

Dungeons & Dragons 3rd Edition Index – Cleric Spells

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Collected by Chet Erez (cerez@crystalkeep.com)

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Cleric Spell List

Wisdom-based Prepared Divine Spells

0th LevelAbjuration*Resistance*(PH p245)

- <Abj, VSM(cloth)/DF, 1StdAct, Touch, 1min>
- Subject gains +1 Resistance bonus on all saves.

Conjuration*Create Water*(PH p189)

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

Cure Minor Wounds(PH p190)

- <Conj(heal), VS, 1StdAct, Touch>
- Cures 1 point of damage.

Zap Trap(DR302 p49)

- <Conj(creat)[electricity], VSM(1gp of silver), 1Minute, Touch, until discharged, RefNeg>
- Creates a 3" wide single-use rune that does 1 hp of electrical damage. Finding the rune requires a Search check vs. DC 20.

Divination*Detect Poison*(PH p193)

- <Div, VS, 1StdAct, Close-range, no SR>
- Detects poison in one creature, object, or a 5' area. Wisdom or Alchemy check vs. DC 20 to determine exact type.

Forager's Blessing(DR279 p35)

- <Div, VS/DF, 1StdAct, Touch, 1hr/lvl(D)>
- +2 bonus on Wilderness Lore checks on one subject/level for the purpose of finding food.

Guidance(PH p211)

- <Div, VS, 1StdAct, Touch, until discharged up to 1min>
- Subject can designate one attack roll, saving throw, or skill check on which to receive a +1 Competence bonus, chosen before the roll.

Evocation*Light*(PH p222) (FAQ)+

- <Evoc[light], VM(firefly)/DF, 1StdAct, 10min/lv(D), no SR>
- Object touched gives off a 20' radius of light.

Illusion*Flag*(DR302 p50)

- <Ill(figment), VS, 1StdAct, Touch, 1rnd/lvl>
- Creates an illusionary 2' by 3' flag 1' to 20' over the touched target.

Mirror(DR302 p50)

- <Ill(figment), VS, 1StdAct, Close-range, 1rnd/lvl>
- Creates an insubstantial, floating, single-sided 1' by 1' mirror. As a Move-Equivalent action, the caster can move it anywhere within range.

Necromancy*Inflict Minor Wounds*(PH p217)

- <Necro[touch attack], VS, 1StdAct, Touch, Will½>
- Target takes 1 point of damage.

Preserve Organ(BoVD p101)

- <Necro, VS/DF, 10Minutes, Touch, 24hrs>
- Protects one detached organ from decay.

Transmutation*Glittering Razors*(DR302 p50)

- <Trans, VSM(pinch of polish, piece of rag), 1FullRound, Touch, Instantaneous>
- One touched metal object per Caster level becomes brightly polished. If cast on a bladed metal weapon, it does +1 damage on its next hit (if successful).

Heat Water(DR302 p50)

- <Trans, VS, 1StdAct, 5', Concentration up to 1min/lvl>
- 2 pints of liquid are heated to any desired temperature. It takes 1 minute to bring cold water to a boil.

Mending(PH p227)

- <Trans, VS, 1StdAct, 10' range>
- Repairs an object of up to 1 pound.

No Light(BoVD p100)

- <Trans, VS, 1StdAct, Close-range, 1min/lvl>
- Normal light sources & *Light* spell are suppressed in a 20' radius.

Slash Tongue(BoVD p103)

- <Trans[evil], VS, 1StdAct, Close-range, 1rnd, FortNeg>
- Target takes 1hp of damage & receives a –1 penalty to All Actions for 1rnd due to pain. Only harms a living creature with a tongue.

Virtue(PH p269)

- <Trans, VS/DF, 1StdAct, Touch, 1min>
- Touched subject gains 1 Temporary hp.

Yell(DR302 p51)

- <Trans, V, 1StdAct, Personal, until discharged up to 1min>
- Amplifies one message of up to ten words so that everyone in the area gains a +10 bonus on Listen checks to hear it.

Universal*Detect Magic*(PH p193)(FAQ)+

- <Univ, VS, 1StdAct, 60' range, Concentration up to 1min/lvl, no SR>
- Detects spells and magic items within 60'. A quarter circle can be checked each round.

Purify Food and Drink(PH p241)

- <Univ, VS, 1StdAct, 10'>
- Purifies 1 cubic foot of food/water per level.

Read Magic(PH p243)

- <Univ, VSF(prism), 1StdAct, Personal, 10min/lvl>
- Reads scrolls & spellbooks at 1 page per min.

1st Level**Abjuration***Burial Blessing*(DotF p83)

- <Abj[good], VSM(holy water/unholy water)X(100), 10min, Touch, Permanent>
- The target corpse cannot be animated nor will it rise as an undead. Anyone trying to tamper with the corpse must make a Will save or flee with fear for 1min/lvl.

Endure Elements(PH p199)

- <Abj, VS, 1StdAct, Touch, 24hrs>
- Ignore 5 damage/round from one energy type (acid, cold, electricity, fire, or sonics).

Entropic Shield(PH p200)

- <Abj, VS, 1StdAct, Personal, 1min/lvl>
- Ranged attacks that target the caster have a 20% miss chance.

Invisibility to Undead(PH p218)

- <Abj, VS/DF, 1StdAct, Touch, 10min/lvl, WillNeg>
- Undead can't perceive one subject per level, though intelligent undead get a Will save. The spell ends for anyone who attacks, turns, or touches an undead.

Protection from Chaos(PH p240)(FAQ)+

- <Abj[law], VSM(silver)/DF, Touch, 1min/lvl(D)>
- Subject gains the following:
 - +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Chaotic creatures;
 - Blocks any mind control; &
 - Keeps non-Lawful Summoned & Conjured creatures 1' away unless they make a Spell Resistance check or the subject attacks.

Protection from Evil(PH p240)(FAQ)+

- <Abj[good], VSM(silver)/DF, Touch, 1min/lvl(D)>
- Subject gains the following:
 - +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Evil creatures;
 - Blocks any mind control; &
 - Keeps non-Good Summoned & Conjured creatures 1' away unless they make a Spell Resistance check or the subject attacks.

Protection from Good(PH p240)(FAQ)+

- <Abj[evil], VSM(silver)/DF, Touch, 1min/lvl(D)>
- Subject gains the following:
 - +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Good creatures;
 - Blocks any mind control; &
 - Keeps non-Evil Summoned & Conjured creatures 1' away unless they make a Spell Resistance check or the subject attacks.

Protection from Law(PH p240)(FAQ)+

- <Abj[chaos], VSM(silver)/DF, Touch, 1min/lvl(D)>
- Subject gains the following:
 - +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Lawful creatures;
 - Blocks any mind control; &
 - Keeps non-Chaotic Summoned & Conjured creatures 1' away unless they make a Spell Resistance check or the subject attacks.

Remove Fear(PH p245)

- <Abj, VS, 1StdAct, Close-range, 10min>
- +4 Morale bonus on saves vs. fear for one subject +1 per four levels. Subject under the effect of fear immediately gets a new save with the bonus.
- Counters *Cause Fear*.

Rosemantle(MoF p114)(MoFe)+

- <Abj[light], VS, 1StdAct, Touch, 1rnd/lvl>
- Subject glows like a candle & gains a +1 Sacred bonus per caster level vs. pain, nausea, & fear effects, and is immune to the effects of poison until the spell ends.

Sanctuary(PH p247)

- <Abj, VS/DF, 1StdAct, Touch, 1rnd/lvl, WillNeg >
- Opponents can't attack the touched subject directly with melee, ranged, or spell attacks unless they make a Will save. If the subject attack, the spell ends.

Shield of Faith(PH p251)

- <Abj, VSM(holy writings), 1StdAct, Touch, 1min/lvl>
- Subject gains a Deflection bonus to AC of 2 +1 per six full levels (max total bonus is +5).

Suspend Disease(BoVD p106)

- <Abj, VSM(bile), 1StdAct, Touch, 24hr>
- Any disease effecting the touched subject does no additional harm for 24 hours, though he does not get a save to end the infection.

Conjuration*Cure Light Wounds*(PH p190)

- <Conj[heal], VS, 1StdAct, Touch>
- Cures 1d8 +1/level damage (max +5).

Extract Drug(BoVD p94)

- <Conj[creat], VS, 1Minute, Touch, Permanent>
- The caster magically extracts 1 dose of drug from 1 cubic foot of normal material. The drug appears in the form of greenish fumes, which must be inhaled within 1 round. Drugs are listed on BoVD p43.

Faith Healing(MoF p93)

- <Conj[heal], VS, 1StdAct, Touch>
- Cures 8 +1/level damage (max +5) to the touched worshiper of the caster's patron.

Obscuring Mists(PH p233)

- <Conj[creat], VS, 1StdAct, 1min/lvl>
- Creates a 30' radius by 20' high Cloud of fog centered around the caster.

Regenerate Light Wounds(MotW p92)

- <Conj[heal], VS, 1StdAct, Touch, 10rnd + 1rnd/lvl>
- The living subject gains Fast Healing 1.

Summon Monster I(PH p258)

- <Conj[sum][variable alignment/element], VSF(tiny bag, small candle)/DF, 1Full-Round, Close-range, 1rnd/lvl(D)>
- Summons 1 Monster from Table #1 to fight whomever you direct it to. It can attack on your initiative starting its first round.

Divination*Comprehend Languages*(PH p186)

- <Div, VSM/DF, 1StdAct, Personal, 10min/lvl>
- Understands all spoken and written languages of the person or object touched.

Detect Chaos(PH p192) (FAQ)+

- <Div, VS/DF, 1StdAct, 60', Concentration up to 10min/lvl(D), no SR>
- Reveals chaotic creatures, spells, or objects in a 90° arc. First round shows its presence, second round the number of distinct auras, & third round their relative strengths. Overpowering auras may leave the caster Stunned for 1 round & cancel the spell.

Detect Evil(PH p192) (FAQ)+

- <Div, VS/DF, 1StdAct, 60', Concentration up to 10min/lvl(D), no SR>
- Reveals evil creatures, spells, or objects in a 90° arc. First round shows its presence, second round the number of distinct auras, & third round their relative strengths. Overpowering auras may leave the caster Stunned for 1 round & cancel the spell.

Detect Good(PH p193) (FAQ)+

- <Div, VS/DF, 1StdAct, 60', Concentration up to 10min/lvl(D), no SR>
- Reveals good creatures, spells, or objects in a 90° arc. First round shows its presence, second round the number of distinct auras, & third round their relative strengths. Overpowering auras may leave the caster Stunned for 1 round & cancel the spell.

Detect Law(PH p193) (FAQ)+

- <Div, VS/DF, 1StdAct, 60', Concentration up to 10min/lvl(D), no SR>
- Reveals lawful creatures, spells, or objects in a 90° arc. First round shows its presence, second round the number of distinct auras, & third round their relative strengths. Overpowering auras may leave the caster Stunned for 1 round & cancel the spell.

Detect Undead(PH p194)

- <Div, VSM(earth from a grave)/DF, 1StdAct, 60', Concentration up to 1 min/lvl(D), no SR>
- Reveals undead creatures in a 90° arc. First round shows its presence, second round the number of distinct auras, & third round their relative strengths. Overpowering auras may leave the caster Stunned for 1 round & cancel the spell.

Vision of Glory(MoF p131)

- <Div, VS/DF, 1StdAct, Touch, until discharged up to 1min>
- Target gains +1 Morale bonus on one save.

Wieldskill(MoF p134)(MoFe)+

- <Div, VS, 1StdAct, Touch, until discharged up to 1min/lvl>
- Target gains +10 Competence bonus to one known skill, the ability to use an unknown skill at 0 rank, or gains a weapon or armor proficiency.

Enchantment*Bane*(PH p177)

- <Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl, WillNeg>
- All enemies within 50' suffer –1 Morale penalty to attacks & –1 Morale penalty on saves vs. fear.

Bless(PH p180)(FAQ)+

- <Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl>
- All allies within 50' gain +1 Morale bonus to attacks & +1 Morale bonus on saves vs. fear.

Command(PH p185)(DR300 p112)+

- <Ench(comp)[language][mind], V, 1StdAct, Close-range, 1rnd, WillNeg>
- Target obeys a one-word command it understands.

Doom(PH p198)

- <Ench(comp)[fear][mind], VS/DF, 1StdAct, Medium-range, 1min/lvl, WillNeg>
- Target suffers –2 Morale penalty on All Actions & damage rolls.

Drug Resistance(BoVD p93)

- <Ench, VM(pure water), 1StdAct, Touch, 1hr/lvl>
- Touched living subject has no chance of becoming addicted to drugs during the spell's duration, but doesn't effect prior addiction.

Heartache(BoVD p97)

- <Ench[mind][evil], VS/DF, 1StdAct, Close-range, 1rnd, WillNeg>
- Target becomes Helpless for 1 round.

Random Action(PH p242)

- <Ench(comp)[mind], VS/DF, 1StdAct, Close-range, 1rnd, WillNeg>
 – Target either 1) attacks self, 2), attacks nearest being, 3) runs away, 4) drops everything, 5) is **Stunned**, 6) goes into Total Defense, 7) talks/makes noise, or 8) attacks caster.

Sacrificial Skill(BoVD p103)

- <Ench[evil], VSM(lock of hair from an unwilling humanoid), 1StdAct, Personal, 1min/lvl>
 – Caster gains +5 bonus to Knowledge (religion) checks made during a sacrifice.

Sorrow(BoVD p104)

- <Ench[mind][evil], VSM(tear), 1StdAct, Close-range, 1rnd/lvl, WillNeg>
 – Living target gets a –3 penalty on **All Actions**.

Stupor(BoVD p106)

- <Ench[mind], SM(puffball mushroom), 1Min, Touch, 1hr/lvl, FortNeg>
 – A **Helpless** target is put into a clouded, confused state where it will take no actions except following along where it is lead.

Evocation**Divine Favor**(PH p197)

- <Evoc, VS/DF, 1StdAct, Personal, 1min>
 – The caster gains a Luck bonus of +1 per 3 levels to attacks & weapon damage.

Handfire(MoF p98)

- <Evoc[light][touch attack], VS, 1StdAct, until discharged>
 – The caster’s hand glow like a candle and can make one touch attack per level. Living creatures take 1d4 +1/level (max +5). Undead take 1d6 + 1/level (max +5). Constructs, etc. take no damage from this spell.

Necromancy**Angry Ache**(BoVD p85)

- <Necro, VS, 1StdAct, Close-range, 1min/lvl, FortNeg>
 – The living target receives a –2 Circumstance penalty per 4 levels (max –10).

Cause Fear(PH p182)

- <Necro[fear][mind], VS, 1StdAct, Close-range, 1d4rnds, WillNeg>
 – Target suffers a –2 Morale penalty on attacks, weapon damage, & saving throws, and flees if able (i.e., **Frightened**). Doesn’t effect targets with 6HD or more.
 Counters **Remove Fear**.

Deathwatch(PH p191)

- <Necro, VS, 1StdAct, Close-range, 10min/lvl, no SR>
 – See how wounded subjects are in a 90° arc. Choices are ‘dead’, ‘undead’, ‘fragile’, ‘alive’, & ‘object’.

Inflict Light Wounds(PH p217)

- <Necro[touch attack], VS, 1StdAct, Touch, Will½>
 – Target takes 1d8 + 1/lvl damage (max +5).

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.

Transmutation**Bless Water**(PH p180)

- <Trans[good], VSM(25gp silver), 1Minute, Touch>
 – Transforms 1 flask of water into Holy Water.

Curse Water(PH p190)

- <Trans[evil], VSM(25gp silver), 1Minute, Touch>
 – Transforms 1 flask of water into Unholy Water.

Magic Stone(PH p225)

- <Trans, VS/DF, 1StdAct, Touch, until discharged up to 30min>
 – 3 pebbles gain a +1 Enhancement bonus to attack & deal 1d6 +1 damage (double vs. undead). Range increment is 20’.

Magic Weapon(PH p225)

- <Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>
 – Touched weapon gains a +1 Enhancement bonus to attack & damage.
 If this spell is cast by a paladin or a cleric of a good deity, the weapon is also **Blessed**.

Portal Beacon(MotP p37)

- <Trans, VS, 1StdAct, Close-range, 1hr/lvl>
 – Up to 6 designated people (who do **not** need to be present) know the direction and distance to a **Portal** within range at casting time.

Spider Hand(BoVD p104)

- <Trans, VS, 1StdAct, Personal, Concentration up to 1min/lvl>
 – Caster detaches his/her hand, which becomes a Small Monstrous Spider(MM p210) under his/her command, though it must stay within 20’/lvl. The caster can see through its eyes. If the spider returns to the caster before the spell ends, it reattaches. Otherwise, the caster takes 1d6 damage when the hand reappears (this happens if the spider is killed).

Womb of the Land(DR279 p35)

- <Trans, VS, 15Minutes, Close-range>
 – A (15’ + 10’/lvl) radius area of light, natural vegetation will grow crops in 1 day. Once cast, the seeds must still be planted.

2nd Level**Abjuration****Aura against Flame**(MoF p78)

- <Abj, VS, 1StdAct, Personal, 1rnd/lvl>
 – Ignore 12 fire damage/round. If the aura comes in contact with a fire that can do up to 12hp of fire damage/round, it is extinguished. As a Standard Action, the caster may touch an on-going magical fire (such as **Wall of Fire**) or ready a “counter-spell” against instantaneous magical fires (such as **Fireball**). In either case, make a **Dispel Check** (max +10). If successful, both the magical fire & the Aura are dispelled; otherwise both remain.

Avoid Planar Effects(MotP p33)

- <Abj, V, 1StdAct, 1min/lvl>
 – One subject per level within 20’ of the caster is “attuned” to the current plane of existent, making survival much easier. For example, if attuned on the Elemental Plane of Water, the subject would be able to breath water and not take damage from extreme water pressure.

Divine Flame(DotF p85)

- <Abj, VS, 1StdAct, 15’ radius, 1rnd/lvl, Fort½>
 – When cast, an **immobile** 15’ radius area around the caster is created that wards against creatures with the ‘cold’ subtype. Any that enter take 1d4 damage per level (max 5d4) each round (save each round for ½ damage).

Divine Zephyr(DotF p85)

- <Abj, VS, 1StdAct, 15’ radius, 1rnd/lvl, Fort½>
 – When cast, an **immobile** 15’ radius area around the caster is created that wards against creatures with the ‘fire’ subtype. Any that

- enter take 1d4 damage per level (max 5d4) each round (save each round for ½ damage).

Filter(T&B p89)

- <Abj, VSM(web, cloth), 1StdAct, Touch, 10min/lvl >
 – Makes subject resistant to inhaled toxins unless created by a 9th+ level caster or is a 5th+ level spell effect. If not out-right immune, the subject gets a +2 Circumstance bonus on any appropriate save.

Gaze Screen(T&B p90)

- <Abj, VS, 1StdAct, Touch, 10min/lvl>
 – Subject has a 50% chance to avoid gaze attacks as if eyes were closed.

Resist Elements(PH p246)

- <Abj, VS/DF, 1StdAct, Touch, 1 min/lvl>
 – Ignore 12 damage/round from one energy type (acid, cold, electricity, fire, or sonics). Note that this spell supercedes **Endure Elements**.

Shield Other(PH p251)

- <Abj, VSF(two 50gp platinum rings that must be worn by caster & target), 1StdAct, Close-range, 1hr/lvl>
 – 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.

