

# Dungeons & Dragons 3.5 Edition Index – Sorcerer & Wizard Spell Summaries

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## Sorcerer / Wizard Spell List

For Sorcerers – Charisma-based Impromptu Arcane Spells

For Wizards – Intelligence-based Prepared Arcane 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*Acid Splash*(PH p196)

- <Conj(creat)[acid][energy missile], VS, 1StdAct, Close-range, no save, no SR>  
– Deals 1d3 Acid damage.

Divination*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.

*Read Magic*(PH p269)

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

*Seeker's Chant*(DR326 p74)

- <Div, VS, 1StdAct, Personal, 1min>  
– Caster gains a +1 bonus to Search checks, but receives a –2 penalty on Move Silently checks.

Enchantment*Daze*(PH p217)

- <Ench(comp)[mind], VSM(wool), 1StdAct, Close-range, 1rnd, WillNeg, SR applies>  
– One Humanoid with no more than 4HD is Dazed.

*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*Dancing Lights*(PH p216)

- <Evoc[light], VS, 1StdAct, Medium-range, 1min>  
– Up to 4 spheres in a 10' area that each give off 30' of light. They can move 100' per round.

*Electric Jolt*(MoF p91)

- <Evoc[electricity][energy missile], VS, 1StdAct, Close-range, no save>  
– Deals 1d3 Electrical damage.

*Flare*(PH p232)

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

*Horizikaul's Cough*(MoF p101)

- <Evoc[sonic], VS, 1StdAct, Close-Range>  
– Target takes 1 point of Sonic damage (no save) & is Deafened for 1 round (WillNeg).

*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.

*Ray of Frost*(PH p269)

- <Evoc[cold][ray], VS, 1StdAct, Close-range, no save, SR applies>  
– Deals 1d3 Cold damage.

Illusion*Chalkboard*(DR324 p70)

- <Ill(figure), SM(piece of chalk), 1StdAct, Close-range, Concentration + 1rnd/lvl, WillDisbelief>  
– Creates a vertical writing surface whose size is between 1" square to 10' square. The caster can "write" on it with his/her finger and erase with the flat of his/her hand. The chalkboard is arm's length away when created, but may be moved anywhere within range as a Free Action.

*Fleeting Fame*(DR326 p73)

- <Ill(glamer), VS, 1StdAct, Personal, until discharged up to 1rnd/lvl>  
– Receive a +2 bonus on the next Bluff, Diplomacy, or Intimidate check.

*Ghost Sound*(PH p235)

- <Ill(figure), VSM(wool/wax), 1StdAct, Close-range, 1rnd/lvl(D), WillDisbelief, no SR>  
– Sounds of 4 people per level (max 20 people).

*Shadowplay*(DR326 p74)

- <Ill(glamer), VS, 1StdAct, Touch, Concentration>  
– Caster takes control of one shadow of up to Huge-size. The caster can change its shape, but not move it way from the place where it is lying.

If a sentient creature's shadow is targeted, it is allowed a Will save to Negate (SR applies).

*Silent Portal*(MoF p117)

- <Ill(glamer), S, Close-range, 1hr/lvl(D)>  
– Negates sound from opening one door/window.

Necromancy*Disrupt Undead*(PH p223)

- <Necro[ray], VS, 1StdAct, Close-range, no save, SR applies>  
– Deals 1d6 Positive Energy damage to one Undead.

*Necrosurgery*(DR326 p73)

- <Necro[death], VSM(blade), 1StdAct, Touch, Instantaneous, FortNeg, SR applies>  
– The touched subject receives a +2 bonus on his/her next saving throw to resist a disease he/she has already contracted.

*Touch of Fatigue*(PH p294)

- <Necro[touch attack], VSM(sweat), 1StdAct, Touch, 1rnd/lvl, FortNeg, SR applies>  
– Touched opponent becomes Fatigued for the spell's duration.

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.

*Launch Bolt*(MoF p105)

- <Trans, VS, 1StdAct, Medium-range>  
– Launches a single crossbow bolt as if from a light crossbow.

*Mage Hand*(PH p249)

- <Trans, VS, 1StdAct, Close-range, Concentration>  
– A designated, unattended object that weighs no more than 5 lbs can be moved at up to 15' per Move Action.

*Mending*(PH p253)

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

*Message*(PH p253)

- <Trans[language], VSF(copper wire), 1StdAct, Medium-range, 10min/lvl, no SR>  
– The caster plus 1 creature per level can communicate within range by whispering as long as there is no physical/magical barrier.

*Nosy Neighbor*(DR326 p74)

- <Trans, VSM(cup), 1StdAct, Personal, 1min>  
– Caster gains a +1 bonus to Listen checks.

*Open/Close*(PH p258)

- <Trans, VSF(brass key), 1StdAct, Close-range>  
– Opens or closes one unlocked door, window, pouch, etc., that weighs up to 30 pounds.

*Repair Minor Damage*(CArc p120)(DR317 p35)

- <Trans, VS, 1StdAct, Touch, Instantaneous>  
– The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 1 hp.

*Stick*(Und p61)

- <Trans, VSM(dry glue), 1StdAct, Touch, Instantaneous>  
– An unattended target object weighting no more than 5 pounds adheres to a larger object. The two objects can be pulled apart automatically by a Corporal creature as a Move Action, by a *Mage Hand*, by an *Unseen Servant*, etc.

Universal*Arcane Mark*(PH p201)

- <Univ, VS, 1StdAct, Touch, Permanent(D), no save, no SR>  
– Inscribes a visible or invisible personal rune, up to 1'x1' and/or 6 characters. The mark can be placed on any material or even on skin, though in the later case it fades in 1 month.  
Immune to *Dispel Magic*. Dispelled by *Erase*.

