the caster against that target. The target can be changed as a Move Action. The hand has the caster's normal hit points & saving throw and has an AC of 20.

**Suffering** (PGF p91)

'Pain Touch' once per day – By making a successful touch attack vs. a living creatures that is vulnerable to critical hits, bestow a –2 penalty to Strength and Dexterity for 1 minute.

**1<sup>st</sup> Bane**(PH p203)

<Ench(comp)[mind][fear], VS/DF, 1StdAct, 1min/lvl, WillNeg, SR applies>

- All enemies within 50' radius **Burst** suffer a –1 Morale penalty to attacks & –1 Morale penalty on saves vs. fear.

This spell **Counters** and **Dispels** the spell *Bless*.

**2<sup>nd</sup> Bear's Endurance**(PH p203)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

- +4 Enhancement bonus to Constitution.

**3<sup>rd</sup> Bestow Curse**(PH p203)

<Necro, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

- Touched subject is inflicted with one of the following:

- 6 on one ability (minimum 1);
- 4 penalty on attacks, saves, and skill checks; or
- 50% chance of losing each action.

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

This spell **Counters** the spell *Remove Curse*.

**4<sup>th</sup> Enervation**(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

- Target gains 1d4 **Negative Levels** that fade in 1hr/lvl.

Undead targeted with this spell gain 1d4 \* 5 **Temporary HP** for 1 hour.

**5<sup>th</sup> Symbol of Pain**(PH p290)

<Necro[evil], VSM(1,000gp of diamond, 1,000gp of opal, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>

- Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60' radius **Emanation** suffer from wracking pain, receiving a –4 penalty to attacks, skill checks, & ability checks for 1 hour after they leave the area of effect. The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60' radius. Reentering requires a new save.

The symbol **must be in plain sight** and is triggered by one or more of following actions is performed within 60' (chosen at cast time):

- target looks at the symbol;
- target reads the symbol;
- target touches the symbol (including covering it);
- target passes over the symbol;
- target passes through the portal marked with the symbol;
- custom triggering condition based on target's name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be **Dispelled** by a targeted *Dispel Magic*. It is immune to *Erase*.

**6<sup>th</sup> Harm**(PH p239)

<Necro[touch attack], VS, 1StdAct, Touch, Will½, SR applies>

- The touched target is infused with **Negative Energy**, taking 10hp per level (max 150hp) damage. On a successful save, the target only takes ½ damage and **cannot** be brought to less than 1hp.

If this spell targets an Undead, the subject is infused with **Negative Energy**, healing 10hp per level (max 150hp) and being immediately cured of the following: **Blindness**, **Confusion**, **Dazed**, **Dazzled**, **Deafened**, **Feeblemind**, and / or insanity.

**7<sup>th</sup> Wave of Exhaustion**(PH p301)

<Necro, VS, 1StdAct, no save, SR applies>

- All living creatures in a 60' **Cone**-shaped **Burst** become **Exhausted**. Creatures already exhausted receive no additional penalties.

**8<sup>th</sup> Horrid Wilting**(PH p242)

<Necro, VSM(sponge)/DF, 1StdAct, Long-range, Fort½, SR applies>

- All living creatures in a 60' area takes 1d6 damage per level (max 20d6) from dehydration, except for Water Elementals & Plant Creatures, who take 1d8/lvl (max 20d8) instead.

**9<sup>th</sup> Energy Drain**(PH p226)

<Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>

- Target gains 2d4 **Negative Levels**. Undead targeted with this spell gain (2d4 \* 5) **Temporary HP** for 1 hour.

**Summoner** (CDiv p141)

Conjuration (calling) & Conjuration (summoning) spells are at +2 Caster level.

**1<sup>st</sup> Summon Monster I**(PH p285)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>  
 – Summons one creature from the **‘Summon Monster I’ Table** to fight the caster’s enemy. The creature can attack on the caster’s initiative starting its first round.

**2<sup>nd</sup> Summon Monster II**(PH p286)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>  
 – Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table	#
<b>Summon Monster II</b>	1
<b>Summon Monster I</b>	1d3

**3<sup>rd</sup> Summon Monster III**(PH p286)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>  
 – Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table	#
<b>Summon Monster III</b>	1
<b>Summon Monster II</b>	1d3
<b>Summon Monster I</b>	1d4+1

**4<sup>th</sup> Planar Ally, Lesser**(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(100), 10Minutes, no SR>  
 – The caster requests his/her deity send an Elemental or Outsider of up to 6HD (a specific one may be requested by name).  
 Once the ‘ally’ arrives, the caster must negotiate what task it should do & what it gets in return. The following table gives an idea of the cost in money, items, etc.

Time Required	Payment
up to 1min/lvl	100gp / HD
up to 1hr/lvl	500gp / HD
up to 1day/lvl	1,000 / HD
Difficulty	Modifier
Matches Alignment	50% less
Non-hazardous	50% less
Very Dangerous	100% more
Suicidal	no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

**5<sup>th</sup> Summon Monster V**(PH p287)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>  
 – Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table	#
<b>Summon Monster V</b>	1
<b>Summon Monster IV</b>	1d3
<b>Summon Monster III</b> (or lower)	1d4+1

**6<sup>th</sup> Planar Ally**(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(250), 10Minutes, no SR>  
 – The caster requests his/her deity send Outsiders or Elementals: either one of up to 12HD or two of the same type whose total HD are not more than 12. Specific ones may be requested by name.

Once the ‘allies’ arrives, the caster must negotiate what task they should do & what they get in return. The following table gives an idea of the cost in money, items, etc.

Time Required	Payment
up to 1min/lvl	100gp / HD
up to 1hr/lvl	500gp / HD
up to 1day/lvl	1,000 / HD
Difficulty	Modifier
Matches Alignment	50% less
Non-hazardous	50% less
Very Dangerous	100% more
Suicidal	no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

**7<sup>th</sup> Summon Monster VII**(PH p287)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>  
 – Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table	#
<b>Summon Monster VII</b>	1
<b>Summon Monster VI</b>	1d3
<b>Summon Monster V</b> (or lower)	1d4+1

**8<sup>th</sup> Planar Ally, Greater**(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(500), 10Minutes, no SR>  
 – The caster requests his/her deity send Outsiders or Elementals: either one of up to 18HD or up to three of the same type whose total HD are not more than 18. Specific ones may be requested by name.

Once the ‘allies’ arrives, the caster must negotiate what task they should do & what they get in return. The following table gives an idea of the cost in money, items, etc.

Time Required	Payment
up to 1min/lvl	100gp / HD
up to 1hr/lvl	500gp / HD
up to 1day/lvl	1,000 / HD
Difficulty	Modifier
Matches Alignment	50% less
Non-hazardous	50% less
Very Dangerous	100% more
Suicidal	no deal

When the task is complete, the ‘allies’ informs the caster of their deeds & then return home.

**9<sup>th</sup> Gate**(PH p234)

<Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>  
 – Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.

-or-

<Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR>

– Calls & controls one or more Outsiders to perform a task. The caster may target:  
 a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.  
 b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.  
 c) a single non-unique / divine Outsider of more than 2x the Caster level can be called **but not controlled**.  
 d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is **never** controlled.

A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be “immediate” or “contractual” term:

- Any task which requires no more than 1rnd/lvl to complete can be assigned without a ‘contract’ (i.e., no payment).
- A “long term” task requires a ‘contract’, which entitles the summoned creature(s) to be fairly paid when the task is completed.

**Sun** (PH p188)

'Greater Turning' – Make a normal turning action, but all effected Undead are Destroyed. This consumes one of the day's "turns". Usable once per day.

**1<sup>st</sup> Endure Elements**(PH p226)

<Abj, VS, 1StdAct, Touch, 24hrs>

- Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50.

**2<sup>nd</sup> Heat Metal**(PH p239)

<Trans[fire], VS/DF, 1StdAct, Close-range, 7rnds, SR applies>

- The caster causes targeted metal to become burning hot, after which it cools. The metal of 1 creature per 2 levels may be targeted as long as they are within 30', or the caster may target 25 lbs. per level. Magic or attended metal get a Will saves to negate. Damage is determined by the round & the amount of contact (min damage for just touching, normal damage for wearing):

Rnd 1 – none      Rnd 6 – 1d4  
 Rnd 2 – 1d4      Rnd 7 – none  
 Rnd 3-5 – 2d4

This spell **Counters** and **Dispels** *Chill Metal*.

**3<sup>rd</sup> Searing Light**(PH p275)

<Evoc[ray], VS, 1StdAct, Medium-range, no save, SR applies>

- Deals divine damage based on target:
  - a) if an Undead vulnerable to sunlight, target takes 1d8/lvl (max 10d8);
  - b) all other Undead take 1d6/lvl (max 10d6);
  - c) Constructs & inanimate objects take 1d6/2lvls (max 5d6);
  - d) all other targets take 1d8/2lvls (max 5d8).

**4<sup>th</sup> Fire Shield**(PH p230)

<Evoc[fire], VS/AM(phosphorous)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

- Warm Shield: The caster is sheathed in blue or violet flames that give off 10' of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Fire damage (SR applies). The caster takes ½ damage from Cold attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

–or–

<Evoc[cold], VS/AM(fireflies/glow worms)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

- Cold Shield: The caster is sheathed in blue or green flames that give off 10' of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Cold damage (SR applies). The caster takes ½ damage from Fire attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

**5<sup>th</sup> Flame Strike**(PH p231)

<Evoc[fire], VS/DF, 1StdAct, Medium-range, Ref½, SR applies>

- A 40' tall column of fire with a 10' radius appears. 1d6 damage per level (max 15d6), half of which is Fire damage & the other half is **Untyped Damage**.

**6<sup>th</sup> Fire Seeds**(PH p230)

<Conj(creat)[fire], VSM(up to 4 acorns –or– up to 8 holly berries), Touch, 1StdAct per acorn/holy berry, until detonated up to 10min/lvl>

- Create one of the following:

Acorn Grenades: Up to 4 touched acorns become throwable weapons. Requires a ranged touch attack with a maximum range of 100'. The acorns do a total of 1d6/lvl Fire damage (max 20d6), divided up between the acorns as the caster desires. If hit, the target does not get a saving throw. Everything within 10' of where the acorn hits takes 1hp per die of damage that acorn does (Ref½);

Holly Berry Bombs: Up to 8 touched holly berries become voice activated bombs (200' range). On command, each berry does 1d8 + 1/level Fire damage to everything within 5' (Ref½).

**7<sup>th</sup> Sunbeam**(PH p289)

<Evoc[light], VS/DF, 1StdAct, until depleted up to 1rnd/lvl, SR applies>

- As a Standard Action, the caster can generate one sunbeam per round, up to a total of 1 per 3 levels (max 6 sunbeams). The beam is a 60' long Line.

Damage is based on creature type:

Type	Effect
Undead	1d6/lvl (max 20d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg) & <b>Blind</b> (RefNeg).
Oozes	1d6/lvl (max 20d6) (Ref½).
others	4d6 (Ref½) & <b>Blind</b> (RefNeg).

**8<sup>th</sup> Sunburst**(PH p289)

<Evoc[light], VSM(sunstone, fire)/DF, 1StdAct, Long-range, Instantaneous, SR applies>

- A 80' radius **Burst** of light is centered on the caster. Damage is based on creature type:

Type	Effect
Undead	1d6/lvl (max 25d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg) & <b>Blind</b> (RefNeg).
Oozes	1d6/lvl (max 25d6) (Ref½).
others	6d6 (Ref½) & <b>Blind</b> (RefNeg).

This spell **Dispels** any spells with the [darkness] subtype within its area of effect.

**9<sup>th</sup> Prismatic Sphere**(PH p264)

<Abj, V, 1StdAct, 10min/lvl(D)>

- Creates a 10' radius opaque sphere around the caster. Anyone within 20' of the sphere who has less than 8HD is **Blind** for 2d4 x 10 minutes.

The caster can walk through the sphere without difficulty. Anyone else trying to go through the wall is effected by each of its colors (SR check required for each color), unless they are dispelled in order. The colors, in order, are the following:

Color	Negated by	Effect
Red	<i>Cone of Cold</i>	20hp fire (Ref½)
Orange	<i>Gust of Wind</i>	40hp acid (Ref½)
Yellow	<i>Disintegrate</i>	80hp electricity (Ref½)
Green	<i>Passwall</i>	Death (Fort½ 1d6Con)
Blue	<i>Magic Missile</i>	<i>Flesh to Stone</i> (FortNeg)
Indigo	<i>Daylight</i>	<i>Insanity</i> (WillNeg)
Violet	<i>Dispels Magic</i>	<i>Plane Shift</i> (WillNeg)

The sphere is immune to *Dispels Magic*, *Greater Dispels Magic*, and *Antimagic Sphere*, but not *Mordenkainen's Disjunction*.

Time (PGF p91)

Gain Feat: Improved Initiative.

1<sup>st</sup> *True Strike*(PH p296)

&lt;Div, VF(tiny archery target), 1StdAct, Personal&gt;

- Add +20 Insight bonus to your next attack roll within 1 round. Also negates miss chance due to *Concealment*.

2<sup>nd</sup> *Gentle Repose*(PH p234)

&lt;Necro, VSM(salt, copper piece per eye)/DF, 1StdAct, Touch, 1day/lvl&gt;

- Prevents the touched corpse from rotting. Time spells under the effect of this spell does not count towards the time limit of the corpse being brought back by *Raise Dead*, etc.

3<sup>rd</sup> *Haste*(PH p239)

&lt;Trans, VSM(licorice root), 1StdAct, Close-range, 1rnd/lvl&gt;

- One subject/lvl within a 30' area moves faster:
  - +1 bonus on attacks;
  - +1 Dodge bonus to AC;
  - +30' Enhancement bonus to all forms of movement (land, climb, swim, burrow, fly), up to double the base movement;
  - when making a Full-Round Attack, the subject gets an additional attack at his/her best attack bonus.

This spell Counters & Dispels *Slow*.4<sup>th</sup> *Freedom of Movement*(PH p233)

&lt;Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl&gt;

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

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

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

5<sup>th</sup> *Permanency*(PH p259)

&lt;Univ, VSX(see below), 2Rounds, Touch&gt;

- The targeted spell gains a duration of “Permanent”. See the Permanency Table for spells that are allowed to become permanent.

6<sup>th</sup> *Contingency*(PH p213)

&lt;Evoc, VSM(quicksilver, eyelash from a magic-using creature)F(1,500gp ivory &amp; gem statue), 10Minutes, Personal, until discharged up to 1day/lvl&gt;

- The caster presets a spell to be cast automatically upon himself when a condition (set at cast time) occurs. An example would be “if I fall more than 10', cast *Feather Fall*”. The preset spell can be no higher than  $\frac{1}{3}$ <sup>rd</sup> the Caster's level (rounded up, max 6<sup>th</sup>).

A caster may have only one *Contingency*-class spell at any given time.

7<sup>th</sup> *Moment of Prescience*(PH p255)

&lt;Div, VS, 1StdAct, Personal, until discharged up to 1hr/lvl&gt;

- The caster gains an Insight bonus equal to the Caster level (max +25) to be used one time within 1 hour per level. The bonus can be used on one attack roll, opposed ability check, opposed skill check, saving throw, or as a bonus to AC against a single attack (even if the caster is Flat-Footed).

Only one instance of this spell can be in effect on a person at any time.

8<sup>th</sup> *Foresight*(PH p233)

&lt;Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl&gt;

- The caster receives mental warnings about what may harm the touched subject. If the caster placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as “close your eyes”, “jump”, “run”).
- If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

9<sup>th</sup> *Time Stop*(PH p294)

&lt;Trans, V, 1StdAct, Personal&gt;

- The caster steps out of time, gaining 1d4+1 rounds. During this time, the caster cannot harm others or target other creatures with spells. Persistent effects, such as fire, cold, or gases can still harm the caster. The caster cannot pass through antimagic fields.

**Trade** (PGF p92)

As a Free Action, you may activate *Detect Thoughts* against one target for your Charisma modifier minutes. Usable once per day.

**1<sup>st</sup> Message**(PH p253)

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

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

**2<sup>nd</sup> Gembomb**(FR p70)

<Conj(creat)[force], VSM(up to 5 gems worth at least 1gp each), 1StdAct per gem, Touch, until used up to 10min/lvl>

- The caster programs up to 5 gems to do a total of 1d8 per 2 levels force damage (max 5d8). The caster can put all the damage in one gem, spread it evenly, etc. Once empowered, the caster can throw each gem up to 100' (range increment 20'), making a ranged touch attack. The target makes a Reflex save for ½ dmg.

**3<sup>rd</sup> Eagle's Splendor**(PH p225)

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

- +4 Enhancement bonus to Charisma.

**4<sup>th</sup> Sending**(PH p275)

<Evoc, VSM(copper wire)/DF, 10Minutes, no SR>

- Sends a message of 25 words or less to a familiar subject anywhere, who may send back a 25 word response immediately. If the subject is on another plane of existence, there is a 5% chance of the message being lost.

**5<sup>th</sup> Fabricate**(PH p229)

<Trans, VS, 1Round per Unit of raw materials, Close-range, Instantaneous>

- Converts 1 Unit of raw materials per level into mundane items. For this spell, a Unit is 1 cubic foot of metal –or– 10 cubic feet of other materials. An appropriate Craft check must be made to determine the quality of the produced items.

**6<sup>th</sup> True Seeing**(PH p296)

<Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl>

- Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur* & *Displacement*, not effected by Invisibility, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane.

This spell cannot be used in conjunction with scrying magics, such as *Clairaudience* / *Clairvoyance*.

**7<sup>th</sup> Mordenkainen's Magnificent Mansion**(PH p256)

<Conj(creat), VSF(5gp small ivory portal, 5gp piece of marble, 5hp tiny silver spoon), 1StdAct, Close-range, 2hrs/lvl(D)>

- Creates an extra-dimensional space of up to three contiguous 10' cubes per level. The space is designed for many people to rest comfortably:
  - a) Contains fresh air & food for 12 people/lvl.
  - b) Has 2 *Unseen Servants* per lvl.
  - c) The floor plan is designated by the caster.
 The entrance is 8' tall by 4' wide & can only be entered by those designated by the caster. Once the caster enters the mansion, the entrance becomes Invisible & sealed, though it may be reopened from the inside.

**8<sup>th</sup> Mind Blank**(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>

- Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject's area, such as *Arcane Eye*, will not even see the subject.

**9<sup>th</sup> Discern Location**(PH p222)

<Div, VS/DF, 10Minutes, no save, no SR>

- Finds a named creature or object, no matter where it is located (even on other planes!). The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.

This spell bypasses most anti-scrying protections and can only be blocked *Mind Blank*.

Travel (PH p188)

For a total of 1 round per Cleric level per day, the spell *Freedom of Movement* will activate automatically if you are ever impeded by a magical effect. The *Freedom of Movement* only lasts as long as needed, so the total number of rounds can be split over multiple occurrences. Survival becomes a class skill.

1<sup>st</sup> *Longstrider*(PH p249)

<Trans, VSM(dirt), 1StdAct, Personal, 1hr/lvl(D)>  
– The caster gains a +10<sup>+</sup> Enhancement bonus to his/her land movement. Does not effect the speed of burrowing, climbing, flying, or swimming.

2<sup>nd</sup> *Locate Object*(PH p249)

<Div, VSF(forked twig)/DF, 1StdAct, Long-range, 1min/lvl, no save, no SR>  
– Senses direction toward object (specific or type) within range. A unique object can only be located if the caster has personally viewed it (using a scrying spell does not count). This spell is blocked by lead.

3<sup>rd</sup> *Fly*(PH p232)

<Trans, VSF(feather)/DF, 1StdAct, Touch, 10min/lvl>  
– Subject flies at a speed of 60' (40' if in Medium or Heavy Armor –or– if carrying a Medium or Heavy load) with Good maneuverability. ½ speed going up, 2x speed going down.

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

4<sup>th</sup> *Dimension Door*(PH p221)

<Conj[teleport], V, 1StdAct, Long-range>  
– Teleports the caster anywhere within range that can visualized or described by direction. The caster may bring up to his/her maximum carry load with this spell and one willing, Medium-sized subject per three levels (or the Creature Equivalent). All subjects must be touching, with the caster touching at least one subject.

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

The caster cannot act again until the next round.

5<sup>th</sup> *Teleport*(PH p292)

<Conj[teleport], V, 1StdAct, Touch>  
– The caster (carrying Maximum load) & one willing Medium-size creature per three levels (or the Creature Equivalent) are instantly transported up to 100 miles per level. The destination must be pictured by the caster.

How	On	Off	Similar	
Familiar	Target	Target	Area	Mishap
Familiar	01-97	98-99	100	—
Studied	01-94	95-97	98-99	100
Visited	01-88	89-94	95-98	99-100
Seen Once	01-76	77-88	89-96	97-100
False Dest.	(d20+80)	—	81-92	93-100

6<sup>th</sup> *Find the Path*(PH p230)

<Div, VSF(rune stones), 3Rounds, 10min/lvl>  
– The touched subject knows the shortest, most direct route to the specified location (not objects or people).

The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a *Glyph of Warding*. It does not predict the actions of guardians.

This spell will get a subject out of a *Maze* spell in 1 round.

7<sup>th</sup> *Teleport, Greater*(PH p292)

<Conj[teleport], V, 1StdAct, Touch>  
– The caster (carrying Maximum load) & one willing Medium-size creature per three levels (or the Creature Equivalent) are instantly transported anywhere in the current plane of existence. The destination must be pictured by the caster. There is no chance of ending up in the wrong place, but if the caster's information is somehow false, the spell's subjects remain in the casting location.

8<sup>th</sup> *Phase Door*(PH p261)

<Conj(creat), V, 1StdAct, Touch, 1use/2lvls>  
– Creates an ethereal passage 5' wide by 8' high with a depth of 10' + 5' per 3 levels through wood, plaster, or stone. The passage is invisible and only usable by the caster and anyone else who can trigger it (set at creation time). The trigger must be based on observable qualities. Anyone using the passage can take one other creature through, but this counts as 2 uses.

9<sup>th</sup> *Astral Projection*(PH p201)

<Necro, VSM(1,000gp jacinth, 5gp silver per subject), 30Minutes, Touch>

– The caster and up to 1 willing, touched subject per 2 levels have their souls projected into the Astral Plane. While traveling, their bodies are in Suspended Animation. The travelers have astral copies of all their equipment. Travel can continue until a subject decides to return to his/her body, the effect is ended with *Dispel Magic*, or the subject's body is slain (which kills the subject).

Trickery (PH p189)

Bluff, Disguise, & Hide become class skills.

1<sup>st</sup> *Disguise Self* (PH p222)

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

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

This spell provides a +10 on Disguise checks. Anyone interacting with the caster (particularly if they touch him/her) are allowed a Will save to Disbelieve the illusion.

2<sup>nd</sup> *Invisibility* (PH p245)

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

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

3<sup>rd</sup> *Nondetection* (PH p257)

<Abj, VSM(50gp diamond dust), 1StdAct, Touch, 1hr/lvl>

- Touched subject (and its possessions) or an object can only be a target of a *Locate Object*, *Crystal Ball*, etc., on a Caster check vs. DC (11 + caster level) (+4 if caster is the subject).

4<sup>th</sup> *Confusion* (PH p212)

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

- All targets within a 15' radius Burst are Confused.

5<sup>th</sup> *False Vision* (PH p229)

<Ill(glamer), VSM(250gp jade dust), 1StdAct, Touch, 1hr/lvl(D), no save, no SR>

- If a Divination (scrying) spell is used within a 40' radius Emanation of the touched object, the Magical Sensor automatically sees & hears an illusion designated by the caster at casting time. By concentrating, the caster can make the image move within the area of effect, otherwise it is static.

6<sup>th</sup> *Mislead* (PH p255)

<Ill(figment)(glamer), S, 1StdAct, Close-range, Concentration + 3rnds, no SR>

- Simultaneously, the caster becomes Invisible and an illusionary copy (sight, sound, smell, & touch) of the caster appears within range (with the option of it appearing superimposed on the caster). The illusionary copy will then do whatever it was programmed to do at cast time, with no requirement that it stays in range. A Will save is required to realize the copy isn't the original.

The caster stays Invisible even if he/she attacks, up to 1rnd/lvl(D).

7<sup>th</sup> *Screen* (PH p274)

<Ill(glamer), VS, 10Min, Close-range, 1day, no SR>

- The caster makes an illusion that obscures any or all objects in an area of one contiguous 30' cube per level (laid out in any way desired by the caster). All troops could be obscured in a crossing, or only 1 out of 5 could be shown, etc. The "rules" of the illusion are set at cast time & are unchangeable.

Scrying always sees the illusion, while local onlookers get a Will save to disbelieve if there is a reason to doubt what is seen.

8<sup>th</sup> *Polymorph Any Object* (PH p263)(PH)+

<Trans, VSM(mercury, gum arabic, smoke)/DF, 1StdAct, Close-range, FortNeg, SR applies>

- Changes any subject into anything else. "Minor" changes can be permanent (e.g., changing a manticores into a shrew), while extreme changes have a limited durations (e.g., changing a pebble into a human).

This spell can mimic the following spells:

*Flesh to Stone*, *Baleful Polymorph*, *Stone to Flesh*, *Transmute Mud to Rock*, *Transmute Rock to Mud*, *Transmute Metal to Wood*.

9<sup>th</sup> *Time Stop* (PH p294)

<Trans, V, 1StdAct, Personal>

- The caster steps out of time, gaining 1d4+1 rounds. During this time, the caster cannot harm others or target other creatures with spells. Persistent effects, such as fire, cold, or gases can still harm the caster. The caster cannot pass through antimagic fields.

**Tyrant** (CWar p115)

All Enchantment(compulsion) spells you cast have a +2 DC.

**1<sup>st</sup> Command**(PH p211)

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

- A living target obeys one of the following one-word command on its turn for 1 round:
  - “Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.
  - “Drop” – Drops the objects it is holding & can’t pick them up until next round.
  - “Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.
  - “Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.
  - “Halt” – Take no actions, though he/she is not considered Helpless.

**2<sup>nd</sup> Entrhall**(PH p227)

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

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

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

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

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

**3<sup>rd</sup> Discern Lies**(PH p221)

<Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR>

- Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.

**4<sup>th</sup> Fear**(PH p229)

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

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

**5<sup>th</sup> Command, Greater**(PH p211)

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

- One living target per level within a 30’ area obeys one of the following one-word command on its turn for 1 round per level:
  - “Approach” – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.
  - “Drop” – Drops the objects it is holding & can’t pick them up.
  - “Fall” – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.
  - “Flee” – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.
  - “Halt” – Take no actions, though he/she is not considered Helpless.

Each target receives the same one-word command.

Targets may attempt their Will save each round until they succeed, ending the effect.

**6<sup>th</sup> Geas/Quest**(PH p234)

<Ench(comp)[mind][language], V, 10Minutes, Close-range, until discharged(D), no save, SR applies>

- One subject obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

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

If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage each day (no save) & is Sickened (FortNeg). The effects end after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic* or *Break Enchantment*, though it can be ended by *Limited Wish*, *Miracle*, or *Wish*. *Remove Curse* only works if its Caster level is two higher than this spell’s Caster level.