Spell Shield(MoF p122)

- <Abj, VS/DF, 1StdAct, Touch, 1min/lvl>
 – Touched target gains a +3 Resistance bonus on saving throws against spells and spell-like abilities.

Undetectable Alignment(PH p267)

- <Abj, VS, 1StdAct, Close-range, 24hrs, WillNeg>
 – The target creature or object cannot have its alignment detected.

Conjuration**Cure Moderate Wounds**(PH p190)

- <Conj(heal), VS, 1StdAct, Touch>
 – Cures 2d8 +1/level damage (max +10).

Delay Poison(PH p191)

- <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.

Lesser Restoration(PH p222)

- <Conj(heal), VS, 3FullRounds, Touch>
 – Touched creature has penalties on one ability score removed -or- has 1d4 ability damage cured from one ability score. This spell cannot heal permanent ability drain.

Regenerate Moderate Wounds(MotW p93)

- <Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd/lvl>
 – The living subject gains **Fast Healing 2**.

Remove Paralysis(PH p245)

- <Conj(heal), VS, 1StdAct, Close-range>
 – Frees up to 4 creatures in a 20’ area from the effects of paralysis, being **Held**, or the effects of a **Slow** spell. If cast on 1 subject, the removal is automatic. If cast on 2 subjects, each gets a new save with a +4 Resistance bonus. If cast on 4 subjects, each gets a new save with a +2 Resistance bonus.

Spectral Stag(MoF p120)(MoFe+)

<Con(creat), VS/DF, 1StdAct, 1rnd/lvl>

- The caster conjures a quasi-real stag either next to him or beneath him (i.e., automatically riding it). The stag can be ordered to attack or carry the caster away. It has AC 18, (7 + 1/lvl) hit-points, movement of 60', is able to run across water, across air for 1 round, can carry its caster + 10lbs/lvl, & can start moving on its first round. If directed to attack, it initiates a Bull Rush as a Large creature with an Strength of 18.

Spores of the Vrock(BoVD p105)

<Conj(creat)[evil], VSM(feather from a harpy), 1FullRound, FortNeg>

- Everyone within 5' of the caster must make a Fortitude save or take 1d8 damage on the first round & 1d2/round for the next 10 rounds. The damage can be postponed by *Delay Poison* & is negated by *Bless*, *Neutralize Poison*, *Remove Disease*, or an application of Holy Water.

Summon Monster II(PH p258)

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

- Summons 1 Monster from Table #2 or 1d3 Monsters from Table #1 to fight whomever you direct it to. It can attack on your initiative starting its first round.

Divination*Augury*(PH p177)

<Div, VSF(casting runes worth at least 25gp), 1StdAct, 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, with failure always resulting in “nothing”.

Find Traps(PH p203)

<Div, VS, 1StdAct, Medium-range, Personal, 1min/lvl>

- Caster can use the Search skill to locate traps as a rogue does.

Speak with Animals(PH p254)

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

- You may communicate with ‘animals’, but not ‘beasts’, ‘magical beasts’, or ‘vermin’.

Enchantment*Aid*(PH p172)

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

- Subject gains a +1 Morale bonus to attack & saves vs. fear and +1d8 temporary hp.

Animal Messenger(PH p173)

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

- Sends a Tiny animal to a specific place. Typically used to carry a written message.

Calm Emotions(PH p182)

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

- Calms 1d6 subjects per level. 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, *Bless*, and other Mind-Effecting effects (designated “[mind]”).

Enthrall(PH p200)

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

- The caster's performance 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). Those with less than 4HD and less than 16 Wisdom become unaware of their surroundings.

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

Hold Person(PH p214)

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

- One humanoid of up to Medium-size is Held.

Sap Strength(BoVD p103)

<Ench[evil][touch attach], VSM(needle, tiny glass bottle), 1StdAct, Touch, FortNeg>

- Touched living creature becomes Exhausted.

Wave of Grief(BoVD p109)

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

- All living creatures within the Cone receive a -3 Moral penalty on All Actions.

Zone of Truth(PH p274)

<Ench(comp)[mind], VS/DF, Close-range, 5' radius/level, 1min/lvl, WillNeg>

- Subjects within the area of effect or who enter it that fail their save cannot lie. All subject know that the zone is in effect & have the option of not speaking or being evasive.

Evocation*Consecrate*(PH p187)

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

- Undead cannot be created or summoned in a 20' radius emanation. Any undead that enter receive a -1 Sacred penalty on attacks, damage, & saving throws. All Charisma checks to turn/destroy undead in the area gain a +3 Sacred bonus. If cast on an altar or other permanent fixture to your deity, Sacred bonuses & penalties are doubled. You cannot consecrate an area with a permanent fixture to another deity.

This spell counters & dispels *Desecrate*.

Darkbolt^(BoVD p90)

<Evoc[darkness][evil][energy bolt][cold], VS, 1StdAct, Close-range, Fort½>

- One target takes 1d8 damage per 2 levels (max 5d8) with is half ‘cold’ damage & half untyped damage (no save), plus the target is Stunned for 1 round (FortNeg).

Darkness(PH p190)

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

- Touched object emanates supernatural darkness in a 20' radius. Even creatures with Darkvision cannot see through it.

This spell counters or dispels Light spells of equal or lower level, though *Daylight* will cancel this spell and be canceled by it.

Desecrate(PH p192)(FAQ+)

<Evoc, VSM(unholy water, 25gp of silver dust)/DF, 1StdAct, Close-range, 2hrs/lvl>

- This spell can either:
 - make undead created or summoned in a 20' radius emanation gain +1 hit point per HD. Any that enter receive a +1 Profane bonus on attacks, damage, & saving

throws. All Charisma checks to turn/destroy undead in the area receive a -3 Profane penalty. If cast on an altar or other permanent fixture to your deity, Profane bonuses & penalties are doubled & the undead receive +2 hit points per HD.

-or-

- b) desecrate an area with a permanent fixture to another deity, which cuts that area off from that deity.

This spell counters & dispels *Consecrate*.

Hand of Divinity(MoF p98)(MoFe+)

<Evoc[variable alignment], VS/DF, Touch, 1min/lvl>

- Touched target who worships the same deity as the caster -or- has the same alignment as the caster gains a +2 bonus on all saving throws. If the deity is evil, the bonus is Profane & this spell is [evil], otherwise, the bonus is Sacred & this spell is [good].

Knife Spray(DotF p87)

<Evoc, VS, 1StdAct, Close-range, Ref½>

- Cone of water droplets that does 1d6 + 1/level (max +5).

Shatter(PH p250)

<Evoc[sonic], VSM(chip of mica)/DF, 1StdAct, Close-range, WillNeg -or- Fort½ >

- Sonic vibration destroy objects in 1 of 3 ways:

- All glass, crystal, etc., in a 3' radius that weigh less than 1 lb/lvl are shattered. A person carrying an object gets a Will save to negate. Otherwise, no save.
- A single solid object weighing up to 10 lbs/lvl can be shattered. The carrier get a Will save to negate.
- A targeted crystalline creature takes 1d6 sonic damage per level (max 10d6), Fortitude save for ½.

Sound Burst(PH p254)

<Evoc[sonic], VSF(small musical instrument)/DF, 1StdAct, Close-range, Will½>

- All creatures in a 10' radius spread take 1d8 sonic damage (no save) and are Stunned for 1 round (Will save negates).

Spiritual Weapon(PH p256)

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

- The caster summons a religiously appropriate weapon out of force that does 1d8 damage, but has the same threat range & critical multiplier as the base weapon. It 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.

Illusion*Silence*(PH p252)(FAQ+)

<Ill[glamer], VS, 1StdAct, Long-range, 1min/lvl, WillNeg>

- The caster creates a 15' radius area that negates sound. If cast on a person or an attended object, a Will save negates. Otherwise the effect is immobile.

This spell counters & dispels *Fortissimo*.

Necromancy*Dance of Ruin*(BoVD p90)

<Necro[evil], VS, 1FullRound, Close-range, Ref½>
– All non-demons within range of the caster take 2d20 damage.

Death Knell(PH p191)

<Necro[death][evil][touch attack], VS, 1StdAct, Touch, WillNeg>
– If touched creature with –1 hp (or less) fails its save, it dies and the caster gains 1d8 temp hp, +2 Strength, and +1 effective caster level for 10 min per target creature's HD.

Gentle Repose(PH p208)

<Necro, VSM(salt, copper piece per eye)/DF, 1StdAct, Touch, 1day/lvl>
– Prevents the touched corpse from rotting.

Inflict Moderate Wounds(PH p217)

<Necro[touch attack], VS, 1StdAct, Touch, Will½>
– Target takes 2d8 + 1/lvl damage (max +10).

Wither Limb(BoVD p110)

<Necro[evil], VS, 1StdAct, Close-range, 1rnd/lvl, FortNeg>
– The caster withers either the arms or legs of one humanoid:
Legs – Target falls prone and has its movement reduced to 5'.
Arms – Target drops anything held & cannot use object or cast spells with somatic components.

Transmutation*Body Blades*(MoF p82)

<Trans, VS, 1StdAct, Personal, 1min/lvl>
– The caster's body becomes covered with spikes that do 1d6 (x2 on a critical) on a successful grapple check or an unarmed melee attack. The caster also gains a +4 bonus on Escape Artist checks to escape from rope, a net, etc. If the caster is grappled, the attacker takes 2hp damage.

Brambles(DotF p82)

<Trans, VSM(thorn), 1StdAct, Touch, 1rnd/lvl>
– Touched wooden bludgeoning melee weapon gains +1 Enhancement bonus to attack rolls & +1 damage per level (max +10).

Bull's Strength(PH p181)

<Trans, VSM(bull hair)/DF, 1StdAct, Touch, 1hr/lvl>
– 1d4+1 Enhancement bonus to Strength.

Curse of Ill Fortune(MoF p86)(MoFe)+

<Trans, VS/DF, 1StdAct, Medium-range, 1min/lvl, WillNeg>
– A living subject suffers a –3 penalty on All Actions.

Durability(DR305 p67)

<Trans, VS, 1StdAct, Touch, 1min/lvl>
– The touched object of up to 10 cubic feet per level gains a Harness of 10.
If the touched object is non-metallic armor, it receives the following changes:

- Armor bonus to AC increased by 1;
- Armor check penalty worsens by 1; &
- Arcane Spell Failure chance increases 5%.

Eagle's Splendor(FR p68)(T&B p87)

<Trans, VSM(eagle feather)/DF, 1StdAct, Touch, 1hr/lvl>
– 1d4+1 Enhancement bonus to Charisma.

Endurance(PH p199)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl>
– 1d4+1 Enhancement bonus to Constitution.

Fox's Cunning(T&B p89)

<Trans, VSM(fox hair)/DF, 1StdAct, Touch, 1hr/lvl>
– 1d4+1 Enhancement bonus to Intelligence.

Make Whole(PH p225)

<Trans, VS, 1StdAct, Close-range>
– Repairs an object of up to 10³/level.

Owl's Wisdom(T&B p94)

<Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1hr/lvl>
– 1d4+1 Enhancement bonus to Wisdom.

Spider Legs(BoVD p105)

<Trans, VS, 1StdAct, Personal, 1min/lvl>
– Caster grows long spider legs that have a speed of 30' and move on vertical surfaces.

Stone Bones(MoF p123)

<Trans, VSF(tiny skull carved from stone), 1StdAct, Touch, 10min/lvl>
– Touched corporeal undead gains +3 Natural Armor bonus due to a hardened skeleton.

3rd LevelAbjuration*Bolster Damage Reduction*(DR304 p31)

<Abj, VSM(iron rod), 1StdAct, Touch, 1min/lvl(D)>
– Touched creature with natural Damage Reduction (i.e., not from a spell) gains a +5 bonus on the amount of damage resisted (i.e., DR 15/+1 becomes DR 20/+1). This spell does not change "unresistable" Damage Reduction (such as that of a Barbarian). A target cannot benefit from multiple castings.

Contagion Ward(DR304 p32)

<Abj, VS, 1StdAct, Close-range, Permanent, no save>
– When a creature who is in the incubation period of a disease (or a condition that can be healed as if it were a disease, such as being impregnated with a Xill's egg), the 'disease' gains Spell Resistance of (11 + Caster level) against healing attempts.

Dispel Magic(PH p196)

<Abj, VS, 1StdAct, Medium-range, 1 target –or– 30' radius, 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 the target gets a separate Dispel Check. If successful, the spell effect is terminated, except for those caused by magic items, which are only suppressed for 1d4 rounds.
c) Area Dispel – Each target in a 30' gets a Dispel Check against each spell in turn (highest caster level 1st) until one is dispelled or all checks fail. Items are not effected.

Forceward(MoF p95)(MoFe)+

<Abj[force], VS/DF, 1FullRound, 1min/lvl, WillNeg>
– Creates an immobile 10' radius sphere around the caster which gives off enough light to see

inside the sphere & 5' past its edge. In order to enter the sphere, a creature must make a Will save. Anyone (including the caster) can freely leave, but must make the save to enter. The sphere does not prevent the entry of spells, projectiles, or even reach weapons.

Glyph of Warding(PH p209)

<Abj, VSM(200gp diamond dust, incense), 10Minutes, Touch, until discharged>
– Caster inscribes a one-use almost invisible rune upon an object or area (up to 5 square feet per level) which is set off when anyone (visible or otherwise) touches or passes it. The caster can set criteria which will keep the glyph from discharging, such as a password, the creature's race or alignment, or even religion (though the spell can be fooled by *Nondetection*, *Polymorph Self*, etc.). If noticed, a *Read Magic* along with Spellcraft check vs. DC 13 will identify the effect contained by the glyph. A glyph can either
a) inflict 1d8 per 2 levels (max 5d8) in a 5' radius of one energy type (acid, cold, electricity, fire, or sonic); or
b) store one harmful spell up to 3rd level.

Magic Circle against Chaos(PH p223)(FAQ)+

<Abj[law], VSM(silver)/DF, Touch, 10min/lvl, no SR>
– Creates a magical barrier 10' around the touched subject which does the following:
a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Chaotic creatures;
b) Blocks any mind control; &
c) Non-Lawful Summoned & Conjured creatures cannot cross the circle unless they make a Spell Resistance check or the subject attacks.

The circle can also be focused inward to form an immobile prison for a Summoned creature.

Magic Circle against Evil(PH p223)(FAQ)+

<Abj[good], VSM(silver)/DF, Touch, 10min/lvl, no SR>

– Creates a magical barrier 10' around the touched subject which does the following:

- +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 cross the circle unless they make a Spell Resistance check or the subject attacks.

The circle can also be focused inward to form an immobile prison for a Summoned creature.

Magic Circle against Good(PH p223)(FAQ)+

<Abj[evil], VSM(silver)/DF, Touch, 10min/lvl, no SR>
– Creates a magical barrier 10' around the touched subject which does the following:
a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Good creatures;
b) Blocks any mind control; &
c) Non-Evil Summoned & Conjured creatures cannot cross the circle unless they make a Spell Resistance check or the subject attacks.

The circle can also be focused inward to form an immobile prison for a Summoned creature.

Magic Circle against Law(PH p223)(FAQ)+

<Abj[chaos], VSM(silver)/DF, Touch, 10min/lvl, no SR>
– Creates a magical barrier 10' around the touched subject which does the following:
a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Lawful creatures;
b) Blocks any mind control; &
c) Non-Chaotic Summoned & Conjured creatures cannot cross the circle unless they make a Spell Resistance check or the subject attacks.

The circle can also be focused inward to form an immobile prison for a Summoned creature.

Mass Resist Elements(T&B p93)

<Abj, VS/DF, 1StdAct, Touch, 1min/lvl>
 – 1 subject per level in a 30' area ignores 12hp/rnd from one energy type (acid, cold, electricity, fire, or sonics).

This spell supercedes *Endure Elements*.

Negative Energy Protection(PH p231)

<Abj, VS, 1StdAct, Touch, until depleted up to 1rnd/lvl>

– If the subject is hit with a Negative Energy Attack that drains ability scores, inflicts **Negative Levels**, drains levels outright (usually undead, Necromancy spells, & some magic items), the subject rolls d20 + spell's Caster level vs. DC (11 + (attacker's HD or the effect's caster level)). If successful, the entire Negative Energy aspect of the attack is negated, but the subject still takes the attack damage & the *Negative Energy Protection* is negated + an attacking undead takes 2d6 damage. If the check fails, the subject takes the Negative Energy Attack as normal, but the protection remains.

Obscure Object(PH p232)

<Abj, VSM(chameleon skin)/DF, 1StdAct, Touch, 8hrs>
 – Masks object against divination.

Positive Energy Protection(MoTP p37)

<Abj, VS, 1StdAct, Touch, 1rnd/lvl>

– The touched subject is protected from positive energies. Any attempt to heal (which damages undead) or turn the subject requires a **Caster Check** vs. DC 11 + the level of the originator. If the check is successful, the positive energy is negated & the originator takes 2d6 damage if it was touching the subject. Failure means that the positive energy effect occurs normally.

Protection from Elements(PH p240)

<Abj, VS/DF, 1StdAct, Touch, until discharged up to 10min/lvl>

– Touched person is immune to a total of 12 damage per level from one kind of energy (acid, cold, electricity, fire, or sonic). Once all the damage has been taken, the spell is discharged.

Note: This spell takes precedence over *Resist Elements* / *Endure Elements*. Only once it is discharged will the other spells be applied.

Remove Curse(PH p244)

<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. Counters & dispels *Bestow Curse*.

Safety(MoTP p38)

<Abj, VS, 1StdAct, Touch, 10min/lvl>

– The touched subject can find the shortest, more direct path out of a situation causing environmental damage to a place of safety. For example, the subject would know the way out of a *Cloudkill* or which direction to travel on the Plane of Fire to get of a "cool" spot.

Zone of Respite(MoTP p40)

<Abj, VSM(gorgon blood), 2RullRounds, Medium-range, 10min/lvl>

– One 30' cube area per level become immune to extra-planar intrusions, such as *Dimension Door*, *Plane Shift*, etc. Summoning & calling spells do no function within the area of effect, but creatures produced by those spells may enter the area normally. Creatures in overlapping planes, such as the Ethereal plane, are forced out of the area & cannot enter during the spell's duration.

Conjuration**Create Food and Water**(PH p189)

<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 back).

Cure Serious Wounds(PH p190)

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

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

Prayer(PH p238)

<Conj(creat), VS/DF, 1StdAct, 1rnd/lvl, no save>

– All allies within 30' radius of the caster gain +1 Luck bonus on attacks, damage, saves, & skill checks. All enemies within 30' radius of the caster suffer a –1 Luck penalty on attacks, damage, saves, & skill checks.

Remedy Moderate Wounds(MoF p113)(MoFe)+

<Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd/lvl>

– The living subject gains **Fast Healing 2**.

Remove Blindness/Deafness(PH p244)

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

– Cures either Blindness or Deafness in the touched target (magical or otherwise).

Remove Disease(PH p244)

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

– Cures all diseases affecting subject, as well as parasites, green slime, etc.

Summon Monster III(PH p259)

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

– Summons 1 Monster from Table #3, 1d3 Monsters from Table #2, or 1d4+1 Monsters from Table #1 to fight targets of your choice, starting on your initiative of their first round.

Divination**Blessed Aim**(DoTF p81)

<Div, VS, 1StdAct, Concentration>

– All allies within 60' of the caster receive a +2 Morale bonus on ranged attacks.

Chain of Eyes(DoTF p84)

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

– As a Free Action, the caster may choose to look though the touched target's eyes instead of his/her own. Note that the caster has no control over the target. Each time the target touches another creature, the caster has the option of moving the 'sensor' to the new creature (thereby seeing through its eyes instead).

Circle Dance(MoF p84)

<Div, VS, 1Min, Personal>

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

Devil's Eye(BoVD p92)

<Div[evil], VS, 1StdAct, Personal, 1min/lvl>

– The caster can see up to 30' in normal & magical darkness.

Eyes of the Zombie(BoVD p94)

<Div[evil], VSF(zombie animated by the caster, brackish water), 30Min, Personal, 1hr/lvl>

– The caster removes the zombie's eyes, stores them in the brackish water, removes his own eyes (taking 1d6 damage from the pain), and places them in the zombie's empty sockets. From that point, the caster's body is motionless & the caster has mental control of the zombie, seeing what it sees. When the spell is ended, both sets of eyes return to their original locations & function normally.

Lesser Telepathic Bond(DoTF p87)

<Div[mind], VS, 1StdAct, 30', 10min/lvl>

– A telepathic connection is formed between the caster & one willing subject who Intelligence

is at least 6. Once formed, the connection has no range limit. Communication over the connection doesn't require a shared language.

Locate Object(PH p223)(DR276 p107)+ (FAQ)+

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

– Senses direction toward object (specific or type) within range.

Speak with Plants(PH p254)

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

– The caster can talk to normal plants and plant creatures.

Sweet Water(DoTF p90)

<Div, VSM(a spade), 1StdAct, Long-range>

– If the spell can find water within its range that is no more than 100' below the surface, it excavates a 10' wide well down to it.

Understand Device(MoF p130)(MoFe)+

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

– If the caster has no ranks in Disable Device, he/she can make an untrained check against the skill, otherwise the caster gains a +10 Competence bonus on Disable Device checks

Zone of Revelation(MoTP p40)

<Div, VSM(dust from an undead's clothes)/DF, 1StdAct, Close-range, 1min/lvl>

– All creatures that are invisible, ethereal, on overlapping planes of existence, etc., within a 5'/lvl radius emanation become visible. Suppresses *Invisibility* & *Etherealness*.

Enchantment**Masochism**(BoVD p99)

<Ench[evil], VSM(leather strap soaked with the caster's blood), 1StdAct, Personal, 1rnd/lvl>

– For every 10 hp of damage the caster takes, he/she gains a +1 Luck bonus on **All Actions** in the **next** round.

Sadism(BoVD p103)

<Ench[evil], VSM(leather strap soaked with human blood), 1StdAct, Personal, 1rnd/lvl>

– For every 10 hp of damage the caster deals, he/she gains a +1 Luck bonus on **All Actions** in the **next** round.

Evocation**Circle of Nausea**(BoVD p88)

<Evoc[evil], VSF(circle on the ground that takes 1 hour to prepare), 1StdAct, 1min/lvl>

– When the caster stands in the middle of the prepared circle and casts the spell, any creature within 20' of the caster must make a Fortitude save each round or receive a –2 penalty on attacks, saves, and skill checks due to pain for the spell's duration due to pain. Anything within a 2' circle around the caster is safe from this effect. Attempting to cross into this area results in the creature being **Nauseated** & being unable to enter, unless it makes a separate Fortitude save. If the inner circle is successfully entered, the spell immediately ends.

Continual Flame(PH p188)(DR276 p107)+

<Evoc[light], VSM(50gp ruby dust), 1StdAct, Touch, Permanent>

– Makes a permanent, heatless torch (30' light).

Darkfire(MoF p86) (LoD p186)

<Evoc[fire][energy missile][touch attack], VS, 1StdAct, Personal, 1rnd/lvl(D)>

– An invisible flame appears in the caster's hand. To darkvision, it appears as bright as a torch (20' of light). It can be used as a touch attack or an energy missile with a range of 120'. The flame does 1d4 + 1 per 2 levels (max +10) fire damage & can be used every round.

Daylight(PH p191)

<Evoc[light], VS, 1StdAct, Touch, 10min/lvl, no SR>
 – Touched object generates a 60' radius of bright light. The light may be blocked by putting the object in a container.
 This spell counters or dispels a darkness spell of equal or lower level.

Deeper Darkness(PH p191)

<Evoc[darkness], VS, 1StdAct, Touch, 1day/lvl, no SR>
 – Touched object generates a 60' radius of total darkness. The darkness may be blocked by putting the object in a container.
 Counters & dispels a light spell of equal or lower level.

Flame of Faith(DotF p86)

<Evoc, VSM(phosphorus), 1StdAct, Touch, 1rnd/lvl>
 – Touched non-magical weapon gains the 'Flaming Burst' ability.

Helping Hand(PH p213)

<Evoc, VS/DF, 1StdAct, 1hr/lvl, no SR>
 – Ghostly hand leads a subject within 5 miles back to the caster. The hand can take up to 4 hours to locate the subject, who is under no compulsion to follow the hand back. The hand is invisible to everyone except the caster & the subject.

Interplanar Message(MotP p36)

<Evoc[language], VS, 1StdAct, Touch, until discharged>
 – The caster can send the touched subject a single message of up to 25 words no matter what the distance between them, even if the two not currently on the same plane of existence. The message will wake the subject if it is asleep. The subject is under no obligation to act on the message.

Invisibility Purge(PH p218)

<Evoc, VS, 1StdAct, Personal, 1min/lvl(D), no SR>
 – All invisibility within 5' per level is suppressed.

Mace of Odo(MoF p106)

<Evoc[force], VS/DF, 1FullRound, 1rnd/lvl>
 – Creates a glowing mace made of force in the caster's hand. It can be used to
 a) do a melee touch attack that does 1d6 per level (max 10d6) and the target must make a Fortitude save or be **Paralyzed** for 1 round. Undead take an extra +1hp/lvl (max +10); or
 b) absorbs a spell targeted at the caster.
 Once either effect has been used once (or the mace is dropped), the mace vanishes, leaving the effect of a *Light* spell in its last location for the remainder of the spell's duration.

Mystic Lash(MoF p109)(LoD p187)

<Evoc[electricity][evil], VS/DF, 1StdAct, 1rnd/lvl>
 – 15' ranged touch attack deals 1d8 + 1 per 2 levels (max +5) of electricity damage, plus the target must make a Fortitude save or be **Stunned** for 1 round. On a successful hit, the caster may release the lash & it will keep attacking the same target once per round at the caster's base attack bonus. If the target is dropped, the "lash" will return to the caster for use the next round.

Phantom Plow(LoD p187)

<Evoc[earth], VSM(dried corn), 1StdAct>
 – "Plows" a straight furrow in raw earth that is 20'/lvl long by 1' deep by 6" wide. The furrow is ended if it hits a wall, rock, etc., that is more than 6" wide. Anyone standing in its path must make a Balance check to avoid falling. Underground creatures in the spell's path take 4d4 damage.

Searing Light(PH p248)

<Evoc[ray], VS, 1StdAct, Medium-range, no save>
 – 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).

Sword Stream(DotF p90)

<Evoc, VS, 1StdAct, Close-range, Ref½>
 – Shoots a 5' line of high-pressure water droplets out to the end of the spell's range. Those in the line take 1d8 + 1/lvl (max +10).

Venomous Vapor(DR300 p104)

<Evoc[acid], VSM(pollen or mushroom), 1StdAct, Short-range, 1rnd + 1rnd per 3 levels, Fort½>
 – A single target is surrounded by mist which does 2d6 acid damage each round. The mists stay around the target for the spell's duration. Any creature entering the same hex as the target takes the damage too.

Vile Lance(BoVD p108)

<Evoc[evil], VSM(bone from a good creature)/DF, 1StdAct, 10min/lvl>
 – Creates a +2 Shortsword that deals **Vile Damage**. The caster is proficient with the weapon, but no one else can use it. If the weapon is thrown, it deals damage and then the spell ends.

Wind Wall(PH p273)

<Evoc, 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 arrows, bolts, gases (including some breath weapons), gaseous forms, birds, etc. Larger ranged weapons have a 30% miss chance, but large weapons, such as giant's boulders, are not effected. The wall may be walked through normally.

Illusion*Dark Way*(MoF p87)

<Ill[shadow][force], VS/DF, 1StdAct, Close-range, 1rnd/lvl>
 – Creates a bridge of force that is 2' wide, 1" thick, & 20'/lvl long. The bridge must be anchored to solid object at both ends & can support 200 pounds per level. Any excess weight sinks through the bridge without breaking it. The caster gains a +5 Competence bonus on Balance checks while on the bridge.

Necromancy*Animate Dead*(PH p174)

<Necro[evil], VSM(50gp black onyx), 1StdAct, Touch>
 – Permanently animates skeletons and/or zombies from one or more touched corpses. Only caster level of undead HD may be animated in one casting & a caster may only have 2*HD undead under control (if exceeded, caster can choose which are "freed"). Undead controlled via clerical "rebuke/control" ability don't count against this total.

Clutch of Orcus(BoVD p88)

<Necro[evil], VS, 1StdAct, Medium-range, Concentration, WillNeg>
 – The target humanoid is **Held** and takes 1d3 damage per round. Each round, the target is allowed a Will save to end this spell. If the

spell kills the target, his/her chest cracks open and the caster is left holding the target's heart.

Contagion(PH p187)

<Necro[touch attack], VS, 1StdAct, Touch, FortNeg>
 – Infects touched subject with chosen disease which takes effect without an incubation period. Disease choices are Blinding Sickness, Cackle Fever, Filth Fever, Mindfire, Red Ache, The Shakes, or Slimy Doom.

Handfang(LoD p187)

<Necro[evil], VS, 1StdAct, Personal, 1rnd/lvl>
 – A fanged mouth grows on the caster's palm. If the caster touches an opponent, it takes 1d8 damage (Ref½). If the opponent fails its saving throw, the caster may initiate a Grapple as a Free Action without generating an attack of opportunity. If a hold is established, the mouth can continue to bite for 1d8 per round.

Inflict Serious Wounds(PH p217)

<Necro[touch attack], VS, 1StdAct, Touch, Will½>
 – Target takes 3d8 + 1/lvl damage (max +15).

Speak with Dead(PH p254)

<Necro[language], VS/DF, 10Minutes, 10', 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 or *Reveille* once per week. Corpses that have been turned into undead are immune.

Unliving Weapon(BoVD p108)

<Necro[evil], VSM(bile, sulfur), 1FullRound, Touch, until discharged up to 1hr/lvl>
 – This spells causes the touched undead to explode when it receives at least 1 hp of damage -or- its time-limit expires. Unwilling undead are allowed a Will save to negate. The explosion destroys the undead & does 1d6 damage per 2 caster levels (max 10d6) to all within a 10' radius burst.

Wrack(BoVD p110)

<Necro[evil], VS, 1StdAct, Close-range, 1rnd/lvl, FortNeg>
 – Target humanoid is **Blind** and **Helpless** due to pain for 1 round per level. For the 3d10 minutes after the spell ends, the target receives a -2 penalty on **All Actions**.

Transmutation*Amanuensis*(MoF p77)

<Trans, VSM(paper, ink), 1StdAct, Close-range, 10min/lvl>
 – Transcribes non-magical text to bank pages at a rate of 250 words per minute. Illustrations & magical writing are not copied, leaving blank areas into destination pages. This spell triggers writing-based magical traps.

Attune Form(MotP p33)

<Trans, VSM(earth from home plane), 1StdAct, Touch, 2hrs/lvl>
 – One touched subject per level is "attuned" to the current plane of existence, making survival much easier. For example, if attuned on the Elemental Plane of Water, the subject would be able to breath water and not take damage from extreme water pressure.

Bestow Curse(PH p177)

<Trans[touch attack], VS, 1StdAct, Touch, Permanent, WillNeg>
 – Touched subject is inflicted with one of the following:
 a) -6 on one ability;
 b) -4 Enhancement penalty on attacks, saves, and skill checks; or
 c) 50% chance of losing each action.
 This spell is not effected by *Dispel Magic*.

Blindness/Deafness(PH p180)

<Trans, V, 1StdAct, Medium-range, Permanent (D), FortNeg>
 – Living subject become a) Blind; or b) Deaf.

Briar Web(DotF p83)

<Trans, VS/DF, 1StdAct, Long-range, 1min/lvl, RefNeg>
 – Plants Entangle & anchor everyone in 40' radius spread 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, but they take 1d4 + 1/lvl damage per round. 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. Plants provide ¼ cover per 5', up to Full Cover at 20'.

Curse of the Brute(DotF p84)

<Trans, VS, 1StdAct, Touch, 1rnd/lvl, FortNeg>
 – Up to +1 per level to Strength, Dexterity, or Constitution, but both Intelligence and Charisma go down by the same amount (can't go lower than 3).

Magic Vestment(PH p225)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl>
 – Armor, shield, or clothes gain +1 per 3 levels Enhancement bonus to AC (max +5).

Meld into Stone(PH p226)

<Trans, VS/DF, 1StdAct, Personal, 10min/lvl>
 – You (& up to 100 pounds of gear) can step into a block of stone larger than yourself. You remain just under the surface that you entered & are able to hear what is going on around you. While in the stone, you can cast spells on yourself. You may exit the surface you entered at any time.
 You take the following effects if the stone you are melded into is effected as listed:
 - Take 3d6 damage – *Stone Shape*.
 - Expelled – *Passwall*.
 - Expelled & take 5d6 damage – Not exiting your stone before the duration runs out, Your stone is broken enough that you don't fit in it anymore, *Stone to Flesh*.
 - Expelled & Fort save vs. DC 18 or die – Your stone is totally destroyed, *Transmute Rock to Mud*.

Spikes(DotF p90)

<Trans, VSM(thorn), 1StdAct, Touch, 1hr/lvl>
 – Touched wooden bludgeoning melee weapon gains +2 Enhancement bonus to attack rolls, has its Threat Range doubled, & does +1 damage per level (max +10).

Stone Shape(PH p257)

<Trans, VSM(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 your choosing, though fine detail is not possible.

Water Breathing(PH p271)

<Trans, VSM(straw)/DF, 1StdAct, Touch>
 – The touched subjects of the spell can breathe underwater. 2hrs/lvl duration is evenly split between all the subjects.

Water Walk(PH p271)

<Trans, VS/DF, 1StdAct, Touch, 10min/lvl>
 – The caster can effect 1 touched creature per level. Each subject will hover 1" above any liquid (such as snow, oil, quicksand, etc.) & can treat it as walking on normal ground. If cast underwater, the subject rises to the surface as 60' per round.

Weapon of Impact(MoF p134)

<Trans, VS, 1StdAct, Close-range, 10min/lvl>
 – One bludgeoning weapon or 50 grouped pieces of bludgeoning ammunition have their threat range doubled.

4th Level

Abjuration

Dimensional Anchor(PH p195)(PH p157)+

<Abj[ray], , VS, 1StdAct, Medium-range, 1min/lvl, no save>
 – Target creature or object 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.

Dismissal(PH p196)

<Abj, VSF(item distasteful to target)/DF, 1StdAct, Close-range, WillNeg>
 – Forces an extraplanar creature to return to its native plane (80%) or a random plane (20%). Add the target's HD to the save roll & subtract the caster's level.

Ether Blast(MotP p35)

<Abj, VSM(blink dog tooth –or– a phase spider claw), 1StdAct, 1rnd/lvl, no SR>
 – Creates an Ether Cyclone around the caster that extends out to Close-range. The spell can be cast on the Ethereal Plane or any plane touching it (including the Material Plane). If the caster is on the Ethereal Plane, he/she is effected by the Ether Cyclone also. Those within the Ether Cyclone are usually scattered over many miles, though Undead are not effected. Damage can be negated by making a Fortitude save vs. DC 20.

d100	Effect	Damage
01-30	none, but reroll in 1 minute	1d10
31-60	1d10miles in random direction	—
61-80	2d20miles in random direction	—
81-90	2d20miles in random direction	3d10
91-95	Forced into the Material plane	3d10
96-00	Blowing into a neighboring plane	—

Freedom of Movement(PH p207)

<Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>
 – Subject moves normally despite magical impediments (*Web*, *Hold Person*) or natural ones (mud, water). While under the effect of this spell, the subject can fight underwater.

Hand of Torm(MoF p99)

<Abj[variable alignment], VS/DF, 1Minute, 1hr/lvl>
 – Creates an immobile 10' radius area with a glowing border & a representation of the appropriate deity's hand above it. Any creature who worships that deity or it wearing its holy symbol can freely enter, but others must make a Fortitude save each round or become Stunned (those trying to leave the warded do not need to save).

Night's Mantle(LoD p187)

<Abj, VSM(1,000gp ruby dust), 1StdAct, Touch, 10min/lvl(D)>
 – The touched creature is protected from the damaging effects of sunlight (i.e., a Vampire would be save from the sun). Countered or dispelled by a light spell of higher level.

Repel Vermin(PH p245)

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

Spell Immunity(PH p255)(FAQ)+

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>
 – Touched subject gains unbeatable Spell Resistance to one spell per four caster levels. The spell must be 4th level or less & allow an SR check. A given subject may only have a single *Spell Immunity* in effect at one time.

Wall of Chaos(MoF p131)

<Abj[chaos], VSM/DF, Close-range, 10min/lvl>
 – Creates a magical barrier of one 10' square per level –or– a sphere/hemisphere of 5' radius per 2 levels. The caster designates a 'hostile' side. Crossing from the 'hostile' side to the 'non-hostile' side has the following effects:
 a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Lawful creatures;
 b) hedges out non-Chaotic Summoned & Conjured creatures unless they make a Spell Resistance check.

Wall of Evil(MoF p131)(MoFe)+

<Abj[evil], VSM/DF, Close-range, 10min/lvl>
 – Creates a magical barrier of one 10' square per level –or– a sphere/hemisphere of 5' radius per 2 levels. The caster designates a 'hostile' side. Crossing from the 'hostile' side to the 'non-hostile' side has the following effects:
 a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Good creatures;
 b) hedges out non-Evil Summoned & Conjured creatures unless they make a Spell Resistance check.

Wall of Good(MoF p131)

- <Abj[good], VSM/DF, Close-range, 10min/lvl>
 – Creates a magical barrier of one 10' square per level –or– a sphere/hemisphere of 5' radius per 2 levels. The caster designates a 'hostile' side. Crossing from the 'hostile' side to the 'non-hostile' side has the following effects:
 a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Evil creatures;
 b) hedges out non-Good Summoned & Conjured creatures unless they make a Spell Resistance check.

Wall of Law(MoF p132)(MoFe+)

- <Abj[law], VSM/DF, Close-range, 10min/lvl>
 – Creates a magical barrier of one 10' square per level –or– a sphere/hemisphere of 5' radius per 2 levels. The caster designates a 'hostile' side. Crossing from the 'hostile' side to the 'non-hostile' side has the following effects:
 a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Chaotic creatures;
 b) hedges out non-Lawful Summoned & Conjured creatures unless they make a Spell Resistance check.

Conjuration*Cure Critical Wounds*(PH p190)

- <Conj(heal), VS, 1StdAct, Touch>
 – Cures 4d8 +1/level damage (max +20).