*Prestidigitation*(PH p264)

- <Univ, VS, 1StdAct, 10' range, 1hour, no SR>  
– Performs minor tasks, such as drying, cleaning, & soaking objects.

1<sup>st</sup> Level**Abjuration****Alarm**(PH p197)

- <Abj, VS/AF(tiny bell, silver wire)/DF, 1StdAct, Close-range, 2hrs/lvl(D), no save, no SR>
- If any creature of Tiny-size or larger passes through the warded 20' radius Emanation without saying the password, an alarm (chosen at casting time) will sound. Audible: Chimes for 1 round. Easily heard within 60' in typical conditions. Mental: The chime is only in the caster's head, though he/she must be within 1 mile. This will wake the caster, but not disturb his/her concentration.

**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.

**Hold Portal**(PH p241)

- <Abj, V, 1StdAct, Medium-range, 1min/lvl(D), no SR>
- “Locks” one door (or window, etc.) made from wood, metal, or stone of up to 20 square feet per level. +5 DC to force the portal open. This spell is Dispelled by Knock.

**Iron Guts**(MoF p102)

- <Abj, VSM(diluted poison), 1StdAct, Touch, 10min/lvl>
- +4 Circumstance bonus on saves vs. poison.

**Protection from Chaos**(PH p266)

- <Abj[law], VSM(silver)/DF, Touch, 1min/lvl(D)>
- Subject gains the following:
    - +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Chaotic creatures;
    - Any mind control (such as Magic Jar, Dominate Person, etc.) is Suppressed; &
    - Keeps non-Lawful Summoned creatures 1' away unless they make a Spell Resistance check or the subject attacks.

**Protection from Evil**(PH p266)

- <Abj[good], VSM(silver)/DF, Touch, 1min/lvl(D)>
- Subject gains the following:
    - +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;
    - Any mind control (such as Magic Jar, Dominate Person, etc.) is Suppressed; &
    - Keeps non-Good Summoned creatures 1' away unless they make a Spell Resistance check or the subject attacks.

**Protection from Good**(PH p266)

- <Abj[evil], VSM(silver)/DF, Touch, 1min/lvl(D)>
- Subject gains the following:
    - +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Good creatures;
    - Any mind control (such as Magic Jar, Dominate Person, etc.) is Suppressed; &
    - Keeps non-Evil Summoned creatures 1' away unless they make a Spell Resistance check or the subject attacks.

**Protection from Law**(PH p266)

- <Abj[chaos], VSM(silver)/DF, Touch, 1min/lvl(D)>
- Subject gains the following:
    - +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Lawful creatures;
    - Any mind control (such as Magic Jar, Dominate Person, etc.) is Suppressed; &
    - Keeps non-Chaotic Summoned creatures 1' away unless they make a Spell Resistance check or the subject attacks.

**Shield**(PH p278)

- <Abj[force], VS, 1StdAct, Personal, 1min/lvl(D)>
- An Invisible disc of force grants the caster a +4 Shield bonus to AC (no matter from which direction the attack originates) & negates any Magic Missile that targets the caster.

**Conjuration****Airbubble**(DR314 p45)

- <Conj(creat)[air], S, 1StdAct, Personal, 1min/lvl>
- Creates a globe of air around the caster's head while underwater (i.e., it is no protection from Stinking Cloud, etc.). Another creature can breath the air from this globe, but the spell then ends on the caster's next round.

**Corrosive Grasp**(MoF p85)

- <Conj(creat)[acid][touch attack], VS, 1StdAct, no save>
- 1d6+1 Acid damage. Can make 1touch/level.

**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.

**Grease**(PH p237)

- <Conj(creat), VSM(butter/pork rind), 1StdAct, Close-range, 1rnd/lvl(D), no SR>
- This spell has several uses:
    - Make one 10' square slippery. Going through the area requires a Reflex save to avoid falling down. A creature can go through the area at ½ movement by making a Balance check vs. DC 10 (failure of this check by less than 5 allows a Reflex save to avoid falling, while failing by 5 or more guarantees a fall);
    - Make one object slippery. If the object is held, the wielder gets a Reflex save to avoid the effect entirely. If the save fails (or was not in anyone's possession when the spell was cast), the object becomes slippery for the duration & is immediately dropped. A Reflex save is then required each round to hold the object.
    - Make one person slippery. The subject gains a +10 Circumstance bonus on Escape Artist checks & on Grapple checks made to resist or escape a grapple, or escape a pin.

**Hail of Stone**(Und p58)

- <Conj(creat)[earth], VSM(5gp jade), 1Round, Medium-range, Instantaneous, no save, SR applies>
- Stones fall in a 5' radius by 40' tall Column. The caster makes a standard Ranged Attack against each creature in the area of effect using the (caster level + Primary Spellcasting Attribute) at the attack bonus. If the stones hit, the target takes 1d4 per level damage (max 5d4).

**Mage Armor**(PH p249)

- <Conj(creat)[force], VSF(leather), 1StdAct, Touch, 1hr/lvl(D)>
- Touched subject gains +4 Armor bonus to AC.

**Mount**(PH p256)

- <Conj(sum), VSM(horse hair), 1Round, Close-range, 2hrs/lvl(D)>
- Summons a light horse or a pony (with bit, bridle, & a riding saddle) to serve as a mount.

**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.

**Orb of Acid, Lesser**(CArc p115)

- <Conj(sum)[acid], VS, 1StdAct, Close-range, