

# Dungeons & Dragons 3.5 Edition Index – Druid Spell Summaries

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Druid Spell List.....	2	Spell Tables.....	25	Areas of Effect – Shape.....	28
0 <sup>th</sup> Level.....	2	Summon Nature’s Ally.....	25	Areas of Effect – Fill.....	28
1 <sup>st</sup> Level.....	3	Hallow/Unhallow Table.....	26	Casting Times.....	28
2 <sup>nd</sup> Level.....	5	Auras.....	27	Other Definitions.....	29
3 <sup>rd</sup> Level.....	8	Ranges.....	27	Appendix.....	31
4 <sup>th</sup> Level.....	11	Levels of Concealment.....	28	Revision History.....	31
5 <sup>th</sup> Level.....	14	Levels of Cover.....	28	Key to Sourcebooks.....	31
6 <sup>th</sup> Level.....	17	Level of Exhaustion.....	28		
7 <sup>th</sup> Level.....	19	Levels of Fear.....	28		
8 <sup>th</sup> Level.....	21				
9 <sup>th</sup> Level.....	23				

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## Druid Spell List

## Wisdom-based Prepared Divine Spells

0<sup>th</sup> LevelAbjuration*Resistance*(PH p272)

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

Conjuration*Create Water*(PH p215)

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

*Cure Minor Wounds*(PH p216)

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

Divination*Detect Crossroad*(MoF p88)

- <Div, VS, 1StdAct, 1 mile range, Concentration up to 10min/lvl>  
 – Sense the direction of a Fey Crossroads within 1 mile. The caster may identify it when it is within 60' and unobstructed.

*Detect Magic*(PH p219)

- <Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>  
 – The caster can see the Magic Aura of a spell or item in a 60' Cone-shaped Emanation. The information gained increases each round:  
 1<sup>st</sup> round – presence of magic.  
 2<sup>nd</sup> round – number of magic auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.  
 3<sup>rd</sup> round – strength & location of each aura. If an aura is within line-of-sight, the caster can identify its school with a Spellcraft check vs. DC 15 + spell level.  
 This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, & any amount of lead.

*Detect Poison*(PH p219)

- <Div, VS/DF, 1StdAct, Close-range, Instantaneous, no save, no SR>  
 – Determines if one creature, one object, or one 5' cube is poisonous, has been poisoned, or contains poison.  
 Identifying the type of poison requires a Wisdom check vs. DC 20. If the caster has ranks in Craft(alchemy), he/she may also make a check with that skill vs. DC 20.  
 This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, & any amount of lead.

*Guidance*(PH p238)

- <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.

*Know Direction*(PH p246)

- <Div, VS, 1StdAct, Personal>  
 – The caster knows which direction is North.

*Read Magic*(PH p269)

- <Div, VSF(prism), 1StdAct, Personal, 10min/lvl>  
 – Reads scrolls & spell books at 1 page per min.

Enchantment*Vengeful Mount*(DR326 p74)

- <Ench(comp)[mind], VSM(riding crop or willow switch), 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>  
 – The target Animal will shy away from anyone attempting to make a Ride check or a Handle Animal check with it. If mounted, the rider must immediately make a Ride check vs. DC 10 to stay on.

Evocation*Flare*(PH p232)

- <Evoc[light], V, 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>  
 – Target with sight is Dazzled for 1 minute.

*Light*(PH p248)

- <Evoc[light], VM(firefly)/DF, 1StdAct, 10min/lvl(D)>  
 – Object touched gives off bright light in a 20' radius & dim light for another 20'.  
 This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Necromancy*Naturewatch*(CDiv p170)(MoF p110)

- <Necro, S, 1StdAct, Close-range, 10min/lvl, no save, no SR>  
 – Determine the health of animals & plants in a 90 degree arc. Choices are 'dead', 'fragile', 'alive', 'needs to be watered', 'hungry', etc.

Transmutation*Ground Smoke*(DR326 p73)

- <Trans, VS, 1StdAct, Close-range, 8 hours>  
 – One 5' square target fire has its smoke dissipate close to the ground.

*Mending*(PH p253)

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

*Purify Food and Drink*(PH p267)

- <Trans, VS, 1StdAct, 10' range, Instantaneous>  
 – Purifies 1 cubic foot of food/water per level.

*Ram's Might*(MoF p112)

- <Trans, VS, 1StdAct, Personal, 1min/lvl>  
 – The caster's unarmed attacks inflict normal damage (instead of nonlethal) & the caster is considered 'armed'.

*Snowshoes*(DR312 p65)

- <Trans, VS, 1StdAct, Touch, 1hr/lvl(D)>  
 – The touched subject receives these benefits:  
 a) Can walk on ice without a speed reduction;  
 b) +5 bonus on Balance checks ore Reflex saves to walk on ice and/or snow & avoid falling through it;  
 c) Does not leave trails any more noticeable than 'solid ground' for purposes of tracking.

*Virtue*(PH p298)

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

1<sup>st</sup> LevelAbjuration*Endure Elements*(PH p226)

- <Abj, VS, 1StdAct, Touch, 24hrs>  
 – Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50.

*Hide from Animals*(PH p241)

- <Abj, S/DF, 1StdAct, Touch, 10min/lvl(D), no save, SR applies>  
 – One touched subject per level cannot be perceived by Animals. Effected senses include Blindsight, Blindsight, Scent, Tremorsense, Sight, Hearing, or Smell.  
 If any of the spell's subject touches or attacks (including with spells) any creature, the spell ends for all the subjects.

Conjuration*Beget Bogun*(CDiv p152)

- <Conj(creat), VSM(form to be animated),X(25), 1StdAct, Touch, Instantaneous>  
 – Last step in creating a Bogun(CDiv p152), a Tiny-sized Construct that serves its creator.

*Cure Light Wounds*(PH p215)

- <Conj(heal), VS, 1StdAct, Touch>  
 – Cures 1d8 +1/level damage (max +5) with Positive Energy.

*Deep Breath*(DR314 p46)

- <Conj(creat)[water], V, 1Free-Action, Personal, 1rnd/lvl>  
 – The caster's lungs are constantly refilled with air, so he/she has no danger of drowning.

*Obscuring Mist*(PH p258)

- <Conj(creat), VS, 1StdAct, 1min/lvl, no SR>  
 – Creates a 20' radius Spread by 20' high Cloud of fog centered around the caster.  
 The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.  
 Large amounts of fire, such as a *Fireball*, will also disperse the cloud.

*Summon Nature's Ally I*(PH p288)

- <Conj(sum), VS/DF, 1Round, Close-range, 1rnd/lvl(D)>  
 – Summons one creature from the 'Summon Nature's Ally I Table' to fight the caster's enemies. The creature can attack on the caster's initiative starting its first round.

*Vigor, Lesser*(CDiv p186)(DR324 p103)+

- <Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd per level (max 15rnds total)>  
 – Touched living creature gains Fast Healing 1.

*Wood Wose*(CDiv p190)

- <Conj(creat), VS/DF, 1StdAct, Close-range, 1hr/lvl>  
 – Summon a translucent nature spirit that can do simple outdoor tasks, like feeding animals, catching fish, building a campfire, etc. It has a Strength of 2 (so it can lift 20 lbs.) & a movement of 15', but must stay in range. It cannot be targeted by spells, but is destroyed if it takes 6hp of area of effect damage.

Divination*Detect Animals or Plants*(PH p218)

- <Div, VS, 1StdAct, Long-range, Concentrations up to 10min/lvl, no SR>  
 – Caster can detect a specific animal or plant in Cone-shaped Emanation each round. The caster can change the animal / plant being looked for each round.  
 The information gained increases each round spent focusing on a single target:  
 1<sup>st</sup> round – detect the target's presence or absence.  
 2<sup>nd</sup> round – number of individual targets & the healthiest one's condition. If not in line-of-sight, the caster only knows the direction.  
 3<sup>rd</sup> round – condition & location of each individual target.  
 Possible conditions are 'normal', 'fair', 'poor', & 'weak'.

This spell works through minor barriers, up to 3' of wood / dirt, 1' of stone, 1" of metal, but it is blocked by any amount of lead.

*Detect Snares and Pits*(PH p220)

- <Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>  
 – The caster can see pits, deadfalls, snares, quicksand, a sinkhole, etc, in a 60' Cone-shaped Emanation. This spell does not locate items that are obscured (i.e., behind boxes or under a rug).

The information gained increases each round:  
 1<sup>st</sup> round – presence of a hazard.  
 2<sup>nd</sup> round – number of hazards & the location of each one. If not in line-of-sight, the caster only knows the direction.  
 3<sup>rd</sup>+ rounds – type & triggering method of one specific hazard.

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

*Omen of Peril*(CDiv p171)

- <Div, VF(25gp marked sticks), 1Round, Personal, Instantaneous>  
 – The caster gains a momentary vision which vaguely indicates the level of danger he/she is in for the next hour. The chance of the vision being correct is 70% + 1% per caster level (max 90%), rolled secretly by the DM.

The three possible answers the caster will receive are 'Safety', 'Peril', or 'Great Danger'. If the success roll failed, the caster will randomly get one of the two incorrect answers.

The vision is specific to the religion of the caster and does not provide additional information.

*Speak with Animals*(PH p281)

- <Div, VS, 1StdAct, Personal, 1min/lvl>  
 – The caster may communicate with Animals, though the spell does not change their intelligence or attitude.

Enchantment*Calm Animals*(PH p207)

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

*Charm Animal*(PH p208)

- <Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, SR applies>  
 – One Animal considers the caster its ally. Anything the casters does will be treated the same way as if someone friendly has done it. If the target is in a threatening situation when the spell is cast, it gets a +5 on the save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Evocation*Faerie Fire*(PH p229)

- <Evoc[light], VS/DF, 1StdAct, Long-range, 1min/lvl(D), no save, SR applies>  
 – All objects in a 5' radius Burst are outlined in the caster's choice of a blue, green, or violet glow, which is as bright as a candle. This negates Concealment due to darkness, *Blur*, *Displacement*, *Invisibility*, etc.  
 Magical darkness spell of 2<sup>nd</sup> level or higher Suppress this spell.

*Produce Flame*(PH p265)

- <Evoc[fire][energy missile][touch attack], VS, 1StdAct, Personal, 1min/lvl(D), no save, SR applies>  
 – A flame as bright as a torch (20' of light) appears in the caster's hand.  
 The caster can attack with the flame as either a touch attack or an energy missile with a range of 120'. The flame does 1d6 + 1/level (max +5) Fire damage & can be used every round. Each attack removes 1 minute of duration from the spell. If the spell is brought to 0 duration, the spell ends after the damage is applied.

*Sandblast*(CDiv p178)

- <Evoc, VS/DF, 1StdAct, Instantaneous, Ref½, SR applies>  
 – All targets within 10' half-circle Burst from the caster's hands take 1d6 nonlethal damage from hot sand. Any target failing its saving throw is also Stunned for 1 round.

Transmutation*Animate Water*(CArc p96)

- <Trans[water], VSM(water, cinnabar oil), 1 Round, Close-range, Concentration up to 1rnd/lvl>  
 – Transform up to a 5' cube of water into a Small Animated Object with the [water] subtype and 2x the default hit-points, but has Hardness 0.

*Animate Wood*(CArc p96)

- <Trans, VSM(powdered cinnabar, ground peach pit), 1 Round, Touch, Concentration up to 1rnd/lvl>
- Transform one unattended wooden object of up to Small size into a Small Animated Object with Hardness 5.

*Camouflage*(Und p56) (CDiv p157)

- <Trans, VS, 1StdAct, Personal, 10min/lvl>
- +10 Circumstance bonus on Hide checks.

*Claws of the Beast*(PGF p101)

- <Trans, VS, 1StdAct, Personal, 1rnd/lvl>
- The caster’s hands become 1d8 weapons that make ‘armed attacks’.

*Entangle*(PH p227)

- <Trans, VS/DF, 1StdAct, Long-range, 1min/lvl, RefNeg, no SR>
- All plants in a 40’ radius Spread Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a Full-Round Strength or Escape Artist check vs. DC 20. Anyone not entangled (including a target that has just broken free) may move ½ speed through the area of effect. On the caster’s action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

*Goodberry*(PH p237)

- <Trans, VS/DF, 1StdAct, Touch, 1day/lvl>
- When cast on a handful of freshly picked berries, 2d4 become ‘good berries’. Each can cure 1 hp (max 8 hp per 24 hours) & is as nourishing as a normal meal.

*Hawkeye*(CDiv p166)

- <Trans, V, 1StdAct, Personal, 10min/lvl>
- Gain a +5 Competence bonus on Spot checks and all projectile weapon range increments are increased by 50%.

*Jump*(PH p246)

- <Trans, VSM(grasshopper leg), 1StdAct, Touch, 1min/lvl(D)>
  - Touched subject gains an Enhancement bonus on Jump checks:
- | Lvl | Bonus | Lvl | Bonus | Lvl | Bonus |
|-----|-------|-----|-------|-----|-------|
| 1   | +10   | 5   | +20   | 9   | +30   |

*Longstrider*(PH p249)

- <Trans, VSM(dirt), 1StdAct, Personal, 1hr/lvl(D)>
- The caster gains a +10’ Enhancement bonus to his/her land movement. Does not effect the speed of burrowing, climbing, flying, or swimming.

*Magic Fang*(PH p250)

- <Trans, VS/DF, 1StdAct, Touch, 1min/lvl>
- One natural weapon of touched creature (including Humanoids) gets +1 Enhancement bonus to attack and damage.

*Magic Stone*(PH p251)

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

*Pass without Trace*(PH p259)

- <Trans, VS/DF, 1StdAct, Touch, 1hr/lvl(D)>
- One subject/lvl leaves no tracks or scent trail.

*Raging Flame*(DR314 p21)

- <Trans[fire], VS/AM(alchemist’s fire)/DF, 1StdAct, Medium-range, Instantaneous, no save, no SR>
- All non-magical fires in a 30’ Burst flare up:
  - burn twice as bright & give off light in 2x the normal radius;
  - burn twice as hot & deal 2x damage (i.e., a creature who has Caught Fire takes 2d6 damage per round if caught in the area of effect);
  - consumes its fuel twice as quickly (an effected torch would only last 30 minutes).

This spell Counters and Dispels *Slow Burn*.

*Shillelagh*(PH p278)

- <Trans, VS/DF, 1StdAct, Touch, 1min/lvl>
- A touched, non-magical club or staff made entirely from oak gains a +1 Enhancement bonus to attack & damage, and its base damage improves as if the weapon was two size categories larger (i.e., Small ‘shillelagh’ does 1d8, a Medium one does 2d6, and a Large does 3d6).
- A quarterstaff targeted by this spell gains the bonus on both striking surfaces.
- The target weapons only gains its bonuses when wielded by the caster.

*Silvered Claws*(BoED p107)

- <Trans, VS/DF, 1StdAct, Touch, 1min/lvl>
- All of the living subject’s natural attacks are considered to be Silver for purposes of overcoming Damage Reduction.

*Slow Burn*(DR314 p21)

- <Trans[fire], VS/AM(oil-filled hourglass)/DF, 1StdAct, Medium-range, Instantaneous, no save, no SR>
- All non-magical fires in a 30’ Burst are magically fueled:
  - burn twice as long while consuming the same amount of fuel (a torch would burn for 2 hours while giving normal light);
  - twice as hard to put out (if a roll is needed to put a fire out, roll twice & take the worst roll).

This spell Counters and Dispels *Raging Flame*.

*Speed Swim*(MoF p121)

- <Trans, VSF(tiny wooden paddle), 1StdAct, Close-range, 1min/lvl(D)>
- Subject gains a swim speed of 30’ without needing to make a Swim check.

*Stonemantle*(DR314 p29)

- <Trans[earth], VSM(powdered marble), 1StdAct, Close-range, 10min/lvl>
- One or more target objects within range gain the resilience of stone (i.e., Hardness 8, 15 hp per inch). The caster can effect 1 Tiny-sized object per level or the Object Equivalence. All effected object have a dull-gray tint for the spell’s duration.

*Traveler’s Mount*(CDiv p184)

- <Trans, VS, 1StdAct, Touch, 1hr/lvl>
- The touched Animal or Magical Beast receives the following benefits:
  - +10’ Enhancement bonus to movement;
  - can Hustle without taking damage or becoming Fatigued;
  - cannot make attack rolls.

2<sup>nd</sup> Level

Abjuration

*Earthen Grace*(DR314 p28)

<Abj[earth], VSM(1 pound granite, 100gp powdered gems), 1StdAct, Touch, 1min/lvl>  
 – The touched creature take nonlethal damage from the natural attacks from creatures made of earth or stone, creatures with the [earth] subtype, falling damage into the ground, weapons with stone heads, etc.  
 If the target's nonlethal damage ever becomes equal to its current hit-points, the spell ends.

*Easy Trail*(MoF p91)

<Abj, VS, 1StdAct, Personal, 1hr/lvl(D)>  
 – The plants around the caster and in a 30' Cone behind the caster are pushed aside, creating a "trail". This improves the overland movement rate. Since the plants move back after the caster passes, the tracks are "hidden" (+5 DC to follow them).

*Fire Trap*(PH p231)

<Abj[fire], VSM(25gp gold), 10Minutes, Touch, until discharged(D), Ref½, SR applies>  
 – Sets a one-time trap on a closable item. If anyone besides the caster & those who know its password open the item, it explodes with a 5' radius, doing 1d4 + 1/level (max +20) Fire damage. The item itself is unharmed.

*Resist Energy*(PH p272)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>  
 – The touched subject & his/her equipment are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

Lvl	#	Lvl	#	Lvl	#
up to 6 <sup>th</sup>	10	7 <sup>th</sup> – 10 <sup>th</sup>	20	11 <sup>th</sup> + 30	

Conjuration

*Delay Poison*(PH p217)

<Conj(healing), VS/DF, 1StdAct, Touch, 1hr/lvl>  
 – Touched creature suppresses the effects of current or new poisons in its body until the spell ends.

*Estanna's Stew*(BoED p99)

<Conj(heal), VSF(50gp engraved stew pot), 1Round>  
 – The held stew pot if filled with one serving per two levels (max 5 servings) of healing stew, which disappears after 1 hour. Each creature who consumes a serving (as a Standard Action) is healed 1d6+1 hp.  
 An Undead within 10' that is splashed with the stew takes 1d6+1 Positive damage per serving still in the pot (Will½, SR applies).

*Fog Cloud*(PH p232)

<Conj(creat), VS, 1StdAct, Medium-range, 10min/lvl>  
 – Creates a 20' radius Spread by 20' high Cloud of fog.  
 The cloud can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

*Remedy Moderate Wounds*(MoF p113)(MoFe)+

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

*Remove Addiction*(BoED p105)

<Conj(heal), VS, 1StdAct, Touch, Instantaneous>  
 – The touched subject is cured of all addictions.

*Restoration, Lesser*(PH p272)

<Conj(heal), VS, 3Rounds, Touch, Instantaneous>  
 – Touched creature has penalties on one ability score removed -or- has 1d4 ability Damage cured from one ability score.  
 Also, the subject has Fatigue removed or has Exhaustion upgraded to Fatigue.  
 This spell cannot heal permanent ability Drain.

*Summon Nature's Ally II*(PH p288)

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

Table	#
<u>Summon Nature's Ally II</u>	1
<u>Summon Nature's Ally I</u>	1d3

*Summon Swarm*(PH p289)

<Conj(sum), VS/AM(red cloth)/DF, 1Round, Close-range, Concentration+2rnds, no save, no SR>  
 – Summons either a Swarm of Bats(MM p237), a Swarm of Rats(MM p239), or a Swarm of Spiders(MM p239). The swarm attacks any creatures that are within its area. If there is no creature to attack, the swarm moves to the nearest creature. The caster has no control over the swarm's movement or target.

Divination

*Locate Node*(Und p58)

<Div[earth], VSF(pebble from an earth node)/DF, 1StdAct, 1min/lvl>  
 – The caster may detect the distance and direction all Earth Nodes(Und p49) within 1 mile per level –or– the distance and direction to a specific, previously visited Earth Node within 2 miles per level.  
 This spell cannot detect Earth Nodes warded by lead or the spell Node Lock.

*Share Husk*(MoF p116)

<Div, VSM(food for the subject animal), 1StdAct, Touch, Concentration>  
 – The caster can use the subject animal's sense of sight, hearing, & smell, including making Spot & Listen checks, as a Free Action.

Enchantment

*Animal Messenger*(PH p198)

<Ench(comp)[mind], VSM(food), 1StdAct, Close-range, 1day/lvl>  
 – Sends a Tiny animal to a specific place known to the caster. Once there, the animal waits until the end of the duration. This spell cannot target an animal trained or under the control of someone else (such as a Familiar). Typically used to carry a written message.

*Animal Trance*(PH p198)

<Ench(comp)[mind][sonic], VS, 1StdAct, Close-range, Concentration, WillNeg (see below)>  
 – 2d6 HD of Animals or Magical Beasts with Intelligence of 1 or 2 stop what they are doing and watch the caster for the spell's duration. Animals not trained to guard or attack do not get a save, though all other effected creatures do. An effected creature is treated as Fascinated.

*Hold Animal*(PH p241)

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

Evocation

*Cloudburst*(CDiv p158)(MoF p84)(MoFe)+

<Evoc, VS, 1StdAct, Long-range, 100' radius, 10min/lvl(D)>  
 – This spell only functions outdoors & not in deserts. Falling rain produces many penalties: ½ visibility; –4 penalty on Sport, Search, & Listen checks; –4 penalty on ranged weapon attacks; & flames are extinguished. 10 minutes after the spell ends,

all the water disappears, so it cannot be used for plants or drinking.

*Flame Blade*(PH p231)

<Evoc[fire], VS/DF, 1StdAct, Personal, 1min/lvl(D), no save, SR applies>  
 – A scimitar made of flames appears in the caster's hand which does touch attacks that deals 1d8 + 1 per 2 levels Fire damage (max +10), but no Strength modifier.

*Flaming Sphere*(PH p232)

<Evoc[fire], VS/AM(tallow, brimstone, iron dust)/DF, 1StdAct, Medium-range, 1rnd/lvl, RefNeg, SR applies>  
 – Creates a 5' diameter ball of fire, which can roll/jump 30' per round. If the sphere enters a hex per a creature, it stops for that round & does 2d6 Fire damage, unless the target makes a Reflex save for no damage.  
 The caster can move the sphere as a Move Action & it can go over barriers no more than 4' high.

*Gust of Wind*(PH p238)

<Evoc[air], VSF(tiny bellows), 1StdAct, 1rnd, FortNeg, no SR>  
 – Creates a powerful Line of air 10' wide by 10' high by 60' long starting at the caster. All Listen checks & ranged attacks within the area of the spell receive a –4 penalty, and open flames are extinguished.  
 The effect of the wind on creatures & objects is based on their size.

Size	Flying?	Blown Back	Subdual
up to Tiny	Yes	2d6 x 10'	2d6
up to Tiny	No	1d4 x 10'	1d4 per 10'
Small	Yes	1d6 x 10'	—
Small	No	Prone	—
Medium	Yes	1d6 x 5'	—
Medium	No	0', but can't advance	—
Large +	—	No effect	—

*Heartfire*(DR314 p20)

<Evoc[light][fire], VS/DF, 1StdAct, Close-range, 1rnd/lvl, SR applies>  
 – Intelligent creatures in a 5' radius Burst are outlined with red fire, with the following effects:  
 a) gives off light as a Torch;  
 b) does not benefit from Concealment unless it is generated by a [darkness] effect of 3<sup>rd</sup> level or higher;  
 c) does not benefit from Blur, Displacement, Invisibility, etc.  
 d) takes 1d4 Fire damage each round (Fort½);  
 e) casting a spell requires a Concentration check vs. continuous damage.  
 The fire can be extinguished by normal means, which ends the spell.

Illusion

*Chameleon*(Carc p100)

<Ill(glamer), VSM(skin shed by a lizard), 1Round, Touch, 1hr/lvl>  
 – Touched subject gains a +10 Circumstance bonus on Hide checks as long as he/she is not moving faster than half speed. A sudden change in background will negate the bonus for one round.

Necromancy

*Decomposition*(CDiv p161)

<Necro, VS/DF, 1StdAct, 1rnd/lvl, no save, SR applies>  
 – Any enemy within 50' of the caster who takes any lethal damage loses 1hp per round for the spell's duration. The damage can be canceled with a Heal check vs. DC 15 or magical healing.

## Transmutation

*Animate Fire*(Carc p96)

- <Trans[fire], VSM(ash,sulfur), 1 Round, Close-range, Concentration up to 1rnd/lvl>
- Transform up to a 5' cube of fire into a Small Animated Object with the [fire] subtype, Hardness 0, and the 'burn' special attack of a Fire Elemental.

*Barkskin*(PH p202)

- <Trans, VS/DF, 1StdAct, Touch, 10min/lvl>
- Touched living subject gains Natural Armor bonus to AC of 2 + 1 per 3 levels after 3<sup>rd</sup> (max +5). Bonus stacks with a creatures normal Natural Armor bonus.

*Bear's Endurance*(PH p203)

- <Trans, VS/DF, 1StdAct, Touch, 1min/lvl>
- +4 Enhancement bonus to Constitution.

*Blinding Spittle*(PGF p100)(MoF p82)

- <Trans[sight], VS, 1StdAct, Close-range, no save, SR applies>
- Ranged touch attack at a –4 penalty that **Blinds** the target's eyes until they can be washed out.

*Blindsight*(PGF p100)(Und p56)

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

*Blood Frenzy*(MoF p82)

- <Trans, VS, 1StdAct, Personal, 1rnd/lvl>
- Rage gives +2 to Strength and Constitution, +1 on Will saves, and –1 to AC.

*Body of the Sun*(CDiv p155)

- <Trans[fire], VS/DF, 1StdAct, Personal, 1rnd/lvl>
- All creatures within 5' of the caster take 1d4+1 Fire damage (Ref<sup>1/2</sup>) each round.

*Brambles*(CDiv p156)

- <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). Its damage is the better of Bludgeoning or Piercing.

*Briar Web*(CDiv p156)

- <Trans, VS/DF, 1StdAct, Long-range, 1min/lvl, RefNeg, no SR>
- Plants **Entangle** everyone in 20' radius **Spread** who fails a Reflex save. An entangled target may spend a Full Round Action to gain a new Reflex save to become unentangled (though failing the save results in the target taking 2d6 Piercing damage).
  - An entangled target to takes any action except trying to get free or holding still takes 2d6 Piercing damage each round.
  - Anyone not entangled may move at ½ speed through the area of effect (taking no damage).
  - Plants provide **Cover 5'**, and **Full Cover** at 20'.

*Bull's Strength*(PH p207)

- <Trans, VSM(bull hair)/DF, 1StdAct, Touch, 1min/lvl>
- +4 Enhancement bonus to Strength.

*Burrow*(Und p56)

- <Trans, VS/AF(claw from burrowing creature)/DF, 1StdAct, Touch, 1min/lvl(D)>
- Touched subject gains claws that do 1d6 damage and are treated as an armed attack.
  - The subject gains a Burrow speed of 10' through earth, sand, clay, & gravel, but not solid stone.

*Cat's Grace*(PH p208)

- <Trans, VSM(cat hair), 1StdAct, Touch, 1min/lvl>
- +4 Enhancement bonus to Dexterity.

*Chill Metal*(PH p209)

- <Trans[cold], VS/DF, 1StdAct, Close-range, 7rnds, SR applies>
- The caster causes targeted metal to become freezing cold, after which it thaws. The metal of 1 creature per 2 levels may be targeted as long as they are within 30', or the caster may target 25 lbs. per level. Magic or attended metal get a Will saves to negate. Damage is determined by the round & the amount of contact (min damage for just touching, normal damage for wearing):
- |         |        |       |        |
|---------|--------|-------|--------|
| Rnd 1   | – none | Rnd 6 | – 1d4  |
| Rnd 2   | – 1d4  | Rnd 7 | – none |
| Rnd 3-5 | – 2d4  |       |        |

This spell **Counters** and **Dispels** *Heat Metal*.

*Cold Fire*(DR312 p62)

- <Trans[cold], VS/DF, 1StdAct, Close-range, 1min/lvl(D)>
- Change a fire source (including magical fires) up to a 20' cube into 'Cold Fire', which is blue & white and does Cold damage.
- or–
- <Trans[cold], VS/DF, 1StdAct, Close-range, Instantaneous, Fort<sup>1/2</sup>, SR applies>
- The targeted creature with either the 'Fire' subtype or Cold Vulnerability takes 1d6 damage per two levels (max 5d6).

*Creeping Cold*(CDiv p159)

- <Trans[cold], VSF(25gp bottle with water), 1StdAct, Close-range, 3rnds, Fort<sup>1/2</sup>, SR applies>
- Turns the target's skin ice-cold for 3 rounds. If the target makes the initial save, it takes ½ damage for all the rounds.
- |       |              |
|-------|--------------|
| Rnd 1 | – 1d6 damage |
| Rnd 2 | – 2d6 damage |
| Rnd 3 | – 2d6 damage |

*Earthfast*(MoF p90)

- <Trans, VS, 1StdAct, Close-range, 10min/lvl(D)>
- One stone structure or rock formation (but **not** a Construct) of up to 25 cubic feet per level has its Hardness & hit-points doubled. The spell ends if the caster moves out of range.

*Eyes of the Avoral*(BoED p99)

- <Trans, S, 1StdAct, Touch, 10min/lvl>
- Subject gains +8 Racial bonus on Spot checks.

*Heat Metal*(PH p239)

- <Trans[fire], VS/DF, 1StdAct, Close-range, 7rnds, SR applies>
- The caster causes targeted metal to become burning hot, after which it cools. The metal of 1 creature per 2 levels may be targeted as long as they are within 30', or the caster may target 25 lbs. per level. Magic or attended metal get a Will saves to negate. Damage is determined by the round & the amount of contact (min damage for just touching, normal damage for wearing):
- |         |        |       |        |
|---------|--------|-------|--------|
| Rnd 1   | – none | Rnd 6 | – 1d4  |
| Rnd 2   | – 1d4  | Rnd 7 | – none |
| Rnd 3-5 | – 2d4  |       |        |

This spell **Counters** and **Dispels** *Chill Metal*.

*Mark of the Outcast*(Und p59)

- <Necro, VS/DF, 1StdAct, Close-range, Permanent, WillNeg, SR applies>
- The target's face is marred by a mark visible to normal, low-light, and dark vision. The target receives a –5 Circumstance penalty on Bluff and Diplomacy checks and a –2 penalty to AC.

This spell cannot be dispelled. It can only be removed by *Break Enchantment*, *Limited Wish*, *Miracle*, *Remove Curse*, or *Wish*.

*Master Air*(MoF p107)

- <Trans, VSF(feather or wing bone)/DF, 1StdAct, Personal, 1rnd/lvl>
- The caster grows insubstantial wings & flies at a speed of 90' (60' if in medium or heavy armor) with Good maneuverability. ½ speed going up, 2x speed going down. If spells expires/is dispelled, subject descends at 60' per round for 1d6 rounds before falling.

*Mountain Stance*(DR314 p28)

- <Trans, VS, 1StdAct, Touch, 1min/lvl>
- The touched creature can 'root' itself to the ground as Free-Action. When rooted, any attempt to move the subject must overcome a DC of (12 + Caster level). This include checks to Grapple, Lift, Push, Bull Rush, Overrun, Throw, Trip, etc.

If the subject is moved against his/her will, the spell ends.

The subject can voluntarily move, though he/she is then no longer rooted. The subject can still 're-root' as a Free-Action.

*One with the Land*(MoF p111)

- <Trans, VS, 1StdAct, Personal, 1hr/lvl>
- Link with nature gives a +2 Competence bonus on Animal Empathy, Handle Animal, Hide, Intuit Direction, Move Silently, Search, and Wilderness Lore checks.

*Owl's Wisdom*(PH p259)

- <Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1min/lvl>
- +4 Enhancement bonus to Wisdom.

*Reduce Animal*(PH p269)

- <Trans, VS, 1StdAct, Touch, 1hr/lvl(D)>
- One willing Animal of whose size is between Small & Huge becomes 1 Size category smaller. Subject gains +2 Size bonus to Dexterity, –2 Size penalty to Strength, and +1 bonus on attacks & AC. A subject who becomes Tiny-size have a reach of 0' & must enter an opponent's hex to attack.

*Scent*(CDiv p178) (CDivErrata+)

- <Trans, VSM(mustard, pepper, sweat), 1StdAct, Touch, 10min/lvl>
- The subject gains the **Scent Ability**.

*Snowshoes, Mass*(DR312 p65)

- <Trans, VS, 1StdAct, Close-range, 1hr/lvl(D)>
- One subject per level within a 30' area receives the following benefits:
    - Can walk on ice without a speed reduction;
    - +5 bonus on Balance checks or Reflex saves to walk on ice and/or snow & avoid falling through it;
    - Does not leave trails any more noticeable than 'solid ground' for purposes of tracking.

*Soften Earth and Stone*(PH p280)

- <Trans[earth], VS/DF, 1StdAct, Close-range, Instantaneous, no SR>
- Softens one 10' square per level of earth or unworked stone to a depth of 1'-4'.
    - Wet Earth → Mud: Ref save or stuck for 1d2 rounds (unable to move, attack, or cast spells). Those who save can move through the area at ½ speed & can't run or charge.
    - Dry Earth → Loose Dirt: ½ speed & cannot run or charge through the effected area.
    - Unworked Stone → Clay: does not effect movement, but is easier to work / destroy.

*Spider Climb*(PH p283)

<Trans, VSM(live spider, drop of bitumen), 1StdAct, Touch, 10min/lvl>

- Touched creature can travel along walls & ceilings like a spider (20' movement). The subject does not lose his/her Dex bonus to AC while climbing, nor do opponents gain a bonus to attack the subject.

The subject must have bare hands & feet.

*Swim*(CArc p125)

<Trans[water], VSM(goldfish scale), 1Round, Close-range, 10min/lvl(D)>

- The subject gains swimming ability:
  - a) can swim at his/her normal land speed;
  - b) gains a +8 Competence bonus on Swim checks to perform special actions or avoid hazards, with standard penalties;
  - c) can “Take 10” on Swim checks under rushed or threatened conditions; &
  - d) can take a “Run” action while swimming.

Limitations:

- a) this spell does not grant water breathing; &
- b) if carrying more than a Light Load, the subject must make a Swim check to move at his/her normal land speed.

*Tree Shape*(PH p296)

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

- The caster becomes a Large-sized tree, shrub, or even a dead log. While in this form, the caster continues to have all his/her senses, gains a +10 Natural Armor bonus to AC, is immune to criticals, has an effective Dexterity of 0 & a movement of 0'.

This spell may be dismissed as a Free Action.

*Warp Wood*(PH p300)

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

- One Small-sized wooden object per level (or the Object Equivalent) in a 20' radius may be either
  - a) ruined by warping (melee weapons have a –4 attack penalty, etc.); or
  - b) straighten wood that was warped magically or naturally.

*Wood Shape*(PH p303)

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

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

3<sup>rd</sup> LevelAbjuration*Protection from Energy*(PH p266)

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

– Touched creature is immune to a total of 12 damage per level (max 120 hp) from one Energy Type. Once all the damage has been taken, the spell ends.

Note: This spell takes precedence over *Resist Energy*. Only when this spell is depleted will *Resist Energy* be applied.

*Tortoise Shell*(MoF p127)

<Abj, VSF(tortoise shell), 1StdAct, Close-range, 10min/lvl>

– Creates a 5' diameter 'tortoise shell' made from mystic energy. The caster can have it stand vertically, thus providing Cover from half the battle field, hide under it (up to 2 Medium-sized creatures will fit), or even use it as a small boat. The 'shell' has Hardness 10, 100hp, & weighs 500 pounds (though the caster can carry it as if it weighed 10 pounds).

*Resist Energy, Mass*(CArc p120)

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

– The one subject (& his/her equipment) per level within a 30' area are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

Lvl	#	Lvl	#	Lvl	#
up to 6 <sup>th</sup>	10	7 <sup>th</sup> – 10 <sup>th</sup>	20	11 <sup>th</sup> +	30

Conjuration*Cure Moderate Wounds*(PH p216)

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

– Cures 2d8 +1/level damage (max +10) with Positive Energy.

*Neutralize Poison*(PH p257)

<Conj(heal), VSM(charcoal)/DF, 1StdAct, Touch, 10min/lvl>

– The touched subject or object has all poison removed from it immediately. If a creature was poisoned, it does not need to make any further saving throws. This spell does not heal ability damage or drain taken from earlier failed saves.

In addition, the subject cannot be poisoned for 10 minutes per level. If the subject is a poisonous creature, it cannot poison anyone for the spell's duration (WillNeg, SR applies)

*Remove Disease*(PH p271)

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

– Cures all diseases affecting subject, as well as parasites, Green Slime, etc.

*Rogue Wave*(DR314 p46)

<Conj(creat)[water], VS/DF, 1StdAct, Medium-range, Instantaneous, Fort½, no SR>

– The caster creates a wave of water that has its starting point anywhere within range and then moves in a direction the caster chooses. All creatures struck by the wave take 1d6 per two levels (max 10d6) bludgeoning damage (Fort½). If a creature of up to Large-size fails its save, it is knocked Prone.

If cast on dry land, the wave is 20' wide, 10' long, & 10' high and moves 60'.

If cast in the water, the wave is 40' wide, 10' long, & 10' high and moves 120'. Also, all creatures receive a –4 penalty on their save.

*Sleet Storm*(PH p280)

<Conj(creat)[cold], VSM(dust, water)/DF, 1StdAct, Long-range, 1rnd/lvl, no save, no SR>

– Blocks all vision in a 40' radius Spread by 20' high cylinder. Moving in the area of effect

requires a Balance check vs. DC 10. Success allows ½ movement, while failing by 5 or more causes the target to fall down.

*Summon Nature's Ally III*(PH p288)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

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

Table	#
<u>Summon Nature's Ally III</u>	1
<u>Summon Nature's Ally II</u>	1d3
<u>Summon Nature's Ally I</u>	1d4+1

*Updraft*(DR314 p40)

<Conj(creat)[air], VSM(tiny propeller), 1Free-Action, Personal, 1min/lvl(D)>

– The caster creates a column of upward moving air beneath himself/herself. On the first round, the caster can move up 30'. On the subsequent rounds, the caster (as a Move Action) has the option of moving up 30' (to a maximum of 90'), moving down 30', or moving horizontally up to 30'. If the caster chooses to move horizontally more than 10', he/she must make a Reflex save with a DC equal to the feet moved at the end of the Move Action. Failure means the caster falls off the column of air.

If the caster fall off, dismisses the spell, or has it dispelled, he/she sinks at a rate of 60' per round and take no damage.

Attacking from the top of the column results in a cumulative –1 penalty, up to a maximum of –5. A Full Round action can be used to rebalance, decreasing the penalty back to –1.

*Vigor*(CDiv p186)(DR324 p103)+

<Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd per level (max 25rnds total)>

– Touched living creature gains Fast Healing 2.

*Vigor, Mass Lesser*(CDiv p186)(DR324 p103)+

<Conj(heal), VS, 1StdAct, 20' range, 10rnd + 1rnd per level (max 25rnds total)>

– One living creature per two Caster levels in a 30' area gains Fast Healing 1.

Divination*Circle Dance*(MoF p84)

<Div, VS, 1Min, Personal>

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

*Speak with Plants*(PH p282)

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

– The caster may communicate with plants & Plant Creatures, though the spell does not change their attitude towards the caster.

*Weather Eye*(CDiv p189)

<Div, VSM(incense)F(scringing device)/ DF, 1Hour, Instantaneous>

– Accurately predict natural weather in a 1 mile + 1 mile per level radius around the caster 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*.

Enchantment*Dominate Animal*(PH p224)

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

– Telepathically control one Animal with simple commands. Self-destructive orders are ignored. The caster can mentally command the target as a Move Action provided they are within Close-range of each other.

Evocation*Call Lightning*(PH p207)

<Evoc[electricity], VS, 1Round, Medium-range, 1min/lvl, Ref½, SR applies>

– The caster can call down one 5' wide by 30' tall bolt of lightning per level (max 10 bolts). The caster has the option of calling the first bolt as part of the spell's casting. After that, the caster must use a Standard Action to create the bolt. The bolts can be called down any time within the spell's duration. In between bolts, the caster can take other actions, including casting other spells.

If cast outside during a storm (or even a Large Air Elemental or Djinni's whirlwind), each bolt does 3d10 Electricity damage. Otherwise each bolt does 3d6 Electricity damage. This spell may be used indoors.