**7<sup>th</sup> Bigby’s Grasping Hand**(PH p204)

<Evoc[force], VSF(leather glove)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

- Creates a magical 10’x10’ hand which stays in between the creator & a designated target and either
  - tries to push the target away (treat as a Bull’s Rush at +16) up to the spell’s range;
  - attempts to grapple to target (Touch check: +9 + Caster level + Primary Stat modifier; Grapple check: +14 +Caster level + Primary Stat modifier). Does not harm a grappled opponent.

The hand also provide +4 Cover bonus to AC for the caster against that target. The target can be changed as a Move Action. The hand has the caster’s maximum hit points & saving throw and has a AC of 20.

**8<sup>th</sup> Charm Monster, Mass**(PH p209)

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

- The caster causes one or more creatures to considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

The caster can target one creature of with any number of HD –or– (2 \* Caster level) HD of creatures in a 30’ area.

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

**9<sup>th</sup> Dominate Monster**(PH p224)

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

- Telepathically control one creature. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input. The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed. Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

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

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

**Undead** (DR312 p37)

+2 Competence bonus on Turning checks to Turn or Rebuke Undead.

1<sup>st</sup> *Chill Touch*(PH p209)

<Necro[touch attack], VS, 1StdAct, SR applies>  
 – Touch attack deals 1d6 Negative Energy damage (no save) and 1 Strength Damage (FortNeg), except to Undead, who become Panicked for 1d4 + 1/lvl rounds (WillNeg). Touch attack may be used 1 time per level.

2<sup>nd</sup> *Command Undead*(PH p211)

<Necro, VSM(bone, raw meat), 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>  
 – One Undead creature becomes friendly towards the caster and will not attack him/her. Only intelligent Undead area allowed a saving throw. The caster can give the target orders. Intelligent Undead must be convinced with a Charisma check, but unintelligent ones will obey even destructive commands (as long as they are simple).

3<sup>rd</sup> *Animate Dead*(PH p198)

<Necro[evil], VSM(25gp/HD black onyx), 1StdAct, Touch>  
 – Permanently animates skeletons and/or zombies from one or more touched corpses. (2 \* Caster level) HD of Undead may be animated in one casting & a caster may only have 4HD/lvl Undead under control (if exceeded, caster chooses which are “freed”). Undead controlled via Clerical “Rebuke / Control” ability don’t count against this total.

4<sup>th</sup> *Halt Undead*(PH p238)

<Necro, VSM(sulfur, garlic), 1StdAct, Medium-range, 1rnd/lvl, SR applies>  
 – Immobilizes up to 3 Undead in a 30’ area. Target gets a Will save to negate only if it has intelligence. If attacked, that target is immediately freed.

5<sup>th</sup> *Slay Living*(PH p280)

<Necro[death][touch attack], VS, 1StdAct, Touch, Fort½, SR applies>  
 – Touched living target dies on a failed saving throw. On success, target takes 3d6 + 1/level.

6<sup>th</sup> *Create Undead*(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>  
 – Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator’s control.

Undead	Min Lvl	Undead	Min Lvl
Ghoul	11	Mummy	15
Ghast	12	Mohrg	18

This spell must be cast at night.

7<sup>th</sup> *Undeath to Death*(PH p297)

<Necro[death], VSM(500gp of diamond power)/DF, 1StdAct, Medium-range, WillNeg, SR applies>  
 – Destroys 1d4 HD per level (max 20d4) of Undead in a 40’ radius Burst. The lowest HD creatures in the area are effected first & creatures with 9 or more HD are immune.

8<sup>th</sup> *Create Greater Undead*(PH p215)

<Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>  
 – Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator’s control.

Undead	Min Lvl	Undead	Min Lvl
Shadow	15	Spectre	18
Wraith	16	Devourer	20

This spell must be cast at night.

9<sup>th</sup> *Wail of the Banshee*(PH p298)

<Necro[death][sonic], V, 1StdAct, Close-range, FortNeg, SR applies>  
 – One living creature per level in a 40’ radius Spread dies. If there are too many targets, count from the point of origin outward.

Undeath (FR p66)

Gain Feat: Extra Turning.

1<sup>st</sup> *Detect Undead*(PH p220)

&lt;Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR&gt;

– The caster can see the Undead Aura of any Undead in a 60' Cone-shaped Emanation.

The information gained increases each round:

1<sup>st</sup> round – presence of Undead.2<sup>nd</sup> round – number of Undead auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.3<sup>rd</sup> round – strength & location of each aura.

This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, &amp; any amount of lead.

2<sup>nd</sup> *Desecrate*(PH p218)

&lt;Evoc[evil], VSM(unholy water, 25gp of silver dust)DF, 1StdAct, Close-range, 2hrs/lvl&gt;

– A 20' radius Emanation is filled with Negative Energy. The following applies in the area:

a) Undead created or summoned gain +1hp per HD.

b) Undead in the area receive a +1 Profane bonus on attacks, damage, &amp; saves.

c) All Charisma checks to Turn and

Destroy Undead gain a –3 Profane penalty.

If cast on an altar or other permanent fixture to the caster's deity, the Profane bonuses & penalties are doubled and an *Animate Dead* cast in the area can create (4 \* Caster lvl) HD of Undead. A caster cannot desecrate an area with a permanent fixture to another deity.

If cast in an area sacred to a different deity, the area is cut off from its connection to that deity and its power. The area does not gain the Undead effecting powers listed above.

This spell Counters & Dispels *Consecrate*.3<sup>rd</sup> *Animate Dead*(PH p198)

&lt;Necro[evil], VSM(25gp/HD black onyx), 1StdAct, Touch&gt;

– Permanently animates skeletons and/or zombies from one or more touched corpses. (2 \* Caster level) HD of Undead may be animated in one casting &amp; a caster may only have 4HD/lvl Undead under control (if exceeded, caster chooses which are "freed"). Undead controlled via Clerical "Rebuke / Control" ability don't count against this total

4<sup>th</sup> *Death Ward*(PH p217)

&lt;Necro, VS/DF, 1StdAct, Touch, 1min/lvl&gt;

– Grants immunity to death spells & effects, gaining Negative Levels, and Negative Energy damage & ability loss.5<sup>th</sup> *Inflict Light Wounds, Mass*(PH p244)

&lt;Necro, VS, 1StdAct, Close-range, Will½, SR applies&gt;

– One living target per level within a 30' area takes 1d8 + 1/lvl (max +25) Negative Energy Damage.6<sup>th</sup> *Create Undead*(PH p215)

&lt;Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range&gt;

– Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator's control.

Undead	Min Lvl	Undead	Min Lvl
Ghoul	11	Mummy	15
Ghast	12	Mohrg	18

This spell must be cast at night.

7<sup>th</sup> *Control Undead*(PH p214)

&lt;Necro, VSM(bone, meat), 1StdAct, Close-range, 1min/lvl, WillNeg, SR applies&gt;

– Up to 2HD of Undead per level in a 30' area will not attack the caster. If the caster gives the Undead an order, they will obey.

8<sup>th</sup> *Create Greater Undead*(PH p215)

&lt;Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range&gt;

– Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator's control.

Undead	Min Lvl	Undead	Min Lvl
Shadow	15	Spectre	18
Wraith	16	Devourer	20

This spell must be cast at night.

9<sup>th</sup> *Energy Drain*(PH p226)

&lt;Necro[ray], VS, 1StdAct, Close-range, no save, SR applies&gt;

– Target gains 2d4 Negative Levels. Undead targeted with this spell gain (2d4 \* 5) Temporary HP for 1 hour.

**War** (PH p189)

Gain Feat: Martial Weapon Proficiency and Feat: Weapon Focus in the deity's favored weapon.

**1<sup>st</sup> Magic Weapon**(PH p251)

- <Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>  
 – Touched manufactured weapon gains a +1 Enhancement bonus to attack & damage.  
 A Monk's Unarmed Strike can be the target of this spell.

**2<sup>nd</sup> Spiritual Weapon**(PH p283)

- <Evoc[force], VS/DF, 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>  
 – The caster summons a religiously appropriate weapon out of Force that does 1d8 +1 per three levels (max +5) damage. The weapon has the same threat range & critical multiplier as the base weapon.

The weapon attacks a designated opponent with the caster's base attack bonus (including multiple attacks if high enough level). On the first round and any round it changes targets, the weapon only gets 1 attack. The caster must spend a Standard Action to change targets, but otherwise does not have to concentrate on the weapon.

The weapon must attack from the caster's direction, gets no flanking bonuses, cannot give someone else a flanking bonus, & cannot be damaged. An opponent with Spell Resistance receives one SR check the first time attack by the spell.

**3<sup>rd</sup> Magic Vestment**(PH p251)

- <Trans, VS/DF, 1StdAct, Touch, 1hr/lvl>  
 – Armor, shield, or clothes gain +1 per four levels Enhancement bonus to AC (max +5).

**4<sup>th</sup> Divine Power**(PH p224)

- <Evoc, VS/DF, 1StdAct, Personal, 1rnd/lvl>  
 – The caster gains a +6 Enhancement bonus to Strength, 1 Temporary HP per level, & a Base Attack Bonus as if the caster was a fighter of his/her Character level.

**5<sup>th</sup> Flame Strike**(PH p231)

- <Evoc[fire], VS/DF, 1StdAct, Medium-range, Ref½, SR applies>  
 – A 40' tall column of fire with a 10' radius appears. 1d6 damage per level (max 15d6), half of which is Fire damage & the other half is Untyped Damage.

**6<sup>th</sup> Blade Barrier**(PH p205)

- <Evoc[force], VS, 1StdAct, Medium-range, 1min/lvl(D), SR applies>  
 – Creates a 20' tall wall of spinning blades either of 20' long per level –or– a ringed wall 5' radius per two levels. Going through the barrier causes 1d6/lvl (max 15d6) (Ref½).  
 If the barrier is created on top of a creature, it is allowed a Reflex save to get out before it finishes forming (i.e., no damage).  
 The barrier proves a +4 Cover bonus to AC & a +2 Cover bonus to Reflex saves against attacks made through it.

**7<sup>th</sup> Power Word Blind**(PH p263)

- <Ench(comp)[mind], V, 1StdAct, Close-range, no save, SR applies>  
 – One target creature is Blind:
- | current hp | duration   | current hp | duration  |
|------------|------------|------------|-----------|
| 201+       | no effect  | 100–51     | 1d4+1min  |
| 200–101    | 1d4+1 rnds | up to 50   | Permanent |

**8<sup>th</sup> Power Word Stun**(PH p263)

- <Ench(comp)[mind], V, 1StdAct, Close-range, no save, SR applies>  
 – One target creature is Stunned:
- | current hp | duration  | current hp | duration |
|------------|-----------|------------|----------|
| 151+       | no effect | 100–51     | 2d4 rnds |
| 150–101    | 1d4 rnds  | up to 50   | 4d4 rnds |

**9<sup>th</sup> Power Word Kill**(PH p263)

- <Ench(comp)[mind][death], V, 1StdAct, Close-range, no save, SR applies>  
 – One target creature with up to 101hp dies.

Water (PH p189)

Rebuke / Control / Bolster Water Elements –or– Turn / Destroy Fire Elementals, up to 3 + Charisma modifier times per day.

1<sup>st</sup> *Obscuring Mist* (PH p258)

<Conj(creat), VS, 1StdAct, 1min/lvl, no SR>

– Creates a 20' radius Spread by 20' high Cloud of fog centered around the caster.

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

Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

2<sup>nd</sup> *Fog Cloud* (PH p232)

<Conj(creat), VS, 1StdAct, Medium-range, 10min/lvl>

– Creates a 20' radius Spread by 20' high Cloud of fog.

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

3<sup>rd</sup> *Water Breathing* (PH p300)

<Trans, VSM(straw)/DF, 1StdAct, Touch>

– The touched subjects of the spell can breathe underwater. 2hrs/lvl duration is evenly split between all the subjects.

4<sup>th</sup> *Control Water* (PH p214)

<Trans[water], VSM(dust (to lower) -or- water (to raise))/DF, 1StdAct, Long-range, 10min/lvl(D)>

– Effects 10'/lvl x 10'/lvl x 2'/lvl (shapeable) of water by either:

a) lowering the water by 2'/lvl (min of 1').

In large / deep bodies of water, this forms a whirlpool. This effect will Slow water-based creatures / elementals (WillNeg); or,

b) raising the water by 2'/lvl. Boats will slide off the “hump” of the water.

5<sup>th</sup> *Ice Storm* (PH p243)

<Evoc[cold], VSM(dust, water)/DF, 1Round, Long-range, Instantaneous, no save, SR applies>

– Hail deals 3d6 Bludgeoning damage + 2d6 Cold damage in a 20' radius by 40' high cylinder. Listen checks receive a –4 penalty during the round of hail & movement through the target area is halted.

6<sup>th</sup> *Cone of Cold* (PH p212)

<Evoc[cold], VSM(crystal cone)/DF, 1StdAct, Ref½, SR applies>

– 60' Cone-shaped Burst deals 1d6/lvl Cold damage (max 15d6).

7<sup>th</sup> *Acid Fog* (PH p196)

<Conj(creat)[acid], VSM(peas, powdered hoof)/DF, 1StdAct, Medium-range, 1rd/lvl, no save, no SR>

– 20' radius spread by 20' high Cloud deals 2d6 Acid damage per round. Movement in the cloud is slowed to 5'. Melee attacks & damage have a –2 penalty & ranged attacks are not possible. Anyone falling into the cloud is slowed down by 1d6 dmg per 10'. The cloud can be dispersed by Severe Wind in 1 round.

8<sup>th</sup> *Horrid Wilting* (PH p242)

<Necro, VSM(sponge)/DF, 1StdAct, Long-range, Fort½, SR applies>

– All living creatures in a 60' area takes 1d6 damage per level (max 20d6) from dehydration, except for Water Elementals & Plant Creatures, who take 1d8/lvl (max 20d8) instead.

9<sup>th</sup> *Elemental Swarm (water)* (PH p226)

<Conj(sum)[water], VS, 10Minutes, Medium-range, 10min/lvl(D), no SR>

– Summons 2d4 Large Water Elementals. Ten minutes after the spell is completed, 1d4 Huge Water Elementals arrive. Twenty minutes after the spell is completed, 1 Greater Water Elemental appears. All the Elementals serve the caster for the duration of the spell. The caster can dismissed any / all the Elementals as desired.

Watery Death (PGF p92)

'Smite Non-Aquatic Creature' once per day – Before attacking, declare that Smite is being used. Add your Wisdom modifier as an attack bonus and add your Cleric level to the damage.

1<sup>st</sup> *Entangle*(PH p227)

<Trans, VS/DF, 1StdAct, Long-range, 1min/lvl, RefNeg, no SR>

- All plants in a 40' radius Spread Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a full-round Strength or Escape Artist check vs. DC 20. Anyone not entangled (including a target that has just broken free) may move ½ speed through the area of effect. On the caster's action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

2<sup>nd</sup> *Mark of the Outcast*(Und p59)

<Necro, VS/DF, 1StdAct, Close-range, Permanent, WillNeg, SR applies>

- The target's face is marred by a mark visible to normal, low-light, and dark vision. The target receives a –5 Circumstance penalty on Bluff and Diplomacy checks and a –2 penalty to AC.

This spell cannot be dispelled. It can only be removed by *Break Enchantment*, *Limited Wish*, *Miracle*, *Remove Curse*, or *Wish*.

3<sup>rd</sup> *Control Water*(PH p214)

<Trans[water], VSM(dust (to lower) -or- water (to raise))/DF, 1StdAct, Long-range, 10min/lvl(D)>

- Effects 10'/lvl x 10'/lvl x 2'/lvl (shapeable) of water by either:
  - lowering the water by 2'/lvl (min of 1"). In large / deep bodies of water, this forms a whirlpool. This effect will Slow water-based creatures / elementals (WillNeg); or,
  - raising the water by 2'/lvl. Boats will slide off the "hump" of the water.

4<sup>th</sup> *Rushing Waters*(Und p61)

<Conj(sum)[water], VS/DF, 1StdAct, Medium-range, Instantaneous>

- A great wave of water is generated from the spell's target point out in a 15' radius Spread. All creatures in the area of effect are targeted with a Bull Rush with a +30 bonus. Each target that loses its Strength check moves 5' + 5' per 5 points which it lost the check. Any creature moved 5' or more must make a Reflex save or fall prone.

Any normal fire in the area of effect, up to a bonfire, is extinguished.

5<sup>th</sup> *Dehydrate*(Und p58)

<Necro, VS/DF, 1StdAct, Medium-range, Instantaneous, FortNeg, SR applies>

- One living target has the water removed from his/her body.

If the target is an Ooze, Plant, or has the Aquatic subtype, it takes 1d8 + 1 per 3 levels Constitution damage (max 1d8+5).

All other living creatures take 1d6 + 1 per 3 levels Constitution damage (max 1d6+5).

6<sup>th</sup> *Drown*(Und p58)

<Conj(creat)[water], VS/DF, 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>

- One living target has its lungs filled with water & begins drowning (DMG p304).
  - 1<sup>st</sup> round – Target's hp drop to 0 & he/she is Unconscious.

2<sup>nd</sup> round – Target's hp drop to –1 & he/she is Dying.

3<sup>rd</sup> round – Target is Dead.

The water cannot be forced from the target's lungs, but the target can be Stabilized with a Heal check vs. DC 15.

7<sup>th</sup> *Contagious Fog*(Und p57)

<Conj(creat), VS/DF, 1StdAct, Medium-range, 1md/lvl, SR applies>

- Creates a 30' radius Spread by 20' high Cloud of fog that moves 10' per round away from its caster. Living creatures in the cloud must make a Fortitude save each round or catch The Shakes with no incubation period. An infected target immediately takes 1d8 Dexterity damage and must make a Fortitude save vs. DC 13 each day or take another 1d8 Dexterity damage.

The vapors are heavier than air & will sink into an opening in the ground, like an ant hill.

The cloud can be dispersed by Moderate Wind in 4 rounds, or by a Strong Wind in 1 round.

8<sup>th</sup> *Horrid Wilting*(PH p242)

<Necro, VSM(sponge)/DF, 1StdAct, Long-range, Fort½, SR applies>

- All living creatures in a 60' area takes 1d6 damage per level (max 20d6) from dehydration, except for Water Elementals & Plant Creatures, who take 1d8/lvl (max 20d8) instead.

9<sup>th</sup> *Drown, Mass*(Und p58)

<Conj(creat)[water], VS/DF, 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>

- Any number of living target in a 30' area have their lungs filled with water & begins to drown (DMG p304).

1<sup>st</sup> round – Target's hp drop to 0 & he/she is Unconscious.

2<sup>nd</sup> round – Target's hp drop to –1 & he/she is Dying.

3<sup>rd</sup> round – Target is Dead.

The water cannot be forced from a target's lungs, but a target can be Stabilized with a Heal check vs. DC 15.

**Weather** (CDiv p141)

You do not receive penalties on Spot & Search check when it is raining or snowing.  
 You can move through snow-covered & icy terrain at your normal movement rate.  
 Natural & magical wind effects treat you as if you were one size category larger.

1<sup>st</sup> *Obscuring Mist*(PH p258)  
 <Conj(creat), VS, 1StdAct, 1min/lvl, no SR>  
 – Creates a 20’ radius Spread by 20’ high Cloud of fog centered around the caster.  
 The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.  
 Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

2<sup>nd</sup> *Gust of Wind*(PH p238)  
 <Evoc[air], VSF(tiny bellows), 1StdAct, 1rnd, FortNeg, no SR>  
 – Creates a powerful Line of air 10’ wide by 10’ high by 60’ long starting at the caster. All Listen checks & ranged attacks within the area of the spell receive a –4 penalty, and open flames are extinguished.

The effect of the wind on creatures & objects is based on their size.

Size	Flying?	Blown Back	Subdual
up to Tiny	Yes	2d6 x 10’	2d6
up to Tiny	No	1d4 x 10’	1d4 per 10’
Small	Yes	1d6 x 10’	—
Small	No	Prone	—
Medium	Yes	1d6 x 5’	—
Medium	No	0’, but can’t advance	—
Large +	—	No effect	—

3<sup>rd</sup> *Call Lightning*(PH p207)  
 <Evoc[electricity], VS, 1Round, Medium-range, 1min/lvl, Ref½, SR applies>  
 – The caster can call down one 5’ wide by 30’ tall bolt of lightning per level (max 10 bolts). The caster has the option of calling the first bolt as part of the spell’s casting. After that, the caster must use a Standard Action to create the bolt. The bolts can be called down any time within the spell’s duration. In between bolts, the caster can take other actions, including casting other spells.

If cast outside during a storm (or even a Large Air Elemental or Djinni’s whirlwind), each bolt does 3d10 Electricity damage. Otherwise each bolt does 3d6 Electricity damage. This spell may be used indoors.

4<sup>th</sup> *Ice Storm*(PH p243)  
 <Evoc[cold], VSM(dust, water)/DF, 1Round, Long-range, Instantaneous, no save, SR applies>  
 – Hail deals 3d6 Bludgeoning damage + 2d6 Cold damage in a 20’ radius by 40’ high cylinder. Listen checks receive a –4 penalty during the round of hail & movement through the target area is halved.

5<sup>th</sup> *Binding Winds*(MoF p80)(CDiv p153)  
 <Evoc, VS, 1StdAct, Medium-range, Concentration, RefNeg, SR applies>  
 – Creates an immobile barrier of wind that has the following effects on the target:  
 a) the target cannot move through the wind barrier. A flying target is held in mid-air;  
 b) sonic & language-dependant spells & effects cannot cross in or out of the barrier;  
 c) no sounds of any type can cross the barrier;  
 d) ranged attacks in or out of the barrier receive a –2 penalty to hit.

6<sup>th</sup> *Cloudwalkers*(CDiv p159)  
 <Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl(D)>  
 – One subject per level within a 30’ area starts to walk on air. Once the spell is in effect, each subject may act independently.  
 Each subject may “climb” straight up or down at a movement of 30’. Once a subject is 90’ off the ground, he fly horizontally at a movement of 60’ with Perfect maneuverability.

A subject may cancel the spell on himself as a Standard Action. The caster may dismiss the spell normally, but this effects all subjects.

7<sup>th</sup> *Control Weather*(PH p214)  
 <Trans, VS, 10Minutes, 4d12hours>  
 – The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season	Weather Choices
Spring	Tornado, Thunderstorm, Hot
Summer	Rain, Heat Wave, Hailstorm
Autumn	Hot, Cold, Fog, Sleet
Winter	Frigid Cold, Blizzard, Thaw

Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

8<sup>th</sup> *Whirlwind*(PH p301)  
 <Evoc[air], VS/DF, 1StdAct, Long-range, 1rnd/lvl(D)>  
 – Creates a 30’ tall cyclone that is 30’ wide at the top & 10’ wide at the base. As a Standard Action, the caster can “program” the cyclone to move when & where he/she desires at a movement of 60’ (& can change it again as another Standard Action).

Any creature that comes in contact with the cyclone who is Large-sized or smaller takes 3d6 damage (RefNeg, SR applies). If a Medium-sized or smaller creature fails its first save, it must make a second Reflex save or be picked up by the cyclone & carried with it (taking 1d8 damage per round) until the spell ends or the caster directs the cyclone to put the target down.

If the whirlwind moves out of range, it goes out of control. For 1d3 rounds, it moves randomly & then dissipates.

9<sup>th</sup> *Whirlwind, Greater*(CDiv p189)  
 <Evoc[air], VS/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

- Creates a cyclone that is 20’ radius from top to bottom and 5’ per level tall As a Move Action, the caster can move the cyclone 60’.
- a) Ranged attacks cannot pass through the cyclone;
- b) it extinguishes all flames;
- c) Listen check fail within the cyclone;
- d) it uproots trees & vegetation and leaves a trail of Dense Rubble in its wake.
- e) structures within the cyclone’s radius take 2d6 x 10 hp of damage each round.

Creatures within range the cyclone are pulled towards it by the distant listed (FortNeg):

Size	Flying?	Range	Distance
up to Large	No	60’	1d4 x 10’ +1d4 non-lethal / 10’
Huge	No	40’	Prone
Gargantuan+No	No	40’	Can’t move away
up to Huge	Yes	60’?	60’ + 2d6 dmg
Gargantuan	Yes	60’?	1d6 x 10’
Colossal	Yes	60’?	1d6 x 5’

Creature that start their round within the cyclone take 6d6 dmg per round (no save). After 1d10 rounds, a creature it thrown from the cyclone 4d6 x 5’ horizontally & 4d6 x 5’ vertically (taking falling damage if can’t fly).

**Weather'** (Eb p108)

You do not receive penalties on Spot & Search check due to natural weather.

Survival is a Cleric class-skill for you.

Receive a +2 bonus on all weather-related Survival checks.

**1<sup>st</sup> Obscuring Mist**(PH p258)

<Conj(creat), VS, 1StdAct, 1min/lvl, no SR>

- Creates a 20' radius Spread by 20' high Cloud of fog centered around the caster.

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

Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

**2<sup>nd</sup> Fog Cloud**(PH p232)

<Conj(creat), VS, 1StdAct, Medium-range, 10min/lvl>

- Creates a 20' radius Spread by 20' high Cloud of fog.

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

**3<sup>rd</sup> Call Lightning**(PH p207)

<Evoc[electricity], VS, 1Round, Medium-range, 1min/lvl, Ref½, SR applies>

- The caster can call down one 5' wide by 30' tall bolt of lightning per level (max 10 bolts). The caster has the option of calling the first bolt as part of the spell's casting. After that, the caster must use a Standard Action to create the bolt. The bolts can be called down any time within the spell's duration. In between bolts, the caster can take other actions, including casting other spells.

If cast outside during a storm (or even a Large Air Elemental or Djinni's whirlwind), each bolt does 3d10 Electricity damage. Otherwise each bolt does 3d6 Electricity damage. This spell may be used indoors.

**4<sup>th</sup> Sleet Storm**(PH p280)

<Conj(creat)[cold], VSM(dust, water)/DF, 1StdAct, Long-range, 1md/lvl, no save, no SR>

- Blocks all vision in a 40' radius Spread by 20' high cylinder. Moving in the area of effect requires a Balance check vs. DC 10. Success allows ½ movement, while failing by 5 or more causes the target to fall down.

**5<sup>th</sup> Call Lightning Storm**(PH p207)

<Evoc[electricity], VS, 1Round, Long-range, 1min/lvl, Ref½, SR applies>

- The caster can call down one 5' wide by 30' tall bolt of lightning per level (max 15 bolts). The caster has the option of calling the first bolt as part of the spell's casting. After that, the caster must use a Standard Action to create the bolt. The bolts can be called down any time within the spell's duration. In between bolts, the caster can take other actions, including casting other spells.

If cast outside during a storm (or even a Large Air Elemental or Djinni's whirlwind), each bolt does 5d10 Electricity damage. Otherwise each bolt does 5d6 Electricity damage. This spell may be used indoors.

**6<sup>th</sup> Control Winds**(PH p214)

<Trans[air], VS, 1StdAct, 10min/lvl, FortNeg>

- The caster gains control of the direction & strength of the winds in up to a 40' per level radius around him. The caster has the option of leaving up to a 40' radius "eye" of calm air around himself.

Direction Choices:

- Outward from the caster
- Inward to the caster, but going up at the edge of the "eye", if any.
- Clockwise
- Counter-clockwise.

- Straight, from any one side to the other
- Strength Choices – increase / decrease by 1 category for each 3 levels:

Category	mph	Effect
Strong	21+	Difficult sailing
Severe	31+	Minor ship / building dmg
Windstorm	51+	Grounds flyers, uproots trees, flattens light wood buildings
Hurricane	75+	Flattens all wood buildings, ships start taking on water
Tornado	175+	Flattens non-fortified buildings, uproots big trees

**7<sup>th</sup> Control Weather**(PH p214)

<Trans, VS, 10Minutes, 4d12hours>

- The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season Weather Choices

Spring	Tornado, Thunderstorm, Hot
Summer	Rain, Heat Wave, Hailstorm
Autumn	Hot, Cold, Fog, Sleet
Winter	Frigid Cold, Blizzard, Thaw

Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

**8<sup>th</sup> Whirlwind**(PH p301)

<Evoc[air], VS/DF, 1StdAct, Long-range, 1rnd/lvl(D)>

- Creates a 30' tall cyclone that is 30' wide at the top & 10' wide at the base. As a Standard Action, the caster can "program" the cyclone to move when & where he/she desires at a movement of 60' (& can change it again as another Standard Action).

Any creature that comes in contact with the cyclone who is Large-sized or smaller takes 3d6 damage (RefNeg, SR applies). If a Medium-sized or smaller creature fails its first save, it must make a second Reflex save or be picked up by the cyclone & carried with it (taking 1d8 damage per round) until the spell ends or the caster directs the cyclone to put the target down.

If the whirlwind moves out of range, it goes out of control. For 1d3 rounds, it moves randomly & then dissipates.

**9<sup>th</sup> Storm of Vengeance**(PH p285)

<Conj(sum), VS, 1Round, Long-range, Concentration up to 10rnds, SR applies>

- Creates a storm cloud that is 360' radius wide. Unless indicated otherwise, everyone in the area takes the following effects on the specified round:

Rnd 1 – Thunder: Deaf 1d4x10min (FortNeg)

Rnd 2 – Acid Rain: 1d6 Acid dmg (no save)

Rnd 3 – Lightning: 6 targets of the caster's choice take 10d6 Electrical dmg (Ref ½)

Rnd 4 – Hail: 5d6 bludgeoning dmg (no save)

Rnd 5-10 – Downpour: Concealment at 5', Total Concealment at 10', movement at ¼, no ranged attacks, spells require Concentration checks vs. DC (spell DC + level of spell being cast).

**Wrath** (BoED p87)

Once per day, you may make a free Attack of Opportunity against any opponent that damages you with a melee attack. This ability does not allow you to make more than one Attack of Opportunity in a round.

**1<sup>st</sup> Doom**(PH p225)

<Ench(comp)[fear][mind], VS/DF, 1StdAct, Medium-range, 1min/lvl, WillNeg, SR applies>  
– Target living creature becomes Shaken.

**2<sup>nd</sup> Energize Potion**(BoED p98)

<Trans, VSM(a magic potion), 1StdAct, Ref½, SR applies>  
– A touched magical potion can be launched to a spot within Close-range, where it explodes in a 10' radius Burst, doing 1d6 damage per Spell level of the potion. The damage is of an Energy Type designated at casting time.

**3<sup>rd</sup> Affliction**(BoED p89)

<Necro[good], VS, 1StdAct, Touch, FortNeg, SR applies>

– Infects touched Evil target with chosen Affliction(BoED p34) which takes effect without an incubation period.

Name	DC	Base Damage
Depraved Decadence	18	1d4 Str
Eternal Torpor	14	1d6 Dex
Raging Desire	15	1d3 Con
Consuming Passion	17	1d4 Int
Haunting Conscience	16	1d4 Wis
Pride in Vain	20	1d6 Cha

The Base Damage has the target's Charisma modifier added to it. If it is an Evil Elemental or Evil Undead, it takes +1 damage. If it is an Evil Outsider or an Evil Cleric of an Evil Deity, it takes +2 damage.

**4<sup>th</sup> Radiant Shield**(BoED p104)

<Evoc[electricity][good], VS, 1StdAct, Personal, 1rnd/lvl(D)>

- The caster is surrounded by a scintillating white aura which gives off bright light in a 10' radius:
  - a) A creatures striking the caster with a non-reach weapon (including natural) takes 1d6 +1 per Caster level Electrical damage (no save, SR applies);
  - b) The caster takes ½ damage from Electricity attacks (if a Reflex save for ½ damage is allowed, a successful save means the caster takes no damage).

Note: The caster may not have cast a Necromancy spell or a [darkness] spell within 24 hours of casting this spell.

**5<sup>th</sup> Righteous Might**(PH p273)

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

- The caster & his/her equipment enlarge to the next size category, with the following effects:
  - a) the caster & his/her equipment enlarge to the next size category, with all the standard bonuses & penalties;
  - b) +8 Size bonus to Strength;
  - c) +4 Size bonus to Constriction;
  - d) gain Damage Reduction 5/evil (if the caster channels Positive Energy) or 5/good (if the caster channels Negative Energy). Damage Reduction improved to 10/... at 12<sup>th</sup> level & 15/... at 15<sup>th</sup> level.

**6<sup>th</sup> Vengeance Halo**(BoED p111)

<Abj[good], VS/DF, 1StdAct, Close-range, 1min/lvl>  
– The Good subject has a halo over his/her head for the spell's duration.

If the subject is killed, his/her slayer takes 1d6 per level damage (max 20d6) (Ref½, no SR) & the spell ends.

Note: The caster must abstain from alcohol for one week prior to casting this spell.

**7<sup>th</sup> Righteous Smite**(BoED p106)

<Evoc[good], VS, 1StdAct, Medium-range, SR applies>

- All creatures within a 20' radius Spread are affected as per their alignment / creature type:
 

Evil Outsider:	1d8/lvl (max 20d8) (Will½) & <u>Blind</u> for 1d4rnd (WillNeg)
other Evil:	1d6/lvl (max 20d6) (Will½) & <u>Blind</u> for 1d4rnd (WillNeg)
Neutral:	1d4/lvl (max 20d4) (Will½).
Good:	No effect.

**8<sup>th</sup> Last Judgment**(BoED p102)

<Necro[good][death], V, 1Round, Close-range, Will½, SR applies>

- One Evil Humanoid, Monstrous Humanoid, or Giant per two levels dies and has its body taken to the Lower Planes unless it makes its Will save. If the save is successful, the target still takes 3d6 Wisdom damage.

Note: This spell may only be cast by a Celestial.

**9<sup>th</sup> Storm of Vengeance**(PH p285)

<Conj(sum), VS, 1Round, Long-range, Concentration up to 10rnds, SR applies>

- Creates a storm cloud that is 360' radius wide. Unless indicated otherwise, everyone in the area takes the following effects on the specified round:
 

Rnd 1 – Thunder:	<u>Deaf</u> 1d4x10min (FortNeg)
Rnd 2 – Acid Rain:	1d6 Acid dmg (no save)
Rnd 3 – Lightning:	6 targets of the caster's choice take 10d6 Electrical dmg (Ref½)
Rnd 4 – Hail:	5d6 bludgeoning dmg (no save)
Rnd 5-10 – Downpour:	<u>Concealment</u> at 5', <u>Total Concealment</u> at 10', movement at ¼, no ranged attacks, spells require Concentration checks vs. DC (spell DC + level of spell being cast).

## Spell Tables

Summon Monster

Creatures with Templates include the creature's page first, followed by the template's page.  
List Constructed from the table on PH p287.

Summon Monster I

Celestial Badger [good] (MM p268) & (MM p31)	Celestial Porpoise [good] (MM p278) & (MM p31)	Fiendish Monstrous Spider, Small [evil] (MM p288) & (MM p107)
Celestial Dog [good] (MM p271) & (MM p31)	Fiendish Dire Rat [evil] (MM p64) & (MM p107)	Fiendish Octopus [evil] (MM p276) & (MM p107)
Celestial Giant Fire Beetle [good] (MM p285) & (MM p31)	Fiendish Hawk [evil] (MM p273) & (MM p107)	Fiendish Raven [evil] (MM p278) & (MM p107)
Celestial Monkey [good] (MM p276) & (MM p31)	Fiendish Monstrous Centipede, Medium [evil] (MM p287) & (MM p107)	Fiendish Snake, Small Viper [evil] (MM p279) & (MM p107)
Celestial Owl [good] (MM p277) & (MM p31)	Fiendish Monstrous Scorpion, Small [evil] (MM p287) & (MM p107)	

Summon Monster II

Celestial Giant Bee [good] (MM p284) & (MM p31)	Devil, Lemure [evil][lawful] (MM p57)	Fiendish Monstrous Scorpion, Medium [evil] (MM p287) & (MM p107)
Celestial Giant Bombardier Beetle [good] (MM p284) & (MM p31)	Fiendish Squid [evil] (MM p281) & (MM p107)	Fiendish Shark, Medium [evil] (MM p279) & (MM p107)
Celestial Riding Dog [good] (MM p272) & (MM p31)	Fiendish Wolf [evil] (MM p283) & (MM p107)	Fiendish Monstrous Spider, Medium [evil] (MM p288) & (MM p107)
Celestial Eagle [good] (MM p272) & (MM p31)	Fiendish Monstrous Centipede, Large [evil] (MM p287) & (MM p107)	Fiendish Snake, Medium Viper [evil] (MM p279) & (MM p107)

Summon Monster III

Celestial Bison [good] (MM p269) & (MM p31)	Elemental, Fire (small) [fire] (MM p98)	Fiendish Monstrous Centipede, Huge [evil] (MM p287) & (MM p107)
Celestial Black Bear [good] (MM p269) & (MM p31)	Elemental, Water (small) [water] (MM p98)	Fiendish Snake, Constrictor [evil] (MM p279) & (MM p107)
Celestial Dire Badger [good] (MM p62) & (MM p31)	Fiendish Ape [evil] (MM p268) & (MM p107)	Fiendish Snake, Large Viper [evil] (MM p279) & (MM p107)
Celestial Hippogriff [good] (MM p152) & (MM p31)	Fiendish Boar [evil] (MM p270) & (MM p107)	Fiendish Wolverine [evil] (MM p283) & (MM p107)
Demon, Dretch [evil] (MM p42)	Fiendish Crocodile [evil] (MM p271) & (MM p107)	Hell Hound [evil][lawful][fire] (MM p151)
Elemental, Air (small) [air] (MM p95)	Fiendish Dire Bat [evil] (MM p62) & (MM p107)	
Elemental, Earth (small) [earth] (MM p98)	Fiendish Dire Weasel [evil] (MM p282) & (MM p107)	

Summon Monster IV

Archon, Lantern [good][lawful] (MM p16)	Fiendish Monstrous Spider, Large [evil] (MM p288) & (MM p107)	Mephit, Ice [air][cold] (MM p182)
Celestial Giant Eagle [good] (MM p93) & (MM p31)	Fiendish Shark, Large [evil] (MM p279) & (MM p107)	Mephit, Magma [fire] (MM p183)
Celestial Giant Owl [good] (MM p205) & (MM p31)	Fiendish Snake, Huge Viper [evil] (MM p279) & (MM p107)	Mephit, Ooze [water] (MM p183)
Celestial Lion [good] (MM p274) & (MM p31)	Howler [evil][chaotic] (MM p154)	Mephit, Salt [earth] (MM p184)
Elemental, Storm (small) [air] (MM3 p48)	Mephit, Air [air] (MM p181)	Mephit, Steam [fire] (MM p184)
Fiendish Dire Wolf [evil] (MM p65) & (MM p107)	Mephit, Dust [air] (MM p181)	Mephit, Water [water] (MM p184)
Fiendish Giant Praying Mantis [evil] (MM p285) & (MM p107)	Mephit, Earth [earth] (MM p182)	Yeth Hound [evil] (MM p260)
Fiendish Giant Wasp [evil] (MM p285) & (MM p107)	Mephit, Fire [fire] (MM p182)	

Summon Monster V

Achaierai [evil][lawful] (MM p9)	Elemental, Air (med.) [air] (MM p95)	Fiendish Dire Boar [evil] (MM p63) & (MM p107)
Archon, Hound [good][lawful] (MM p16)	Elemental, Earth (med.) [earth] (MM p98)	Fiendish Dire Wolverine [evil] (MM p66) & (MM p107)
Celestial Brown Bear [good] (MM p269) & (MM p31)	Elemental, Fire (med.) [fire] (MM p98)	Fiendish Monstrous Scorpion, Large [evil] (MM p287) & (MM p107)
Celestial Giant Stag Beetle [good] (MM p285) & (MM p31)	Elemental, Water (med.) [water] (MM p98)	Fiendish Shark, Huge [evil] (MM p279) & (MM p107)
Celestial Griffon [good] (MM p139) & (MM p31)	Fiendish Crocodile, Giant [evil] (MM p271) & (MM p107)	Fiendish Tiger [evil] (MM p281) & (MM p107)
Celestial Sea Cat [good] (MM p220) & (MM p31)	Fiendish Deinonychus [evil] (MM p60) & (MM p107)	Shadow Mastiff (MM p222)
Devil, Bearded [evil][lawful] (MM p52)	Fiendish Dire Ape [evil] (MM p62) & (MM p107)	

**Summon Monster VI**

Celestial Dire Lion [good] (MM p63) & (MM p31)	Elemental, Air (large) [air] (MM p95)	Fiendish Monstrous Centipede, Gargantuan [evil] (MM p287) & (MM p107)
Celestial Orca Whale [good] (MM p283) & (MM p31)	Elemental, Earth (large) [earth] (MM p98)	Fiendish Monstrous Spider, Huge [evil] (MM p288) & (MM p107)
Celestial Polar Bear [good] (MM p269) & (MM p31)	Elemental, Fire (large) [fire] (MM p98)	Fiendish Rhinoceros [evil] (MM p278) & (MM p107)
Chaos Beast [chaotic] (MM p33)	Elemental, Storm (med.) [air] (MM3 p48)	Fiendish Snake, Giant Constrictor [evil] (MM p279) & (MM p107)
Devil, Chain [evil][lawful] (MM p53)	Elemental, Water (large) [water] (MM p98)	Janni (MM p116)
Eladrin, Bralani [good][chaotic] (MM p93)	Fiendish Elasmosaurus [evil] (MM p60) & (MM p107)	Xill [evil][lawful] (MM p259)

**Summon Monster VII**

Celestial Baleen Whale [good] (MM p282) & (MM p31)	Elemental, Air (huge) [air] (MM p95)	Fiendish Megaraptor [evil] (MM p60) & (MM p107)
Celestial Elephant [good] (MM p272) & (MM p31)	Elemental, Earth (huge) [earth] (MM p98)	Fiendish Monstrous Scorpion, Huge [evil] (MM p287) & (MM p107)
Demon, Arrow [evil][chaotic] (MM3 p35)	Elemental, Fire (huge) [fire] (MM p98)	Fiendish Octopus, Giant [evil] (MM p276) & (MM p107)
Demon, Babau [evil][chaotic] (MM p40)	Elemental, Storm (large) [air] (MM3 p48)	Guardinal, Avoral [good] (MM p141)
Devil, Bone [evil][lawful] (MM p52)	Elemental, Water (huge) [water] (MM p98)	Invisible Stalker [air] (MM p160)
Djinni [air] (MM p114)	Fiendish Girallon [evil] (MM p126) & (MM p107)	Slaad, Red [chaotic] (MM p228)

**Summon Monster VIII**

Celestial Cachalot Whale [good][chaotic] (MM p283) & (MM p31)	Elemental, Earth (great) [earth] (MM p98)	Fiendish Monstrous Spider, Gargantuan [evil] (MM p288) & (MM p107)
Celestial Dire Bear [good][chaotic] (MM p62) & (MM p31)	Elemental, Fire (great) [fire] (MM p98)	Fiendish Squid, Giant [evil] (MM p281) & (MM p107)
Celestial Triceratops [good][chaotic] (MM p61) & (MM p31)	Elemental, Storm (huge) [air] (MM3 p48)	Fiendish Tyrannosaurus [evil] (MM p61) & (MM p107)
Demon, Vrock [evil][chaotic] (MM p48)	Elemental, Water (great) [water] (MM p98)	Lillend [good][chaotic] (MM p168)
Devil, Hellcat [evil] (MM p54)	Fiendish Dire Tiger [evil] (MM p65) & (MM p107)	Slaad, Blue [chaotic] (MM p229)
Elemental, Air (great) [air] (MM p95)	Fiendish Monstrous Centipede, Colossal [evil] (MM p287) & (MM p107)	

**Summon Monster IX**

Celestial Roc [good] (MM p215) & (MM p31)	Elemental, Earth (elder) [earth] (MM p98)	Fiendish Monstrous Spider, Colossal [evil] (MM p288) & (MM p107)
Couatl (MM p37)	Elemental, Fire (elder) [fire] (MM p98)	Guardinal, Leonal [good][chaotic] (MM p142)
Demon, Bebilith [evil][chaotic] (MM p42)	Elemental, Storm (greater) [air] (MM3 p48)	Night Hag [evil] (MM p193)
Demon, Hezrou [evil][chaotic] (MM p44)	Elemental, Water (elder) [water] (MM p98)	Slaad, Green [chaotic] (MM p230)
Devil, Barbed [evil][lawful] (MM p51)	Fiendish Dire Shark [evil] (MM p279) & (MM p107)	
Elemental, Air (elder) [air] (MM p95)	Fiendish Monstrous Scorpion, Gargantuan [evil] (MM p287) & (MM p107)	

**Summon Undead****Summon Undead I**

Skeleton, Medium (MM p226)	Zombie, Small (MM p266)	
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**Summon Undead II**

Skeleton, Large (MM p226)	Zombie, Medium (MM p266)	
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**Summon Undead III**

Ghoul (MM p118)	Skeleton, Large (MM p226)	Zombie, Medium (MM p266)
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**Summon Undead IV**

Allip (MM p10)	Ghost (MM p119)	Zombie, Huge (MM p266)
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**Summon Undead V**

Mummy (MM p190)	Vampire Spawn (MM p253)	
Shadow (MM p221)	Wight (MM p255)	

Summon Nature's Ally

List constructed from the table on PH p288.

Summon Nature's Ally I

Dire Rat (MM p64)	Monkey (MM p276)	Owl (MM p277)	Snake, Small Viper (MM p279)
Eagle (MM p272)	Octopus (MM p276)	Porpoise (MM p278)	Wolf (MM p283)

Summon Nature's Ally II

Bear, Black (MM p269)	Elemental, Air (small) [air] (MM p95)	Hippogriff (MM p152)	Wolverine (MM p283)
Crocodile (MM p271)	Elemental, Earth (small) [earth] (MM p98)	Shark, Medium (MM p279)	
Dire Badger (MM p62)	Elemental, Fire (small) [fire] (MM p98)	Snake, Medium Viper (MM p279)	
Dire Bat (MM p62)	Elemental, Water (small) [water] (MM p98)	Squid (MM p281)	

Summon Nature's Ally III

Ape (MM p268)	Elemental, Storm (small) [air] (MM3 p48)	Lion (MM p274)	Snake, Constrictor (MM p279)
Dire Weasel (MM p65)	Giant Eagle (MM p93)	Satyr (without pipes) (MM p219)	Snake, Large Viper (MM p279)
Dire Wolf (MM p65)	Giant Owl (MM p205)	Shark, Large (MM p279)	Thoqqua [earth][fire] (MM p242)

Summon Nature's Ally IV

Arrowhawk, Juvenile [air] (MM p19)	Dire Boar (MM p63)	Elemental, Water (med.) [water] (MM p98)	Tiger (MM p281)
Bear, Brown (MM p269)	Dire Wolverine (MM p66)	Salamander, Flamebrother [fire] (MM p218)	Tojanida, Juvenile [water] (MM p243)
Crocodile, Giant (MM p271)	Elemental, Air (med.) [air] (MM p95)	Sea Cat (MM p220)	Unicorn (MM p249)
Deinonychus (MM p60)	Elemental, Earth (med.) [earth] (MM p98)	Shark, Huge (MM p279)	
Dire Ape (MM p62)	Elemental, Fire (med.) [fire] (MM p98)	Snake, Huge Viper (MM p279)	

Summon Nature's Ally V

Arrowhawk, Adult [air] (MM p19)	Elemental, Earth (large) [earth] (MM p98)	Janni (MM p116)	Tojanida, Adult [water] (MM p243)
Bear, Polar (MM p269)	Elemental, Fire (large) [fire] (MM p98)	Nixie (MM p235)	Whale, Orca (MM p283)
Dire Lion (MM p63)	Elemental, Storm (med.) [air] (MM3 p48)	Rhinoceros (MM p278)	
Elasmosaurus (MM p60)	Elemental, Water (large) [water] (MM p98)	Satyr (with pipes) (MM p219)	
Elemental, Air (large) [air] (MM p95)	Griffon (MM p139)	Snake, Giant Constrictor (MM p279)	

Summon Nature's Ally VI

Dire Bear (MM p63)	Elemental, Storm (large) [air] (MM3 p48)	Octopus, Giant (MM p276)	Whale, Baleen (MM p282)
Elemental, Air (huge) [air] (MM p95)	Elemental, Water (huge) [water] (MM p98)	Pixie (no special arrows, cannot cast <i>Otto's Irresistible Dance</i> ) (MM p236)	Xorn, Average [earth] (MM p260)
Elemental, Earth (huge) [earth] (MM p98)	Girallon (MM p126)	Salamander, Average [fire] (MM p218)	
Elemental, Fire (huge) [fire] (MM p98)	Megaraptor (MM p60)		

Summon Nature's Ally VII

Arrowhawk, Elder [air] (MM p19)	Elemental, Earth (greater) [earth] (MM p98)	Invisible Stalker [air] (MM p160)	Whale, Cachalot (MM p283)
Dire Tiger (MM p65)	Elemental, Fire (greater) [fire] (MM p98)	Pixie (sleep arrows, cannot cast <i>Otto's Irresistible Dance</i> ) (MM p236)	Xorn, Elder [earth] (MM p260)
Djinni (MM p114)	Elemental, Storm (huge) [air] (MM3 p48)	Triceratops (MM p61)	
Elemental, Air (greater) [air] (MM p95)	Elemental, Water (greater) [water] (MM p98)	Tyrannosaurus (MM p61)	

Summon Nature's Ally VIII

Dire Shark (MM p64)	Roc (MM p215)	Tojanida, Elder [water] (MM p243)	
Elemental, Storm (greater) [air] (MM3 p48)	Salamander, Noble [fire] (MM p218)		

Summon Nature's Ally IX

Elemental, Air (elder) [air] (MM p95)	Elemental, Fire (elder) [fire] (MM p98)	Grig (with fiddle) (MM p235)	Unicorn, Celestial Charger (MM p249)
Elemental, Earth (elder) [earth] (MM p98)	Elemental, Water (elder) [water] (MM p98)	Pixie (sleep & memory loss arrows, cannot cast <i>Otto's Irresistible Dance</i> ) (MM p236)	

## Hallow/Unhallow Table

Spell that can be added to a Hallow(PH p238) / Unhallow(PH p297) Spell	GP Cost
<p><i>Detect Magic</i>(PH p219) &lt;Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR&gt; – The caster can see the <u>Magic Aura</u> of a spell or item in a 60' <u>Cone-shaped Emanation</u>. The information gained increases each round: 1<sup>st</sup> round – presence of magic. 2<sup>nd</sup> round – number of magic auras &amp; the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction. 3<sup>rd</sup> round – strength &amp; location of each aura. If an aura is within line-of-sight, the caster can identify its school with a Spellcraft check vs. DC 15 + spell level. This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, &amp; any amount of lead.</p>	500
<p><i>Bane</i>(PH p203) &lt;Ench(comp)[mind][fear], VS/DF, 1StdAct, 1min/lvl, WillNeg, SR applies&gt; – All enemies within 50' radius <u>Burst</u> suffer a –1 Morale penalty to attacks &amp; –1 Morale penalty on saves vs. fear. This spell <u>Counters</u> and <u>Dispels</u> the spell <i>Bless</i>.</p>	1,000
<p><i>Bless</i>(PH p205) &lt;Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl&gt; – All allies within a 50' radius <u>Burst</u> gain a +1 Morale bonus on attacks &amp; +1 Morale bonus on saves vs. fear. This spell <u>Counters</u> and <u>Dispels</u> the spell <i>Bane</i>.</p>	1,000
<p><i>Cause Fear</i>(PH p208) &lt;Necro[fear][mind], VS, 1StdAct, Close-range, Will½, SR applies&gt; – One living target with up to 5HD is <u>Frightened</u> for 1d4 rounds unless it makes its saving throw. On a successful save, the target is <u>Shaken</u> for 1 round. This spell <u>Counters</u> and <u>Dispels</u> <i>Remove Fear</i>.</p>	1,000
<p><i>Detect Evil</i>(PH p218) &lt;Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR&gt; – The caster can see the <u>Alignment Aura</u> of Evil creatures, spells, or objects in a 60' <u>Cone-shaped Emanation</u>. The information gained increases each round: 1<sup>st</sup> round – presence of evil. 2<sup>nd</sup> round – number of evil auras &amp; the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction. 3<sup>rd</sup> round – strength &amp; location of each aura. This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, &amp; any amount of lead. An "Overwhelming" aura may <u>Stun</u> a good-aligned caster for 1 round, ending the spell.</p>	1,000
<p><i>Detect Good</i>(PH p219) &lt;Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR&gt; – The caster can see the <u>Alignment Aura</u> of Good creatures, spells, or objects in a 60' <u>Cone-shaped Emanation</u>. The information gained increases each round: 1<sup>st</sup> round – presence of evil. 2<sup>nd</sup> round – number of evil auras &amp; the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction. 3<sup>rd</sup> round – strength &amp; location of each aura. This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, &amp; any amount of lead. An "Overwhelming" aura may <u>Stun</u> an evil-aligned caster for 1 round, ending the spell.</p>	1,000
<p><i>Endure Elements</i>(PH p226) &lt;Abj, VS, 1StdAct, Touch, 24hrs&gt; – Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50.</p>	1,000
<p><i>Remove Fear</i>(PH p271) &lt;Abj, VS, 1StdAct, Close-range, 10min&gt; – One subject + 1 per 4 levels within a 30' area gains a +4 Morale bonus on saves vs. fear. This spell <u>Counters</u> &amp; <u>Dispels</u> <i>Cause Fear</i>, and <u>Suppresses</u> all other fear effects.</p>	1,000
<p><i>Aid</i>(PH p196) &lt;Ench(comp)[mind], VS/DF, 1StdAct, Touch, 1min/lvl&gt; – Touched subject gains a +1 Morale bonus to attack &amp; saving throws vs. fear and gains <u>Temporary HP</u> equal to 1d8 + 1/lvl (max 1d8+10).</p>	2,000
<p><i>Darkness</i>(PH p216) &lt;Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 10min/lvl(D), no SR&gt; – Touched object radiates shadowy illumination in a 20' radius. Creatures in the darkness have <u>Concealment</u> (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container. This spell <u>Counters</u> and <u>Dispels</u> spells with the [light] category of equal or lower level.</p>	2,000
<p><i>Daylight</i>(PH p216) &lt;Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR&gt; – Touched object gives off bright light in a 60' radius &amp; dim light for another 60'. The light may be blocked by putting the object in a container. Treated as 'sunlight' for creatures who receive penalties in those conditions, but is not real sunlight so certain Undead are not destroyed. This spell <u>Suppresses</u> <i>Deeper Darkness</i> and is suppressed by it, leaving only the natural illumination in the overlapping area. This spell <u>Counters</u> and <u>Dispels</u> spells with the [darkness] category of equal or lower level.</p>	2,000

Spell that can be added to a Hallow <sup>(PH p238)</sup> / Unhallow <sup>(PH p297)</sup> Spell	GP Cost												
<p><i>Resist Energy</i><sup>(PH p272)</sup> &lt;Abj, VS/DF, 1StdAct, Touch, 10min/lvl&gt; – The touched subject &amp; his/her equipment are protected from one <u>Energy Type</u>. Each <u>attack</u> doing damage of that type has the hp of damage reduced by the amount listed below.</p> <table style="margin-left: 40px;"> <tr> <td>Lvl</td> <td>#</td> <td>Lvl</td> <td>#</td> <td>Lvl</td> <td>#</td> </tr> <tr> <td>up to 6<sup>th</sup></td> <td>10</td> <td>7<sup>th</sup> – 10<sup>th</sup></td> <td>20</td> <td>11<sup>th</sup> +</td> <td>30</td> </tr> </table>	Lvl	#	Lvl	#	Lvl	#	up to 6 <sup>th</sup>	10	7 <sup>th</sup> – 10 <sup>th</sup>	20	11 <sup>th</sup> +	30	2,000
Lvl	#	Lvl	#	Lvl	#								
up to 6 <sup>th</sup>	10	7 <sup>th</sup> – 10 <sup>th</sup>	20	11 <sup>th</sup> +	30								
<p><i>Silence</i><sup>(PH p279)</sup> &lt;Ill(glamer), VS, 1StdAct, Long-range, 1min/lvl(D)&gt; – The caster creates a 20' radius <u>Emanation</u> that negates sound, including [sonic] &amp; [language] spells &amp; effects. This spell can be targeted on a creature, objects, or a point in space. If targeting an unwilling creature or an object in its possession, it gets a Will save to negate (SR applies). If cast on a point in space, the effect is immobile.</p>	2,000												
<p><i>Zone of Truth</i><sup>(PH p303)</sup> &lt;Ench(comp)[mind], VS/DF, Close-range, 1min/lvl, WillNeg, SR applies&gt; – Creatures in a 20' radius <u>Emanation</u> that fail their save cannot lie. All subject know that the zone is in effect &amp; have the option of not speaking or being evasive.</p>	2,000												
<p><i>Deeper Darkness</i><sup>(PH p217)</sup> &lt;Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 1day/lvl(D), no SR&gt; – Touched object radiates shadowy illumination in a 60' radius. Creatures in the darkness have <u>Concealment</u> (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container. This spell <u>Counters</u> and <u>Dispels</u> spells with the [light] category of equal or lower level. This spell <u>Suppresses</u> <i>Daylight</i> and is suppressed by it, leaving only the natural illumination in the overlapping area.</p>	3,000												
<p><i>Dispel Magic</i><sup>(PH p223)(PHe)+</sup> &lt;Abj, VS, 1StdAct, Medium-range, no SR&gt; – Cancels magical spells and effects on a successful <u>Dispel Check</u> (max +10). This spell can be used in one of three ways: a) Counterspell – Acts like a standard counterspell except it works against any spell, but a <u>Dispel Check</u> must be made. b) Targeted Dispel – Each ongoing spell effect on one target gets a separate <u>Dispel Check</u>. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds). c) Area Dispel – Each target in a 20' radius <u>Burst</u> gets a <u>Dispel Check</u> against each spell in turn (highest caster level spell checked first) until <u>one</u> is dispelled or all checks fail. Items are not effected. A caster does <u>not</u> need to make a Dispel Check to end a spell he/she cast.</p>	3,000												
<p><i>Invisibility Purge</i><sup>(PH p245)</sup> &lt;Evoc, VS, 1StdAct, Personal, 1min/lvl(D), no SR&gt; – <u>Invisibility</u> within 5' per level is <u>Suppressed</u>.</p>	3,000												
<p><i>Death Ward</i><sup>(PH p217)</sup> &lt;Necro, VS/DF, 1StdAct, Touch, 1min/lvl&gt; – Grants immunity to death spells &amp; effects, gaining <u>Negative Levels</u>, and <u>Negative Energy</u> damage &amp; ability loss.</p>	4,000												
<p><i>Dimensional Anchor</i><sup>(PH p221)(PH p250)+</sup> &lt;Abj[ray], VS, 1StdAct, Medium-range, 1min/lvl, no save, no SR&gt; – Target creature or object is encased in a green glow &amp; cannot travel extradimensionally. This includes spells &amp; spell-like abilities such as <i>Astral Projection</i>, <i>Blink</i>, <i>Etherealness</i>, <i>Gate</i>, <i>Maze</i>, <i>Shadow Walk</i>, <i>Teleport</i>, etc. It does <u>not</u> extend the duration of Summoning spells. -or- &lt;Abj, VSF(calling diagram), 1StdAct, Medium-range, 24hrs/lvl, no save, no SR&gt; – Target creature within the <u>Calling Diagram</u> cannot leave it or travel extradimensionally. This includes spells &amp; spell-like abilities such as <i>Astral Projection</i>, <i>Blink</i>, <i>Etherealness</i>, <i>Gate</i>, <i>Maze</i>, <i>Shadow Walk</i>, <i>Teleport</i>, etc. It does <u>not</u> extend the duration of Summoning spells. -or- &lt;Abj, VS, 1StdAct, Medium-range, no save, no SR&gt; – Target creature within a <u>Magic Circle against Good</u>, etc., cannot leave it or travel extradimensionally for the remainder of the Magic Circle's duration. This includes spells &amp; spell-like abilities such as <i>Astral Projection</i>, <i>Blink</i>, <i>Etherealness</i>, <i>Gate</i>, <i>Maze</i>, <i>Shadow Walk</i>, <i>Teleport</i>, etc. It does <u>not</u> extend the duration of Summoning spells.</p>	4,000												
<p><i>Discern Lies</i><sup>(PH p221)</sup> &lt;Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR&gt; – Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.</p>	4,000												
<p><i>Freedom of Movement</i><sup>(PH p233)</sup> &lt;Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl&gt; – Subject moves normally despite magical impediments (<i>Web</i>, <i>Hold Person</i>, etc.). The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin. While under the effect of this spell, the subject can fight underwater.</p>	4,000												
<p><i>Tongues</i><sup>(PH p294)</sup> &lt;Div, VM(small clay ziggurat)/DF, 1StdAct, Touch, 10min/lvl, no SR&gt; – The touched subject can understand &amp; speak any intelligent creature's language.</p>	4,000												

Weapons of the Deity

Deity	Weapon
Bahamut	+n Frost Heavy-Pick
Boccob	+n Spell-Storing Quarterstaff
Corellon Larethian	+n Keen Longsword
Ehlonna	+n Frost Longsword
Erythnul	+n Mighty-Cleaving Morningstar
Fharlanghn	+n Defending Quarterstaff
Garl Glittergold	+n Returning Battleaxe
Gruumsh	+n Returning Shortspear
Heironeous	+n Shock Longsword
Hextor	+n Mighty-Cleaving Heavy-Flail
Kord	+n Mighty-Cleaving Greatsword
Kurtulmak	+n Shock Shortspear
Lolth	+n Keen Whip
Moradin	+n Throwing Warhammer
Nerull	+n Keen Scythe
Obad-Hai	+n Defending Quarterstaff
Olidammara	+n Keen Rapier
Pelor	+n Flaming Heavy-Mace
St. Cuthbert	+n Mighty-Cleaving Heavy-Mace
Vecna	+n Frost Dagger
Wee Jas	+n Dagger of Venom
Tiamat	+n Flaming Heavy-Pick
Yondalla	+n Defending Short-Sword
-default good-	+n Frost Warhammer
-default evil-	+n Mighty-Cleaving Light-Flail
-default neutral-	+n Defending Heavy-Mace
-default law-	+n Flaming Longsword
-default chaos-	+1 Shock Battleaxe

The value of 'n' is determined by the Caster level.

Caster Level	Enhancement bonus
up to 8 <sup>th</sup>	+1
9 <sup>th</sup> – 11 <sup>th</sup>	+2
12 <sup>th</sup> – 14 <sup>th</sup>	+3
15 <sup>th</sup> – 17 <sup>th</sup>	+4
18 <sup>th</sup> and higher	+5

## Glossary

### Auras

#### Alignment Aura(PH p219)

Use the following table to determine the strength of the aura seen by *Detect Good*, *Detect Evil*, etc.

Creature / Object	Unit	Dim Aura	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Outsider	HD	see below	up to 1	2 – 4	5 – 10	11+
Undead	HD	see below	up to 2	3 – 8	9 – 20	21+
other Creature	HD	see below	up to 10	11 – 25	26 – 50	51+
Cleric, Paladin or other religious class	Class Level	see below	1 <sup>st</sup>	2 <sup>nd</sup> – 4 <sup>th</sup>	5 <sup>th</sup> – 10 <sup>th</sup>	11 <sup>th</sup> +
Spell or Magic Items with an alignment	Caster Level	see below	up to 2 <sup>nd</sup>	3 <sup>rd</sup> – 8 <sup>th</sup>	9 <sup>th</sup> – 20 <sup>th</sup>	21 <sup>st</sup> +
Lingering Aura remains	—	—	1d6 rnds	1d6 min	1d6 * 10 min	1d6 days

A ‘Lingering Aura’ is left behind by an aligned spell ending or the dead/destruction of an aligned creature or magic item. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a ‘Dim Aura’.

If a caster sees an ‘Overwhelming Aura’ that is opposite of his/her own alignment and the aura was generate by something with twice the HD / Class Level / Caster level of the caster, the caster is Stunned for one round & the detection spell ends.

#### Magic Aura(PH p219)

Use the following table to determine the strength of the aura seen by *Detect Magic*.

Creature / Object	Unit	Dim Aura	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Active Spell	Spell Level	see below	up to 3 <sup>rd</sup>	4 <sup>th</sup> – 6 <sup>th</sup>	7 <sup>th</sup> – 9 <sup>th</sup>	10 <sup>th</sup> +
Magic Item	Caster Level	see below	up to 5 <sup>th</sup>	6 <sup>th</sup> – 11 <sup>th</sup>	12 <sup>th</sup> – 20 <sup>th</sup>	21 <sup>st</sup> +
Lingering Aura remains	—	—	1d6 rnds	1d6 min	1d6 * 10 min	1d6 days

A ‘Lingering Aura’ is left behind by an spell ending or the destruction of a magic item. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a ‘Dim Aura’.

#### Undead Aura(PH p220)

Use the following table to determine the strength of the aura seen by *Detect Good*, *Detect Evil*, etc.

Creature / Object	Unit	Dim Aura	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Undead	HD	see below	up to 1	2 – 4	5 – 10	11+
Lingering Aura remains	—	—	1d6 rnds	1d6 min	1d6 * 10 min	1d6 days

A ‘Lingering Aura’ is left behind by the destruction of an Undead. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a ‘Dim Aura’.

### Ranges

Close-range – 25’ + 5’ per 2 levels.

Medium-range – 100’ + 10’ per level.

Long-range – 400’ + 40’ per level.

Levels of Concealment

<u>Concealment</u> (PH p152) 20% miss chance.	<u>Total Concealment</u> (PH p152) Must guess at the correct hex. If the guess is correct, then there is still a 50% miss chance.
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Levels of Cover

<u>Cover, Hard (such as walls)</u> (PH p150) +4 Cover bonus to AC & +2 Cover bonus to Reflex saves for spell's whose point of origin is on the other side of the cover. Not subject to Attacks of Opportunity through the cover.	<u>Cover, Soft (such as opponents)</u> (PH p150)(PHe)+ +4 Cover bonus to AC against Ranged Attacks. Not subject to Attacks of Opportunity through the cover	<u>Full Cover</u> (PH p150) Can't be targeted
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Level of Exhaustion

<u>Fatigued</u> (PH p308) Subject cannot move run or change and suffers a -2 penalty of Strength & Dexterity. Any action that would cause 'Fatigue' instead causes the subject to become <u>Exhausted</u> . After 8 hours of complete rest, fatigue is removed.	<u>Exhausted</u> (PH p308) Subject can only move at ½ speed and suffers a -6 penalty of Strength & Dexterity. After one hour of complete rest, the subject becomes <u>Fatigued</u> .
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Levels of Fear

(in order of severity) Shaken, Frightened, Panicked, Cowering

<u>Shaken</u> (PH p312) Subject suffers a -2 penalty to attacks, skill checks, ability checks, & saving throws.	<u>Frightened</u> (PH p309) Subject must flee from the source of the fear. If cornered, the subject can fight with a -2 penalty to attacks, skill checks, ability checks, & saving throws.	<u>Panicked</u> (PH p311) Subject drops anything in his/her hands & flees from the source of the fear. If cornered, the subject must use Total Defense. All skill checks, ability checks, & saving throws have a -2 penalty.	<u>Cowering</u> (PH p306) Subject is paralyzed with fear and cannot take any actions. -2 penalty to AC & loses Dexterity modifier to AC.
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Areas of Effect – Shape

<u>Cone</u> (PH p175) Effect starts at the caster and extends out to the cone's length in a quarter circle.	<u>Line</u> (PH p175) A Line area-of-effect stretches from the caster to the end of range. All creatures & objects within a hex touched by that line are targeted.
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Areas of Effect – Fill

<u>Burst</u> (PH p175) Cannot go around corners or through Total Cover. The targets are determined when the spell is cast only.	<u>Emanation</u> (PH p175) Cannot go around corners or though <u>Total Cover</u> . Any creature that enters the emanation during the spell's duration is effected.	<u>Spread</u> (PH p175) Can go around corners, but not though <u>Total Cover</u> .
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Casting Times

<u>Immediate Action</u> (CArc p86) A Swift Action that can be used when it is not your turn. It still counts as your one Swift Action of the coming turn. You cannot use an Immediate Action when Flat-Footed. Example: <i>Feather Fall</i> .	<u>Swift Action</u> (CArc p86) You may execute one Swift Action each turn during your action. It takes as much time as a Free Action. Example: A spell with Feat: Quicken Spell applied to it.	<u>Standard Action</u> (PH pXXX) The default casting time for a spell.	<u>Full Round Action</u> (PH pXXX) A Full Round Action. Casting time for many summoning spells.
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## Other Definitions

All Actions

Attack Rolls, Saving Throws, Skill Checks, & Ability Checks.

Attitude Categories(PH p72)

See table on PH p72.

Avert Gaze (i.e., try to avoid eye contact) (MM p309)

Gain a 50% chance to avoid a gaze attack, but grant your opponent Concealment (20% miss chance).

Blind(PH p305)

Subject cannot see, has a 50% chance of missing outright in combat (assuming the correct hex was chosen), receives a –2 penalty on AC & loses Dexterity modifier to AC, moves at ½ speed, suffers a –4 penalty on most Strength & Dexterity skills.

Calling Diagram(PH p249)

Created by making a Spellcraft roll vs. DC 20 and spending 10 minutes (it is possible to ‘Take 10’ or to ‘Take 20’). When a Conj(call) spell is used with a Calling Diagram & *Dimensional Anchor*, the called creature cannot leave the diagram either by magic or mundane means. The captured creature also cannot use any of its abilities, attacks, or even Spell Resistance to escape.

The description of a Calling Diagram is contained in the spell *Magic Circle against Evil*.

Caster Check(PH p305)

Caster level + 1d20 vs. the indicated DC.

Catch Fire

Reflex save vs. DC 15 to avoid catching fire.

Each round, the subject & its equipment take 1d6 fire damage. A new Reflex save vs. DC 15 is allowed each round to put the fire out. +4 bonus for rolling on the ground or having useful help. The fire goes out automatically if the subject is doused with water, jumps in a lake, etc.

Cloud

5’ of cloud provides Concealment, while 10’ or more provides Full Concealment.

Dispersed by a Moderate Wind (11-20 mph) in four rounds or by a Strong Wind (21+ mph) in one round.

Comatose(PH p228)

Target enters a catatonic coma & cannot be awoken. Elves & Half-Elves are vulnerable to this effect.

Confused(PH p212)

Mental-effect causes the target acts randomly each round that the spell is in effect:

01-10: Attack the caster.

11-20: Act normally.

21-50: Do nothing.

51-70: Run away from the caster at top speed

71-00: Attack the nearest creature (ignoring your familiar).

Cowering

See above

Creature Equivalent

Some spells express the amount of load that can be carried and/or teleported as a number of Medium-sized creatures.

- the count does not include that caster;
- each subject, including the caster, can carry Maximum Load;
- one Small-sized (or smaller) creature can be substituted for one Medium-sized creature;
- larger creatures may be substituted according to the following table
  - 1 Large-size = 2 Medium-size
  - 1 Huge-size = 4 Medium-size
  - 1 Gargantuan-size = 8 Medium-size
  - 1 Colossal-size = 16 Medium-size

Crippled

Effectively has 0 hp, & can’t partake in strenuous activity.

Dazed(PH p307)

Subject can take no actions, but is able to defend itself normally & has not AC penalty.

Dazzled(PH p307)

Sighted creatures receive a –1 penalty to attack rolls, Spot checks, & Search checks.

<ability> Damage

Target loses an ability score which heals normally.

<ability> Drain

Target loses an ability score which can only be healed with magic.

Deafened(PH p307)

Subject cannot hear, suffers a –4 Initiative penalty, can has a 20% chance of spell failure if the spell has verbal components.

Defenseless(PH p257)

Helpless, plus always fail saving throws.

Dismissible (D)(PH p176)

Dismissing a spell requires the caster to be within spell range & use a verbal component. If the original spell did not have a verbal component, a somatic component is used instead. Either act counts as a Standard Action that does not generate an Attack of Opportunity.

Concentration spells can be dismissed as a Free Action on the caster’s action.

Dispel Check(PH p307)

1d20 + Caster Level (max +N) vs. DC 11 + target spell’s caster level. ‘N’ is determined by spell.

Energy Type

Acid, Cold, Electricity, Fire, or Sonic.

Entangled(PH p308)

Subject receives a –2 penalty to attacks, a –4 penalty to effective Dexterity, & must make Concentration checks to cast spells. If the entanglement is ‘anchored’, the subject cannot move, otherwise the subject can only move at ½ speed, but can’t run or charge.

To remove the entangle usually requires a Strength or Escape Artist check whose DC is designated by the effect.

Exhausted(PH p308)

See above.

Fascinated(PH p308)

Subject stays still & quiet as long as the effect lasts. During this time, it receives a –4 penalty on Listen & Spot checks.

If potentially threatened, the subject receives a new saving throw. Of obviously threatened, the fascination ends.

An ally can “shake” a creature out of fascination as a Standard Action.

Fast Healing N

Subject heals damage taken during the spell’s duration at the rate of N hit points per round & automatically Stabilizes. This spell does not heal starvation, thirst, or suffocation damage. Fast Healing effects do not stack.

Fatigued(PH p308)

See above.

Frightened

See above.

Held

Subject cannot move & is Helpless. Subject can still breath & think, though.

Helpless(PH p309)

Subject is immobile & extremely vulnerable. Dexterity is considered 0, so the subject’s AC is at –5. Melee attacks are at an additional +4. The subject is vulnerable to sneak attacks & coup de graces.

Incorporeal(PH p309)

The subject does not have a solid body & is immune to non-magical attacks. Magic weapons & spells can effect them with a 50% miss chance. Force effects always effect an incorporeal target. When attacking, incorporeal creatures ignore Natural Armor bonuses & Armor bonuses (unless generated by a Force effect, such as *Mage Armor*).

Invisible(PH p309)

Gain a +2 bonus on attack, and the target loses its Dexterity modifier to AC. An attacker must guess at the correct hex of the invisible creature. If the guess is correct, then there is still a 50% miss chance (i.e., Total Concealment).

Magical Sensor

When using *Clairvoyance/Clairaudience*, *Scrying*, or any other “Div(scry)” spell., the spell creates a magical, Invisible spot that is looked and/or listened through. It cannot be damaged, but can be Dispelled. It also can be located with *See Invisible*, *Detect Magic*, or *Detect Scrying*.

Nauseated(PH p310)

Subject cannot attack, cast spells, concentrate, or do anything other than a single move action each round.

Negative Energy Damage

Harms the living & heals the Undead.

Negative Level(PH p310)

For 24 hours, the subject has the following penalties per Negative Level: –1 to all skill & ability checks, –1 to all attack rolls, –1 to all saving throws; –5 hit points, –1 effective level, loses 1 spell from the highest level castable that is still available for that day.

For any Negative Level that is still in effect after 24 hours, the subject must make a Fortitude save vs. the DC of the Negative Level (either the spell's DC or for a monster, 10 + ½ HD + Charisma modifier). If the subject fails, then he/she loses an actual level permanently (though it may be returned with *Restoration* or *Greater Restoration*).

Non-Recoverable Level

Levels lost by *Raise Dead* or *Resurrection* cannot be replaced by any means.

Object Equivalent(PH p300)

Some spells express the amount of inanimate matter that can be effected as a number of Small-sized objects. Larger object may be substituted according to the following table

- 1 Small-size = 2 Tiny-size
- 1 Medium-size = 2 Small-size
- 1 Large-size = 4 Small-size
- 1 Huge-size = 8 Small-size
- 1 Gargantuan-size = 16 Small-size
- 1 Colossal-size = 32 Small-size

Panicked(PH p311)

See above.

Primary Stat

For Wizards, use Intelligence.

For Bards & Sorcerers, use Charisma.

For Clerics, Druids, Paladins, & Rangers, use Wisdom.

Positive Energy

Heals the living & damages the Undead, who typically receives a Will save for ½ damage.

Prone(PH p311)

The subject is lying on the ground.

Attackers gain a +4 bonus with melee attacks, but receive a –4 penalty with ranged attacks.

The prone creature receives a –4 penalty on melee attacks & cannot make most ranged attacks.

Rubble, Dense(DMG p90)

Costs 2 movement to go through each hex.

Scent Ability(MM p314)

Subject can detect opponents by smell within 30' (60' downwind, 15' upwind) & can track by scent.

Shaken(PH p312)

See above.

Sickened(PH p228)

Target suffers a –2 penalty on attacks, damage, saves, skill checks, & ability checks.

Slowed(PH p280)

Subject may only take one Standard or Move Action each round; suffers a –1 penalty to AC, melee attacks, melee damage, & Reflex saves.

Staggered(PH p313)

Subject can only take one Standard Action or one Move Action each round.

Stunned(PH p313)

Subject loses Dex bonus to AC, has a –2 penalty to AC, and cannot take actions.

Suspended Animation

Target is unconscious, does not need to eat, drink, or break, and no longer ages.

Untyped Damage

Damage that is not Acid damage, Cold damage, Electricity damage, Fire damage, Sonic damage, Positive Energy damage, nor Negative Energy damage. This kind of damage is not blocked by any type of resistance.

Weakened

Target's has a 2d6 penalty to Strength for the indicated time.

Wind, Moderate (DMG p95)

11 – 20 mph

Wind, Strong (DMG p95)

21 – 30 mph

Wind, Severe (DMG p95)

31 – 50 mph

Temporary HP

These hit-points are removed first if the subject is damaged. They cannot be restored, even by healing.

## Appendix

### Revision History

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- October 1, 2003 – Creation of the new D&D 3.5 Spell Index.  
Contains Player’s Handbook 3.5.
- March 12, 2004 – Added Complete Warrior & the Book of Exalted Deeds.  
Added Dragon #309 – Dragon #313.
- August 12, 2004 – Added Dragon #314.  
Added Player’s Guide to Faerûn.
- October 12, 2004 – Added Complete Divine.
- November 12, 2004 – Added Eberron Campaign Setting.  
Added Dragon #325.  
Added Monster Manual 3. Change the abbreviation of Monster Manual v3.5 from “MM3.5” to “MM” to avoid confusion with “MM3”
- April 1, 2005 – Added Complete Arcane.  
Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.  
Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.

### Key to Sourcebooks

- |            |   |                                      |   |
|------------|---|--------------------------------------|---|
| PH         | – | Player’s Handbook v.3.5              |   |
| DMG        | – | Dungeon Master’s Guide v.3.5         |   |
| MM         | – | Monster Manual v.3.5                 |   |
| MM3        | – | Monster Manual 3                     |   |
| CWar       | – | Complete Warrior                     |   |
| CDiv       | – | Complete Divine                      |   |
| CArc       | – | Complete Arcane                      |   |
| BoED       | – | Book of Exalted Deeds                |   |
| UA         | – | Unearthed Arcana                     |   |
| FR         | – | Forgotten Realms Campaign Setting    |   |
| MoF        | – | Magic of Faerûn                      |   |
| UE         | – | Unapproachable East                  |   |
| LoD        | – | Lords of Darkness                    |   |
| RoF        | – | Races of Faerûn                      |   |
| SM         | – | Silver Marches                       |   |
| Und        | – | Underdark                            |   |
| PGF        | – | Player’s Guide to Faerûn             |   |
| Eb         | – | Eberron Campaign Setting             |   |
| DR###      | – | Dragon Magazine (with issue number)  |   |
| DU##       | – | Dungeon Magazine (with issue number) |   |
| 3.5up      | – | D&D v.3.5 Accessory Update           | – <a href="http://www.wizards.com/dnd/files/DnD35_update_booklet.zip">http://www.wizards.com/dnd/files/DnD35_update_booklet.zip</a>     |
| PHe        | – | Player’s Handbook v.3.5 Errata       | – <a href="http://www.wizards.com/dnd/files/PHB_Errata09242003.zip">http://www.wizards.com/dnd/files/PHB_Errata09242003.zip</a>         |
| PGFe       | – | Player’s Guide to Faerûn Errata      | – <a href="http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip">http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip</a>       |
| CDivErrata | – | Complete Divine Errata               | – <a href="http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip">http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip</a> |
| EbErrata   | – | Eberron Errata                       | – <a href="http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip">http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip</a> |

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.