Harrier(DotF p87)

- <Conj(creat), VS, 1StdAct, Close-range, 1rnd/lvl>
 – Summons a Large, Incorporeal, Flying Magical Beast (CR3) that fights for the caster

Lesser Planar Ally(PH p221)

- <Conj(call) [variable alignment/element], VS/DF, 10Minutes, no SR>
 – Request your deity sends you an Elemental or Outsider of up to 8HD (you may request a specific one by name). Once the 'ally' arrives, you must negotiate what you want & what it gets in return (usually appropriate for the difficulty of the task). Once the task is complete, the 'ally' informs you of its deeds & returns to its home.

Neutralize Poison(PH p232)

- <Conj(heal), VSM(charcoal)/DF, 1StdAct, Touch>
 – Detoxifies venom in or on subject.

Recitation(DotF p89)

- <Conj(creat), VSF(sacred text)/DF, 1StdAct, 60' radius around caster, 1rnd/lvl, no save>
 – Allies gain +2 (or +3 if they worship your deity) Luck bonus on attacks & saving throws, while any enemies in the area-of-effect when the spell was cast suffer a –2 Luck penalty on attacks & saving throws.

Restoration(PH p246)

- <Conj(heal), VSM(100gp diamond dust), 3FullRounds, Touch>
 – Touched creature has all Negative Energy Level removed from it & even regains one lost Experience Level if it was drained within 1/day per level. Also, all ability penalties, temporary ability damage and permanently drained points from a single ability of the caster's choice are restored.

Revenance(MoF p113)

- <Conj(heal), VSM(500gp diamond dust)/DF, 1FullRound, Touch, 1min/lvl>
 – The touched ally that was killed within 1rnd/lvl is restored to life for the spell's duration, and then dies again. The target does not loose a level & is at ½ hp. Against the creature that killed it, the target receives a +1 Morale bonus on All Actions. The spirit must be willing, cannot have died of old age, have been killed by a 'death effect', or have been an undead, construct, elemental, or an outsider. The body must be intact.

Summon Monster IV(PH p259)

- <Conj(sum)[variable alignment/element], VSF(tiny bag, small candle)/DF, 1Full-Round, Close-range, 1rnd/lvl(D)>
 – Summons 1 Monster from Table #4, 1d3 Monsters from Table #3, or 1d4+1 Monsters from Table #2 (or lower) to fight targets of your choice, starting on your initiative of their first round.

Divination*Discern Lies*(PH p195)

- <Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR>
 – Each round, you may concentrate on one subject within range. If the subject knowingly tells a lie, you can see the disturbance in its aura, though not the truth.

Divination(PH p197)

- <Div, VSM(incense, 25gp offering), 1StdAct, Personal>
 – Learn a useful piece of information concerning a specific goal, event, or activity that will occur within 7 days. Chance of information is 70% + 1%/level, with the caster knowing if the spell failed.

Know Vulnerabilities(MoF p104)

- <Div, VS, 1StdAct, Close-range, WillNeg>
 – Determine target's vulnerabilities/resistances.

Status(PH p256)

- <Div, VS, 1StdAct, Touch, 1hr/lvl>
 – Monitors the position (distance & direction) and condition (unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc.) of one touched subject per 3 levels at any range.

Tongues(PH p265)

- <Div, VM(small clay ziggurat)/DF, 1StdAct, Touch, 10min/lvl, no SR>
 – The touched subject can understand & speak any intelligent creature's language.

Weather Eye(DotF p92)

- <Div, VSM(incense)F(scrying device)/DF, 1Hour>
 – Accurately predict natural weather in a (1 + 1/lvl) mile radius for the next 7 days. If the weather is currently under the effect of magic, this spell identifies that fact in the same way as *Detect Magic*.

Evocation*Castigate*(DotF p83)

- <Evoc[sonic], V, 1StdAct, Fort½>
 – Enemies within 10' of you are effected by your preaching, even if they do not understand your language:

<u>Alignment</u>	<u>Effect</u>
Same	<u>Deaf</u> for 1d4rnds (Fort½)
Within 1 Step	1hp/lvl (max 10) (Fort½)
Further	1d4/lvl (max 10d4) (Fort½)

Damning Darkness(BoVD p89)

- <Evoc[darkness][evil], VM(pitch, needle)/DF, 1StdAct, Touch, 10min/lvl(D)>
 – Touched object emanates supernatural darkness in a 20' radius. All Good creatures in the emanation take 2d6 Unholy damage each round, while all Neutral creatures take 1d6 Unholy damage each round. This spell counters or dispels Light spells of equal or lower level.

Divine Power(PH p197)

- <Evoc, VS/DF, 1StdAct, Personal, 1rnd/lvl>
 – The caster gains an Enhancement bonus to bring his/her Strength to 18, 1 temporary hp per level, & a Base Attack Bonus as if the caster was a fighter of his/her Character level.

Divine Storm(DotF p85)

- <Evoc, VSF(tiny replica of the deity's preferred weapon on a chain)/DF, 1FullRound, Close-range, Concentration>
 – Creates a 30' radius disk composed of the caster's deity's preferred weapons. The disk can be oriented horizontally, vertically, or slanted. Anything going through the disk takes 1d5 +2/lvl (max +20) damage (Reflex save to negate). The disk also provides One-Half Cover.

Imbue with Spell Ability(PH p216)

- <Evoc, VS/DF, 10Minutes, Touch, until discharged>
 – The caster transfers his/her ability to cast one or more spells into another creature. The subject must have an Intelligence of at least 5 and a Wisdom of at least 9. Only cleric spells from the schools of Abjuration, Divination, and Conjuration(healing) can be transferred. Until the subject casts the imbued spell(s), the caster does not regain the spell slot corresponding to this spell (typically a 4th level slot). The spells that can be imbued on a target is based on its HD:

<u>HD</u>	<u>Spells Imbued</u>
1-2	one 1 st level spell
3-4	up to two 1 st level spells
5+	up to two 1 st level & one 2 nd level spells

Primal Lightning(DR294 p105)

- <Evoc, VS, 1StdAct, Medium-range, Ref½>
 – 1 Undead per 3 levels within a 30' area takes 1d6 per level (max 10d6) of positive energy. Those who fail their Reflex save are also knocked Prone.

Sending(PH p248)

- <Evoc, VSM(copper wire)/DF, 10Minutes, Unlimited-range, no SR>
 – Sends a message of 25 words or less to a familiar subject anywhere, who may send back a 25 word response immediately.

Shadowblast(MotP p39)

- <Evoc, VSM(grave dirt), 1StdAct, Long-range, FortNeg>
 – A 20' radius area has the barrier between the Prime Material Plane and the Plane of Shadows strengthened. All openings between the planes are immediately closed. Any creature native to the Plane of Shadows in the area of effect is Stunned for 3d6 minutes (FortNeg). If the creature is also an undead, then it is takes 2d10 damage & cannot use spell-like or supernatural abilities to open a portal to the Plane of Shadows for 3d6 minutes (FortNeg).

Illusion

Doomtide(MoF p90)

<Ill(pattern), VS/DF, 1StdAct, 80', 1rnd/lvl, WillNeg>
 – Create eight 10' cubes Clouds of black mist. The caster decides if the mist is stationary or moves away at a rate of 10'. Any creature in the mist who fails its Will save is Dazed until clear of the mist. The caster & up to one other touched person can see through the mist freely & are immune to its daze effect.

Skull of Secrets(MoF p119)(LoD p188)

<Ill(shadow)[fire], VS, 1FullRound, Close-range, until discharged>
 – Creates an intangible skull that flies around trailing black flames, but has to stay within 20' of where it was created. The skull has 2 triggers, one to deliver a message & one to spit flame (though the triggers can be identical, causing the message & fire to occur at the same time). Each can only occur once & when both are discharged, the spell ends. Message: The skull speaks up to 25 words when it is triggered. The trigger must be within in line-of-sight. The conditions must be based on visual and/or audible triggers, so the spell can be fooled by disguises, etc.
 Spit Flame: The skull creates a line of flame 5' wide & 10' long that does 1d8 per 2 levels (max 5d8) Ref½.

Necromancy

Blood Drinker(DR304 p36)

<Necro[evil], SF(vampire's tooth)/DF, 1StdAct, Touch, 1rnd/lvl>
 – The teeth of the touch subject enlarge, allowing it to drink blood. If the subject already has a blood draining attack (such as a Stirge), its does +1d4 Constitution Drain & any Constitution Damage it normally does becomes Constitution Drain too. Other subjects can do 1d4 Constitution Drain by succeeding on a Grapple check against an already pinned opponent.

Death Ward(PH p191)

<Necro, VS/DF, 1StdAct, Touch, 10min/lvl>
 – Grants immunity to death spells and effects.

Dread Blast(LoD p186)

<Necro[ray], VS, 1StdAct, Medium-range, Will½>
 –Target takes 3d8 + 1/level (max +20) Negative Energy Damage. Constructs & inanimate objects are immune to this spell.

Inflict Critical Wounds(PH p217)

<Necro[touch attack], VS, 1StdAct, Touch, Will½>
 – Target takes 4d8 + 1/lvl damage (max +20).

Poison(PH p236)

<Necro[touch attack], VS/DF, 1StdAct, Touch, FortNeg>
 – Touch deals 1d10 Constitution damage, repeats in 1 minute. DC is 10 + ½ caster level + caster's Wisdom modifier.

Psychic Poison(BoVD p101)

<Abj[evil], VSM(humanoid brain tissue)/DF, 10Minutes, Close-range, 1hr/lvl>
 – Coats either one creature, one object, or an area of up to 50' radius with 'Psychic Poison'. Unlike normal poison, 'Psychic Poison' effects any spellcaster who casts a Divination or Mind-Effecting spell that targets the coated creature or object, or anything within the coated area. Caster level limits the type of 'Psychic Poison' that can be created. For a list, see the Psychic Poison Table.

Transmutation

Air Walk(PH p172)

<Trans, VS/DF, 1StdAct, Touch, 10min/lvl>
 – Subject treads on air as if solid (climb at 45° angle).

Bane Weapon(DR279 p47)

<Trans, VS, 1StdAct, Close-range, 10min/lvl>
 – One weapon or 50 projectiles become more effective against one type of creature (use the Ranger List for categories). Against a chosen creature, the weapon gains +2 Enhancement bonus that stacks with any base bonus, and an extra +2d6 damage when it hits.

Beast Claws(DotF p81)

<Trans, VSM(bird claw), 1StdAct, Personal, 1rnd/lvl>
 – The caster's hands become 1d6 slashing weapons (critical threat 19-20/x2) & are an armed attack. The claws do not interfere with spell casting.

Blindsight(MoF p82)(MoFe+)

<Trans, VS, 1StdAct, Touch, 1hr/lvl>
 – Touched target gains the Blindsight quality, allowing it to sense creatures within 30' even if they are Invisible or cloaked in darkness.

Claws of the Savage(BoVD p88)

<Trans[evil], VS, 1StdAct, Touch, 10min/lvl>
 – Touch subject gains claws (damage below). The claws also have a +2 Enhancement bonus on attacks & damage. A target that starts with claws has its damage increased to that of a creature two size categories larger than it.

Size	Dmg	Size	Dmg	Size	Dmg
Fine	1	Small	1d4	Huge	2d6
Dim.	1d2	Med.	1d6	Garg.	2d8
Tiny	1d3	Large	1d8	Colos.	4d6

Control Water(PH p188)

<Trans, VSM(dust (to lower) -or- water (to raise))/DF, 1StdAct, Long-range, 10min/lvl(D)>
 – Effects 10'/lvl x 10'/lvl x 2'/lvl 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 also acts like a Slow on water-based creatures; or,
 b) raising the water by 2'/lvl. Boats will slide off the "hump" of the water.

Giant Vermin(PH p209)

<Trans, VS/DF, 1StdAct, Close-range, up to 3 vermin in a 30' area, 1min/lvl, no save>
 – Enlarges up to 3 vermin of the same type which will follow the caster's extremely simple commands (i.e., "Attack"). The enlarged creature has AC 14.

Lvl	HD	Size	Atk	Dmg	Saves(f/r/w)
7-9	3d8+6	Large	+4	1d8+4	+5/+0/+1
10-12	4d8+16	Huge	+8	2d6+8	+8/+0/+1
13-15	5d8+20	Huge	+8	2d6+8	+8/+0/+1
16-18	6d8+24	Huge	+9	2d6+8	+9/+1/+2
19-20	7d8+28	Huge	+9	2d6+8	+9/+1/+2

Greater Magic Weapon(PH p210)

<Trans, VSF(powdered carbon & lime)/DF, 1StdAct, Close-range, 1hr/lvl>
 – A single targeted weapon (or 50 grouped projectiles) gains +1 a Enhancement bonus to attack & damage per 3 levels (max +5). If this spell is cast by a paladin or a cleric of a good deity, the weapon is also Blessed.

Favor of Ilmater(MoF p93)(MoFe+)

<Necro, VS, 1StdAct, Medium-range, 1min/lvl>
 – A willing target receives one of two effects:
 a) Divine Fortitude – The following effects on the target are suppressed for the spell's duration (whether they were in effect before this spell or happen during it): Subdual damage, Charm effects, Compulsions, attack that functions by causing pain, Dazed, Exhausted, Fatigued, Nauseated, Staggered, or Stunned. Also, the target remains conscious & able to take partial actions if between -1 to -9 hp. -or-
 b) Pact of Martyrdom – The caster & the target swap hit points (but no temporary hit points). This effect only works if the caster has more hit points than the target. Any hit-points in excess of the target's maximum are lost. If the target was unconscious, then the caster is now unconscious.

Iron Bones(MoF p102)

<Trans, VSF(tiny skull made from iron), 1StdAct, Touch, 10min/lvl>
 – Touched corporeal undead gains +5 Natural Armor bonus due to a hardened skeleton.

Make Manifest(MoF p36)

<Trans, VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg>
 – Forces one creature on an overlapping plane of existence into the caster's plane.

Unfailing Endurance(DotF p91)

<Trans, VS, 1FullRound, Touch, 1day/lvl>
 – One touched living creature per level becomes virtually immune to exhaustion. It gains a +4 bonus on checks for continued physical activity, such as swimming, running, holding breath, etc. In addition, each subject may engage in up to 12 hours of forced march or hard labor without becoming Fatigued, or up to 16 hours and only become Fatigued (instead of Exhausted).

Weapon of the Deity(DotF p92)

<Trans, V/DF, 1StdAct, Personal, 1rnd/lvl>
 – When wielding your deity's favored weapon, it gains a +1 Enhancement bonus to attack & damage for every 3 levels starting at 6th (i.e., +2 at 9th, etc.). Also you are considered proficient with your deity's weapon for the duration. Finally, the weapon gains an additional magical enhancement, such as 'flaming' or 'defending' that is appropriate for your deity (e.g., a mace of Pelor (Sun deity) is 'flaming', the scythe of Nerull (Death deity) is 'keen', etc.).

5th LevelAbjuration*Atonement*(PH p176)

- <Abj, VSM(incense)F(500gp prayer book)X(up to 500)/DF, 1Hour, Touch>
- 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:
 - removing magical alignment changes;
 - restoring a paladin, cleric, or druid who had lost his/her class abilities.
 - 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.

Break Enchantment(PH p181)

- <Abj, VS, 1Minute, Close-range, no SR>
- Attempts to free 1 subject per level within a 30' area from all enchantments, alterations, curses, and petrification. Each effect is subject to a **Dispel Check** (max +15).

Dimensional Lock(MoF p89)(T&B p87)(MoFe)+

- <Abj, 1StdAct, Medium-range, 15' radius, 1day/lvl >
- All extradimensional travel (in or out) is blocked in the target area, including *Teleport*, *Blink*, *Gate*, *Plane Shift*, *Etherealness*, etc.

Dispel Chaos(PH p196)

- <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*.

Dispel Evil(PH p196)

- <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*.

Dispel Good(PH p196)

- <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:
 - 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.
 - touching a Good spell or an enchantment cast by a Good caster ends the spell as per a successful casting of *Dispel Magic*.

Dispel Law(PH p196)

- <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*.

Spell Resistance(PH p255)

- <Abj, VS/DF, 1StdAct, Touch, 1min/lvl>
- Subject gains Spell Resistance of 12 + 1/lvl.

Conjuration*Crawling Darkness*(MoF p86)(MoFe)+

- <Conj(creat), VS/DF, 1FullRound, Personal, 1min/lvl(D)>
- The caster is surrounded by a shroud of dark tentacles, that give the following bonuses:
 - Hide the caster's features.
 - One-Half Concealment.
 - +4 Competence bonus on Grapple, Climb, & Escape Artist checks.
 - If the caster falls more than 3', he/she slows to 60'/rnd (up to 300 lbs/lvl).
 - The caster will hover 1" above any liquid (such as snow, oil, quicksand, etc.) & can treat it as walking on normal ground. If underwater, the caster rises to the surface as 60' per round.

Healing Circle(PH p213)

- <Conj(heal), VS, 1StdAct, 20' radius around caster>
- Cures 1d8 + 1 / level (max +20) damage to all living allies in a 20' radius around the caster.

Hasten Recovery(DR304 p32)

- <Conj(heal), VS/DF, 1StdAct, Touch, 1min/lvl>
- Up to 1 touched subject per level recovers subdual damage at a rate of (1hp per HD) each round. This is extremely effective for creatures with the Regeneration ability.

Insect Plague(PH p217)

- <Conj(sum), VS/DF, 1FullRound, Long-range, 1min/lvl, no SR>
- A 180' wide & 60' tall cloud of insects forms in a location designated by the caster. Vision within the cloud is limited to 10' & spellcasting within the cloud is impossible. All creatures in the cloud take 1hp/rnd. Those with 5 HD or less try to flee until they are at least 100' from the insects (only those with 3 HD or greater are allowed a Will save to negate). The insects can only be dispersed by a very large amount of fire, smoke, or wind.

Monstrous Regeneration(MoF p109)(MoFe)+

- <Conj(heal), VS, Touch, 1rnd/2lvs>
- Touched living creature gains the Regeneration ability. Any damage the target takes (except for fire & acid) is converted to subdual damage, which is heal at a rate of 4hp per round. Severed body parts can be reattached as a Move-Equivalent action. When the spell ends, all subdual damage from this spell becomes normal damage.

Raise Dead(PH p242)

- <Conj(heal), VSM(500gp diamond)/DF, 1Minute, Touch>
- Restores life to corpse who died up to 1 day per level ago, assuming the spirit is willing. Subject cannot have died of old age, been killed by a 'death effect', or have been an undead, construct, elemental, outsider. The body must be intact & only heals 1 hp per its HD, plus any ability score at 0 becomes 1. Subject loses a non-recoverable level.

Regenerate Serious Wounds(MoTW p93)

- <Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd/lvl>
- The living subject gains **Fast Healing 3**.

Summon Monster V(PH p259)

- <Conj(sum)[variable alignment/element], VSF(tiny bag, small candle)/DF, 1Full-Round, Close-range, 1rnd/lvl(D)>
- Summons 1 Monster from Table #5, 1d3 Monsters from Table #4, or 1d4+1 Monsters from Table #3 (or lower) to fight targets of your choice, starting on your initiative of their first round.

Wall of Stone(PH p270)

- <Conj(creat), VSM(granite)/DF, 1StdAct, Medium-range, no SR>
- Creates a permanent wall of stone that is one 5' square per level & 1" thick per 4 levels. The wall can be of any shape & will merge into adjoining stone surfaces. The stone has Hardness 8 & each 5' square has 15 hit points per inch of thickness.

Divination*Commune*(PH p186)

- <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.

True Seeing(PH p267)

- <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*, see through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane. The Divine version can also see alignments.

Wall of Ooze(BoVD p109)

- <Conj(creat), VSM(bit of ochre jelly or gray ooze)/DF, 1StdAct, Medium-range, Concentration + 1rnd/lvl>
- Creates a vertical wall made from ooze that bind itself to any surrounding walls. The wall can be a total of one 5' square per level and is 1" thick per 4 levels. The wall's area can be doubled if its thickness is halved. Each 5' square has 50 hp per inch of thickness. A square can also be breached by making a Strength check vs. DC 15 + 2 per inch of thickness, but each attempted causes 2d6 acid damage, plus a Fortitude save to avoid being **Paralyzed**. Anyone paralyzed by the wall is dissolved in 1d6 rounds & the creature's full normal hp are added to the wall in that location.

Enchantment*Morality Undone*(BoVD p99)

- <Ench[mind][evil], VSM(powdered holy symbol), 1StdAct, Close-range, 10min/lvl, WillNeg>
- The {Good / Neutral / Evil} aspect of the target's alignment becomes 'Evil', but leaves the {Lawful / Neutral / Chaotic} aspect unchanged. The target's memories are **not** changed, so at first, the effect of this spell may not be noticed. The target's attitude will become more selfish & cruel, which will effect its decisions. This spell is effective when combined with *Suggestion*, since evil acts will temporarily be 'in character'.

Greater Command(PH p210)(DR300 p112)+

<Ench(comp)[language][mind], V, 1StdAct, Close-range, 1rnd/lvl, WillNeg>

- One target per level in a 30' area obey a one-word command it understands. Each round, each target gets a new Will save.

Evocation**Flame Strike**(PH p205) (FAQ)+

<Evoc[fire], VS/DF, 1StdAct, Medium-range, Ref½>

- 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 divine damage.

Hallow(PH p212)

<Evoc[good], VSM(herbs & incense worth 1,000gp + 1,000gp per level of the included spell)/DF, 1Day, 10' radius/lvl, 1yr, no SR>

- Designates location 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 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, 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.

Counters & dispels *Unhallow*.**Unhallow**(PH p268)

<Evoc[evil], VSM(herbs & incense worth 1,000gp + 1,000gp per level of the included spell)/DF, 1Day, 10' radius/lvl, 1yr, no SR>

- Designates location as Unholy. For 1 year, everyone within the Unhallowed area has the following benefits:

- +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Good creatures;
- Blocks any mind control;
- Non-Evil Summoned & Conjured creatures cannot enter the area unless they make a Spell Resistance check;
- One spell from the Hallow / Unhallow Table can be added to the entire Unhallowed area for the full year. The spell can be designated to effect only followers of the caster's faith, only those who do not follow the caster's faith, everyone, etc.
- If cast by a Cleric, all Charisma checks to Rebuke / Command Undead gain a +4 Profane bonus & all Charisma checks to Turn / Destroy Undead receive a –4 Profane penalty.

Counters & dispels *Hallow*.**Illusion****False Sending**(BoVD p95)

<Ill(glamer), VSM(copper wire)/DF, 10Minutes, Unlimited-range, WillNeg>

- Sends a message of 25 words or less to a familiar target anywhere, who may send back

a 25 word response immediately. When sending the message, the caster is able to impersonate someone with whom he/she is familiar.

Necromancy**Blight**(DotF p81)(MotW p84)

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

- This spell either
 - causes vegetation to die in a 100' radius circle, though the soil is still fertile; or
 - a targeted plant creature takes 1d6 damage per level (max 15d6), Fortitude save for ½.

Breath of Contagion(DR304 p36)

<Necro, S/DF, 1StdAct, FortNeg>

- Creatures within a 30' Cone become infected with a disease the caster already has:
 - the caster is infected with the disease;
 - the caster has a natural attack that is diseased (such as mummy rot);
 - the caster casts *Contagion*, which is delivered by this spell as a cone (which consumes the casting of *Contagion*).

If the caster has more than one disease, the targets must save against each of them.

Chanel the Void(DR304 p36)

<Necro, VSM(wight or vampire skin)/DF, 1StdAct, Personal, 1rnd/lvl>

- The caster is infused with negative energy, with the following effects:
 - Any attack that results in Negative Levels do +1 Negative Level. Applies to natural attacks (i.e., a wraith) or spells (i.e., *Ray of Enervation*).
 - Any attacks that results in Ability Drain (not Ability Damage) drains an extra 50%.

Chamel Fire(BoVD p87)

<Necro[evil], VS, 1Minute, Touch, Instantaneous>

- The touched corpse or corporeal undead is completely consumed as if by fire. An undead receives its Spell Resistance & a Will save to resist.

Any creature disposed of this way can only be restored with *True Resurrection*.

Circle of Doom(PH p184)

<Necro, VS, 1StdAct, Fort½>

- Deals 1d8 + 1/lvl (max +20) damage to all living enemies within 20' of the caster.

Disanimate(DR304 p36)

<Necro, VS, 1StdAct, Touch, Will½>

- Touched undead or construct is destroyed unless the target makes its Will save, in which case it takes 3d6 + 1/lvl damage.

Slay Living(PH p252)

<Necro[death], VS, 1StdAct, Touch, Fort½>

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

Spit Poison(DR304 p37)

<Necro, S/DF, 1StdAct, 30' range, FortNeg>

- The caster can make a ranged touch attack against one creature within 30' to inflict a poison the caster already has in his/her system:
 - the caster is suffering from a poison;
 - the caster has poison as a natural attack;
 - the caster has cast *Poison* & is "holding" it (using this spell consumes the *Poison*).

If the caster has more than one poison, the target must save against each of them.

Transmutation**Battletide**(MoF p80)(LoD p185)(MoFe)+

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

- One target per level within a 30' area receive a –2 Circumstance penalty on its saves, attacks, & damage rolls. As long as at least one target

is under the effect of this spell, the caster gains an extra partial action each round (though it does not stack with the extra partial action gained from *Haste*).

Bear's Heart(DotF p81)

<Trans, VS, 1StdAct, 20' radius, 1rnd/lvl>

- One living ally per level within 20' gains a +4 Enhancement bonus to Strength and +1d4/level temporary hit points. When the spell ends, any remaining temporary hit points go away & the subject takes 1 hit point of subdual damage per level.

Divine Agility(DotF p85)

<Trans, VS, 1StdAct, Touch, 1rnd/lvl>

- The touched subject gains the following:
 - An Enhancement bonus to its Dexterity to raise it to 18 (if currently lower);
 - Its Base Reflex Save raised to that of a Rogue of the Caster's level (if currently lower); and
 - Gains Feat: Spring Attack.

Ethereal Jaunt(PH p201)

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

- The caster with equipment become ethereal.

Mark of Justice(PH p255)

<Trans, VS/DF, 10Min, Touch, Permanent, no save>

- The caster draws an indelible mark on the target & states the behavior that will activate a curse, which can be one of the following:
 - 6 on one ability;
 - 4 Enhancement penalty on attacks, saves, and skill checks; or
 - 50% chance of losing each action.
 This spell is not effected by *Dispel Magic* & *Remove Curse* only function if its caster is at least as high level as this spell.

Mass Manifest(MotP p36)

<Trans, VSM(copper dust), 1StdAct, Close-range, 1rnd/lvl, no save>

- Forces all creatures & objects in a 25' radius on an overlapping plane of existence into the caster's plane.

Mirror Walking(MotP p205)

<Trans, VSF(mirror or other reflective surface large enough for the subject to step through), 1FullRound, Touch>

- The touched subject can step through a mirror or other reflective surface into the Plane of Mirrors. This plane of existence allows the subject to look out of mirrors connected to it (usually ones connected to great events). The subject may try to pull someone or something into the Plane of Mirrors. Once the subject (or anyone pulled into the plane) step out of a mirror, the effect ends.

Entering the Plane of Mirrors produces a copy of the creature. The copy disappears when its other self exits the Plane unless it can kill its other self and take its place.

Plane Shift(PH p235) (FAQ)+

<Trans, VSF(plane-specific tuning fork), 1StdAct, Touch, WillNeg>

- Either 1 unwilling target –or– 8 willing targets are sent to another plane of existence.

Righteous Might(PH p246)

<Trans, VS/DF, 1StdAct, Personal, 1rnd/lvl>

- The caster & his/her equipment double in size, with the following effects:
 - +4 Enlargement bonus to Strength;
 - the caster's size goes up one category;
 - the caster's weight is 8x greater;
 - Weapon size increases by one category, which increases its damage (d2 → d3 → d4 → d6 → d8 → 2d6; d10 → 2d6; d12 → 2d8).

Skull Eyes(LoD p188)

<Trans, VS, 1StdAct, Close-range, Personal, 1rnd/3lvs>

- The caster gains the ability to do a gaze attack against a single target once per round as a Free Action. The gaze's effect must be chosen at cast time from the following list:

Skull Eyes(charm)

<Ench(charm)[mind], FreeAction, 1day/1vl, WillNeg>

- One living creature considers you its ally & will consider anything you say or do as if done by a close friend. If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from you or your allies after the spell is in effect breaks it.

Skull Eyes(confusion)

<Ench(comp)[mind], FreeAction, 1rnd/1vl, WillNeg>

- One living creature is Confused.

Spell Phylactery(MoF p122)

<Trans, VS/DF, 10Minutes, Touch, until discharged>

- The caster sets the conditions when a scroll places into the target phylactery (i.e., small box) will activate on the caster. The phylactery must be worn to be effective, either strapped around the head (taking the headband location) or to the arm (taking the bracer location). The conditions to activate the scroll must be clear, such as “when I am submerged in liquid” (this would most likely be associated with a Scroll of *Water Breathing*). This spell is negated (which leaves the scroll unconsumed) under the following conditions:

- a) the spell on the scroll is not on the caster's spell list.

- b) the caster is not high enough level to cast the spell on the scroll.
- c) the caster's primary attribute is not currently high enough to cast the spell.
- d) anyone but the caster wears the phylactery.
- e) the caster does not wear the phylactery for at least 24 hours.

6th Level**Abjuration****Anilife Shell**(PH p174)

<Abj, VS/DF, 1FullRound, 10min/1vl(D), no save>

- Creates a 10' radius, mobile, invisible sphere around the caster that cannot be entered by animals, aberrations, beasts, magical beasts, dragons, fey, giants, humanoids, monstrous humanoids, oozes, plants, shapechangers, & vermin. The following creature types are immune: constructs, elementals, outsiders, & undead.

Banishment(PH p177)

<Abj, VSF(object or substance hated by the target), Close-range, WillNeg>

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

Energy Immunity(T&B p888)

<Abj, VS, 1StdAct, Touch, 24hrs>

- Subject is immune to damage from one kind of energy damage.

Forbiddance(PH p206)

<Abj, VSM(1,500gp of holy water & incense per 60' cube, 5,000gp of additional incense 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 – 3d6 damage & cannot enter (WillNeg).
 - 3) different along the law-chaos axis -and- the good-evil axis – 6d6 damage & cannot enter (WillNeg).
 Once a creature fails its save to enter, it gets no future saves.

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- 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 – 3d6 damage & cannot enter (WillNeg).
 - 3) different along the law-chaos axis -and- the good-evil axis – 6d6 damage & cannot enter (WillNeg).

Once a creature fails its save to enter, it gets no future saves.

- Dispel Magic* only works if its caster's level is at least as high as this spell's level.

Gate Seal(FR p70)

<Abj, VSM(50gp silver), Close-range, Permanent>

- The targeted *Gate* or *Portal* cannot no longer be used unless this spell is dispelled.

Greater Dispelling(PH p210)

<Abj, VS, 1StdAct, Medium-range, 1 target –or– 30' radius>

- 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 the target gets a separate Dispel Check. If successful, the spell effect is terminated, except for those caused by magic items, which are only suppressed for 1d4 rounds.
 - c) Area Dispel – Each target in a 30' gets a Dispel Check against each spell in turn (highest caster level 1st) until one is dispelled or all checks fail. Items are not effected.

Greater Glyph of Warding(PH p210)

<Abj, VSM(400gp diamond dust, incense), 10Minutes, Touch, until discharged>

- Caster inscribes a one-use almost invisible rune upon an object or area (up to 5 square feet per level) which is set off when anyone (visible or otherwise) touches or passes it. The caster can set criteria which will keep the glyph from discharging, such as a password, the creature's race or alignment, or even religion (though the spell can be fooled by *Nondetection*, *Polymorph Self*, etc.). If noticed, a *Read Magic* along with Spellcraft check vs. DC 13 will identify the effect contained by the glyph. A glyph can either
 - a) inflict 1d8 per 2 levels (max 10d8) in a 5' radius of one energy type (acid, cold, electricity, fire, or sonic); or
 - b) store one harmful spell up to 6th level.

Greater Spell Resistance(DR304 p32)

<Abj, VSM(drow hair)/DF, 1StdAct, Touch, 1min/1vl>

- The touched creature's Extraordinary Spell Resistance (i.e., not from a spell, an item, or a supernatural effect) is increased by the spell's Caster level.

Snare Astral Traveler(BoVD p104)

<Abj, VS, 1StdAct, Medium-range, 1rnd/1vl, WillNeg>

- The closest creature within range in the Astral Plane who fails its save is moved to the

- location of the caster, held motionless, & made visible. If the closest creature makes its save, then 2nd closest creature must attempt a save to avoid this spell. Each creature within range must save until one fails, or no additional creatures are within range.

Conjuration**Heal**(PH p213) (FAQ+)

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

- Cures all damage, diseases, mental conditions, blindness, deafness, poison, & temporary ability damage with a single casting.

Planar Ally(PH p235)

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

- Request your deity sends you one ore more Elementals or Outsiders whose HD total no more than 16 (you may request a specific one by name). Once the 'ally' arrives, you must negotiate what you want & what it gets in return (usually appropriate for the difficulty of the task). No mater how many allies are requested, one spell equals one task & one payment. Once the task is complete, the 'ally' informs you of its deeds & returns to its home.

Regenerate Critical Wounds(MotW p92)

<Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd/1vl>

- The living subject gains Fast Healing 4.

Revive Outsider(MotP p38)

<Conj(heal), VSM(500gp diamond, soil from the outsider's home plane)/DF, 1Min, Touch>

- Restore life to an Outsider not matter how long ago it was slain, though it may not have more HD than the caster. The Outsider may not have been slain by a 'death effect' & the body must be intact. This spell heals the subject 1hp per HD, plus any ability score at 0 becomes 1.

Summon Monster VI(PH p259)

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

- Summons 1 Monster from Table #6, 1d3 Monsters from Table #5, or 1d4+1 Monsters from Table #4 (or lower) to fight targets of your choice, starting on your initiative of their first round.

Thousand Needles(BoVD p106)

<Conj(creat)[evil], VSM(needles), 1StdAct, Medium-range, 1min/lvl, Fort½>

- One living target is surrounded & stabbed by needles, causing 2d6 damage (Fort½). For the spell's duration, the target receives a –4 Circumstance penalty on All Actions.

Creatures with any Damage Reduction are immune to this spell.

Divination*Find the Path*(PH p203)

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

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

Enchantment*Geas/Quest*(PH p208)

<Ench(comp)[mind][language], V, 1StdAct, Close-range, Permanent(D), WillNeg>

- One subject obeys the caster's command "to the letter", though self-destructive acts automatically are saved against.

If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage per day & must make a Fortitude save. If it fails, the subject can only has ½ movement, has a –4 penalty on Strength & Dexterity, heals at 10% of the normal rate, & is not effected by magical healing. If the subject continues to not follow the instructions, each following day another Fortitude save is needed or the subject is Crippled. The effects end after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic*, *Break Enchantment*. *Remove Curse* only works if its caster level is 2 higher than this spell's caster level.

Evocation*Aura of Power*(DR304 p33)

<Evoc, V/DF, 1StdAct, Personal, 1rnd/lvl>

- The caster is surrounded by a glowing aura that has the following benefits:
 - any Natural Armor bonus the caster possesses (not including any that result from magic items, spells, etc.) improves by +4 bonus;
 - natural attacks, such as bites, claws, & slams gain a +2 damage bonus;
 - the caster's supernatural abilities gain a +2 bonus to DC.

Blade Barrier(PH p179)

<Evoc, VS, 1FullRound, Medium-range, 10min/lvl, no save>

- Creates a column filled with spinning blades up to 30' radius. Going through the barrier causes 1d6/lvl (max 20d6) slashing damage. If the barrier is created with a creature within its boundaries, the creature is allowed a Reflex save to get out before it finishes forming. The barrier acts as One-Half Cover.

Heroes' Feast(PH p213)

<Evoc, 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, gains 1d4+4 hp, and for the following 12 hours is immune to poison, magical fear & hopelessness, & gains a +1 Morale bonus to attacks.

IllusionNecromancy*Create Undead*(PH p189)

<Necro[evil], VSM(black onyx worth 50gp/HD), 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	Wight	16
	Shadow	12	Wraith	20
	Ghast	14		

This spell must be cast at night.

Harm(PH p212)(DU87 p103)+

<Necro[touch attack], VS, 1StdAct, no save or Will½>

- Subject loses all but 1d4 hp. An addendum has proposed allowing a Will save.

Undeath to Death(MoF p130)(T&B p96)(F&P p220)(D&D p217)

<Necro[death], VSM(500gp of diamond power)/DF, 1StdAct, Medium-range, WillNeg>

- Slays 1d4 HD per level (max 20d4) of undead in a 50' radius burst. The lowest HD undead in the area are effected first.

Transmutation*Animate Objects*(PH p174)

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

- Animates non-magical, unattended objects or raw matter (dirt, water, etc.) up to 1 cubic foot per level.

Azuth's Exalted Triad(MoF p78)

<Trans, VS, 1StdAct, Personal>

- One target prepared spell of up to 3rd level is modified so that there are a total of 3 copies in the caster's memory (as if the caster had 2 extra slots at the target spell's level). The copies of the target spell are cast normally. When a new spell is prepared in the target spell's slot, any extra copies that were not used are lost.

Etherealness(PH p201)

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

- The caster & up to one other touched target per 3 Caster levels become Ethereal, along with their equipment.

Stone Walk(MoF p124)(LoD p189)

<Trans[teleport], VSM(2,500gp diamond), 10Minutes, Touch, until discharged>

- The caster links two 5' square stone. When anyone stands on one stone and says the command word, the speaker & up to 50 pounds per level are instantly teleported to the other stone. The linked stones can be used 1 time per 4 Caster levels before this spell is discharged.

Preparing the spell's end-points requires 1 hour and 2,500gp of ruby & amber paste. Once prepared, the end-points can be used over and over, assuming they are not damaged.

Suppress Glyph(MoF p126)

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

- All magical writing traps (including *Glyph of Warding*, *Explosive Runes*, *Sepia Snake Sigil*, & *Symbol*) within 100' radius of the caster glow blue and are suppressed. For the spells duration, they can be passed, the book they guard can be read, etc. At the end of this spell's duration, the blue light fades & all the traps become active again.

Wind Walk(PH p272)

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

- You and one subject per 3 levels is transformed into a translucent mist-like form (if wearing white, most viewers will think the subject is a cloud). While in this form, each subject can fly at up to 60 miles per hour, have Damage Reduction 20/+1, vulnerable to high winds, & cannot cast spells. Each subject moves independently & the group is not required to stay together. Each subject can solidify himself in 5 rounds & later return to mist-form (also taking 5 rounds) if the spell is still in effect. Note that the caster can dismiss the spell for any or all subject at will. If the spell is within 1 minute of ending naturally, any remaining subjects descend at 60' per round (or faster if desired) before the spell expires.

Word of Recall(PH p274)

<Trans[teleport], V, 1StdAct>

- Teleports the caster & up to 50 pounds per level (living creatures must be willing) back to a very familiar place that was designated when the spell was memorized.

7th Level**Abjuration***Azuth's Spell Shield*(MoF p79)

<Abj, VS/DF, 1StdAct, Close-range>

- One subject per level gains Spell Resistance of 12 + 1/lvl. This spell lasts for 1rnd/lvl evenly between all subjects.

Holy Star(MoF p100)

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

- Creates a glowing ball that gives off light like a candle & hovers over the caster's shoulder. Each round, as a Free Action, the caster can choose one of the following 3 functions:
 - Spell Turning* against 1d4+3 spell levels total. When this function is spent, the other 2 remain;
 - +10 Cover bonus to AC;
 - ranged touch attack doing 1d4 + 1/2lvls (max +10) fire damage up to 90' away.

Repulsion(PH p245)

<Abj, VSF(2 small iron bars with dog statuettes on the ends)/DF, 1StdAct, 1rnd/lvl(D), WillNeg>

- Creatures cannot approach the caster within an invisible circle of up to 10' radius per level. The circle moves with the caster, but cannot push creatures back. The caster can still be attacked with spells, ranged weapons, and even reach weapons (if long enough).

Conjuration*Fortunate Fate*(MoF p95)

<Conj(heal), VS, 1Minute, Touch, until discharged up to 10min/lvl>

- If the touched target is killed, a *Heal* spell is automatically cast upon him/her to avoid the death. If cast on an undead, it receives a *Harm* spell instead.

Greater Restoration(PH p211)

<Conj(heal), VSX(500), 10Minutes, Touch>

- Touched creature has all Negative Energy Level removed from it & even regains all lost Experience Level drained within 1/week per level. Also, all ability penalties, temporary ability damage & permanent ability drain are restored. Finally, all forms of insanity, confusion, & similar mental impairment are removed.

Regenerate(PH p244)

<Conj(heal), VS/DF, 3FullRounds, Touch>

- 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 takes 2d10 rounds to regrow. The subject is also healed 1d8 + 1/lvl (max +20) hit points.

Resurrection(PH p246)

<Conj(heal), VSM(holy water, 500gp diamond)/DF, 10Minutes, Touch>

- Restores life to someone who died up to 10 years per level ago, assuming the spirit is willing. Subject cannot have died of old age or have been a construct, elemental, or outsider. Only a piece of the body is needed & is healed to full hit points & ability scores. Subject loses a non-recoverable level.

Slime Wave(DotF p89)

<Conj(sum), VSM(stagnant water), 1StdAct, Close-range, 1rnd/lvl, RefNeg, no SR>

- A 15' radius spread is splattered with Green Slime. Each round, the slime does 1d6 Constitution damage to flesh –or– 2d6 damage (bypassing Hardness) to wood & metal. If not scraped off on its 1st round, the slime must be destroyed with heat, cold, sunlight, *Remove Disease*, or cutting.

Summon Monster VII(PH p259)

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

- Summons 1 Monster from Table #7, 1d3 Monsters from Table #6, or 1d4+1 Monsters from Table #5 (or lower) to fight targets of your choice, starting on your initiative of their first round.

Divination*Fiendish Clarity*(BoVD p95)

<Div[evil], VS, 1StdAct, Personal, 10min/lvl>

- The caster gains the following visions:
 - Darkvision 60'. This special version can even see through magical darkness;
 - See *Invisible* objects & creatures within a Medium-range *Cone*;
 - Reveals good creatures, spells, or objects in a 90 degree arc within 60'. First round shows their presence, second round the number of distinct auras, & third round their relative strengths.

Greater Scrying(PH p211)

<Div, VS, 1StdAct, 1hr/lvl, no SR>

- Sends a magical 'sensor' to watch & listen to a target creature on a successful Scry check.

Knowledge	DC
Familiar	5
Met at least once	10
Has had target described	15
No Knowledge, but a Connection	20
Connections	Bonus
Lock of hair, etc.	+10
Possession, clothing	+8
Likeness	+5
Misc.	Penalty
On another plane of existence	-5

The 'sensor' can be noticed by a Scry check vs. DC 20.

The following spells work through the 'sensor': *Comprehend Languages*, *Darkvision*, *Detect Chaos*, *Detect Evil*, *Detect Good*, *Detect Law*, *Detect Magic*, *Message*, *Read Magic*, & *Tongues*.

Enchantment*Righteous Wrath of the Faithful*(DotF p89)

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

- The caster effects all allies within 30' 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.
 - Others:
 - +1 Morale bonus on attacks & saving throws vs. Fear spells & effects.
 - 1d8 Temporary HP.

Evocation*Blasphemy*(PH p179)

<Evoc[evil][sonic], V, 1StdAct, no save>

- Any non-evil creatures within 30' who can hear the 'blasphemy' suffer from the following effects:
 - 12+ HD: *Dazed* for 1 round.
 - 9-11 HD: *Weakened* for 2d4 rnds, & above.
 - 5-8 HD: *Held* for 1d10 min, & above.
 - 0-4 HD: Dead (undead destroyed).

In addition, if the caster is on his/her home plane of existence, any non-evil extraplanar creatures in the area of effect are driven back to their home plane for at least 1 day.

Dictum(PH p194)

<Evoc[law][sonic], V, 1StdAct, no save>

- Any non-lawful creatures within 30' who can hear the 'dictum' suffer the following effects:
 - 12+ HD: *Deafened* for 1d4 rounds.
 - 9-11 HD: *Slowed* for 2d4 rounds, & above.
 - 5-8 HD: *Held* for 1d10 min, & above.
 - 0-4 HD: Dead (undead destroyed).

In addition, if the caster is on his/her home plane of existence, non-lawful extraplanar creatures in the area of effect are driven back to their home plane for at least 1 day.

Holy Word(PH p215)

<Evoc[good][sonic], V, 1StdAct, no save>

- Any non-good creatures within 30' who can hear the 'word' suffer the following effects:
 - 12+ HD: *Deafened* for 1d4 rounds.
 - 9-11 HD: *Blind* for 2d4 rounds, & above.
 - 5-8 HD: *Held* for 1d10 min, & above.
 - 0-4 HD: Dead (undead destroyed).

In addition, if the caster is on his/her home plane of existence, any non-good extraplanar creatures in the area of effect are driven back to their home plane for at least 1 day.

Word of Chaos(PH p273)

<Evoc[chaos][sonic], V, 1StdAct, no save>

- Any non-chaotic creatures within 30' who can hear the 'word' suffer the following effects:
 - 12+ HD: *Deafened* for 1d4 rounds.
 - 9-11 HD: *Stunned* for 1 round, & above.
 - 5-8 HD: *Confused* for 1d10 min, & above.
 - 0-4 HD: Dead (undead destroyed).

In addition, if the caster is on his/her home plane of existence, non-chaotic extraplanar creatures in the area of effect are driven back to their home plane for at least 1 day.

Wretched Blight(BoVD p110)

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

- Effects all creatures in a 20' radius spread based on their alignment.
 - Good: 1d8/lvl damage (max 15d8) (Fort½) & *Stunned* for 1d4rnds (FortNeg).
 - Neutral: 1d8 per 2 lvls (max 7½d8) (Fort½).
 - Evil: no effect.

Illusion*Triple Mask*(LoD p189)

<Ill(shadow), VS/DF, 1StdAct, Medium-range, 1rnd/lvl(D)>

- The caster creates 3 quasi-real duplicates of himself that look, sound, & smell like the original, but are intangible. When not in use, a shadow is inert (unless left walking in a direction or towards a known location). As a Free Action, the caster can switch his/her perception to one of the duplicates, where it is possible to see, hear, speak, or even cast spells through it.

Necromancy*Death Dragon*(MoF p88)

<Necro[evil][fear][mind], VS/DF, 1FullRound, Personal, 1rnd/1vl(D)>

- The caster is surrounded by the image of a dragon made from bone & negative energy with the following benefits:
 - a) +4 Natural Armor bonus to AC;
 - b) +4 Deflection bonus to AC;
 - c) +1 Temporary hp per level (max +20);
 - d) Can make armed attacks as if wielding short shorts in one or both hands;
 - e) *Inflict Critical Wounds* as a Touch Attack by using a Standard Action; and
 - f) *Fear*, as a Standard Action;
- The caster cannot cast spells with Somatic, Material, or Focus requirements (Verbal & Divine Focus are alright).

Destruction(PH p192)

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

- The target dies, leaving no remains. On a successful save, target takes 10d6 damage.

Imprison Soul(BoVD p98)

<Necro[evil], VSM(piece of the target's body such as hair or a fingernail)F(soul receptacle), 1StdAct, Medium-range, Instantaneous, WillNeg, no SR>

- The target's soul is pulled out of its body & stored in a specially prepared receptacle. If the receptacle is opened or broken, the soul is free to return to its body, assuming it is still alive. The target's coma-like body takes 1d4 Constitution damage each day it without a soul until it dies.

In addition to being within range, the caster must know the target's name, exactly where it is, & have a sample from the target (such as its hair or fingernail).

Creating the 'soul receptacle' focus for this spell takes 3 days. The object can be no larger than Tiny-sized & is usually a piece of jewelry.

Mass Harm(DR304 p37)

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

- All undead in a 30' area have their hit-points fully restored. This spell has no effect on the living.

Undeath after Death(MoF p129)

<Necro[evil], VSM(piece of obsidian, 50gp of black onyx per subject's HD), 10Minutes, Touch, until discharged>

- When killed, the touched, living, willing subject will rise on the sunset as a Crypt Spawn (i.e., the Crypt Spawn template is applied to the base character). If the subject's body is destroyed before it animates, the spell fails. 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.

Transmutation*Call upon Celestial Heritage*(DR304 p38)

<Trans, VSF(silver holy symbol)/DF, 1StdAct, Personal, 1min/1vl(D)>

- The caster who has celestial ancestry (i.e., an Aasimar, a Celestial creature, or a Half-Celestial) becomes a full Celestial for a while:
 - a) +4 Sacred bonus on saves vs. poison;
 - b) gain Low-Light Vision & Darkvision 60';
 - c) Damage Reduction 10 / +1; &
 - d) able to speak with any creature.

Control Weather(PH p188)

<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).

Bestow Greater Curse(BoVD p85)

<Trans[touch attack], VS, 1StdAct, Touch, Permanent, WillNeg>

- Touched subject is inflicted with one of the following:

- a) One ability score reduced to 1;
- b) Two ability scores receive a –6 penalty (min 1);
- c) –8 penalty on All Actions; or
- d) 75% chance of losing each action.

The caster must designate a task which, if completed, will cause the curse to be lifted. The task must be some that the target could do in a 1 year time-frame.

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

Refuge(PH p243)

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

- A preset teleportation is activated when the trigger object is broken at the same time the command word is spoken. The caster presets the object to either
 - a) teleport the breaker to the caster's sanctum; or
 - b) teleport the caster to the breaker's location.

8th Level

Abjuration

Antimagic Field(PH p175)

<Abj, VSM(iron powder)/DF, 1StdAct, 10min/lvl(D)>
 – Almost all magical effects, spells, spell-like abilities, supernatural abilities, and magic items are suppressed (but not dispelled) within 10' 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. Note that the field is invisible & moves with the caster. Some spells, such as *Wall of Force* & *Prismatic Sphere* are specifically immune to this spell.

Cloak of Chaos(PH p184) (FAQ)+

<Abj[chaotic], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>
 – 1 subject per level within 20' 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 creatures successfully hits someone with the aura in melee, the attacker becomes Confused for 1 round (Will save negates).

Holy Aura(PH p214) (FAQ)+

<Abj[good], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>
 – 1 subject per level within 20' of the caster gains a radiance, which provides the following:
 a) +4 Deflection bonus to AC.
 b) +4 Resistance bonus to saving throws.
 c) Spell Resistance 25 against evil spells & spells cast by evil creatures.
 d) Blocks any mind control.
 e) If an evil creatures successfully hits someone with the aura in melee, the attacker becomes permanently Blind (Fortitude save negates).

Shield of Law(PH p251) (FAQ)+

<Abj[lawful], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>
 – 1 subject per level within 20' of the caster is surrounded by a blue glow, which provides the following:
 a) +4 Deflection bonus to AC.
 b) +4 Resistance bonus to saving throws.
 c) Spell Resistance 25 against chaotic spells & spells cast by chaotic creatures.
 d) Blocks any mind control.
 e) If a chaotic creatures successfully hits someone with the aura in melee, the attacker becomes Slowed for 1rnd/lvl (Will save negates).

Unholy Aura(PH p268) (FAQ)+

<Abj[evil], VSF(tiny reliquary with a minor relic worth 500gp total), 1StdAct, 1rnd/lvl(D)>
 – 1 subject per level within 20' of the caster is shrouded in gloom, which provides the following:
 a) +4 Deflection bonus to AC.
 b) +4 Resistance bonus to saving throws.
 c) Spell Resistance 25 against good spells & spells cast by good creatures.
 d) Blocks any mind control.
 e) If a good creatures successfully hits someone with the aura in melee, the

attacker becomes permanently Blind (Fortitude save negates).

Conjuration

Greater Planar Ally(PH p211)

<Conj(call) [variable alignment/element], VS/DF, 10Minutes, no SR>
 – Request your deity sends you one ore more Elementals or Outsiders whose HD total no more than 24 (you may request a specific one by name). Once the 'ally' arrives, you must negotiate what you want & what it gets in return (usually appropriate for the difficulty of the task). No mater how many allies are requested, one spell equals one task & one payment. Once the task is complete, the 'ally' informs you of its deeds & returns to its home.

Mass Heal(PH p226) (FAQ)+

<Conj(heal), VS, 1StdAct, Close-range>
 – Cures all damage, diseases, mental conditions, blindness, deafness, poison, & temporary ability damage to all creatures in a 30' area.

Summon Monster VIII(PH p259)

<Conj(sum)[variable alignment/element], VSF(tiny bag, small candle)/DF, 1Full-Round, Close-range, 1rnd/lvl(D)>
 – Summons 1 Monster from Table #8, 1d3 Monsters from Table #7, or 1d4+1 Monsters from Table #6 (or lower) to fight targets of your choice, starting on your initiative of their first round.

Divination

Brain Spider(DotF p82)

<Div[mind], VSM(spider)/DF, 1FullRound, Long-range, 1min/lvl, WillNeg>
 – The caster may eavesdrop on the thoughts of up to 8 targets who fail their Will save. 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), then he/she can also attempt a *Suggestion* on one of the targets, though it gets an additional saving throw.

Discern Location(PH p195)(FAQ)+

<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 spell can only be blocked by anti-Scrying magics of 8th level or higher (such as *Mind Blank*).

Enchantment

Chain of Chaos(DotF p83)

<Ench(comp)[mind][touch attack], VS, 1StdAct, Touch, WillNeg>
 – If the touched target fails its Will save, it is under the effect of *Insanity*. For 1 day per 4 Caster levels, anyone the target touches must also make a Will save or become effected by *Insanity*. They too have the ability to transfer the spell for 1 day per 4 Caster levels after they become infected. Up to 5 creatures per Caster level can be effected in total.

Evocation

Earthquake(PH p198)

<Evoc, VS/DF, 1StdAct, Long-range, 1rnd, no SR>
 – Intense tremor shakes 5' per level radius. 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].
 Cliff Landslide that goes horizontally as far as it fell vertically [8d6 damage].
 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 All but the strongest collapse [8d6 damage to all within].
 Marsh Fissures drain the water. [Sink in mud / quicksand].

Fire Storm(PH p205)

<Evoc[fire], VS, 1FullRound, Medium-range, RefV>
 – The caster designates 2 contiguous 10' cubes per level are filled with flame, doing 1d6 fire damage per level (max 20d6). At the caster's option, natural vegetation & any other plant life are not effected by the flames.

Necromancy

Create Greater Undead(PH p189)(MM2 p182)+(MoF p184)+

<Necro[evil], VSM(black onyx worth 50gp/HD), 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
Mummy	15	Crypt Spawn	18	
Spawn of		Vampire	18	
Kyuss	16	Ghost	20	
Spectre	16			

This spell must be cast at night.

Death Pact(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.

General of Undeath(MoF p96)(MoFe)+

<Necro[evil], VS/DF, 1StdAct, Personal, 1day/lvl>
 – The caster increases his/her maximum HD of controlled undead by 10 times the caster lvl.

Transmutation

Befoul(BoVD p85)

<Trans[evil], VSM(dead fish, drop of poison), 1Minute, Touch, Permanent>
 – 100'/lvl by 100'/lvl by 10'/lvl contiguous volume of water becomes poisonous. All creatures within the area which have 1HD or less die immediately. Any creature drinking or immersed in the befouled water is effected by (1d4 Con / —) poison.

If only part of a larger body of water is polluted, then over 24 hours the clean water mixes with the befouled water with the follow result:

Pure vs. Foul	Effect
up to 4x	Poison diluted to 1d2 Con / —.
5x – 19x	Water tastes bad.
20x +	Poison is gone.

Call upon Fiendish Heritage(DR304 p38)

<Trans, VSF(silver unholy symbol)/DF, 1StdAct, Personal, 1min/1vl(D)>

- The caster who has fiendish ancestry (i.e., a Tiefling, a Fiendish creature, or a Half-Fiend) becomes a full Fiend for a while:
 - a) immunity to poison;
 - b) gain Darkvision 60’;
 - c) Damage Reduction 10 / +1;
 - d) able to communicate telepathically with any creature within 60’; &
 - e) Acid Resistance 20, Cold Resistance 20, & Fire Resistance 20.

Stormrage(MoF p125)

<Trans[electricity], VS/DF, 1StdAct, Personal, 1min/1vl(D)>

- The caster embodies the power of a storm:
 - a) Caster flies at a speed of 90’ (60’ if in medium or heavy armor) with Average maneuverability. ½ speed going up, 2x speed going down. If spells expires/is dispelled, subject descends at 60’ per round for 1d6 rounds before falling.
 - b) An invisible wall of air 2’ wide is created around the caster on all sides. The wall is total protection from arrows, bolts, gases (including some breath weapons), gaseous forms, birds, etc. Larger ranged weapons have a 30% miss chance, but large weapons, such as giant’s boulders, are not effected. The wall may be walked through normally.
 - c) Caster is unaffected by normal & magical winds.
 - d) Has a pool of 1d6 per Caster level (max 20d6). As a Standard Action, the caster may strike a single opponent within 100’ with a stroke of electricity by making a ranged touch attack (+4 bonus if the target has a large amount of metal). The caster expends the dice in the pool to do the damage, allowing many little attacks, one big one, etc.

Universal

Symbol(PH p261)(MoF p127)+

<Univ, VSM(5,000gp of diamond & opal, mercury, phosphorus), 10Minutes or more, Touch, until discharged then 10min/1vl>

- Creates one of the following “carefully engraved” symbols. The symbol must be in plain sight and is triggered when it is looked at, touched, walked under, etc. The caster can also set other visual-based triggering conditions, such as not triggering on people wearing a specific holy symbol, or when they use a password. The caster can ‘attune’ a group of creatures to never trigger the symbol or be effected by it once triggered at the cost of extra casting time (free for the caster, 1hr for 10 creatures, 1 day for 25 creatures, etc.).

Once triggered, the symbol glows & effects all creatures within 60’:

Death_[death] – One or more creatures whose total hp do not exceed 150hp die (FortNeg). This symbol lasts until all 150hp are depleted.

Death Symbol of Bane_{[death][evil]} – One or more creatures whose total hp do not exceed 150hp suffer the following:

- a) death (FortNeg);
- b) 1d12 hp of cold damage (FortNeg);
- c) suffer a –2 Morale penalty on All Actions & damage rolls (FortNeg).

This symbol cannot be triggered by anyone wearing Bane’s Holy Symbol, requires the sacrifice of 30HD of intelligent creatures, & lasts until all 150hp are depleted.

Discord_[mind] – All intelligent creatures argue loudly for 5d4rnds. After 1d4rnds, those with different alignments have a 50% chance of fighting for 2d4rnds

Fear_{[mind][fear]} – All creatures become Panicked (WillNeg, DC has a +4 bonus).

Hopelessness_[mind] – All creatures become hopeless for 3d4 x 10 minutes & will follow simple demands from their foe, typically surrender (WillNeg, DC has a +4 bonus).

Insanity_[mind] – One or more creature whose total hp to not exceed 150hp become Confused.

Pain – All creatures receive a –2 penalty to Dexterity, and a –4 penalty to attacks, skill checks & ability checks for 2d10 x 10 minutes (FortNeg, DC has a +4 bonus).

Persuasion_[mind] – All creatures become the same alignment as the caster & treat him/her as a close friend (WillNeg, DC has a +4 bonus).

Sleep_[mind] – All creatures with 8HD or less fall asleep & cannot be waken for 3d6 x 10 minutes (WillNeg).

Spell Loss – All casters loose their highest level prepared spell / spell slot, up to a total of 30 spell levels (WillNeg). A new save must be made each round the target is in the area of effect.

Stunning – One or more creatures whose total hp do not exceed 250hp become Stunned (FortNeg).

-or-

<Univ, VSM(mercury, phosphorus), 1StdAct, Touch, 10min/1vl>

- Creates one of the following “quickly scribed” symbols in the air that effects all creatures

within 60’, except those the caster exempts (must be within 60’ at the casting time):

Fear_{[mind][fear]} – All creatures become Panicked (WillNeg).

Hopelessness_[mind] – All creatures become hopeless for 3d4 x 10 minutes & will follow simple demands from their foe, typically surrender (WillNeg).

Pain – All creatures receive a –2 penalty to Dexterity, and a –4 penalty to attacks, skill checks & ability checks for 2d10 x 10 minutes (FortNeg).

Persuasion_[mind] – All creatures become the same alignment as the caster & treat him/her as a close friend (WillNeg).

Spell Loss – All casters loose their highest level prepared spell / spell slot, up to a total of 30 spell levels (WillNeg). A new save must be made each round the target is in the area of effect.

9th LevelAbjuration*Undeath's Eternal Foe*(MoF p130)

<Abj[good], VS/DF, 1StdAct, Close-range, 1rnd/lvl>

- One subject per 5 levels gains the following benefits:
 - a) +4 Deflection bonus to AC against undead attackers;
 - b) Able to make melee & ranged attacks against ethereal & incorporeal undead as if using a 'Ghost Touch' weapon;
 - c) Immune to undead attacks that result in ability damage, ability drain, disease, & poison;
 - d) If the subject is hit with a Negative Energy Attack that inflicts Negative Levels or drains levels outright, the subject rolls d20 + spell's Caster level +10 Sacred bonus vs. DC (11 + (attacker's HD or the effect's caster level)). If successful, the entire Negative Energy aspect of the attack is negated, but the subject still takes the attack damage & the attacking undead takes 2d6 damage. If the check fails, the subject takes the Negative Energy Attack as normal.

Conjuration*Gate*(PH p207)

<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], VS, 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 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 "short" or "long" 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.

Storm of Vengeance(PH p257)

<Conj(sum), VS, 1FullRound, Long-range, Concentration up to 10rnds>

- 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: Half Concealment at 5', Full Concealment at 10', movement at ¼, no ranged attacks, spells require Concentration checks vs. DC (spell DC + level of spell being cast).

Summon Monster IX(PH p259)

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

- Summons 1 Monster from Table #9, 1d3 Monsters from Table #8, or 1d4+1 Monsters from Table #7 (or lower) to fight targets of your choice, starting on your initiative of their first round.

True Resurrection(PH p267)

<Conj(heal), VSM(holy water, 5000gp diamond)/DF, 10Minutes, Touch>

- Restores life to someone who died up to 10 years per level ago, assuming the spirit is willing. Subject cannot have died of old age or have been a construct, elemental, or outsider. No body parts are needed as long as the person is unambiguously identified & is healed to full hit points & ability scores. Subject does not loose a level.

DivinationEnchantment*Spread of Savagery*(BoVD p105)

<Ench[evil], VSM(brain fluid from a beast)/DF, 1Hour, Long-range, 1hr/lvl, WillNeg>

- All living creatures in a 10'/lvl radius spread become hostile to anyone who is not under the influence of this spell (including those who make their Will save). Targets can sense those who are not effected & will attack intelligently (or flee if the opponent is too powerful).

Evocation*Implosion*(PH p217)

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

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

Miracle(PH p228)

<Evoc, VSX(up to 5,000XP), 1StdAct>

- Requests your deity's intercession, which it has the option of rejecting. This can include:
 - a) duplicating a clerical spell of up to 8th level
 - b) duplicating any spell of up to 7th level,
 - c) removing a permanent harmful effect,
 - d) asking for a favor in line with the deity's philosophy. This costs 5,000XP.

Were-Doom(BoVD p109)

<Evoc[evil][chaos], VSM(lycanthrope fur or skin), 1Minute, Long-range, 24hrs, FortNeg>

- 1d4 random humanoids within a 50'/lvl radius area temporarily become lycanthropes. The targets immediately change into either animal or hybrid form & attack nearby creatures.

<u>d%</u> <u>Lycanthrope</u>	<u>d%</u> <u>Lycanthrope</u>
01-25 Wererat	61-80 Wereboar
26-60 Werewolf	81-00 Weretiger
- This spell can only be cast at night.

IllusionNecromancy*Astral Projection*(PH p176)(FAQ+)

<Necro, VSM(1,000gp jacinth, 5gp silver per subject), 30Minutes, Touch>

- The caster and up to 1 touched subject per 2 levels have their souls projected into the Astral Plane. While traveling, their bodies are in Suspended Animation. The travelers have astral copies of all their equipment. Travel can continue until a subject decides to return to his/her body, the effect is ended with *Dispel Magic*, or the subject's body is slain (which kills the subject).

Energy Drain(PH p199)

<Necro[ray], 1StdAct, Close-range, no save>

- Target gains 2d4 Negative Levels.

Soul Bind(PH p254)

<Necro, VSF(gem 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 the spell is dispelled, or the gem is shattered.

Transmutation*Despoil*(BoVD p92)

<Trans[evil], VSM(fresh corpse), 1Min, Touch, Instantaneous>

- Blights 100'/lvl radius around the caster, which will never support plant life again.
 - a) Plants up to 1HD – dead.
 - b) Plants with more than 1HD – dead, Fortitude save for 5d6 damage.
 - c) Living creatures – 1d4 Strength damage (FortNeg).
 - d) Unliving objects, including buildings – loose 1 Hardness & then take 1d6 damage.

Planar Pocket(DR304 p40)

<Trans, VSM(dirt from the caster's home plane of existence)/DF, 1Minute, 1hr/lvl>

- A 5' radius emanation around the caster effectively becomes the caster's home plane of existence. This can protect anyone within the radius from *Dismissal*, *Holy Word*, etc., since they may no longer be considered "extraplanar".

In addition, any normal conditions on the caster's home plane apply within the area of effect. Making a Planar Pocket of the Elemental Plane of Fire would cause all objects within the 5' radius to take fire damage, etc.

Spell Tables

Summon Monster

Creatures with Templates include the creature's page first, followed by the template's page.

Updated the tables based on the table at DR302 p27-28.

Summon Monster I (up to CR1)

Bariaur [n/a] (MotP p161)	Fiendish Dire Rat [evil] (MM p56) & (MM p211)	Planetouched, Aasimar [n/a] (MM p151)
Celestial Badger [good] (MM p193) & (MM p211)	Fiendish Hawk [evil] (MM p197) & (MM p211)	Planetouched, Genasi [n/a] (MMF p71)
Celestial Dog [good] (MM p195) & (MM p211)	Formian, Worker [lawful] (MM p90)	Planetouched, Tiefling [n/a] (MM p151)

Summon Monster II (CR1)

Bladeling [lawful] (MM2 p31)	Fiendish Hyena (as Wolf) [evil] (MM p204) & (MM p211)	Fiendish Snake, Viper (tiny) [evil] (MM p201) & (MM p211)	Planetouched, Chaond [n/a] (MM2 p170)
Celestial Eagle [good] (MM p196) & (MM p211)	Fiendish Octopus [evil] (MM p199) & (MM p211)	Fiendish Wolf [evil] (MM p204) & (MM p211)	Planetouched, Zenythri [n/a] (MM2 p171)
Devil, Lemure [evil][lawful] (MM p48)	Fiendish Shark (medium) [evil] (MM p200) & (MM p211)	Githyanki [evil] (MotP p174)	
Ether Scarab [n/a] (MM2 p94)	Fiendish Squid [evil] (MM p201) & (MM p211)	Githzerai [n/a] (MotP p176)	

Summon Monster III (CR2)

Azer [lawful][fire] (MM p22)	Elemental, Earth (small) [earth] (MM p82)	Fiendish Ape [evil] (MM p193) & (MM p211)	Paraelemental, Smoke (small) [air][fire] (MotP p184)
Celestial, Lantern Archon [good][lawful] (MM p29)	Elemental, Fire (small) [fire] (MM p83)	Fiendish Leopard [evil] (MM p198) & (MM p211)	Planetouched, Fey'ri [n/a] (MMF p72)
Celestial Bison [good] (MM p194) & (MM p211)	Elemental, Water (small) [water] (MM p84)	Fiendish Wolverine [evil] (MM p204) & (MM p211)	Planetouched, Tanarukk [n/a] (MMF p72)
Celestial Bear, Black [good] (MM p193) & (MM p211)	Fiendish Boar [evil] (MM p194) & (MM p211)	Fiendish Shark (large) [evil] (MM p201) & (MM p211)	Salamander, Flamebrother [fire] (MM p159)
Celestial Dire Badger [good] (MM p56) & (MM p211)	Fiendish Snake, Constrictor (medium) [evil] (MM p201) & (MM p211)	Fiendish Snake, Viper (small) [evil] (MM p202) & (MM p211)	Stone Spike [earth] (MM2 p191)
Demon, Dretch [evil][chaotic] (MM p41)	Fiendish Crocodile [evil] (MM p195) & (MM p211)	Paraelemental, Ice (small) [air][cold] (MotP p181)	Thoquua [earth][fire] (MM p175)
Demon, Abyssal Maw [evil][chaotic] (MM2 p57)	Fiendish Dire Bat [evil] (MM p57) & (MM p211)	Paraelemental, Magma (small) [earth][fire] (MotP p181)	Vargouille [evil] (MM p182)
Demon, Abyssal Skulker [evil][chaotic] (MM2 p57)	Fiendish Dire Weasel [evil] (MM p56) & (MM p211)	Paraelemental, Ooze (small) [earth][water] (MotP p183)	
Devil, Imp [evil][lawful] (MM p48)	Fiendish Giant Lizard [evil] (MM p198) & (MM p211)		
Elemental, Air (small) [air] (MM p81)			

Summon Monster IV (CR3)

Arrowhawk, Juvenile [air] (MM p19)	Ephemera, Dusk Beast [n/a] (MotP p169)	Giant Eagle [n/a] (MM p102)	Tojanida, Juvenile [water] (MM p177)
Celestial, Cervidal [good] (MM2 p43)	Fiendish Dire Ape [evil] (MM p57) & (MM p211)	Giant Owl [n/a] (MM p103)	Xorn, Minor [earth] (MM p187)
Celestial Lion [good] (MM p198) & (MM p211)	Fiendish Dire Wolf [evil] (MM p57) & (MM p211)	Hell Hound [evil][lawful][fire] (MM p118)	Yeth Hound [evil] (MM p188)
Demon, Abyssal Ravager [evil][chaotic] (MM2 p57)	Fiendish Snake, Viper (med.) [evil] (MM p202) & (MM p211)	Howler [evil][chaotic] (MM p121)	
Demon, Quasit [evil][chaotic] (MM p41)	Fire Bat [fire] (MM2 p102)	Ice Serpent [air][cold] (MMF p62)	
Devil, Advespa [evil][lawful] (MM2 p67)	Formian, Warrior [lawful] (MM p90)	Magmin [fire] (MM p130)	

Summon Monster V (CR4-5)

Abishai, Black [evil][lawful] (MMF p12)	Celestial Pegasus [good] (MM p148) & (MM p211)	Fiendish Snake, Viper (large) [evil] (MM p202) & (MM p211)	Devil, Spinagon [evil][lawful] (MotP p167)
Abishai, White [evil][lawful] (MMF p12)	Celestial Whale, Orca [good] (MM p204) & (MM p211)	Fiendish Dire Wolverine [evil] (MM p57) & (MM p211)	Energion, Xag-Ya [n/a] (MotP p168)
Achaierai [evil][lawful] (MM p15)	Elemental, Air (med.) [air] (MM p81)	Fiendish Crocodile, Giant [evil] (MM p195) & (MM p211)	Energion, Xeg-Yi [n/a] (MotP p168)
Arrowhawk, Adult [air] (MM p19)	Elemental, Earth (med.) [earth] (MM p82)	Fiendish Tiger [evil] (MM p203) & (MM p211)	Genie, Djinni [good][chaotic][air] (MM p94)
Barghest, Greater [evil][lawful] (MM p22)	Elemental, Fire (med.) [fire] (MM p83)	Fiendish Griffon [evil] (MM p113) & (MM p211)	Genie, Janni [n/a] (MM p94)
Celestial, Hound Archon [good][lawful] (MM p29)	Elemental, Water (med.) [water] (MM p84)	Fiendish Girallon [evil] (MM p104) & (MM p211)	Half-Fiend Draegloth [evil][chaotic] (MMF p59)
Celestial, Lupinal [good] (MM2 p43)	Fiendish Dire Boar [evil] (MM p57) & (MM p211)	Fiendish Snake, Giant Constrictor [evil] (MM p201) & (MM p211)	Half-Fiend, Durzagon [evil][lawful] (MM2 p124)
Celestial Bear, Brown [good] (MM p193) & (MM p211)	Fiendish Rhinoceros [evil] (MM p201) & (MM p211)	Demon, Jovoc [evil][chaotic] (MM2 p58)	Marrash [evil][lawful] (MM2 p145)
Celestial Dire Lion [good] (MM p57) & (MM p211)	Fiendish Shark (large) [evil] (MM p200) & (MM p211)	Demon, Yochlol [evil][chaotic] (MMF p34)	Mercane [lawful] (MotP p179)

Myrlochiar [evil][chaotic] (MMF p66)	Paraelemental, Ooze (med.) [earth][water] (MotP p183)	Salamander, Average [fire] (MM p159)	Triton [water] (MM p178)
Nightmare [evil] (MM p140)	Paraelemental, Smoke (med.) [air][fire] (MotP p184)	Shadow Mastiff [evil] (MM p162)	
Paraelemental, Ice (med.) [air][cold] (MotP p181)	Rast [evil] (MM p154)	Sylph [air] (MM2 p192)	
Paraelemental, Magma (med.) [earth][fire] (MotP p181)	Ravid [n/a] (MM p154)	Tojanida, Adult [water] (MM p177)	

Summon Monster VI (CR6-7)

Abishai, Blue [evil][lawful] (MMF p13)	Devil, Amnizu [evil][lawful] (MM2 p67)	Elemental, Water (large) [water] (MM p84)	Paraelemental, Ooze (large) [earth][water] (MotP p183)
Abishai, Green [evil][lawful] (MMF p12)	Devil, Barbazu [evil][lawful] (MM p48)	Fiendish Snake, Viper (huge) [evil] (MM p202) & (MM p211)	Paraelemental, Smoke (large) [air][fire] (MotP p184)
Belker [air] (MM p26)	Devil, Erinyes [evil][lawful] (MM p49)	Formian, Taskmaster [lawful] (MM p90)	Slaad, Red [chaotic] (MM p166)
Breathdrinker [evil][air] (MM2 p39)	Devil, Hellcat [evil][lawful] (MM p48)	Genie, Dao [evil][earth] (MotP p172)	Xill [evil][lawful] (MM p187)
Celestial Dire Bear [good] (MM p58) & (MM p211)	Devil, Kyton [evil][lawful] (MM p48)	Invisible Stalker [air] (MM p123)	Xorn, Average [earth] (MM p187)
Celestial Unicorn [good] (MM p181) & (MM p211)	Devil, Osyluth [evil][lawful] (MM p48)	Lillend [good][chaotic] (MM p128)	Yugoloth, Canoloth [evil] (MotP p187)
Chaos Beast [chaotic] (MM p34)	Elemental, Air (large) [air] (MM p81)	Nishruu [chaotic] (MMF p67)	Yugoloth, Mezzoloth [evil] (MotP p187)
Demon, Armanite [evil][chaotic] (MotP p164)	Elemental, Earth (large) [earth] (MM p82)	Paraelemental, Ice (large) [air][cold] (MotP p181)	
Demon, Urdezu [evil][chaotic] (MotP p164)	Elemental, Fire (large) [fire] (MM p83)	Paraelemental, Magma (large) [earth][fire] (MotP p181)	

Summon Monster VII (CR8-9)

Abishai, Red [evil][lawful] (MMF p13)	Devil, Narzugon [evil][lawful] (MotP p167)	Genie, Efreeti [evil][lawful][fire] (MM p94)	Rakshasa [evil][lawful] (MM p153)
Arrowhawk, Elder [air] (MM p19)	Dune Stalker [evil][earth] (MM2 p88)	Genie, Marid [chaotic][water] (MotP p173)	Salamander, Noble [fire] (MM p159)
Celestial, Avoral [good] (MM p29)	Elemental, Air (huge) [air] (MM p81)	Glimmerskin [n/a] (MM2 p114)	Slaad, Blue [chaotic] (MM p166)
Celestial Elephant [good] (MM p197) & (MM p211)	Elemental, Earth (huge) [earth] (MM p82)	Immoth [air][water][cold] (MM2 p127)	Slaad, Green [chaotic] (MM p166)
Demon, Bebilith [evil][chaotic] (MM p41)	Elemental, Fire (huge) [fire] (MM p83)	Night Hag [evil] (MM p140)	Tojanida, Elder [water] (MM p177)
Demon, Palrethee [evil][chaotic] (MM2 p58)	Elemental, Water (huge) [water] (MM p84)	Paraelemental, Ice (huge) [air][cold] (MotP p181)	Vaporighu [evil] (MM2 p197)
Demon, Succubus [evil][chaotic] (MM p41)	Ephemera, Ecalypse [n/a] (MotP p170)	Paraelemental, Magma (huge) [earth][fire] (MotP p183)	Xorn, Elder [earth] (MM p187)
Demon, Zovvut [evil][chaotic] (MM2 p58)	Fiendish Dire Tiger [evil] (MM p58) & (MM p211)	Paraelemental, Ooze (huge) [earth][water] (MotP p183)	
Devil, Hamatula [evil][lawful] (MM p49)	Fiendish Octopus, Giant [evil] (MM p199) & (MM p211)	Paraelemental, Smoke (huge) [air][fire] (MotP p184)	
Devil, Malebranche [evil][lawful] (MM2 p67)	Galeb Duhr [earth] (MM2 p107)		

Summon Monster VIII (CR10-11)

Celestial, Firre [good][chaotic] (MotP p162)	Elemental, Fire (greater) [fire] (MM p83)	Paraelemental, Magma (greater) [earth][fire] (MotP p183)	Yugoloth, Marraenoloth [evil] (MM2 p203)
Couatl [good][lawful] (MM p38)	Elemental, Water (greater) [water] (MM p84)	Paraelemental, Ooze (greater) [earth][water] (MotP p183)	Yugoloth, Yagnoloth [evil] (MM2 p203)
Devil, Cornugon [evil][lawful] (MM p49)	Fiendish Squid, Giant [evil] (MM p202) & (MM p211)	Paraelemental, Smoke (greater) [air][fire] (MotP p184)	
Elemental, Air (greater) [air] (MM p81)	Formian, Myrmarch [lawful] (MM p90)	Slaad, Gray [chaotic] (MM p167)	
Elemental, Earth (greater) [earth] (MM p82)	Paraelemental, Ice (greater) [air][cold] (MotP p181)		

Summon Monster IX (CR12-13)

Celestial, Ghaele [good][chaotic] (MM p30)	Demon, Vrock [evil][chaotic] (MM p41)	Elemental, Water (elder) [water] (MM p84)	Paraelemental, Ooze (elder) [earth][water] (MotP p183)
Celestial, Leonal [good] (MotP p162)	Devil, Gelugon [evil][lawful] (MM p49)	Ethereal Slayer [evil][chaotic] (MM2 p96)	Paraelemental, Smoke (elder) [air][fire] (MotP p184)
Demon, Jarilith [evil][chaotic] (MM2 p60)	Elemental, Air (elder) [air] (MM p81)	Paraelemental, Ice (elder) [air][cold] (MotP p181)	Slaad, Death [chaotic] (MM p167)
Demon, Ghour [evil][chaotic] (MMF p33)	Elemental, Earth (elder) [earth] (MM p82)	Paraelemental, Magma (elder) [earth][fire] (MotP p183)	Yugoloth, Nycaloth [evil] (MotP p187)
Demon, Goristro [evil][chaotic] (MotP p164)	Elemental, Fire (elder) [fire] (MM p83)		

Hallow/Unhallow Table

Spell that can be added to a Hallow / Unhallow Spell	GP Cost
<i>Detect Magic</i> (PH p193)(FAQ)+ <Univ, VS, 1StdAct, 60'range, Concentration up to 1min/lvl, no SR> – Detects spells and magic items within 60'. A quarter circle can be checked each round.	500
<i>Bane</i> (PH p177) <Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl, WillNeg> – All enemies within 50' suffer –1 Morale penalty to attacks & –1 Morale penalty on saves vs. fear.	1,000
<i>Bless</i> (PH p180)(FAQ)+ <Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl> – All allies within 50' gain +1 Morale bonus to attacks & +1 Morale bonus on saves vs. fear.	1,000
<i>Cause Fear</i> (PH p182) <Necro[fear][mind], VS, 1StdAct, Close-range, 1d4rnds, WillNeg> – Target suffers a –2 Morale penalty on attacks, weapon damage, & saving throws, and flees if able (i.e., <u>Frightened</u>). Doesn't effect targets with 6HD or more. Counters <i>Remove Fear</i> .	1,000
<i>Detect Evil</i> (PH p192) (FAQ)+ <Div, VS/DF, 1StdAct, 60', Concentration up to 10min/lvl(D), no SR> – Reveals evil creatures, spells, or objects in a 90° arc. First round shows its presence, second round the number of distinct auras, & third round their relative strengths. Overpowering auras may leave the caster <u>Stunned</u> for 1 round & cancel the spell.	1,000
<i>Detect Good</i> (PH p193) (FAQ)+ <Div, VS/DF, 1StdAct, 60', Concentration up to 10min/lvl(D), no SR> – Reveals good creatures, spells, or objects in a 90° arc. First round shows its presence, second round the number of distinct auras, & third round their relative strengths. Overpowering auras may leave the caster <u>Stunned</u> for 1 round & cancel the spell.	1,000
<i>Endure Elements</i> (PH p199) <Abj, VS, 1StdAct, Touch, 24hrs> – Ignore 5 damage/round from one energy type (acid, cold, electricity, fire, or sonics).	1,000
<i>Remove Fear</i> (PH p245) <Abj, VS, 1StdAct, Close-range, 10min> – +4 Morale bonus on saves vs. fear for one subject +1 per four levels. Subject under the effect of fear immediately gets a new save with the bonus. Counters <i>Cause Fear</i> .	1,000
<i>Aid</i> (PH p172) <Ench[mind], VS/DF, 1StdAct, Touch, 1 min/lvl> – Subject gains a +1 Morale bonus to attack & saves vs. fear and +1d8 temporary hp.	2,000
<i>Darkness</i> (PH p190) <Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 10min/lvl(D), no SR> – Touched object emanates supernatural darkness in a 20' radius. Even creatures with Darkvision cannot see through it. This spell counters or dispels Light spells of equal or lower level, though <i>Daylight</i> will cancel this spell and be canceled by it.	2,000
<i>Resist Elements</i> (PH p246) <Abj, VS/DF, 1StdAct, Touch, 1 min/lvl> – Ignore 12 damage/round from one energy type (acid, cold, electricity, fire, or sonics). Note that this spell supercedes <i>Endure Elements</i> .	2,000
<i>Silence</i> (PH p252)(FAQ)+ <Ill(glamer), VS, 1StdAct, Long-range, 1min/lvl, WillNeg> – The caster creates a 15' radius area that negates sound. If cast on a person or an attended object, a Will save negates. Otherwise the effect is immobile. This spell counters & dispels <i>Fortissimo</i> .	2,000
<i>Zone of Truth</i> (PH p274) <Ench(comp)[mind], VS/DF, Close-range, 5' radius/level, 1min/lvl, WillNeg> – Subjects within the area of effect or who enter it that fail their save cannot lie. All subject know that the zone is in effect & have the option of not speaking or being evasive.	2,000
<i>Daylight</i> (PH p191) <Evoc[light], VS, 1StdAct, Touch, 10min/lvl, no SR> – Touched object generates a 60' radius of bright light. The light may be blocked by putting the object in a container. This spell counters or dispels a darkness spell of equal or lower level.	3,000
<i>Deeper Darkness</i> (PH p191) <Evoc[darkness], VS, 1StdAct, Touch, 1day/lvl, no SR> – Touched object generates a 60' radius of total darkness. The darkness may be blocked by putting the object in a container. Counters & dispels a light spell of equal or lower level.	3,000
<i>Dispel Magic</i> (PH p196) <Abj, VS, 1StdAct, Medium-range, 1 target –or– 30' radius, no SR> – 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 the target gets a separate <u>Dispel Check</u> . If successful, the spell effect is terminated, except for those caused by magic items, which are only suppressed for 1d4 rounds. c) Area Dispel – Each target in a 30' gets a <u>Dispel Check</u> against each spell in turn (highest caster level 1 st) until one is dispelled or all checks fail. Items are not effected.	3,000

Spell that can be added to a Hallow / Unhallow Spell	GP Cost
<i>Invisibility Purge</i> (PH p218) <Evoc, VS, 1StdAct, Personal, 1min/lvl(D), no SR> – All invisibility within 5' per level is suppressed.	3,000
<i>Negative Energy Protection</i> (PH p231) <Abj, VS, 1StdAct, Touch, until depleted up to 1rnd/lvl> – If the subject is hit with a Negative Energy Attack that drains ability scores, inflicts <u>Negative Levels</u> , drains levels outright (usually undead, Necromancy spells, & some magic items), the subject rolls d20 + spell's Caster level vs. DC (11 + (attacker's HD or the effect's caster level)). If successful, the entire Negative Energy aspect of the attack is negated, but the subject still takes the attack damage & the <i>Negative Energy Protection</i> is negated + an attacking undead takes 2d6 damage. If the check fails, the subject takes the Negative Energy Attack as normal, but the protection remains.	3,000
<i>Protection from Elements</i> (PH p240) <Abj, VS/DF, 1StdAct, Touch, until discharged up to 10min/lvl> – Touched person is immune to a total of 12 damage per level from one kind of energy (acid, cold, electricity, fire, or sonic). Once all the damage has been taken, the spell is discharged. Note: This spell takes precedence over <i>Resist Elements</i> / <i>Endure Elements</i> . Only once it is discharged will the either of the other two be applied.	3,000
<i>Dimensional Anchor</i> (PH p195) <Abj[ray], 1StdAct, Medium-range, 1min/lvl, no save> – Target creature or object cannot travel extradimensionally. This includes spells & 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.	4,000
<i>Discern Lies</i> (PH p195) <Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR> – Each round, you may concentrate on one subject within range. If the subject knowingly tells a lie, you can see the disturbance in its aura, though not the truth.	4,000
<i>Freedom of Movement</i> (PH p207) <Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl> – Subject moves normally despite magical impediments (<i>Web</i> , <i>Hold Person</i>) or natural ones (mud, water). While under the effect of this spell, the subject can fight underwater.	4,000
<i>Tongues</i> (PH p265) <Div, VM(small clay ziggurat)/DF, 1StdAct, Touch, 10min/lvl, no SR> – The touched subject can understand & speak any intelligent creature's language.	4,000

Psychic Poison Table

Created by the spell *Psychic Poison*(BoVD p101). The poisons are listed on BoVD p45.

Name	Min Lvl	Protects	Initial Damage	Secondary Damage
Darin-Tasith	7	Creature	1d6 Intelligence	1d6 Intelligence
Karadrach	7	Creature	1d6 Wisdom	1d6 Wisdom
Nishita	7	Object	1d6 Intelligence	1d6 Intelligence
Vashita	7	Object	1d6 Wisdom	1d6 Wisdom
Amber Unlyn	8	Area	1d6 Charisma	1d6 Charisma
Blue Unlyn	8	Area	1d6 Intelligence	1d6 Intelligence
Red Unlyn	8	Area	1d6 Wisdom	1d6 Wisdom
Stradda	8	Creature or Object	1d6 Charisma	1d6 Charisma
Estadrach	9	Creature	1d8 Wisdom	2d8 Wisdom
Violet Unlyn	10	Area	1d6 Intelligence	2d6 Intelligence
Lanshita	11	Object	2d6 Charisma	2d6 Charisma
Black Unlyn	13	Area	1d6 Intelligence 1d6 Wisdom 1d6 Charisma	1d6 Intelligence 1d6 Wisdom 1d6 Charisma

Glossary

Ranges

Close-range	– 25' + 5' per 2 levels.
Short-range	– 25' + 5' per level.
Medium-range	– 100' + 10' per level.
Long-range	– 400' + 40' per level.

Levels of Concealment

<p><u>One-Quarter Concealment</u> 10% miss chance.</p> <p><u>One-Half Concealment</u> 20% miss chance.</p>	<p><u>Three-Quarters Concealment</u> 30% miss chance.</p> <p><u>Nine-Tenths Concealment</u> 40% miss chance.</p>	<p><u>Full Concealment</u> Must guess at the correct hex. If the guess is correct, then there is still a 50% miss chance.</p>
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Levels of Cover

<p><u>One-Quarter Cover</u> +2 Cover bonus to AC & +1 Cover bonus to Reflex saves.</p> <p><u>One-Half Cover</u> +4 Cover bonus to AC & +2 Cover bonus to Reflex saves. No longer subject to Attack of Opportunity.</p>	<p><u>Three-Quarters Cover</u> +7 Cover bonus to AC & +3 Cover bonus to Reflex saves. No longer subject to Attack of Opportunity.</p> <p><u>Nine-Tenths Cover</u> +10 Cover bonus to AC, +4 Cover bonus to Reflex saves, & half damage if you fail the</p>	<p>save and no damage if you make it. No longer subject to Attack of Opportunity.</p> <p><u>Full Cover</u> Can't be targeted.</p>
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Level of Exhaustion

<p><u>Fatigued</u> Subject cannot move run or change and suffers a –2 penalty of Strength & Dexterity. Any action that would cause 'Fatigue' instead causes the subject to become Exhausted. After 8 hours of complete rest, fatigue is removed.</p>	<p><u>Exhausted</u> 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>.</p>
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Levels of Fear

(in order of severity) Shaken, Frightened, Panicked, Covering

<p><u>Shaken</u> Subject suffers a -2 Morale penalty to attacks, skill checks, ability checks, & saving throws</p> <p><u>Frightened</u> Subject must flee from the source of the fear. If cornered, the subject can fight with a -2 Morale penalty to attacks, damage, & saves.</p>	<p><u>Panicked</u> Subject drops anything in his/her hands & flees from the source of the fear. If cornered, the subject must use Total Defense. All saving throws have a -2 Morale penalty.</p>	<p><u>Covering</u> Subject is paralyzed with fear and cannot take any actions. Dexterity is considered 0 & attackers have a +2 bonus to hit.</p>
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Other Definitions

<p><u>All Actions</u> Attack Rolls, Saving Throws, Skill Checks, & Ability Checks.</p> <p><u>Avert Gaze</u> (i.e., try to avoid eye contact) Gain a 50% chance to avoid a gaze attack, but grant your opponent One-Half Concealment (20% miss chance).</p> <p><u>Blessed</u> Some creatures (like Raksasha) take special damage from 'Blessed' weapons.</p> <p><u>Blind</u> Subject cannot see, has a 50% chance of missing outright in combat (assuming the correct hex was chosen), loses positive Dexterity bonus to Armor Class, moves at ½ speed, suffers a –</p>	<p>4 penalty on Strength & Dexterity skills, & all enemies gain a +2 bonus on their attack rolls.</p> <p><u>Calling Diagram</u> 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 & <i>Dimensional Anchor</i>, the called creature cannot leave the diagram either by magic or mundane means. (PH p157)</p> <p><u>Caster Check</u> Caster level + 1d20 vs. the indicated DC.</p> <p><u>Catch Fire</u> Reflex save vs. DC 15 to avoid catching fire. Each round, the subject & its equipment take</p>	<p>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.</p> <p><u>Cloud</u> 5' of cloud provides <u>Half Concealment</u>, while 10' or more provides <u>Full Concealment</u>.</p> <p><u>Cone</u> Effect starts at the caster and extends out in a cone whose base-diameter is equal to the cone's length.</p>
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Confused

Mental-effect causes the subject acts randomly (On d10): 1: wander away for 1 minute; 2-6: do nothing for 1 round; 7-9: attack nearest creature for 1 round; 10: act normally for 1 round.

Cowering

See above

Crippled

Effectively has 0 hp, & can't partake in strenuous activity.

Dazed

Subject can take no actions, but is able to defend itself normally.

Dazzled

Sighted creatures are at -1 attack.

<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

Subject cannot hear, suffers a -4 Initiative penalty, can has a 20% chance of spell failure if the spell has verbal components.

Dispel Check

1d20 + Caster Level (max +N) vs. DC 11 + target spell's caster level. 'N' is determined by spell.

Entangled

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

See above.

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

See above.

Frightened

See above.

Held

Subject cannot move & is Helpless. Subject can still breath & think, though.

Helpless

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

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

Gain a +2 bonus on attack, and the target loses its Dexterity bonus 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.

Nauseated

Subject cannot attack, cast spells, concentrate, or do anything other than a move each round.

Negative Energy Damage

Harms the living & heals the undead.

Negative Level

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.

Panicked

See above.

Primary Stat

For Wizards, use Intelligence.

For Bards & Sorcerers, use Charisma.

For Clerics, Druids, Paladins, & Rangers, use Wisdom.

Prone

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.

Scent Ability

Subject can detect opponents by smell within 30' (60' downwind, 15' upwind) & can track by scent.

Shaken

See above.

Sickened

Subject suffers a -2 penalty on attacks, damage, saves, skill checks, & ability checks.

Slowed

Subject may only take partial actions; suffers a -2 penalty to AC, melee attacks, melee damage, & Reflex saves; and jumping distance is halved.

Staggered

Subject can only take one partial action each round.

Stunned

Subject loses Dex bonus to AC & can take no actions. Attacks on the subject are at +2.

Suspended Animation

Target is unconscious, does not need to eat, drink, or break, and no longer ages.

Weakened

Subject loses 2d6 Strength.

Vile Damage

HP lost due to Vile Damage can only be regained by magical healing within a *Hallow* or *Consecrate* spell.

Appendix

Revision History

March 15, 2003 – Initial release of the Spell Summary.
 Contains spells from the Player's Handbook, Manual of the Planes, Deities and Demigods, Defenders of the Faith, Tome and Blood, Song and Silence, Masters of the Wild, Forgotten Realms Campaign Book, Monster Compendium: Monsters of Faerûn, Magic of Faerûn, Faiths and Pantheons, Lords of Darkness, Return to the Temple of Elemental Evil, Dragon Magazine #274 - #305, and Dungeon Magazine #82 - #97.

Key to Sourcebooks

PH	– Player's Handbook	– TRS 11550
DMG	– Dungeon Master's Guide	– TSR 11551
DMGe	– Dungeon Master's Guide errata	– http://shadow.wizards.com/dnd/files/DMGErrata.pdf
MM	– Monster Manual	– TSR 11552
MotP	– Manual of the Planes	
D&D	– Deities and Demigods	– 881650000
S&F	– Sword and Fist	– WTC 11829
S&Fe	– Sword and Fist Errata	– http://www.wizards.com/dnd/files/SnFErrataV2.pdf
DotF	– Defenders of the Faith	– WTC 11840
T&B	– Tome and Blood	– WTC 11844
T&Be	– Tome and Blood errata	– http://www.wizards.com/dnd/files/TB_Enh.zip
S&S	– Song and Silence	– WTC 11857
MotW	– Masters of the Wild	– 881640000
FR	– Forgotten Realms Campaign Book	
FRe	– Forgotten Realms Campaign Book errata	– http://www.wizards.com/dnd/files/FRCSErrata.pdf
MMF	– Monster Compendium: Monsters of Faerûn	– WTC 11832
MoF	– Magic of Faerûn	
MoFe	– Magic of Faerûn errata	– http://www.wizards.com/dnd/files/MoFerrataV3012002.zip
F&P	– Faiths and Pantheons	
LoD	– Lords of Darkness	
SM	– Silver Marches	
RL	– Ravenloft	– WW 15099
RTEE	– Return to the Temple of Elemental Evil	– WTC 11843
DR###	– Dragon Magazine (with issue number)	
DR-A#	– Dragon Magazine Annual (with issue number)	
DU##	– Dungeon Magazine (with issue number)	

Note: If a Key reference is followed by a "+", then it partially supercedes the entry above it.