*Capricious Zephyr*(DR314 p38)

<Evoc[air], VS, 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– Creates a 5' diameter sphere of powerful wind that the caster can move up to 30' per round as a Move Action. If it comes in contact with a creature, its movement for that round ends. The Medium-size or smaller target is subjected to a Bull Rush action at +6 in a random direction (FortNeg) –and– a Trip at +4 (no save).

*Daylight*(PH p216)

<Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR>

– Touched object gives off bright light in a 60' radius & dim light for another 60'. The light may be blocked by putting the object in a container.

Treated as 'sunlight' for creatures who receive penalties in those conditions, but is not real sunlight so certain Undead are not destroyed. This spell Suppresses Deeper Darkness and is suppressed by it, leaving only the natural illumination in the overlapping area.

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

*Greenfire*(UE p50)

<Evoc[acid], VS/DF, 1StdAct, Medium-range, 1rnd>

– One contiguous 5' cube per level is filled with green energy that churns up from the earth for 1 round. Any creature in the area when the spell is cast takes 2d6 + 1/lvl (max +10) acid damage (Ref½). A creature that travels through the area of effect during the round also takes damage, but gets no saving throw. The caster has the option of doing no damage to natural vegetation, ground cover, & plant creatures.

*Frost Breath*(DR312 p64)

<Evoc[cold], VSM(water), 1StdAct, Ref½, SR applies>

– All creatures in a Close-range Con take 1d4 per 2 levels Cold damage (max 5d4) (Ref½) and becomes Dazed for 1 round (RefNeg).

*Nature's Favor*(CDiv p170) (CDivErrata)+

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

– The touched animal gains a Luck bonus of +1 per 2 levels to attacks & damage (max +3).

*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.



*Tremor*(DR314 p29)

<Evoc[earth], VS/DF, 1StdAct, Medium-range, 1rnd, no SR>  
 – The ground in a 40' radius Spread shakes for one round. All creatures in the area must make a Reflex save or fall Prone & become Stunned for 1 round. Casters must make Concentration checks vs. DC 15 + spell level, and any skill check that generates an Attack of Opportunity requires a Concentration check vs. DC 15 or it will automatically fail. Structures are not damaged by this spell.

*Wind Wall*(PH p302)

<Evoc[air], VSM(tiny fan, exotic feather)/DF, 1StdAct, Medium-range, 1rnd/lvl>  
 – An Invisible wall of air 2' wide is created in any continuous shape desired by the caster up to 10' long per level & 5' high per level. The wall is total protection from gases (including some breath weapons), gaseous forms, flying creatures up to Small-size, etc. Arrows & bolts are blocked by the wall, & other ranged weapons have a 30% miss chance. Large ranged weapons, such as a giant's boulders, are not effected. The wall may be walked through normally.

Necromancy

*Affliction*(BoED p89)

<Necro[good], VS, 1StdAct, Touch, FortNeg, SR applies>

– Infects touched Evil target with chosen Affliction(BoED p34) which takes effect without an incubation period.

Name	DC	Base Damage
Depraved Decadence	18	1d4 Str
Eternal Torpor	14	1d6 Dex
Raging Desire	15	1d3 Con
Consuming Passion	17	1d4 Int
Haunting Conscience	16	1d4 Wis
Pride in Vain	20	1d6 Cha

The Base Damage has the target's Charisma modifier added to it. If it is an Evil Elemental or Evil Undead, it takes +1 damage. If it is an Evil Outsider or an Evil Cleric of an Evil Deity, it takes +2 damage.

*Contagion*(PH p213)

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

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

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

*Healing Sting*(MoF p100)

<Necro[touch attack], VSM(dried wasps), 1StdAct, Touch, FortNeg>

– Touched living creature takes 1d6 + 1/lvl dmg. The caster healed the same number of hp.

*Infestation of Maggots*(CDiv p166)(MoF p102)

<Necro[touch attack], VSM(dried flies), 1StdAct, Touch, up to 1 round per 2 levels, FortNeg(retry), SR applies>

– The touched target must make a Fortitude save each round or take 1d4 Constitution damage. Once the target makes a single saving throw, the spell ends.

Dispelled by *Cure Disease* or *Heal*.

*Plague Carrier*(RoF p190)

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

– Infects touched subject with chosen disease which takes effect after the incubation period. During the incubation period, the target does not present symptoms, but is transmitting the disease to those who come in contact. Disease choices are Blinding Sickness, Cackle Fever, Filth Fever, Mind Fire, Red Ache, The Shakes, or Slimy Doom.

*Poison*(PH p262)

<Necro[touch attack], VS/DF, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

– Touch deals 1d10 Constitution damage, repeats in 1 minute. DC is 10 + ½ caster level + caster's Wisdom modifier.

Transmutation

*Beast Claws*(CDiv p151)

<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.

*Diminish Plants*(PH p221)

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

– This spell either

- "prunes" vegetation to 1/3 its normal size in a 100' radius circle, a 150' radius half-circle, or a 200' radius quarter circle (caster may choose plants to be excluded). The area of effect must be within Long-range; or
- blights vegetation within ½ mile to produce 1/3 of its normal output in the next year.

Neither use effects Plant Creatures in any way.

This spell Counters *Plant Growth*.

*Energize Potion*(BoED p98)

<Trans, VSM(a magic potion), 1StdAct, Ref½, SR applies>

– A touched magical potion can be launched to a spot within Close-range, where it explodes in a 10' radius Burst, doing 1d6 damage per Spell level of the potion. The damage is of an Energy Type designated at casting time.

*Fire Wings*(CDiv p165)

<Evoc[fire], VSM(bird feather)F(gold phoenix amulet), 1Round, Personal, 1min/lvl>

– The caster's arms become fiery wings, with the following effects:

- The caster gains a Flying speed of 60' (40' if in Medium or Heavy Armor) with Good maneuverability. ½ speed going up, 2x speed going down. Able to Charge. Can only carry a Light load.
- Any worn magic items are still in effect, but the caster cannot hold anything in his/her 'hands' & cannot cast spells with somatic components.
- The caster may make an Unarmed Attack with the wings at a –4 penalty. The wings do the caster's normal Unarmed Strike damage +2d6 Fire damage.

If spells expires/is dispelled, the caster descends at 60' per round for 1d6 rounds before falling

*Magic Fang, Greater*(PH p250)

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

– One living creature (including a Humanoid) gains one of the following:

- one natural weapon gets an Enhancement bonus to attack and damage of +1 per 4 levels (max +5); or
- all natural weapons get a +1 Enhancement bonus on attacks and damage.

*Meld into Stone*(PH p252)

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

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

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

- *Stone Shape*: Take 3d6 damage.
- *Passwall*: Expelled.
- *Stone to Flesh* –or– not exiting before the duration ends –or– the spell is Dispelled –or– the stone is broken so that the caster can no longer fit within it: Expelled & take 5d6 damage.
- *Transmute Rock to Mud* –or– the stone is totally destroyed: Expelled & Fort save vs. DC 18 or die.

*Plant Growth*(PH p262)

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

– This spell either

- causes vegetation to grow thick & overgrown in a 100' radius circle, a 150' radius half-circle, or a 200' radius quarter circle (caster may choose plants to be excluded). The area of effect must be within Long-range. Movement through the overgrown area is reduced to 5' (or 10' for creatures of at least Large size); or
- enhances vegetation within ½ mile to produce exceed its normal production by 1/3 in the next year.

This spell Counters *Diminish Plants*.

*Quench*(PH p267)

<Trans, VS/DF, 1StdAct, Medium-range>

– This spell extinguishes fires, which can be used in several ways:

- Put out fires in a one contiguous 20' cube per level. Normal fire is automatically extinguished, fire spells are put out with a Dispel Check (max +15), and Elemental (fire) creatures 1d6 per caster level (max 15d6) (no save, SR applies).
- A targeted magic item that creates / controls flames (including a Wand of Fireball or a Flaming Weapon) has all its fire ability Suppressed for 1d4 hours unless the object makes a Will save.

*Quillfire*(MoF p112)

<Trans, VS, 1StdAct, Personal, 1rnd>

– The caster's hands grow poisonous quills that can be used either for a melee or ranged attack (10' range increment). The quills do 1d8 + 1/2lvls (max +5) & are coated with poison (1d6 Str / 1d6 Str DC18).

*Snakebite*(MoF p120)

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

– Your arm turns into poisonous snake that you can use as a weapon. The snake does 1d3 damage and has a (1d6Con+1d4rnd Paralysis) / (1d6Con+1d4rnd Paralysis) poison whose DC is (10 + ½ caster level + caster's Wisdom modifier).

*Snare*(PH p280)

<Trans, VS/DF, 3Rounds, Touch, until triggered, no save, no SR>

- Creates a magical booby trap out of a rope, vine, etc. (Search vs. DC 23 for a Rogue to locate). Anyone who puts a limb into the snare's loop is Entangled.

If attached to a supple tree, the person is also lifted off the ground & takes 1d6 damage.

To escape, make a Strength or Escape Artist check vs. DC 23 or do 5hp damage to the snare (AC 7).

*Spiderskin*(Und p61)

<Trans, VSM(bit of spider)/DF, 1StdAct, Touch, 10min/lvl>

- Touched subject's skin becomes tougher. This grants a '+n' bonus to the following, where '+n' is +1 at 3<sup>rd</sup> level, +2 at 6<sup>th</sup> level, up to +5 at 12<sup>th</sup> level:
  - +n Enhancement bonus to the subject's Natural Armor;
  - +n Racial bonus on saves vs. poison; &
  - +n Racial bonus on Hide checks.

*Spike Growth*(PH p283)

<Trans, VS/DF, 1StdAct, Medium-range, 1hr/lvl(D), Ref½, SR applies>

- The ground vegetation (roots, grasses, etc.) in one 20' square per level becomes magically sharp. For each 5' that a creature walks / runs through the area of effect, it takes 1d4 damage (no save) & have its movement reduced to ½ due to foot injuries (RefNeg).

The movement penalty lasts until a) the target receives healing magics; b) a Heal check vs. the spell's DC; or c) 24 hours go by.

*Spikes*(CDiv p181)

<Trans, VSM(thorn), 1StdAct, Touch, 1hr/lvl>

- Touched wooden Bludgeoning melee weapon gains a +2 Enhancement bonus to attack rolls, +1 damage per level (max +10), and has its critical hit threat range doubled. Its damage is the better of Bludgeoning or Piercing.

*Standing Wave*(CDiv p182)

<Trans, VS/DF, 1StdAct, Close-range, 10min/lvl, RefNeg, SR applies>

- The targeted water lifts and moves any creature or object within it along the surface at 60' per round in a direction designated at cast time for the spell's duration. If the water comes in contact with land, it lowers what it is carrying onto the shore gently.

The limit of what the wave can carry is determined by Caster level:

Lvl	Max Size Carried	Lvl	Max Size
5 <sup>th</sup>	up to Medium	11 <sup>th</sup>	Gargantuan
7 <sup>th</sup>	Large	13 <sup>th</sup>	Colossal
9 <sup>th</sup>	Huge		

*Stone Shape*(PH p284)(PHe)+

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

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

*Thornskin*(CArc p127)

<Trans, VSM(thorn), 1StdAct, Personal, 1rnd/lvl>

- The caster's skin grows thorns:
  - the caster's Unarmed Strike's damage is lethal and does a +1d6 Piercing;
  - if an opponent strikes the caster with a Natural Weapon, an Unarmed Strike, or a Grapple, the opponent takes 5hp of Piercing damage.

*Water Breathing*(PH p300)

<Trans, VSM(straw)/DF, 1StdAct, Touch>

- The touched subjects of the spell can breathe underwater. 2hrs/lvl duration is evenly split between all the subjects.

4<sup>th</sup> Level

**Abjuration**

*Antiplant Shell*(PH p200)

- <Abj, VS/DF, 1StdAct, 10min/lvl(D), no save, SR applies>
- Creates a 10’ radius, mobile, invisible sphere around the caster that cannot be entered by Plant creatures or animated plants.

*Dispel Magic*(PH p223)(PHe)+

- <Abj, VS, 1StdAct, Medium-range, no SR>
- Cancels magical spells and effects on a successful **Dispel Check** (max +10). This spell can be used in one of three ways:
  - Counterspell – Acts like a standard counterspell except it works against any spell, but a **Dispel Check** must be made.
  - Targeted Dispel – Each ongoing spell effect on one target gets a separate **Dispel Check**. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).
  - Area Dispel – Each target in a 20’ radius **Burst** gets a **Dispel Check** against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

*Eye of the Hurricane*(DR314 p38)

- <Abj[air], VS, 1StdAct, Personal, 1rnd/lvl, SR applies>
- Creates a 40’ radius sphere-shaped **Emanation** storm centered on the caster with a 10’ radius “quiet area” around the caster. The area of effect stays centered on the caster while he/she moves.

The winds are **Hurricane-force**, making normal ranged attack into the area of effect impossible. Even siege weapons & giant boulders receive a –8 attack penalty.

Any creature in the area of effect (either from the outside or from the “quiet area” inside) on their round must make a Fortitude save or take the following effects:

Size	Flying?	Effect
up to Med.	No	Blown back 1d4x10’, 1d4 nonlethal dmg/10’, Prone.
up to Med.	Yes	Blown back 2d6x10’, 2d6 nonlethal dmg.
Large	No	Prone.
Large	Yes	Blown back 1d6x10’.
Huge	No	No movement.
Huge	Yes	Blown back 1d6x5’.
Gargantuan	—	n/a

*Freedom of Movement*(PH p233)

- <Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>
- Subject moves normally despite magical impediments (*Web, Hold Person*, etc.). The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin.
- While under the effect of this spell, the subject can fight underwater.

*Land Womb*(MoF p104)

- <Abj, VS, 1StdAct, Touch, 10min/lvl(D)>
- The caster and one creature/level sink into natural earth, stopping 10’ below the ground. There is enough air for the duration, but spells with Somatic components cannot be cast. Only Divinations of 5<sup>th</sup> level or higher can detect the “womb”.

*Repel Vermin*(PH p271)

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

**Conjuration**

*Arc of Lightning*(CArc p97)

- <Conj(create)[electricity], VSM(2 small iron rods), 1StdAct, Close-range, Instantaneous, Ref½, no SR>
- Two creatures within range, and all creatures in a **Line** between them, take 1d6 Electricity damage per level (max 15d6).

*Bottle of Smoke*(CDiv p155)

- <Conj(create), VSF(50gp bottle)M(smoke), 10Minutes, 1hr/lvl of riding time within 24 hours>
- Smoke stored in the bottle can be released as a Standard Action to form an immaterial ‘horse’. Only the person holding the bottle can touch the ‘horse’. It cannot be attacked or hurt, except by magical wind, which destroys it. The bottle-holder must make a Ride check vs. DC 10 to mount it. The ‘horse’ has a movement of 20’/lvl (240’ max). At the rider’s option, the ‘horse’ leaves a 20’ tall by 5’ wide trail of smoke that lasts for 10 minutes (unless blown away) which provides **Concealment**.
- The ‘horse’ remains for 1hr/lvl, but time the horse spends in the bottle does not count. The spell ends 24 hours after cast whether all the riding time is use up.

*Cure Serious Wounds*(PH p216)

- <Conj(heal), VS, 1StdAct, Touch>
- Cures 3d8 +1/level damage (max +15) with **Positive Energy**.

*Freeze*(DR312 p63)

- <Conj(create)[cold][ray], VS/DF, 1StdAct, 1md per 2levels, Ref½, SR applies>
- Target takes 1d6 + (1 per 2 levels) Cold damage (no save) and becomes incased in a 5 inch thick sheath of ice (RefNeg).
- If encased, the target has the following penalties:
  - Takes 1d6 + (1 per 2 levels) Cold damage each round (no save);
  - Cannot move except to make Strength checks vs. DC 26 to break the ice;
  - Cannot speak or cast spells with Verbal or Somatic components;
  - If underwater, the target rises to the surface in the block of ice;
  - The ice blocks ‘Line of Effect’, so the target cannot be targeted with spells;
  - The ice allows the target to breath;
- It takes 15 points of damage to break the ice. At the end of the spell’s duration, it melts instantly.

*Summon Nature’s Ally IV*(PH p288)

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

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

*Wall of Water*(DR314 p47)

- <Conj(create)[water], VSM(sponge), 1StdAct, Medium-range, 10min/lvl, no SR>
- The caster creates a transparent wall of fresh or sea water of up to one 10’ cube per level, shaped as the caster desires. The water forms around creatures, who are allowed a Reflex save to get out of the area of effect before the wall finishes forming.
- The wall has the following properties:
  - cannot be destroyed or drained (any water taken from the wall disappears & is instantly replaced);
  - creatures can move through the wall by making a Swim check as if swimming through calm water;
  - any creature with the [fire] subtype takes 2d6 + 1/lvl damage each round he/she is partially or entirely within the wall;
  - creatures within the wall have **Cover** with respect to those outside of the wall.

**Divination**

*Chain of Eyes*(CDiv p158)

- <Div, VS, 1StdAct, Touch, 1hr/lvl, WillNeg, SR applies>
- 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).

*Scrying*(PH p274)(PHe)+

- <Div(scry), VSF(see below)/AM(eye of an eagle, nitric acid, copper, zinc)/DF, 1Hour, 1min/lvl, WillNeg, SR applies>
- Sends a **Magical Sensor** to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.
 

Knowledge	DC
None (must have a Connection)	–10
Heard of the target	–5
Met the target	+0
Know the target well	+5
- **Connection**

Connection	DC
Likeness or picture	+2
Possession or garment	+5
Lock of hair, bit of fingernail, etc.	+10

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’. If the spell is resisted, the caster may not attempt to scry on the target again for 1day. Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor.

The following spells have a 5%/lvl chance of working through the ‘sensor’: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic, & Message*.

Focus is determined by class – Clerics use a Holy Water font (min 100gp), Druids use a natural pool of water, all others uses a 2’x4’ silver mirror (min 1,000gp).

**Evocation***Corona of Cold*(DR312 p63)

<Evoc[cold], VS/DF, 1StdAct, 1rnd/lvl(D)>  
– The caster is surrounded by a 10' radius

Emanation of cold:

- Negates 5 + 1 per level Fire or Heat damage each round;
- All creatures (except the caster) within the area of effect take 1d6 non-lethal Cold damage each round (FortNeg, SR applies). If a creature takes damage, it 'shivers', receiving a –2 penalty to Strength and Dexterity as long as he/she remains in the area of effect.

*Energy Vortex*(CDiv p164)

<Evoc[variable energy], VS, 1StdAct, Instantaneous, Ref½, SR applies>

- All creatures within a 20' radius Burst of the caster take damage from one Energy Type chosen at casting time. There are two options:
- The caster takes no damage and all creatures in the area of effect take 1d8 + 1 per caster level (max 1d8+20); or
  - The caster and all creatures in the area of effect take 2d8 + 2 per caster level (max 2d8+20). In this case, the caster does not get a Reflex save, but SR applies.

*Flame Strike*(PH p231)

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

- A 40' tall column of fire with a 10' radius appears. 1d6 damage per level (max 15d6), half of which is Fire damage & the other half is Untyped Damage.

*Frost Bite*(DR312 p64)

<Evoc[cold], VS, 1StdAct, Close-range, Fort½, SR applies>

- The target creature becomes extremely cold:
- 1d6 per 2 levels lethal Cold damage (max 10d6) (no save);
  - 1d4 per 2 levels non-lethal Cold damage (max 10d4) (FortNeg);
  - becomes Fatigued (FortNeg).

*Ice Storm*(PH p243)

<Evoc[cold], VSM(dust, water)/DF, 1Round, Long-range, Instantaneous, no save, SR applies>

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

*Murderous Mist*(CDiv p169)(MoF p109)(MoFe)+

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

- Create a scalding hot cloud of steam that has a 30' radius & is 20' high. The cloud moves in a straight line away from the caster at a rate of 10' per round.

Anyone within the steam takes 2d6 Fire dmg (Ref½) & is permanently Blind (RefNeg).

The steam provides Concealment for any creature within it.

*Stars of Arvandor*(BoED p108)

<Evoc[good][force][energy missile], VS, 1StdAct, Close-range, 1min/lvl(D)>

- One twinkling star per level (max 10) floats around the caster's head.

Once per round, the caster may either take a Free Action to launch one star –or– take a Standard Action to launch up to three stars.

Each star can have a separate target, requires a Ranged Touch attack to hit, & does 1d8 damage (no save, SR applies). If the target is non-Evil, half the damage is non-lethal.

*Wind at Back*(MoF p134)

<Evoc, VS, 1StdAct, Medium-range, 1day>

- Two targets per level within a 50' area have their overland (but not tactical) movement rate doubled. All target must be traveling in the same direction.

**Necromancy***Blight*(PH p206)

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

- The touched Plant Creature takes 1d6 damage per level (max 15d6), Fortitude save for ½. If a plant or tree that isn't considered a creature is targeted by this spell, it dies immediately.

*Last Breath*(CDiv p167)

<Necro, VS, 1StdAct, Touch, Instantaneous>

- Touched creature killed within 1 round returns to 0 hp. The caster takes 1d4 damage per HD of the creature revived. The touched body must be whole, though this spell will heal ability damage up to 1, cures normal poisons & diseases. Creatures killed by [death] effects cannot be brought back by this spell. The subject loses 1 level and must want & be able to return.

**Transmutation***Air Walk*(PH p196)

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

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

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

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

*Blinding Beauty*(BoED p92)

<Trans[good], VS, 1StdAct, Personal, 1rnd/lvl>

- The caster gains the beauty of a Nymph. Any Humanoid within 60' that looks at the caster becomes permanently Blind (FortNeg). The caster can suppress & unsuppress this ability as a Free Action.

Note: The caster must abstain from sexual intercourse of one week in order to be able to cast this spell.

*Command Plants*(PH p211)

<Trans, V, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

- Up to (2 \* Caster level) HD of plant creatures in a 30' area become friendly towards the caster and will not attack him/her. Any attempt to give the creatures orders requires a successful Charisma check.

*Camouflage, Mass*(CDiv p157) (MoF p106)(MoFe)+

<Trans, VS, 1StdAct, Medium-range, 10min/lvl>

- +10 Circumstance bonus on Hide checks for any number of creatures, no two of which can be more than 60' apart. If a subject leaves the "pack", then the spell ends for that person

*Control Water*(PH p214)

<Trans[water], VSM(dust (to lower) -or- water (to raise))/DF, 1StdAct, Long-range, 10min/lvl(D)>

- Effects 10'/lvl x 10'/lvl x 2'/lvl (shapeable) of water by either:

- lowering the water by 2'/lvl (min of 1"). In large / deep bodies of water, this forms a whirlpool. This effect will Slow water-based creatures / elementals (WillNeg); or,
- raising the water by 2'/lvl. Boats will slide off the "hump" of the water.

*Forestfold*(CDiv p166)

<Trans, VS, 1StdAct, Personal, 10min/lvl>

- +20 Competence bonus on Hide & Move Silently checks.

If the caster moves more than 10' from his/her location when the spell was cast, the spell ends.

*Giant Vermin*(PH p235)

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

- Enlarge either 3 normal centipedes, 2 normal spiders, or 1 normal scorpion in a 30' area (all subjects must be the same type). The target vermin will follow the caster's extremely simple commands (i.e., "Attack").

Lvl	Size	Lvl	Size
up to 9 <sup>th</sup>	Medium	18 <sup>th</sup> – 19 <sup>th</sup>	Gargantuan
10 <sup>th</sup> – 13 <sup>th</sup>	Large	20 <sup>th</sup> +	Colossal
14 <sup>th</sup> – 17 <sup>th</sup>	Huge		

*Icelandice*(PGF p105)

<Trans, VSM(10 pounds of ice or snow), 1StdAct, Medium-range, Instantaneous, SR applies>

- The material component ice/snow becomes a spear made from ice, which is magically launched at a target. The caster must make a ranged attack roll (with a +4 bonus). If successful, the target takes 5d6 damage (½ Piercing damage, ½ Cold damage) and becomes Stunned for 1d4 rounds (FortNeg). The spell *Ice Storm* can be used to create this spell's material component.

*Jaws of the Wolf*(MoF p102)

<Trans, VSF(wood carvings), 1StdAct, Close-range, 1rnd/lvl(D)>

- Transforms one wooden carving per 2 levels into a wolf that obeys the caster's mental commands. In addition to their standard abilities, the wolves have Spell Resistance 13 & the Frightful Presence special ability.

*Languor*(CDiv p167)

<Trans[ray], VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

- The target is slowed and weakened:
- may only take one Standard Action or Move Action each round;
  - suffers a –1 penalty to AC, attacks, & Reflex saves;
  - has its movement halved.
  - Enhancement penalty to Strength of (1d6–1) per 2 levels (min 0, max –10). If the target's Strength is below 1, it is Helpless.

This spell counters *Haste*.

Effects a) – c) are countered by *Haste*.

*Slow*(PH p280)

<Trans, VSM(molasses), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

- One subject per level within a 30' area: This spell Counters & Dispels *Haste*.

*Nature's Balance*(PGF p107)

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

- The caster takes a –4 penalty to an ability score of his/her choice and the touched subject receives a +4 Enhancement bonus to the same ability score. Each time this spell is cast (after the first) within 1 hour, the caster takes 2d20 damage.

*Reincarnate*(PH p270)

<Trans, VSM(1,000 rare oils & unguents)/DF, Instantaneous, Touch>  
 – If cast on a body dead up to one week whose soul is willing & able to return, then a new Humanoid body of a random type is mystically created for the soul to enter. The target retains his/her Intelligence, Wisdom, Charisma, and memories. The target loses one class level, but retains all other level-based advantages (including skill ranks, base attack bonus, base hit points, etc.). The new body's Strength, Dexterity, & Constitution is determined by removing any previous Racial Modifiers & applying the new body's Racial Modifiers (see the Reincarnation Forms Table in the Creature Index).

*Rusting Grasp*(PH p273)

<Trans[touch attack], VS/DF, 1StdAct, Touch, 1rnd/lvl, no save, no SR>  
 – The caster's touch corrodes non-magic iron and alloys, causing one of the following effects per round:  
 a) a touch attack on a ferrous creature does 3d6+ 1/lvl (max +15);  
 b) a melee touch attack vs. a non-magic metal weapon destroys the weapon;  
 c) a melee touch vs. non-magic metal armor destroys 1d6 of its AC bonus; or  
 d) up to a 3' radius of a non-magic metal touched is destroyed.

*Spike Stones*(PH p283)

<Trans[earth], VS/DF, 1StdAct, Medium-range, 1hr/lvl(D), Ref½, SR applies>  
 – One 20' square per level of rocky ground (or a stone floor) does damage to those walking across it. For each 5' that a creature walks / runs through the area of effect, it takes 1d8 damage (no save) & have its movement reduced to ½ due to foot injuries (RefNeg). The movement penalty lasts until a) the target receives healing magics; b) a Heal check vs. the spell's DC; or c) 24 hours go by.

*Stone Metamorphosis*(Und p61)(Und p103)+

<Trans[earth], VSM(grain of talc, chip of obsidian), 1StdAct, Touch, Instantaneous>  
 – 10 cubic feet + 1 cubic foot per level of touched stone is permanently changed into another type of stone. Typically this means changing the stone's Hardness anywhere from 6 to 9 (see Underdark page 103 for examples).  
 This spell cannot create gems and does not change the value of stone objects.

5<sup>th</sup> Level

**Abjuration**

**Atonement**(PH p201)

- <Abj, VSM(incense)F(500gp prayer beads)X(up to 500)/DF, 1Hour, Touch, no save, SR applies>
- Removes burden of misdeeds from a truly repentant touched subject. If the misdeeds were committed willingly & knowingly, then the caster must expend 500XP. Uses include:
  - a) removing magical alignment changes;
  - b) restoring a paladin, cleric, or druid who had lost his/her class abilities.
  - c) a fully willing & understanding subject can redeemed/tempted into taking the same alignment as the caster. No duress, compulsion, or magical influence can be involved in making the subject want to be redeemed.

**Dance of the Unicorn**(CDiv p161)

- <Abj, VS, 1StdAct, Personal, 1min/lvl(D)>
- The caster is surrounded by a purifying transparent mist that extends out in a radius of 5' per level.
- Within this radius, all nonmagical contaminants (including inhaled poison) are negated. Magical effects, including the breath of a Green Dragon, *Acid Fog*, *Cloudkill*, etc., are either negated (if their caster level is less than or equal to this spell's caster level) or all target receive a +4 bonus on their saving throw (if the effect's caster level is higher).

**Stoneskin**(PH p284)

- <Abj, VSM(250gp diamond, granite), 1StdAct, Touch, until discharged up to 10min/lvl>
- Touched creature gains Damage Reduction 10/adamantine. When 10 hp per level (max 150 hp) have been prevented, the spell is discharged.

**Wall of Dispel Magic**(Und p63)

- <Abj, VS/DF, 1StdAct, Medium-range, 1min/lvl>
- Creates an transparent wall whose area is one 10' square per level.
- When a creature passes through the wall, each ongoing spell effect on the target gets a separate **Dispel Check** (max +10). If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).
- The wall cannot be seen with *See Invisibility*, but it can be detected with *Detect Magic* and *True Seeing*.

**Conjuration**

**Cure Critical Wounds**(PH p215)

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

**Energetic Healing**(BoED p98)

- <Conj(heal), VS/DF, 1StdAct, Touch, until discharged up to 10min/lvl>
- The touched subject gains immunity from **magical damage** caused by one **Energy Type**. In addition, 10% of the energy's damage is converted into healing, up to a total of 2hp per Caster level (max 30hp). Once the spell has healed its maximum amount, the spell is discharged.

**Insect Plague**(PH p244)

- <Conj(sum), VS/DF, 1Round, Long-range, 1min/lvl, no save, no SR>
- Summons 1 Locust Swarm(PH p239) per three levels (max 6 swarms). The swarms must be contiguous, but not overlapping. Any creature within a swarm is attacked. The swarms are immobile.

**Phantom Stag**(CDiv p174)

- <Con(creat), VSM(phantom stag), 1StdAct, 0' range, 1hr/lvl(D)>
- The caster conjures a quasi-real stag-like creature that can be used for riding or combat. The stag has the following stats:
  - a) AC 20;
  - b) 40 + 5/lvl hp;
  - c) moves at 20'/lvl (max 300'). Its hooves hover above the ground, so it is not slowed by terrain such as undergrowth, rubble, etc.;
  - d) attacks with its antlers with a +10 bonus & does 1d8+9 damage (x2 on a Charge);
  - e) can Trample foes of up to Medium-size by passing through the hex. The foe takes 1d6+9 damage (RefNeg);
  - f) able to carry its rider plus 10 lbs./lvl.
- The stag gains additional abilities at higher caster levels (abilities are cumulative):
  - 12<sup>th</sup> *Air Walk*, at will for 1 round at a time & gains a +2 Deflection bonus to AC.
  - 14<sup>th</sup> Movement is now Flying with Average maneuverability & gains a +4 Deflection bonus to AC.
  - 16<sup>th</sup> Antlers gain the 'Ghost Touch' and 'Wounding' weapon abilities & gains a +6 Deflection bonus to AC.
  - 18<sup>th</sup> *Etherealness* & gains a +8 Deflection bonus to AC.

**Quill Blast**(CDiv p176)

- <Conj(creat), VSM(porcupine quill), 1StdAct, Instantaneous, Ref½, SR applies>
- Needle-sharp quills strike all creatures in a 20' radius **Spread** around the caster. Each creature is struck by a number of quills determined by its size (a successful reflex save results in ½ as many quills).

Size	#Quills	Size	#Quills
Up to Tiny	1	Large	3d6
Small	1d4	Huge+	4d6
Medium	2d6		

- Each quill does 1d6 Piercing damage and lodges in the flesh of its living target. The target takes a –1 cumulative penalty to attacks, saves, & checks for each quill embedded in it. One quill can be pulled out as a Standard Action, causing 1d6 damage if the extractor fails on a Heal check vs. DC 20.

**Rejuvenation Cocoon**(CDiv p177)

- <Conj(heal), VSM(butterfly cocoon), 1StdAct, Touch, 2 rounds>
- The willing subject of this spell is surrounded by a yellow-green cocoon of force. The cocoon allows the subject to move his/her limbs, cast a spell with a somatic component, draw a weapon, reach into a backpack, etc. The subject cannot leave his/her current location before the two round duration ends unless the cocoon being destroyed (Hardness 10 & 10hp/lvl) or the subject can teleport. One round after the cocoon forms, the subject heals 10hp per caster level and is cured of poisons & diseases. At the end of the second round, the cocoon dissipates & the spell ends.

**Spore Cloak**(RoF p191)

- <Conj(creat), VS, 1StdAct, Personal, 1min/lvl>
- The caster is surrounded by a cloud of Yellow Mold spores.
  - a) Gain **Concealment**.
  - b) Anyone who enters the caster's hex (due to a Grapple attack, an Overrun attack, etc.) is affected by 1d6 Con / 2d6 Con Poison. Direct sunlight ends this effect.
  - c) The caster is immune to the spore attacks of Yellow Mold, Brown Mold, & the rotting touch of Violet Fungus. Direct sunlight ends this effect.
- If the caster fails a saving throw against a 'fire' spell or effect, this spell ends.

**Summon Nature's Ally V**(PH p289)

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

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

**Tree Stride**(PH p296)

- <Conj(teleport), VS/DF, 1StdAct, Personal, until depleted up to 1hr/lvl>
- The caster may enter a living tree large enough to fully contain his/her body. The caster then knows the location of all trees of the same type within range.
- As a Full-Round action, the caster has the option of teleporting to one of those trees, which counts as one 'stride'. The spell is depleted when the caster has made 1 'stride' per level.

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

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

**Vigor, Greater**(CDiv p186)(DR324 p103)+

- <Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd per level (max 35rnds total)>
- Touched living creature gains **Fast Healing 4**.

**Vine Mine**(MoF p130)

- <Conj(creat), VSF(crown of ivy leaves), 1StdAct, Medium-range, 10min/lvl>
- Creates & controls vines in a 10' radius per level spread. The vines are 'assigned' one of the following effects (the caster can 'assign' a new effect as a Standard Action):
  - a) the vines **Entangle** & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a full-round Strength or Escape Artist check vs. DC 20. Anyone not entangled may move ½ speed through the area of effect. On the caster's action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again;
  - b) make the vines climbable (equivalent to knotted rope);
  - c) binds **Helpless** targets (DC 25 to escape);
  - d) slows movement as 'heavy undergrowth';
  - e) camouflage (+4 Competence bonus to Hide checks).

*Wall of Sand*(PGF p118)

- <Conj(creat)[earth], VSM(sand)/DF, 1StdAct, Medium-range, Concentration + 1rnd/lvl, no save, no SR>
- Creates an opaque wall made from sand, up to one contiguous 5' square per level, arranged as the caster wishes. The wall has the following properties:
    - Blocks ranged attacks;
    - May be moved through by taking a Full-Round Action to make a Strength check. For each 5 points the check exceeds 15, the target may move 5'.
    - Any creature within the wall is considered Blind, Deaf, cannot speak or breath, and must hold its breath or start to suffocate.
    - It is possible to attack with a melee weapon at a creature within the wall, but the target has Cover and Total Concealment.

*Wall of Thorns*(PH p300)

- <Conj(creat), VS, 1StdAct, Medium-range, 10min/lvl(D), no save, no SR>
- Creates one contiguous 10' cube of brambles per level, shaped as the caster desires. The wall's width can be reduced to 5' in order to double the amount of area covered. The caster may target the wall to trap creatures within it.
  - Each round spent moving while in the wall causes 25hp of damage minus the creature's AC (not including Dexterity & Dodge bonuses). A creature may move through the wall by making a Strength check as a Full-Round Action. For each 5 points the check exceeds 20, the creature may move 5' (but still takes damage).
  - It takes 10 minutes to chop a 1' safe passage through the wall. The thorns are immune to normal fire, but magic fire will burn down an area in 10 minutes.
  - Creatures who can pass through overgrown area unhindered can walk through the wall at normal speed without taking damage.

Divination*Commune with Earth*(RoF p189)

- <Div, VS, 10Minutes, Personal>
- By becoming "one with the earth", the caster can know up to 3 facts about the surrounding hills, mountains, or underground areas (e.g., location of water, animal population, presence of powerful unnatural creatures). The caster can learn about an area of ½ mile per level radius above ground & to a depth of ¼ mile per level. Construction, including towns & dungeons, obstructs this spell.

*Commune with Nature*(PH p211)

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

*Echo Skull*(MoF p91)

- <Div, VSF(animal skull), 1StdAct, Touch, 1hr/lvl(D)>
- The caster may see, hear, & speak through the touched animal skull (unlimited range). In addition, any spell that has range greater than 'touch' that has no material components or focuses can be cast through the skull at a cost of 10 XP per spell level.

Evocation*Binding Winds*(MoF p80)(CDiv p153)

- <Evoc, VS, 1StdAct, Medium-range, Concentration, RefNeg, SR applies>
- Creates an immobile barrier of wind that has the following effects on the target:
    - the target cannot move through the wind barrier. A flying target is held in mid-air;
    - sonic & language-dependant spells & effects cannot cross in or out of the barrier;
    - no sounds of any type can cross the barrier;
    - ranged attacks in or out of the barrier receive a –2 penalty to hit.

*Call Lightning Storm*(PH p207)

- <Evoc[electricity], VS, 1Round, Long-range, 1min/lvl, Ref½, SR applies>
- The caster can call down one 5' wide by 30' tall bolt of lightning per level (max 15 bolts). The caster has the option of calling the first bolt as part of the spell's casting. After that, the caster must use a Standard Action to create the bolt. The bolts can be called down any time within the spell's duration. In between bolts, the caster can take other actions, including casting other spells.
  - If cast outside during a storm (or even a Large Air Elemental or Djinni's whirlwind), each bolt does 5d10 Electricity damage. Otherwise each bolt does 5d6 Electricity damage. This spell may be used indoors.

*Dancing Web*(BoED p96)

- <Evoc[good], VSM(spider's web)/DF, 1StdAct, Medium-range, Instantaneous, Ref½, SR applies>
- All creatures in a 20' radius Burst take 1d6 per level non-lethal damage (max 10d6) (Ref½). Evil creatures within the area of effect become Entangled for 1d6 rounds (RefNeg).

*Downdraft*(DR314 p40)

- <Evoc[air], VSM(wooden bird), 1StdAct, Long-range, Instantaneous, Ref½, SR applies>
- The caster creates a 20' radius Spread column of downward moving air that is 100' tall. Any flying creature caught in the column is forced down 100' (Reflex save to only fall 50'). If a creature hit the ground, it takes 1d6 damage per 10' it fell.
  - Any creature on the ground under the column is knocked Prone (RefNeg, save is modified by x4 the target's size category bonus/penalty (i.e., –4 for Small, +0 for Medium, +4 for Large, etc.).

*Hallow*(PH p238)

- <Evoc[good], VSM(herbs & incense worth 1,000gp + 1,000gp per level of the included spell)/DF, Touch, 24Hours, Instantaneous>
- Designates a 40' radius Emanation from touch spot as Holy. For 1 year, everyone within the Hallowed area has the following benefits:
    - +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Evil creatures;
    - Blocks any mind control;
    - Non-Good Summoned & Conjured creatures cannot enter the area unless they make a Spell Resistance check;
    - Dead bodies interred within the area cannot become Undead;
    - One spell from the Hallow / Unhallow Table can be added to the entire Hallowed area for the full year. The spell can be designated to effect only followers of the caster's faith, only those who do not follow the caster's faith, creatures that share the caster's alignment, everyone, etc.

- If cast by a Cleric, all Charisma checks to Turn / Destroy Undead gain a +4 Sacred bonus & all Charisma checks to Rebuke / Command Undead receive a –4 Sacred penalty (no SR).

This spell Counters Unhallow.

*Memory Rot*(MoF p108)

- <Evoc, VS, 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>
- The brain of a living target is infested by spores, causing Intelligence Drain (1d6 the first round, 1 each round following). Each round, the target is allowed a new Fortitude save. Once a single save is made, the effect ends.

*Unhallow*(PH p297)

- <Evoc[evil], VSM(herbs & incense worth 1,000gp + 1,000gp per level of the included spell)/DF, Touch, 24Hours, Instantaneous>
- Designates a 40' radius Emanation from touch spot as 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, creatures that share the caster's alignment, 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.

This spell Counters Hallow.

*Wall of Fire*(PH p298)

- <Evoc[fire], VS/AM(phosphorus)/DF, 1StdAct, Medium-range, Concentrations + 1rnd/lvl, SR applies>
- Creates a opaque 20' tall wall of violet fire that is either 20' long per level & straight – or – a ring 5' radius per 2 levels. One side (caster's choice) causes 2d4 fire damage within 10' and 1d4 fire damage between 10' & 20'. Going through the wall does 2d6 + 1/lvl (max +20) Fire damage (2x to Undead). If the wall is created on top of someone, the target gets a Reflex save to jump to one side (taking damage if the wrong side is chosen). 20hp of Cold damage in one round will extinguish a 5' length of wall.

*Wind Tunnel*(MoF p134)

- <Evoc, VS, 1StdAct, Close-range, 1rnd/lvl>
- The ranged attacks of 1 subject per level improve due to favorable winds:
    - +10 Competence bonus on ranged attacks;
    - the range increment of subject's weapon is doubled.

Necromancy*Contagion, Mass*(RoF p190)

- <Necro, VS, 1StdAct, Close-range, FortNeg, SR applies>
- Infects one or more targets within a 30' area with chosen disease which takes effect without an incubation period.

Disease choices are Blinding Sickness, Cackle Fever, Filth Fever, Mind Fire, Red Ache, The Shakes, or Slimy Doom.

**Death Ward**(PH p217)

<Necro, VS/DF, 1StdAct, Touch, 1min/lvl>  
 – Grants immunity to death spells & effects, gaining Negative Levels, and Negative Energy damage & ability loss.

**Transmutation**

**Animal Growth**(PH p198)

<Trans, VS, 1StdAct, Medium-range, 1min/lvl, FortNeg, SR applies>  
 – One animal per two levels in a 30’ area is increased to the next larger Size Category. The targets also gain Damage Reduction 10/magic and a +4 Resistance bonus to Saving Throws.  
 This spell does not grant the caster special influence over the target animals.

**Auril’s Flowers**(DR312 p62)

<Trans[cold], VS, 1StdAct, Long-range, Ref½, no SR>  
 – The targeted area of ground freezes & explodes in a 30’ radius Burst, causing 1d6 per level damage (max 15d6), half of which is Cold damage. The targeted area becomes Dense Rubble (see DMG3.5 p90).  
 If there is no moisture within 3’ of the surface (such as desert sand or solid stone), this spell has no effect.

**Awaken**(PH p202)

<Trans, VSF(animal/tree)X(250), 1Day, Touch>  
 – The touched animal or tree gains sentience.  
 Animal – The caster must make a Will save vs. DC 10 + target’s HD. If successful, the animal gains the following:  
 a) an Intelligence of 3d6;  
 b) +1d3 Charisma;  
 c) +2HD;  
 d) the ability to speak 1 language + 1 per Intelligence modifier (all languages must be known by the caster).  
 Tree – The caster must make a Will save vs. DC of the HD the tree will have once awakened. If successful, the tree gains the following:  
 a) an Intelligence of 3d6;  
 b) a Wisdom of 3d6;  
 c) a Charisma of 3d6;  
 d) gains skill points & feats appropriate for an ‘aberration’ of its HD;  
 e) gains the ability to speak 1 language + 1 per Intelligence modifier (all languages must be known by the caster).  
 f) other ability scores appropriate for an animate object of its size;  
 g) gains the ability to move;  
 h) gains senses similar to a human’s.

**Baleful Polymorph**(PH p202)

<Trans, VS, 1StdAct, Close-range, Permanent, WillNeg, SR applies>  
 – The target is permanently transformed into a 1HD animal of up to Small size (such as a dog, lizard, monkey, etc.). If the caster attempts to transform the target into a form that will be fatal (i.e., a fish on dry land), the target receives a +4 bonus on its save.  
 If the target is transformed, it must make a Will save to resist becoming the target animal mentally too.

**Cold Snap**(DR312 p62)

<Trans[cold], VS, 1Minute, 2d4 hours, no SR>  
 – The temperature in a one mile radius lowers by 5 degrees Fahrenheit per level (max 50 degrees), down to –20 degrees maximum. See ‘Cold Dangers’ in DMG3.5 p302.  
 If cast by a Druid, the spell effects a two mile radius area & the duration is doubled.

**Control Winds**(PH p214)

<Trans[air], VS, 1StdAct, 10min/lvl, FortNeg>  
 – The caster gains control of the direction & strength of the winds in up to a 40’ per level radius around him. The caster has the option of leaving up to a 40’ radius ‘eye’ of calm air around himself.

Direction Choices:

- Outward from the caster
- Inward to the caster, but going up at the edge of the ‘eye’, if any.
- Clockwise
- Counter-clockwise.

- Straight, from any one side to the other  
Strength Choices – increase / decrease by 1 category for each 3 levels:

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

**Fireward**(PGF p102)

<Trans, VS/DF, 1StdAct, Medium-range, 1hr/lvl>  
 – This spell extinguishes fires, which can be used in several ways:  
 a) Put out fires in a one contiguous 20’ cube per level, connected as the caster desires. Normal fire is automatically extinguished. Spells with the [fire] subtype are suppressed automatically within the area of effect.  
 b) Elemental (fire) creatures take 1d6 per caster level (max 15d6) (no save, no SR).  
 c) A targeted magic item that creates / controls flames (including a Wand of Fireball or a Flaming Weapon) has all its fire ability Suppressed for 1d4 hours unless the object makes a Will save.

**Inferno**(PGF p105)

<Trans[fire], VSM(bee’s wax), 1StdAct, Close-range, up to 1md/lvl(D), FortNeg, SR applies>  
 – The target & its non-magical equipment take 6d6 Fire damage the first round, 5d6 Fire damage the second round, and so on, until the target takes 1d6 damage on the sixth and all following rounds. The target’s flammable, nonmagical equipment automatically fails it save vs. the fire damage.  
 As a Full Round Action, the target can try to put the fire out (Reflex save, +2 bonus if the target rolls on the ground). Enough water also puts out the fire.

**Owl’s Insight**(MoF p111)

<Trans, VS, 1StdAct, Touch, 1hr>  
 – Subject gains half the caster’s level as an Enhancement bonus to Wisdom.

**Poison Thorns**(CDiv p175)

<Trans, VM(black rose), 1StdAct, Personal, 1md/lvl(D)>  
 – Poisonous thorns grow from the caster’s body. Any creature that attacks the caster with a non-reach weapon or whom grapples the caster takes (1d6 + Strength modifier) damage and is exposed to Poison that does

1d4Str/1d4Str damage (DC = 10 + ½ Caster level + Wisdom modifier).

**Rushing Waters**(Und p61)

<Conj(sum)[water], VS/DF, 1StdAct, Medium-range, Instantaneous>  
 – A great wave of water is generated from the spell’s target point out in a 15’ radius Spread. All creatures in the area of effect are targeted with a Bull Rush with a +30 bonus. Each target that loses its Strength check moves 5’ + 5’ per 5 points which it lost the check. Any creature moved 5’ or more must make a Reflex save or fall prone.  
 Any normal fire in the area of effect, up to a bonfire, is extinguished.

**Spear of Valarian**(BoED p107)

<Trans, VS, 1StdAct, Touch, 1md/lvl(D)>  
 – A touched non-magical weapon becomes a +1 Silver Magical-Beast-Bane Spear. If the weapon is dropped or sundered, the spell ends

**Stone Shape, Greater**(Und p62)

<Trans[earth], VS/AM(clay sculpted into the new shape)/DF, 1StdAct, Touch, Instantaneous>  
 – Permanently reshapes a single piece of stone of up to 10 cubic feet + 10 cubic feet per level into a shape of the caster’s choosing, though fine detail is not possible.

**Transmute Mud to Rock**(PH p295)

<Trans[earth], VSM(sand, lime, water)/DF, 1StdAct, Medium-range, Permanent, no SR>  
 – Transforms two contiguous 10’ cubes per level of mud or quicksand into sandstone. Anyone in the mud is allowed a Reflex save to escape before it hardens.  
 This spell Counters & Dispels Transmute Rock to Mud.

**Transmute Rock to Mud**(PH p295)

<Trans[earth], VSM(clay, water)/DF, 1StdAct, Medium-range, Permanent, no SR>  
 – Transforms two contiguous 10’ cubes per level of non-magical, unworked stone into mud.  
 a) If cast on the ground, the depth of mud cannot exceed 10’. Movement through the mud is reduced to 5’ & the target receives a –2 penalty on attacks & AC.  
 b) If cast on the ceiling, the mud falls (doing 8d6 Ref½, no SR) & pools 5’ deep on the floor.

If this spell is not dispelled, the mud dries naturally into dirt.

This spell Counters & Dispels Transmute Mud to Rock.

**Wood Rot**(CArc p130)

<Trans, VSM(live termite), 1StdAct, Touch, Instantaneous, no save, no SR>  
 – The caster can instantly destroy a touched non-magical wooden object. of up to 6’ in diameter or a 3’ radius of a larger wooden object (such as a door). The caster may attempt to sunder a wooden weapon, though this typically generates an attack of opportunity. If a magical wooden weapon is touched, the spell is discharged with no effect.

-or-

<Trans, VSM(live termite), 1StdAct, Touch, 1md/lvl, no save, no SR>  
 – The caster’s touch attack does 3d6 + 1 per level (max 3d6+15) to Plant creatures. The touch attack can be used once per round. Once used on a Plant creature, the spell cannot be used to destroy a wooden object.



6<sup>th</sup> Level

**Abjuration**

*Antilife Shell*(PH p199)

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

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

*Dispel Magic, Greater*(PH p223)(PHe)+

- <Abj, VS, 1StdAct, Medium-range, no SR>
- Cancels magical spells and effects on a successful Dispel Check (max +20). This spell can be used in one of three ways:
  - a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.
  - b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).
  - c) Area Dispel – Each target in a 20' radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

*Energy Immunity*(CArc p105)

- <Abj, VS, 1StdAct, Touch, 24hrs>
- The touched creature & his/her possessions becomes immune to one type of Energy Damage. Non-damage effects, such as being Deafened by a sonic attack, still apply.

*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.

**Conjuration**

*Cometfall*(CDiv p159) (CDivErrata)+

- <Conj(creat), VS/DF, 1StdAct, Medium-range, Instantaneous, Ref½, no SR>
- A 400 pound ball of rock and ice appears 10' per level above a 10' by 10' target square (height is limited by the ceiling, if any). Everything in the target square takes 2d6 per 10' that the comet fell (max 20d6) (Ref½) & are targeted by a Trip check at +11 (RefNeg). In addition, the broken comet fills the target square with Dense Rubble.

*Cure Light Wounds, Mass*(PH p216)

- <Conj(heal), VS, 1StdAct, Close-range>
- Cures 1d8 +1/level damage (max +25) to one creature per level in a 30' area with Positive Energy.

*Drown*(Und p58)

- <Conj(creat)[water], VS/DF, 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>
- One living target has its lungs filled with water & begins drowning (DMG p304).
  - 1<sup>st</sup> round – Target's hp drop to 0 & he/she is Unconscious.
  - 2<sup>nd</sup> round – Target's hp drop to –1 & he/she is Dying.
  - 3<sup>rd</sup> round – Target is Dead.
- The water cannot be forced from the target's lungs, but the target can be Stabilized with a Heal check vs. DC 15.

*Fire Seeds*(PH p230)

- <Conj(creat)[fire], VSM(up to 4 acorns –or– up to 8 holly berries), Touch, 1StdAct per acorn/holy berry, until detonated up to 10min/lvl>
- Create one of the following:
  - Acorn Grenades: Up to 4 touched acorns become throwable weapons. Requires a ranged touch attack with a maximum range of 100'. The acorns do a total of 1d6/lvl Fire damage (max 20d6), divided up between the acorns as the caster desires. If hit, the target does not get a saving throw. Everything within 10' of where the acorn hits takes 1hp per die of damage that acorn does (Ref½);
  - Holly Berry Bombs: Up to 8 touched holly berries become voice activated bombs (200' range). On command, each berry does 1d8 + 1/level Fire damage to everything within 5' (Ref½).

*Stonehold*(MoF p124)

- <Conj(creat)[earth], VS, 1StdAct, Medium-range, 1day/lvl>
- Creates 1 stone arm per level distributed as the caster desires within range. Each arm must be in its own 10' x 10' area, which must contain rock or stone formations. Before attacking, each arm hides (Search check vs. DC 31 to find one). Any creature that comes within an arm's 10' x 10' area is grappled. Each arm has the following capabilities:
  - a) considered Medium-size with Str 20;
  - b) attack bonus of 1 per Caster level + 5 (Strength modifier);
  - c) AC 18, Hardness 8, & 1hp per Caster level;
  - d) automatic grapple damage of 1d6+5/rnd;
  - e) uses its caster's saving throws; &
  - f) keeps grappling, even if the opponent is dead.

*Summon Nature's Ally VI*(PH p289)

- <Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>
  - Summons one or more creatures to fight the caster's enemies. The creatures can attack on the caster's initiative starting their first round.
- | Table                                    | #     |
|--|-------|
| <u>Summon Nature's Ally VI</u>           | 1     |
| <u>Summon Nature's Ally V</u>            | 1d3   |
| <u>Summon Nature's Ally IV</u> (or less) | 1d4+1 |

*Transport via Plants*(PH p295)(PHe)+

- <Conj[teleport], VS, 1StdAct, Personal>
- The caster can enter a living plant of at least Medium-size that is not considered a creature & teleport to another plant of the same type any distance away. The caster either needs to be familiar with the target area or provide directions (i.e., "200 miles north") and the spell will find the closest appropriate plant. The caster can carry up to his/her Maximum Load, plus one Medium-sized creature per three Caster levels (or the Creature Equivalent).

*Vigorous Circle*(CDiv p187)(DR324 p103)+

- <Conj(heal), VS, 1StdAct, 20' range, 10rnd + 1rnd per level (max 40rds total)>
- One living creature per two Caster levels in a 30' area gains Fast Healing 3.

*Wall of Stone*(PH p299)

- <Conj(creat)[earth], VS/AM(granite)/DF, 1StdAct, Medium-range, Instantaneous, no SR>
- Creates a wall of stone that is one 5' square per level & 1" thick per 4 levels. The area can be doubled by halving the thickness. The

stone has a Hardness 8 & each 5' square has 15 hit points per inch of thickness.

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

**Divination**

*Find the Path*(PH p230)

- <Div, VSF(rune stones), 3Rounds, 10min/lvl>
- The touched subject knows the shortest, most direct route to the specified location (not objects or people).
- The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a *Glyph of Warding*. It does not predict the actions of guardians. This spell will get a subject out of a *Maze* spell in 1 round.

*Stone Tell*(PH p284)

- <Div, VS/DF, 10Minutes, Personal, 1min/lvl>
- The caster can speak to natural or worked stone about what has come into contact with it, what is behind it, etc.

**Evocation**

*Anger of the Noonday Sun*(CDiv p150)

- <Evoc[light], VS, 1StdAct, 0', Instantaneous, RefNeg, SR applies>
- All creatures in a 10' radius Burst around the caster that can see are Blinded for 1 minute per Caster level.
- In addition, Undead and Oozes take 1d6 dmg per two Caster levels (max 10d6) (Ref½). Undead that take special damage from sunlight are destroyed if they fail their save.

*Enveloping Cocoon*(CDiv p164)

- <Evoc[force], VSM(live caterpillar), 1StdAct, Medium-range, 1rnd/lvl(D), RefNeg, SR applies>
- A target creature of up to Large-size is trapped in a blue-green cocoon of Force. The target cannot move, cast spells with a somatic component, or attack (except to damage the cocoon with a Natural or Light weapon). The cocoon has Hardness 10 & 10hp per caster lvl. The caster has the option of casting an second spell (from the list below) on the cocoon. If the cocoon is Dismissed or the duration ends (but not if the cocoon is destroyed), the target is effected by the second spell and receives no saving throw (but SR still applies as usual). The choice of spell is as follows: *Baleful Polymorph*, *Blight*, *Contagion*, *Dominate Animal*, *Flame Strike*, *Infestation of Maggots*, *Languor*, *Miasma*, *Phantasmal Disorientation*, *Poison* (target still get his/her secondary save).

*Fires of Purity*(CDiv p165)

- <Evoc[fire], VS/DF, 1StdAct, Touch, 1rnd/lvl, RefNeg, SR applies>
- The touched (usually willing) creature is engulfed in magical flames that do not harm it and gains the following benefits:
  - a) melee attacks do +1d6 + 1 per caster level (max +1d6+15) Fire damage (no save, SR applies) and Catches Fire (RefNeg);
  - b) any creature that strikes the subject with a non-reach weapon 1d6 + 1/lvl (max 1d6+15) Fire damage (no save, SR applies) and Catches Fire (RefNeg);
  - c) subject takes half damage from Fire-based attacks. If the attack allows a Reflex save, the subject takes no damage on a successful save.

**Miasma**(CDiv p168)(CDivErrata)+

<Evoc, VS/DF, 1StdAct, Close-range, 3rnds/lvl, FortNeg, SR applies>

– A breathing target has its mouth & throat filled with unbreathable gas if it fails its Fortitude save.

To avoid suffocating, it must hold its breath by making a Constitution check vs. DC 10 + 1 per previous success. A creature can only hold its breath a maximum of 2 rounds per Constitution point. On a failed check, the target begins to suffocate:

1<sup>st</sup> round – at 0 hp & Unconscious.

2<sup>nd</sup> round – at –1 hp & Dying.

3<sup>rd</sup> round – Dead.

**Tidal Surge**(CDiv p183)(CDivErrata)+

<Evoc[water], VS, 1StdAct, Medium-range, Instantaneous, Ref½, SR applies>

– If the caster is within Medium-range of a large, natural source of water, then he/she creates a wave of water with the following effects:

- targets all creatures within a 20' radius Burst;
- each target takes 1d8 per two caster levels (max 7d8);
- each target receives a Bull Rush at +9. If successful, the target is moved 5' + 5' per 5 points that the wave's check was greater than the target's check.

If the caster is not within range of a water source, the spell has the following effects:

- targets a single creature;
- the target still takes 1d8 per two caster levels (max 7d8);
- the target receives a Bull Rush at +3. If successful, the target is moved 5' + 5' per 5 points that the wave's check was greater than the target's check.

In either case, all non-magical exposed flames up to Large-size within a 20' radius Burst are put out. Magical fires are dispelled on a successful Dispel Check (max +10).

**Illusion****Phantasmal Disorientation**(CDiv p172)

<Ill[phantasm][mind], VS, 1StdAct, Medium-range, 10min/lvl(D), WillNeg, SR applies>

– The caster causes one living creature to see its surroundings twist and move around. Any attempt to move around requires a Survival check vs. DC 20 to go in the desired direction (recheck each round). Failure means that the target actually moved 90 degrees to the left or right of the desired direction.

The target's ability to fight, cast spells, etc., is not effected by this spell.

**Necromancy****Contagious Touch**(CDiv p159)

<Necro[touch attack], VS, 1StdAct, Touch, 1rnd/lvl>

– Infects touched subject (limited to 1 per round) with chosen disease which takes effect without an incubation period (FortNeg). Disease choices are Blinding Sickness, Cackle Fever, Filth Fever, Mindfire, Red Ache, The Shakes, or Slimy Doom.

**Transmutation****Bear's Endurance**, Mass(PH p203)

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

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

**Bull's Strength**, Mass(PH p207)

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

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

**Burrow**, Mass(Und p56)

<Trans, VS/AF(claw from burrowing creature)/DF, 1StdAct, Close-range, 1min/lvl(D)>

– One subject per level within a 30' area gains claws that do 1d6 damage and are treated as an armed attack.

Each subject gains a Burrow speed of 10' through earth, sand, clay, & gravel, but not solid stone.

**Cat's Grace**, Mass(PH p208)

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

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

**Cold Snap**(DR312 p62)

<Trans[cold], VS, 1Minute, 2d4 hours, no SR>

– The temperature in a one mile radius lowers by 5 degrees Fahrenheit per level (max 50 degrees), down to –20 degrees maximum. See 'Cold Dangers' in DMG3.5 p302.

If cast by a Druid, the spell effects a two mile radius area & the duration is doubled.

**Crumble**(CDiv p160)(MoF p86)

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

– One manufacture structure or Construct takes 1d6/lvl (max 15d6) that bypasses Hardness. Effecting a target larger than Huge-size requires a minimum casting level:

Size	Min Lvl	Size	Min Lvl
Gargantuan	16	Colossal	19

**Extract Water Elemental**(DR314 p46)

<Trans[water], VS, 1StdAct, Short-range, Instantaneous, Fort½, SR applies>

– The targeted living creature has the water pulled from his/her body, causing 1d6 damage per level (max 20d6) (Fort½).

If the target is slain, a Water Elemental of the same size category as the target is formed. The Elemental is free willed and has no obligation towards the caster.

Creatures with the [fire] or [water] subtype cannot be targeted by this spell.

**Ironwood**(PH p246)

<Trans, VS, 1Minute per pound, Touch, 1day/lvl(D)>

– 5 pounds of touched wood per level becomes like iron. Its Hardness increases to 10, it has 30hp per inch, & no longer burns. Armor & weapons made from 'ironwood' can be use by Druids.

If only 2½ pounds of wood per level is targeted, the resulting weapon or armor has a +1 Enhancement bonus.

**Liveoak**(PH p248)

<Trans, VS, 10Minutes, Touch, 1day/lvl(D)>

– The touched Huge oak tree becomes a Treant when triggered. The trigger condition can have up to 1 word per caster level. The trigger instruction also tell the Treant what to do (often attacking).

The caster may only have one pending *Liveoak* spell at a time & can only cast it on a tree that is near his/her dwelling, a location sacred to the caster, or within 300' of something the caster wants to guard.

**Move Earth**(PH p257)

<Trans[earth], VSM(dirt, iron blade), 10Minutes per 150'square, Long-range>

– For each 10 minutes of cast time, 150' square (up to 10' deep) of dirt, sand, etc., if moved, up to a maximum of 750' x 750' (which would have a casting time of 4hrs 10min). The movement is smooth, so buildings, trees, etc. are not toppled by this spell, though they may be raised or lowered. This spell cannot be used to tunnel.

**Owl's Wisdom**, Mass(PH p259)

<Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1min/lvl>

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

**Repel Wood**(PH p271)

<Trans, VS, 1StdAct, 1min/lvl(D), no save, no SR>

– All wooden objects in a 60' Line are pushed away from the caster. Wooden objects move 40' per round. If unable to move, objects less than 3" in diameter snap. If a creature holds onto a wooden object as it is pushed away, it is dragged along.

The location & direction of the line of force fixed at casting time & cannot be changed.

**Stone Metamorphosis**, Greater(Und p61)(Und p103)+

<Trans[earth], VSM(grain of talc, chip of obsidian), 1StdAct, Touch, Instantaneous>

– 10 cubic feet + 10 cubic feet per level of touched stone is permanently changed into another type of stone. Typically this means changing the stone's Hardness anywhere from 6 to 9 (see Underdark page 103 for examples).

This spell cannot create gems and does not change the value of stone objects.

**Spellstaff**(PH p282)

<Trans, VSF(staff), 10Minutes, Touch, until discharged(D)>

– The caster "casts" ones of his/her spells into the staff for later use (much like a scroll). Any given caster may have only one spellstaff at any time.

**Tortoise Shell**(CDiv p184)

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

– The touched living creature receives the armor plating & thick skin of a tortoise:

- Enhancement bonus to the target's Natural AC of +6 + (1 per 3 levels above 11<sup>th</sup>).
- target's movement slows to its Heavy Armor movement rate, though it does not have any other Heavy Armor penalties.

**Touch of Adamantine**(BoED p110)

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

– A single touched weapon is considered to be Adamantine. It gains a +1 Enhancement bonus on attacks (as if Masterwork), bypasses Hardness of less than 20, has 30% extra hp, & bypasses certain types of Damage Reduction. If the weapon is already made from a special material (such as Cold Iron or Adamantine), it loses the benefit from the original material for the spell's duration.

7<sup>th</sup> Level

**Abjuration**

**Storm Tower**(CDiv p182)(MoF p125)  
<Abj, VS, 1FullRound, Long-range, 1rnd/lvl(D)>  
– Creates a 20' radius Spread by 100' tall cylinder of swirling clouds:  
a) absorbs any electricity;  
b) negates *Magic Missiles* cast into, out of, or within the tower;  
c) winds speeds within the tower are 60mph, making ranged attacks impossible;  
d) moving within the tower is normal, but it can only be entered or existed by a creature of at least Gargantuan size;  
e) creatures within the tower have Concealment from those outside the tower;  
f) all creatures within 50' of the tower receives a –10 penalty on Listen checks.

**Conjuration**

**Create Crossroads and Backroad**(MoF p86)  
<Conj(create), VSX(3,500)/DF, 1Day, Touch>  
– Links two locations by magical path & summons a guardian to maintain them. Details are on MoF p44.

**Creeping Doom**(PH p214)  
<Conj(sum), VS, 1Round, Close-range, 1min/lvl, no save, no SR>  
– Summons one Centipede Swarm(MM p238) per 2 Caster levels (max 10 swarms), each of which appears where the caster designates within Close-range. The swarms attack any creature with which they come in contact (they may even be summoned around a creature).

As a Standard Action, the caster can direct one or more swarms to move towards any opponent within 100' of the caster. If the caster is ever more than 100' away from a swarm, it will continue to attack any opponent in its area, but will remain stationary until the caster returns.

**Cure Moderate Wounds, Mass**(PH p216)  
<Conj(heal), VS, 1StdAct, Close-range>  
– Cures 2d8 +1/level damage (max +30) to one creature per level in a 30' area with Positive Energy.

**Heal**(PH p239)  
<Conj(heal), VS, 1StdAct, Touch>  
– Touched subject is infused with Positive Energy, healing 10hp per level (max 150hp) and being immediately cured of the following: Ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, Diseased, Exhausted, Fatigued, Feeblemind, Insanity, Nauseated, Sickened, Stunned, and/or being Poisoned.  
This spells does not remove Negative Levels, ability Drain, & lost levels.  
If an Undead is the target of this spell, it takes 10hp per level (max 150hp) of Positive Energy damage (SR applies). On a successful save, the target only takes ½ damage and cannot be brought to less than 1hp.

**Poison Vines**(CDiv p175) (CDivErrata)+  
<Conj(create), VS/DF, 1StdAct, Long-range, 1min/lvl, RefNeg, no SR>  
– All plants in a 40' radius Spread Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a full-round Strength or Escape Artist check vs. DC 20. Anyone not entangled (including a target that has just broken free) may move ½ speed through the area of effect. On the caster's action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

The vines are coated with a Contact Poison that does 1d6 Dex / 2d6 Dex damage. The caster plus up to (caster level) allies are immune to the poison.

**Slime Wave**(CDiv p180) (CDivErrata)+  
<Conj(sum), VSM(stagnant water), 1StdAct, Close-range, 1rnd/lvl, RefNeg, no SR>  
– A 15' radius Spread is splattered with Green Slime. Each creature or object receives one Patch of Green Slime.  
A Green Slim Patch does 1d6 Constitution damage to flesh –or– 2d6 damage to wood & metal (whose Hardness it ignores) each round If not scraped off on its 1<sup>st</sup> round, the slime must be destroyed with heat, cold, sunlight, *Remove Disease*, or being cut away.  
At the end of the spell's duration, the Green Slime disappears.

**Summon Nature's Ally VII**(PH p289)  
<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>  
– Summons one or more creatures to fight the caster's enemies. The creatures can attack on the caster's initiative starting their first round.

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

**Divination**

**Scrying, Greater**(PH p275)(PHe)+  
<Div(scry), VS, 1Hour, 1hr/lvl, WillNeg, SR applies>  
– Sends a Magical Sensor to watch & listen to a target creature. This spell's DC is adjusted by the caster's knowledge and connection to the target.

Knowledge	DC
None (must have a Connection)	–10
Heard of the target	–5
Met the target	+0
Know the target well	+5

Connection	DC
Likeness or picture	+2
Possession or garment	+5
Lock of hair, bit of fingernail, etc.	+10

If the spell is successful, the caster can see in a 10' radius around the target & the Sensor follows the target up to a rate of 150'.  
If the spell is resisted, the caster may not attempt to scry on the target again for 1day.  
Spells that improve the caster's vision (such as *Darkvision*) apply when he/she is looking through the Sensor. In addition, the caster can use the following: *Detect Chaos*, *Detect Evil*, *Detect Good*, *Detect Law*, *Detect Magic*, *Message*, *Read Magic*, and *Tongues*.

**True Seeing**(PH p296)  
<Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl>  
– Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur* & *Displacement*, not effected by Invisibility, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane.  
This spell cannot be used in conjunction with scrying magics, such as *Clairaudience* / *Clairvoyance*.

**Evocation**

**Fire Storm**(PH p231)  
<Evo[fire], VS, 1Round, Medium-range, Ref½, SR applies>  
– The caster designates 2 contiguous 10' cubes per level are filled with flame, doing 1d6 fire damage per level (max 20d6). Natural vegetation & any other plant life are not effected by the flames, and the caster has the option of making Plant Creatures immune too.

**Rain of Red Roses**(BoED p105)  
<Evo[good], VSM(a red rose), 1StdAct, Long-range, 1rnd/lvl(D), Fort½, SR applies>  
– Red roses fall in a 80' radius by 80' high Cylinder. Each Evil creature in the area of effect takes 1d4 Wisdom damage per round (no save) and is Sickened (FortNeg) as long as it remains in the area of effect.

**Sunbeam**(PH p289)  
<Evo[light], VS/DF, 1StdAct, until depleted up to 1rnd/lvl, SR applies>  
– As a Standard Action, the caster can generate one sunbeam per round, up to a total of 1 per 3 levels (max 6 sunbeams). The beam is a 60' long Line.  
Damage is based on creature type:

Type	Effect
Undead	1d6/lvl (max 20d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg) & <u>Blind</u> (RefNeg).
Oozes	1d6/lvl (max 20d6) (Ref½).
others	4d6 (Ref½) & <u>Blind</u> (RefNeg).

**Word of Balance**(Und p63)  
<Evo[sonic], V, 1StdAct, SR applies>  
– Any Lawful Good, Chaotic Good, Lawful Evil, or Chaotic Evil creatures within a 30' radius Spread who hears 'word of balance' & that has no more HD than the caster suffer from the following effects (no save):  
up to Caster lvl: Nauseated for 1 round.  
up to Caster lvl - 1: Weakened for 2d4 rnds & above.  
up to Caster lvl - 5: Paralyzed for 1d10 min & above.  
up to Caster lvl - 10: Dead / Destroyed.  
In addition, if the caster is on his/her home plane of existence, any LG, CG, LE, or CE Extraplanar creature in the area of effect (even if the 'word of chaos' cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a –4 penalty).

**Transmutation****Animate Plants**(PH p199)

&lt;Trans, V, 1StdAct, Close-range, 1rnd/lvl&gt;

- One Large-sized plant per three levels is animated & can be directed to attack the caster's opponents. As a Move Action, the caster can change which plants he/she animates.

The caster may animate bigger plants in place of a number of Large plants.

1 Huge = 2 Large      1 Colossal = 8 Large  
1 Gargantuan = 4 Large

-or-

&lt;Trans, V, 1StdAct, Close-range, 1hr/lvl, no SR&gt;

- All plants within Close-range **Entangle** & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a Full-Round Strength or Escape Artist check vs. DC 20. Anyone not entangled may move ½ speed through the area of effect. On the caster's action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

**Aura of Vitality**(MoF p78)

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

- One subject per 3 levels in a 30' area gain +4 Enhancement bonuses to Strength, Dexterity, and Constitution.

**Brilliant Aura**(CDiv p157)(MoF p83)(MoFe)+

&lt;Trans[light], VS, 1StdAct, Close-range, 1rnd/lvl&gt;

- 1 ally per 2 levels gains a glowing aura:

- Gives off light as bright as a torch.
- All melee & ranged attacks become Brilliant Energy (ignore non-living matter (such as armor).
- Gain an Enhancement bonus to damage of +1 per 2 levels (max +10).

**Changestaff**(PH p207)

&lt;Trans, VSF(specially carved staff), 1Round, Touch, 1hr/lvl(D)&gt;

- The caster's focus staff transforms into a Huge Treant, which follows the caster's instructions (though it cannot animate or control other trees). If the Treant is every destroyed, the focus staff is destroyed too. The caster must personally spend 28 days preparing & carving the focus staff.

**Changestones**(Und p57)

&lt;Trans, VSF(prepared stone (see below)), 1Round, Touch, 1hour/lvl(D)&gt;

- One or more specially prepared focus stones (see below) become Liths(Und p93), except they are "stone-born" and have no psionics or ability to speak.

For the spell's duration, the Stone-Born Liths will obey the caster's commands, including attacking his/her foes. If destroyed, the focus stone is destroyed too. Otherwise, the focus can be used over and over again, each time becoming a Stone-Born Lith with full hp.

A caster may have one focus stone per four caster levels (max 5). Preparing each stone require 200 gp of materials and 1 full day, after which it can be used over and over.

**Cloudwalkers**(CDiv p159)

&lt;Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl(D)&gt;

- One subject per level within a 30' area starts to walk on air. Once the spell is in effect, each subject may act independently.

Each subject may "climb" straight up or down at a movement of 30'. Once a subject is 90' off the ground, he fly horizontally at a movement of 60' with Perfect maneuverability.

A subject may cancel the spell on himself as a Standard Action. The caster may dismiss the spell normally, but this effects all subjects.

**Control Weather**(PH p214)

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

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

**Season Weather Choices**

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

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

**Creeping Cold, Greater**(CDiv p160)

&lt;Trans[cold], VSF(25gp bottle with water), 1StdAct, Close-range, Fort½, SR applies&gt;

- Turns the target's skin ice-cold for at least 4 rounds. At 15<sup>th</sup> level, the damage lasts for a 5<sup>th</sup> round & at 20<sup>th</sup>, the damage lasts for a 6<sup>th</sup>. If the target makes the initial save, it takes ½ damage for all the rounds.

Rnd 1 – 1d6 damage

Rnd 2 – 2d6 damage

Rnd 3 – 3d6 damage

Rnd 4 – 4d6 damage

(Rnd 5 – 5d6 damage)

(Rnd 6 – 6d6 damage)

**Master Earth**(MoF p107)

&lt;Trans, VSF(fossil of an animal), 1StdAct, Personal&gt;

- Travel instantly through the earth to any location the caster can mentally picture.

**Transmute Metal to Wood**(PH p294)

&lt;Trans, VS/DF, 1StdAct, Long-range, Instantaneous, no save, SR applies&gt;

- All metal objects in a 40' radius **Burst** are turned to wood. Any magic item made from metal is considered to have an Spell Resistance of 20 + its caster level, which must be overcome for it to be effected.

Restoring an object can only be done with a *Limited Wish, Wish, or Miracle*.

**Waterspout**(FR p75) (CDiv p187)(CDivErrata)+

&lt;Conj(creat), VS/DF, 1Round, Long-range, 1rnd/lvl&gt;

- Create a 10' wide by 80' tall waterspout.
  - must be cast in a body of water at least 20' deep & more than 10' wide.
  - can move up to 30' per round either under the caster's direction (which requires Concentration) or following a simple program (e.g., go in a circle, etc.). Changing the program is a Standard Action.
  - creatures & objects touched by the waterspout (or those flying / swimming within 10' of it) must make a Reflex save (SR applies) or take 3d8 damage. In addition, Medium-size or smaller targets that fail their save are pulled into the waterspout for 1d3 rounds (automatically taking 2d6 per round) before being ejected 1d8 x 5' above the waterspout's base.

**Wind Walk**(PH p302)

&lt;Trans[air], VS/DF, 1StdAct, Touch, 1hr/lvl(D)&gt;

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

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

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

8<sup>th</sup> Level

Abjuration

*Repel Metal or Stone*(PH p271)

<Abj[earth], VS, 1StdAct, 1rnd/lvl(D), no save, no SR>  
 – All metal & stone objects in a 60' Line are pushed away from the caster. Objects less than 500 pounds move 40' per round. If unable to move, objects less than 3" in diameter break or bend. If a creature holds onto an effected object as it is pushed away, it is dragged along.

The location & direction of the line of force fixed at casting time & cannot be changed.

*Wall of Greater Dispel Magic*(Und p63)

<Abj, VS/DF, 1StdAct, Medium-range, 1min/lvl>  
 – Creates an transparent wall whose area is one 10' square per level.

When a creature passes through the wall, each ongoing spell effect on the target gets a separate Dispel Check (max +20). If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

The wall cannot be seen with *See Invisibility*, but it can be detected with *Detect Magic* and *True Seeing*.

Conjuration

*Bombardment*(PGF p100)

<Conj(creat), VSF(quartz crystal embedded in a rock), Long-range, Ref½, SR applies>

– Rocks rain down on a 15' radius Burst. All creatures in the area of effect take 1d8 per level (max 20d8) (Ref½) and are buried (RefNeg). A buried creature beings to suffocate unless it takes a Full Round Action to get free.

*Cocoon*(MoF p85)

<Conj(creat), VSM(silkworm cocoon)X(1,000), 1FullRound, Close-range, Instantaneous, FortNeg>  
 – The living target is surrounded by a cocoon, which has Hardness 10 & 100hp. As long as he/she is in the cocoon, the target is Paralyzed. Each day, the target receives 1 Negative Level.

If the target dies due to being drained to 0 levels, the cocoon releases the corpse & shrinks to the size of a walnut which lasts for 1day/lvl. When carried by the caster, the shrunk cocoon has the following benefits:

- a) +4 Enhancement bonus on the ability score which was the target's highest;
- b) any ranks the target had in Knowledge skills become an Enhancement bonus on the caster's Knowledge checks;
- c) if the target was a spellcaster, the caster gains 1 spell slot of the highest spell slot the target could cast.

*Cure Serious Wounds, Mass*(PH p216)

<Conj(heal), VS, 1StdAct, Close-range>  
 – Cures 3d8 +1/level damage (max +35) to one creature per level in a 30' area with Positive Energy.

*Maelstrom*(FR p72) (CDiv p168)(CDivErrata+)

<Conj(creat), VS/DF, 1FullRound, Long-range, 1rnd/lvl>  
 – Create a 120' wide by 60' deep whirlpool.  
 a) must be cast in a body of water at least 60' deep & more than 120' wide.  
 b) creatures & objects within 50' of the whirlpool must make a Reflex save or take 3d8 damage & be pulled in for 2d4 rounds (automatically taking 3d8 per round) before being ejected. Large-size and smaller creatures are ejected from the whirlpool's bottom, while larger creatures are ejected from its top.  
 Note that targets have the option of making a Swim check vs. the spell's DC instead of a Reflex save.

*Phantom Wolf*(CDiv p174)

<Conj(sum), VS/DF, 1Round, Medium-range, Concentration up to 1rnd/lvl, no save, no SR>  
 – The caster summons a Large, Incorporeal, 12HD Wolf to attack his/her foes.

*Storm of Elemental Fury*(CDiv p182)

<Conj(sum), VS, 1Round, Long-range, Concentration up to 4 rounds, SR applies>  
 – A 40' radius black cloud appears 200' over the target location. After the first round, the cloud can be moved laterally 40' as a Move Action (in addition to the Standard Action to maintain Concentration).

Those below the cloud receive the following:  
 Round 1: The area from the cloud down to the ground is effected by a Whirling Wind-storm(DMG p94), which requires Fortitude saves to avoid being knocked down, negates ranged attacks, spells require Concentration checks, etc.  
 Round 2: All targets in the area of effect take 5d6 Bludgeoning damage from falling rocks (no save).  
 Round 3: Torrential rain falls, reducing visibility to 5', extinguishing unprotected flames, and reducing movement to ½;  
 Round 4: All target in the area of effect take 1d6 per level Fire damage (Ref½).

*Summon Nature's Ally VIII*(PH p289)

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

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

*Word of Recall*(PH p303)

<Conj[teleport], V, 1StdAct>  
 – Teleports the caster, his/her Maximum Load, & one willing Medium-sized creature per three levels (or the Creature Equivalent) back to a very familiar place that was designated when the spell was memorized. The start & end locations must be in the same plane of existence.

Evocation

*Earthquake*(PH p225)

<Evoc[earth], VS/DF, 1StdAct, Long-range, 1rnd, no SR>  
 – Intense tremor shakes a 80' radius Spread (shapeable). The effect depends on the terrain. The result in [brackets] is halved / avoided with a Reflex save vs. DC 15.  
Terrain Effect  
 Cave Roof collapses [8d6 damage to anyone below & 'pinned beneath rubble'].  
 Cliff Landslide that goes horizontally as far as it fell vertically [8d6 damage & 'pinned beneath rubble'].  
 Open [Fall down]. 25% chance of falling in a fissure (Reflex save vs. DC 20 to get out before it closes & kills anyone still trapped).  
 Building Takes 100hp damage (no Hardness) [8d6 damage to all within & 'pinned beneath rubble'].  
 Marsh Fissures drain the water. [Sink in mud / quicksand].  
 Anyone 'pinned beneath rubble' takes 1d6 subdual damage each minute. If he/she goes unconscious, make a Constitution check vs. DC 15 or take 1d6 lethal damage per minute.

*Leonal's Roar*(BoED p102)

<Evoc[good][sonic], V, 1StdAct, SR applies>  
 – Any non-Good creatures within a 40' radius Spread who can hear the 'roar' & that has no more HD than the caster suffer from the following effects (no save):  
 up to Caster lvl: Deafened for 1d4rnds.  
 up to Caster lvl - 1: Blinded for 2d4 rounds & above.  
 up to Caster lvl - 5: Held for 1d10 minutes & above.  
 up to Caster lvl - 10: Dead & above.

Also, every non-Good creature in the area of effect takes 2d6 Sonic damage (FortNeg). In addition, if the caster is on his/her home plane of existence, any non-Good Extraplanar creature in the area of effect (even if the 'holy word' cannot be heard) that has no more HD than the caster is driven back to its home plane for at least 1 day (WillNeg at a -4 penalty).

*Sunburst*(PH p289)

<Evoc[light], VSM(sunstone, fire)/DF, 1StdAct, Long-range, Instantaneous, SR applies>  
 – A 80' radius Burst of light is centered on the caster. Damage is based on creature type:

Type	Effect
Undead	1d6/lvl (max 25d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg) & <u>Blind</u> (RefNeg).
Oozes	1d6/lvl (max 25d6) (Ref½).
others	6d6 (Ref½) & <u>Blind</u> (RefNeg).

This spell Dispels any spells with the [darkness] subtype within its area of effect.

**Whirlwind**(PH p301)

&lt;Evoc[air], VS/DF, 1StdAct, Long-range, 1rnd/lvl(D)&gt;

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

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

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

**Necromancy****Finger of Death**(PH p230)

&lt;Necro[death], VS, 1StdAct, Close-range, Instantaneous, Fort½, SR applies&gt;

– The living target dies on a failed saving throw. On success, target takes 3d6 + 1/level (max +25).

**Transmutation****Animal Shapes**(PH p198)

&lt;Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl(D)&gt;

– One willing subject per level in a 30' area are polymorphed into an animal of the caster's choice. All subject must be turned into the same type of animal. The caster may dismiss the spell on all of the subjects, or an individual subject may dismiss the spell from himself as a Full-Round Action. See the [Polymorph Table](#) for details.

**Awaken, Mass**(CDiv p151)

&lt;Trans, VSF(animal/tree)X(250 per target), 1Day, Instantaneous&gt;

– The one animal or tree per three levels in a 30' area gains sentience. All targets must be the same type of creature or tree.

Animal - The caster must make a Will save vs. DC 10 + highest target HD. If successful, each animal gains the following:

- An Intelligence of 3d6;
- +1d3 Charisma;
- +2HD;
- the ability to speak 1 language + 1 per Intelligence modifier (all languages must be known by the caster).

Tree – The caster must make a Will save vs. DC = to the HD the greatest target tree will have once awakened. If successful, each tree gains the following:

- An Intelligence of 3d6;
- a Wisdom of 3d6;
- a Charisma of 3d6;
- gains skill points & feats appropriate for an ‘aberration’ of its HD;
- gains the ability to speak 1 language + 1 per Intelligence modifier (all languages must be known by the caster).
- other ability scores appropriate for an animate object of its size;
- gains the ability to move;
- gains senses similar to a human's.

**Control Plants**(PH p213)

&lt;Trans, VS/DF, 1StdAct, Close-range, 1min/lvl, WillNeg, no SR&gt;

– Up to 2HD per level of Plant Creatures in a 30' area understand the caster's commands and will not attack. The targets will even try to obey orders that are not suicidal.

**Reverse Gravity**(PH p273)

&lt;Trans, VSM(loadstone, iron filing)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), no save, no SR&gt;

– All unattached objects & creatures in one contiguous 10' cube per 2 levels falls up. If an attached object is available, a target can attempt a Reflex save to grab onto it. Targets only “fall” to the limit of the area of effect & hover there until the spell ends. Any ability to fly or levitate makes this spell ineffective.

**Stormrage**(CDiv p182)(MoF p125)

&lt;Trans[electricity], VS/DF, 1StdAct, Personal, 1min/lvl(D)&gt;

– The caster embodies the power of a storm:

- 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.
- 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.
- Caster is unaffected by normal & magical winds.
- Has a pool of one 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 (+3 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.

**Unearthly Beauty**(BoED p110)

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

– The caster gains the beauty of a Nymph. Any Humanoid within 60' that looks at the caster becomes permanently Blind (FortNeg). The caster can suppress & unsuppress this ability as a Free Action.

Also as a Free Action, the caster can cause all creature within 30' that are looking at him/her to die (WillNeg).

Note: The caster must abstain from sexual intercourse of one month in order to be able to cast this spell.

9<sup>th</sup> Level

Conjuration

*Cure Critical Wounds*, Mass(PH p215)

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

- Cures 4d8 +1/level damage (max +40) to one creature per level in a 30' area with Positive Energy.

*Drown*, Mass(Und p58)

<Conj(creat)[water], VS/DF, 1StdAct, Close-range, Instantaneous, FortNeg, SR applies>

- Any number of living target in a 30' area have their lungs filled with water & begins to drown (DMG p304).  
1<sup>st</sup> round – Target's hp drop to 0 & he/she is Unconscious.  
2<sup>nd</sup> round – Target's hp drop to -1 & he/she is Dying.  
3<sup>rd</sup> round – Target is Dead.

The water cannot be forced from a target's lungs, but a target can be Stabilized with a Heal check vs. DC 15.

*Elemental Swarm*(PH p226)

<Conj(sum)[variable element], VS, 10Minutes, Medium-range, 10min/lvl(D), no SR>

- Designate whether this casting of the spell will connect with the Plane of Air, Earth, Fire, or Water. Summons 2d4 Large Elementals from that Plane. Ten minutes after the spell is completed, 1d4 Huge Elementals arrive. Twenty minutes after the spell is completed, 1 Greater Elemental appears. All the Elementals serve the caster for the duration of the spell. The caster can dismissed any / all the Elementals as desired.

*Phantom Bear*(CDiv p173)

<Conj(sum), VS/DF, 1Round, Medium-range, Concentration up to 1rnd/lvl, no save, no SR>

- The caster summons a Huge, Incorporeal, 14HD Bear to attack his/her foes.

*Regenerate*(PH p270)

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

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

*Shambler*(PH p277)

<Conj(creat), VS, 1StdAct, Medium-range>

- Creates 1d4+2 1HD Shambling Mounds within a 30' area. The caster can either use them as guards or to perform tasks, in which case they remain for 7 days, or to guard a location within range, in which case they remain for 7 months. In either case, the creatures are dismissible by the caster. The Shambling Mounds only have their standard fire resistance if they reside in rainy or marshy terrain.

*Storm of Vengeance*(PH p285)

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

- Creates a storm cloud that is 360' radius wide. Unless indicated otherwise, everyone in the area takes the following effects on the specified round:  
Rnd 1 – Thunder: Deaf 1d4x10min (FortNeg)  
Rnd 2 – Acid Rain: 1d6 Acid dmg (no save)  
Rnd 3 – Lightning: 6 targets of the caster's choice take 10d6 Electrical dmg (Ref ½)  
Rnd 4 – Hail: 5d6 bludgeoning dmg (no save)

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

*Summon Elemental Monolith*(CArc p124)

<Conj(sum)[variable element], VSM(100gp gem)/DF, 1Round, Medium-range, Concentration up to 1rnd/lvl>

- Summons one Elemental Monolith (CArc p156), a CR17 Gargantuan Elemental, of Air, Earth, Fire, or Water. It attacks immediately on the turn that the caster finishes the spell under the verbal direction of the caster.

The material component determines which type of elemental is summoned: Aquamarine for Air, Tourmaline for Earth, Garnet for Fire, & Pearl for Water.

*Summon Nature's Ally IX*(PH p289)

<Conj(sum)[variable alignment/element], VS/DF, 1Round, Close-range, 1rnd/lvl(D)>

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

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

*Tsunami*(DR314 p47)

<Conj(creat)[water], VSF(5,000gp crown of coral & pearls), 1Round, Long-range, 1rnd/lvl(C), Fort½, no SR>

- The caster creates a wave of water that has its starting point anywhere within range and then moves in a direction the caster chooses. All creatures struck by the wave take 1d6/lvl (max 20d6) bludgeoning damage (Fort½). If a creature of up to Huge-size fails its save, it is pulled into the wave & takes damage each round (but gets a new Fortitude save each round for half damage).

If cast on dry land, the wave is 20'/lvl wide, 10' long, & 40' high and moves 60'.

If cast in the water, the wave is 40'/lvl wide, 10' long, & 40' high and moves 60'. Also, all creatures receive a -4 penalty on their save.

Divination

*Foresight*(PH p233)

<Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl>

- The caster receives mental warnings about what may harm the touched subject.

If the caster placed the spell on himself, he can never be surprised or flat-footed, knows if he/she is being targeted with spells, ranged attacks, sneak attacks, etc., gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as "close your eyes", "jump", "run").

If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

Enchantment

*Antipathy*(PH p200)

<Ench(comp)[mind], VSM(alum, vinegar)/DF, 1Hour, Close-range, 2hrs/lvl, Will½, SR applies>

- Target object or location (up to 10' cube per level) is avoided by a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can enter the area or touch the object, but even this

causes a -4 penalty to Dexterity due to the discomfort of the act.

This spell Counters and Dispels *Sympathy*.

*Sympathy*(PH p292)

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

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

This spell Counters and Dispels *Antipathy*.

Evocation

*Nature's Avatar*(CDiv p170)

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

- Touched animal gains the following:

- +10 Morale bonus to attack & damage;
- +1d8 per level of Temporary hit points;
- +1 Dodge bonus to AC;
- +30' Enhancement bonus to all forms of movement (land, climb, swim, burrow, fly), up to double the base movement;
- when making a Full-Round Attack, the subject gets an additional attack at his/her best attack bonus.

*Rain of Black Tulips*(BoED p104)

<Evoc[good], VSM(a black tulip), 1StdAct, Long-range, 1rnd/lvl(D), Fort½, SR applies>

- Black tulips fall in a 80' radius by 80' high Cylinder. Each Evil creature in the area of effect takes 5d6 damage per round (no save) and is Nauseated (FortNeg) as long as it remains in the area of effect.

*Whirlwind, Greater*(CDiv p189)

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

- Creates a cyclone that is 20' radius from top to bottom and 5' per level tall. As a Move Action, the caster can move the cyclone 60'.  
a) Ranged attacks cannot pass through the cyclone;  
b) it extinguishes all flames;  
c) Listen check fail within the cyclone;  
d) it uproots trees & vegetation and leaves a trail of Dense Rubble in its wake.  
e) structures within the cyclone's radius take 2d6 x 10 hp of damage each round.

Creatures within range the cyclone are pulled towards it by the distant listed (FortNeg):

Size	Flying?	Range	Distance
up to Large	No	60'	1d4 x 10' +1d4 non-lethal / 10'
Huge	No	40'	Prone
Gargantuan+No	40'	Can't move away	
up to Huge	Yes	60'?	60' + 2d6 dmg
Gargantuan	Yes	60'?	1d6 x 10'
Colossal	Yes	60'?	1d6 x 5'

Creature that start their round within the cyclone take 6d6 dmg per round (no save). After 1d10 rounds, a creature it thrown from the cyclone 4d6 x 5' horizontally & 4d6 x 5' vertically (taking falling damage if can't fly).

Illusion*Shadow Landscape*(CDiv p178)

<Ill(shadow), VS/DF, 1Hour, Long-range, 1day/lvl(D), SR applies>

– Causes natural terrain in a 1 mile radius Spread is infused with energy from the Plane of Shadow to become more dangerous:

-all-: Roll twice for all weather condition (three times for Plains) and take the worst result.

Desert: Average temperature becomes more extreme by 30 degrees and sandstorms blow through hourly.

Forest: The canopy of leaves block the sun, Light Undergrowth becomes Heavy Undergrowth, & Heavy Undergrowth becomes *Entangle*.

Hill: Light Undergrowth becomes Heavy Undergrowth, it takes two movement to go up a Gradual Slope, four movement to go up a Steep Slope, and cliffs require a Climb check vs. DC 25 to go up or down.

Marsh: Half the terrain is considered Quicksand.

Mountain: Cliffs require a Climb check vs. DC 25 to go up or down, Avalanches are 10% likely to occur when there is a loud noise, and the altitude effects are one category worse.

Plains: Half the spaces with Undergrowth are treated like *Entangle* and there are more tornados & thunderstorms.

Underground: Naturally occurring caverns require 4 movement to enter & 10% of the floor is covered by stalagmites.

The caster and one creature per 4 caster levels can be designated a ‘Traveler’ & is not effected by the special traits of the landscape (but weather effects still apply).

One HD per caster level of Animal, Plants, or Magical Beasts native to the target area can be designated ‘Shadow Guardians’. While in the area of effect, the Shadow Guardians are Friendly toward the ‘Travelers’, gain Low-Light Vision, Darkvision 60’, Resist Cold 10, Damage Reduction 10/magic, & Evasion.

Transmutation*Cast in Stone*(MoF p83)(MoFe)+

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

– Anyone meeting the caster’s gaze within Close-range must make a Will save or be turned to stone.

*Shapechange*(PH p277)(PHe)+

<Trans, VSF(1500gp jade circlet), 1StdAct, Personal, 10min/lvl(D)>

– The caster takes a new form, which can be changed each round as Free Action, which:

- can be any creature type, including those which has Incorporeal or Gaseous forms;
- cannot have more HD than the Caster level (max 25HD);
- may be as small as Fine-size & as large as Colossal-size.

The caster gets the following from the new form:

- Strength, Dexterity, & Constitution;
- Extraordinary & Supernatural attacks & qualities.

The caster keeps the following from its original form:

- Intelligence, Wisdom, & Charisma;
- hit points (ignore new Constitution score);
- level, class, & alignment;
- base attack bonus & base save bonuses (though these can be modified by the new form’s Str, Dex, & Con); and
- extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

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

*Undermaster*(Und p62)

<Trans[earth], VX(1,000), 1StdAct, Personal, 1rnd/lvl>

– While the caster stand upon or below the earth, he/she can use any of the following as a spell-like ability as a Standard Action (even if the normal casting time is longer): *Burrow, Earthquake, Excavate, Flesh to Stone, Meld into Stone, Move Earth, Reverse Gravity, Soften Earth and Stone, Statue, Stone Shape, Stone Sphere, Stone Tell, Stone to Flesh, Transmute Mud to Rock, Transmute Rock to Mud, and Wall of Stone*.

*Unyielding Roots*(CDiv p185)(DR324 p103)+

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

– The touched willing creature grows roots into the ground, with the following effects:

- subject cannot move or be moved from his/her current location;
- heals 30 hp per round;
- neutralizes poisons automatically;
- removes Negative Levels automatically;
- +4 bonus to Fortitude & Will saves;
- 4 penalty to Reflex saves; and
- any attempt to Overrun the subject fails and grants the subject an opposed Strength check (vs. the enemy’s Strength or Dexterity) to knock the enemy Prone.



## Spell Tables

Summon Nature's Ally

List constructed from the table on PH p288.

Summon Nature's Ally I

Dire Rat (MM p64)	Monkey (MM p276)	Owl (MM p277)	Snake, Small Viper (MM p279)
Eagle (MM p272)	Octopus (MM p276)	Porpoise (MM p278)	Wolf (MM p283)

Summon Nature's Ally II

Bear, Black (MM p269)	Elemental, Air (small) [air] (MM p95)	Hippogriff (MM p152)	Wolverine (MM p283)
Crocodile (MM p271)	Elemental, Earth (small) [earth] (MM p98)	Shark, Medium (MM p279)	
Dire Badger (MM p62)	Elemental, Fire (small) [fire] (MM p98)	Snake, Medium Viper (MM p279)	
Dire Bat (MM p62)	Elemental, Water (small) [water] (MM p98)	Squid (MM p281)	

Summon Nature's Ally III

Ape (MM p268)	Elemental, Storm (small) [air] (MM3 p48)	Lion (MM p274)	Snake, Constrictor (MM p279)
Dire Weasel (MM p65)	Giant Eagle (MM p93)	Satyr (without pipes) (MM p219)	Snake, Large Viper (MM p279)
Dire Wolf (MM p65)	Giant Owl (MM p205)	Shark, Large (MM p279)	Thoqqua [earth][fire] (MM p242)

Summon Nature's Ally IV

Arrowhawk, Juvenile [air] (MM p19)	Dire Boar (MM p63)	Elemental, Water (med.) [water] (MM p98)	Tiger (MM p281)
Bear, Brown (MM p269)	Dire Wolverine (MM p66)	Salamander, Flamebrother [fire] (MM p218)	Tojanida, Juvenile [water] (MM p243)
Crocodile, Giant (MM p271)	Elemental, Air (med.) [air] (MM p95)	Sea Cat (MM p220)	Unicorn (MM p249)
Deinonychus (MM p60)	Elemental, Earth (med.) [earth] (MM p98)	Shark, Huge (MM p279)	
Dire Ape (MM p62)	Elemental, Fire (med.) [fire] (MM p98)	Snake, Huge Viper (MM p279)	

Summon Nature's Ally V

Arrowhawk, Adult [air] (MM p19)	Elemental, Earth (large) [earth] (MM p98)	Janni (MM p116)	Tojanida, Adult [water] (MM p243)
Bear, Polar (MM p269)	Elemental, Fire (large) [fire] (MM p98)	Nixie (MM p235)	Whale, Orca (MM p283)
Dire Lion (MM p63)	Elemental, Storm (med.) [air] (MM3 p48)	Rhinoceros (MM p278)	
Elasmosaurus (MM p60)	Elemental, Water (large) [water] (MM p98)	Satyr (with pipes) (MM p219)	
Elemental, Air (large) [air] (MM p95)	Griffon (MM p139)	Snake, Giant Constrictor (MM p279)	

Summon Nature's Ally VI

Dire Bear (MM p63)	Elemental, Storm (large) [air] (MM3 p48)	Octopus, Giant (MM p276)	Whale, Baleen (MM p282)
Elemental, Air (huge) [air] (MM p95)	Elemental, Water (huge) [water] (MM p98)	Pixie (no special arrows, cannot cast <i>Otto's Irresistible Dance</i> ) (MM p236)	Xorn, Average [earth] (MM p260)
Elemental, Earth (huge) [earth] (MM p98)	Girallon (MM p126)	Salamander, Average [fire] (MM p218)	
Elemental, Fire (huge) [fire] (MM p98)	Megaraptor (MM p60)		

Summon Nature's Ally VII

Arrowhawk, Elder [air] (MM p19)	Elemental, Earth (greater) [earth] (MM p98)	Invisible Stalker [air] (MM p160)	Whale, Cachalot (MM p283)
Dire Tiger (MM p65)	Elemental, Fire (greater) [fire] (MM p98)	Pixie (sleep arrows, cannot cast <i>Otto's Irresistible Dance</i> ) (MM p236)	Xorn, Elder [earth] (MM p260)
Djinni (MM p114)	Elemental, Storm (huge) [air] (MM3 p48)	Triceratops (MM p61)	
Elemental, Air (greater) [air] (MM p95)	Elemental, Water (greater) [water] (MM p98)	Tyrannosaurus (MM p61)	

Summon Nature's Ally VIII

Dire Shark (MM p64)	Roc (MM p215)	Tojanida, Elder [water] (MM p243)	
Elemental, Storm (greater) [air] (MM3 p48)	Salamander, Noble [fire] (MM p218)		

Summon Nature's Ally IX

Elemental, Air (elder) [air] (MM p95)	Elemental, Fire (elder) [fire] (MM p98)	Grig (with fiddle) (MM p235)	Unicorn, Celestial Charger (MM p249)
Elemental, Earth (elder) [earth] (MM p98)	Elemental, Water (elder) [water] (MM p98)	Pixie (sleep & memory loss arrows, cannot cast <i>Otto's Irresistible Dance</i> ) (MM p236)	

## Hallow/Unhallow Table

Spell that can be added to a Hallow(PH p238) / Unhallow(PH p297) Spell	GP Cost												
<p><i>Detect Magic</i>(PH p219) &lt;Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR&gt; – The caster can see the <u>Magic Aura</u> of a spell or item in a 60' <u>Cone-shaped Emanation</u>. The information gained increases each round: 1<sup>st</sup> round – presence of magic. 2<sup>nd</sup> round – number of magic auras &amp; the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction. 3<sup>rd</sup> round – strength &amp; location of each aura. If an aura is within line-of-sight, the caster can identify its school with a Spellcraft check vs. DC 15 + spell level. This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, &amp; any amount of lead.</p>	500												
<p><i>Endure Elements</i>(PH p226) &lt;Abj, VS, 1StdAct, Touch, 24hrs&gt; – Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50.</p>	1,000												
<p><i>Daylight</i>(PH p216) &lt;Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR&gt; – Touched object gives off bright light in a 60' radius &amp; dim light for another 60'. The light may be blocked by putting the object in a container. Treated as 'sunlight' for creatures who receive penalties in those conditions, but is not real sunlight so certain Undead are not destroyed. This spell <u>Suppresses</u> <i>Deeper Darkness</i> and is suppressed by it, leaving only the natural illumination in the overlapping area. This spell <u>Counters</u> and <u>Dispels</u> spells with the [darkness] category of equal or lower level.</p>	2,000												
<p><i>Resist Energy</i>(PH p272) &lt;Abj, VS/DF, 1StdAct, Touch, 10min/lvl&gt; – The touched subject &amp; his/her equipment are protected from one <u>Energy Type</u>. <u>Each attack</u> doing damage of that type has the hp of damage reduced by the amount listed below.  <table style="margin-left: 20px;"> <tr> <td>Lvl</td> <td>#</td> <td>Lvl</td> <td>#</td> <td>Lvl</td> <td>#</td> </tr> <tr> <td>up to 6<sup>th</sup></td> <td>10</td> <td>7<sup>th</sup> – 10<sup>th</sup></td> <td>20</td> <td>11<sup>th</sup> +</td> <td>30</td> </tr> </table> </p>	Lvl	#	Lvl	#	Lvl	#	up to 6 <sup>th</sup>	10	7 <sup>th</sup> – 10 <sup>th</sup>	20	11 <sup>th</sup> +	30	2,000
Lvl	#	Lvl	#	Lvl	#								
up to 6 <sup>th</sup>	10	7 <sup>th</sup> – 10 <sup>th</sup>	20	11 <sup>th</sup> +	30								
<p><i>Dispel Magic</i>(PH p223)(PHe)+ &lt;Abj, VS, 1StdAct, Medium-range, no SR&gt; – Cancels magical spells and effects on a successful <u>Dispel Check</u> (max +10). This spell can be used in one of three ways: a) Counterspell – Acts like a standard counterspell except it works against any spell, but a <u>Dispel Check</u> must be made. b) Targeted Dispel – Each ongoing spell effect on one target gets a separate <u>Dispel Check</u>. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds). c) Area Dispel – Each target in a 20' radius <u>Burst</u> gets a <u>Dispel Check</u> against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected. A caster does <u>not</u> need to make a Dispel Check to end a spell he/she cast.</p>	3,000												
<p><i>Death Ward</i>(PH p217) &lt;Necro, VS/DF, 1StdAct, Touch, 1min/lvl&gt; – Grants immunity to death spells &amp; effects, gaining <u>Negative Levels</u>, and <u>Negative Energy</u> damage &amp; ability loss.</p>	4,000												
<p><i>Freedom of Movement</i>(PH p233) &lt;Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl&gt; – Subject moves normally despite magical impediments (<i>Web</i>, <i>Hold Person</i>, etc.). The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin. While under the effect of this spell, the subject can fight underwater.</p>	4,000												

## Glossary

### Auras

#### Alignment Aura(PH p219)

Use the following table to determine the strength of the aura seen by *Detect Good*, *Detect Evil*, etc.

Creature / Object	Unit	Dim Aura	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Outsider	HD	see below	up to 1	2 – 4	5 – 10	11+
Undead	HD	see below	up to 2	3 – 8	9 – 20	21+
other Creature	HD	see below	up to 10	11 – 25	26 – 50	51+
Cleric, Paladin or other religious class	Class Level	see below	1 <sup>st</sup>	2 <sup>nd</sup> – 4 <sup>th</sup>	5 <sup>th</sup> – 10 <sup>th</sup>	11 <sup>th</sup> +
Spell or Magic Items with an alignment	Caster Level	see below	up to 2 <sup>nd</sup>	3 <sup>rd</sup> – 8 <sup>th</sup>	9 <sup>th</sup> – 20 <sup>th</sup>	21 <sup>st</sup> +
Lingering Aura remains	—	—	1d6 rnds	1d6 min	1d6 * 10 min	1d6 days

A 'Lingering Aura' is left behind by an aligned spell ending or the dead/destruction of an aligned creature or magic item. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a 'Dim Aura'.

If a caster sees an 'Overwhelming Aura' that is opposite of his/her own alignment and the aura was generate by something with twice the HD / Class Level / Caster level of the caster, the caster is Stunned for one round & the detection spell ends.

#### Magic Aura(PH p219)

Use the following table to determine the strength of the aura seen by *Detect Magic*.

Creature / Object	Unit	Dim Aura	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Active Spell	Spell Level	see below	up to 3 <sup>rd</sup>	4 <sup>th</sup> – 6 <sup>th</sup>	7 <sup>th</sup> – 9 <sup>th</sup>	10 <sup>th</sup> +
Magic Item	Caster Level	see below	up to 5 <sup>th</sup>	6 <sup>th</sup> – 11 <sup>th</sup>	12 <sup>th</sup> – 20 <sup>th</sup>	21 <sup>st</sup> +
Lingering Aura remains	—	—	1d6 rnds	1d6 min	1d6 * 10 min	1d6 days

A 'Lingering Aura' is left behind by an spell ending or the destruction of a magic item. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a 'Dim Aura'.

#### Undead Aura(PH p220)

Use the following table to determine the strength of the aura seen by *Detect Good*, *Detect Evil*, etc.

Creature / Object	Unit	Dim Aura	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Undead	HD	see below	up to 1	2 – 4	5 – 10	11+
Lingering Aura remains	—	—	1d6 rnds	1d6 min	1d6 * 10 min	1d6 days

A 'Lingering Aura' is left behind by the destruction of an Undead. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a 'Dim Aura'.

### Ranges

Close-range – 25' + 5' per 2 levels.

Medium-range – 100' + 10' per level.

Long-range – 400' + 40' per level.

Levels of Concealment

<u>Concealment</u> (PH p152) 20% miss chance.	<u>Total Concealment</u> (PH p152) Must guess at the correct hex. If the guess is correct, then there is still a 50% miss chance.	
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Levels of Cover

<u>Cover, Hard (such as walls)</u> (PH p150) +4 Cover bonus to AC & +2 Cover bonus to Reflex saves for spell's whose point of origin is on the other side of the cover. Not subject to Attacks of Opportunity through the cover.	<u>Cover, Soft (such as opponents)</u> (PH p150)(PHe)+ +4 Cover bonus to AC against Ranged Attacks. Not subject to Attacks of Opportunity through the cover	<u>Full Cover</u> (PH p150) Can't be targeted
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Level of Exhaustion

<u>Fatigued</u> (PH p308) Subject cannot move run or change and suffers a -2 penalty of Strength & Dexterity. Any action that would cause 'Fatigue' instead causes the subject to become <u>Exhausted</u> . After 8 hours of complete rest, fatigue is removed.	<u>Exhausted</u> (PH p308) Subject can only move at 1/2 speed and suffers a -6 penalty of Strength & Dexterity. After one hour of complete rest, the subject becomes <u>Fatigued</u> .	
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Levels of Fear

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

<u>Shaken</u> (PH p312) Subject suffers a -2 penalty to attacks, skill checks, ability checks, & saving throws.	<u>Frightened</u> (PH p309) Subject must flee from the source of the fear. If cornered, the subject can fight with a -2 penalty to attacks, skill checks, ability checks, & saving throws.	<u>Panicked</u> (PH p311) Subject drops anything in his/her hands & flees from the source of the fear. If cornered, the subject must use Total Defense. All skill checks, ability checks, & saving throws have a -2 penalty.	<u>Cowering</u> (PH p306) Subject is paralyzed with fear and cannot take any actions. -2 penalty to AC & loses Dexterity modifier to AC.
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Areas of Effect – Shape

<u>Cone</u> (PH p175) Effect starts at the caster and extends out to the cone's length in a quarter circle.	<u>Line</u> (PH p175) A Line area-of-effect stretches from the caster to the end of range. All creatures & objects within a hex touched by that line are targeted.
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Areas of Effect – Fill

<u>Burst</u> (PH p175) Cannot go around corners or through Total Cover. The targets are determined when the spell is cast only.	<u>Emanation</u> (PH p175) Cannot go around corners or though <u>Total Cover</u> . Any creature that enters the emanation during the spell's duration is effected.	<u>Spread</u> (PH p175) Can go around corners, but not though <u>Total Cover</u> .
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Casting Times

<u>Immediate Action</u> (CArc p86) A Swift Action that can be used when it is not your turn. It still counts as your one Swift Action of the coming turn. You cannot use an Immediate Action when Flat-Footed. Example: <i>Feather Fall</i> .	<u>Swift Action</u> (CArc p86) You may execute one Swift Action each turn during your action. It takes as much time as a Free Action. Example: A spell with Feat: Quicken Spell applied to it.	<u>Standard Action</u> (PH pXXX) The default casting time for a spell.	<u>Full Round Action</u> (PH pXXX) A Full Round Action. Casting time for many summoning spells.
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## Other Definitions

All Actions

Attack Rolls, Saving Throws, Skill Checks, & Ability Checks.

Attitude Categories(PH p72)

See table on PH p72.

Avert Gaze (i.e., try to avoid eye contact) (MM p309)

Gain a 50% chance to avoid a gaze attack, but grant your opponent Concealment (20% miss chance).

Blind(PH p305)

Subject cannot see, has a 50% chance of missing outright in combat (assuming the correct hex was chosen), receives a –2 penalty on AC & loses Dexterity modifier to AC, moves at ½ speed, suffers a –4 penalty on most Strength & Dexterity skills.

Calling Diagram(PH p249)

Created by making a Spellcraft roll vs. DC 20 and spending 10 minutes (it is possible to ‘Take 10’ or to ‘Take 20’). When a Conj(call) spell is used with a Calling Diagram & *Dimensional Anchor*, the called creature cannot leave the diagram either by magic or mundane means. The captured creature also cannot use any of its abilities, attacks, or even Spell Resistance to escape.

The description of a Calling Diagram is contained in the spell *Magic Circle against Evil*.

Caster Check(PH p305)

Caster level + 1d20 vs. the indicated DC.

Catch Fire

Reflex save vs. DC 15 to avoid catching fire.

Each round, the subject & its equipment take 1d6 fire damage. A new Reflex save vs. DC 15 is allowed each round to put the fire out. +4 bonus for rolling on the ground or having useful help. The fire goes out automatically if the subject is doused with water, jumps in a lake, etc.

Cloud

5’ of cloud provides Concealment, while 10’ or more provides Full Concealment.

Dispersed by a Moderate Wind (11-20 mph) in four rounds or by a Strong Wind (21+ mph) in one round.

Comatose(PH p228)

Target enters a catatonic coma & cannot be awoken. Elves & Half-Elves are vulnerable to this effect.

Confused(PH p212)

Mental-effect causes the target acts randomly each round that the spell is in effect:

01-10: Attack the caster.

11-20: Act normally.

21-50: Do nothing.

51-70: Run away from the caster at top speed

71-00: Attack the nearest creature (ignoring your familiar).

Cowering

See above

Creature Equivalent

Some spells express the amount of load that can be carried and/or teleported as a number of Medium-sized creatures.

- the count does not include that caster;
- each subject, including the caster, can carry Maximum Load;
- one Small-sized (or smaller) creature can be substituted for one Medium-sized creature;
- larger creatures may be substituted according to the following table
  - 1 Large-size = 2 Medium-size
  - 1 Huge-size = 4 Medium-size
  - 1 Gargantuan-size = 8 Medium-size
  - 1 Colossal-size = 16 Medium-size

Crippled

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

Dazed(PH p307)

Subject can take no actions, but is able to defend itself normally & has not AC penalty.

Dazzled(PH p307)

Sighted creatures receive a –1 penalty to attack rolls, Spot checks, & Search checks.

<ability> Damage

Target loses an ability score which heals normally.

<ability> Drain

Target loses an ability score which can only be healed with magic.

Deafened(PH p307)

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

Defenseless(PH p257)

Helpless, plus always fail saving throws.

Dismissible (D)(PH p176)

Dismissing a spell requires the caster to be within spell range & use a verbal component. If the original spell did not have a verbal component, a somatic component is used instead. Either act counts as a Standard Action that does not generate an Attack of Opportunity.

Concentration spells can be dismissed as a Free Action on the caster’s action.

Dispel Check(PH p307)

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

Energy Type

Acid, Cold, Electricity, Fire, or Sonic.

Entangled(PH p308)

Subject receives a –2 penalty to attacks, a –4 penalty to effective Dexterity, & must make Concentration checks to cast spells. If the entanglement is ‘anchored’, the subject cannot move, otherwise the subject can only move at ½ speed, but can’t run or charge.

To remove the entangle usually requires a Strength or Escape Artist check whose DC is designated by the effect.

Exhausted(PH p308)

See above.

Fascinated(PH p308)

Subject stays still & quiet as long as the effect lasts. During this time, it receives a –4 penalty on Listen & Spot checks.

If potentially threatened, the subject receives a new saving throw. Of obviously threatened, the fascination ends.

An ally can “shake” a creature out of fascination as a Standard Action.

Fast Healing N

Subject heals damage taken during the spell’s duration at the rate of N hit points per round & automatically Stabilizes. This spell does not heal starvation, thirst, or suffocation damage. Fast Healing effects do not stack.

Fatigued(PH p308)

See above.

Frightened

See above.

Held

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

Helpless(PH p309)

Subject is immobile & extremely vulnerable. Dexterity is considered 0, so the subject’s AC is at –5. Melee attacks are at an additional +4. The subject is vulnerable to sneak attacks & coup de graces.

Incorporeal(PH p309)

The subject does not have a solid body & is immune to non-magical attacks. Magic weapons & spells can effect them with a 50% miss chance. Force effects always effect an incorporeal target. When attacking, incorporeal creatures ignore Natural Armor bonuses & Armor bonuses (unless generated by a Force effect, such as *Mage Armor*).

Invisible(PH p309)

Gain a +2 bonus on attack, and the target loses its Dexterity modifier to AC. An attacker must guess at the correct hex of the invisible creature. If the guess is correct, then there is still a 50% miss chance (i.e., Total Concealment).

Magical Sensor

When using *Clairvoyance/Clairaudience*, *Scrying*, or any other “Div(scry)” spell., the spell creates a magical, Invisible spot that is looked and/or listened through. It cannot be damaged, but can be Dispelled. It also can be located with *See Invisible*, *Detect Magic*, or *Detect Scrying*.

Nauseated(PH p310)

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

Negative Energy Damage

Harms the living & heals the Undead.

Negative Level(PH p310)

For 24 hours, the subject has the following penalties per Negative Level: –1 to all skill & ability checks, –1 to all attack rolls, –1 to all saving throws; –5 hit points, –1 effective level, loses 1 spell from the highest level castable that is still available for that day.

For any Negative Level that is still in effect after 24 hours, the subject must make a Fortitude save vs. the DC of the Negative Level (either the spell's DC or for a monster, 10 + ½ HD + Charisma modifier). If the subject fails, then he/she loses an actual level permanently (though it may be returned with *Restoration* or *Greater Restoration*).

Non-Recoverable Level

Levels lost by *Raise Dead* or *Resurrection* cannot be replaced by any means.

Object Equivalent(PH p300)

Some spells express the amount of inanimate matter that can be effected as a number of Small-sized objects. Larger object may be substituted according to the following table

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

Panicked(PH p311)

See above.

Primary Stat

For Wizards, use Intelligence.

For Bards & Sorcerers, use Charisma.

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

Positive Energy

Heals the living & damages the Undead, who typically receives a Will save for ½ damage.

Prone(PH p311)

The subject is lying on the ground.

Attackers gain a +4 bonus with melee attacks, but receive a –4 penalty with ranged attacks.

The prone creature receives a –4 penalty on melee attacks & cannot make most ranged attacks.

Rubble, Dense(DMG p90)

Costs 2 movement to go through each hex.

Scent Ability(MM p314)

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

Shaken(PH p312)

See above.

Sickened(PH p228)

Target suffers a –2 penalty on attacks, damage, saves, skill checks, & ability checks.

Slowed(PH p280)

Subject may only take one Standard or Move Action each round; suffers a –1 penalty to AC, melee attacks, melee damage, & Reflex saves.

Staggered(PH p313)

Subject can only take one Standard Action or one Move Action each round.

Stunned(PH p313)

Subject loses Dex bonus to AC, has a –2 penalty to AC, and cannot take actions.

Suspended Animation

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

Untyped Damage

Damage that is not Acid damage, Cold damage, Electricity damage, Fire damage, Sonic damage, Positive Energy damage, nor Negative Energy damage. This kind of damage is not blocked by any type of resistance.

Weakened

Target's has a 2d6 penalty to Strength for the indicated time.

Wind, Moderate (DMG p95)

11 – 20 mph

Wind, Strong (DMG p95)

21 – 30 mph

Wind, Severe (DMG p95)

31 – 50 mph

Temporary HP

These hit-points are removed first if the subject is damaged. They cannot be restored, even by healing.

## Appendix

### Revision History

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- October 1, 2003 – Creation of the new D&D 3.5 Spell Index.  
Contains Player’s Handbook 3.5.
- March 12, 2004 – Added Complete Warrior & the Book of Exalted Deeds.  
Added Dragon #309 – Dragon #313.
- August 12, 2004 – Added Dragon #314.  
Added Player’s Guide to Faerûn.
- October 12, 2004 – Added Complete Divine.
- November 12, 2004 – Added Eberron Campaign Setting.  
Added Dragon #325.  
Added Monster Manual 3. Change the abbreviation of Monster Manual v3.5 from “MM3.5” to “MM” to avoid confusion with “MM3”
- April 1, 2005 – Added Complete Arcane.  
Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.  
Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.

### Key to Sourcebooks

- PH – Player’s Handbook v.3.5
- DMG – Dungeon Master’s Guide v.3.5
- MM – Monster Manual v.3.5
- MM3 – Monster Manual 3
  
- CWar – Complete Warrior
- CDiv – Complete Divine
- CArc – Complete Arcane
  
- BoED – Book of Exalted Deeds
- UA – Unearthed Arcana
  
- FR – Forgotten Realms Campaign Setting
- MoF – Magic of Faerûn
- UE – Unapproachable East
- LoD – Lords of Darkness
- RoF – Races of Faerûn
- SM – Silver Marches
- Und – Underdark
- PGF – Player’s Guide to Faerûn
  
- Eb – Eberron Campaign Setting
  
- DR### – Dragon Magazine (with issue number)
- DU## – Dungeon Magazine (with issue number)
  
- 3.5up – D&D v.3.5 Accessory Update – [http://www.wizards.com/dnd/files/DnD35\\_update\\_booklet.zip](http://www.wizards.com/dnd/files/DnD35_update_booklet.zip)
- PHe – Player’s Handbook v.3.5 Errata – [http://www.wizards.com/dnd/files/PHB\\_Errata09242003.zip](http://www.wizards.com/dnd/files/PHB_Errata09242003.zip)
- PGFe – Player’s Guide to Faerûn Errata – [http://www.wizards.com/dnd/files/PgtF\\_Errata07192004.zip](http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip)
- CDivErrata – Complete Divine Errata – [http://www.wizards.com/dnd/files/CompDiv\\_Errata09102004.zip](http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip)
- EbErrata – Eberron Errata – [http://www.wizards.com/dnd/files/Eberron\\_Errata10222004.zip](http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip)

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.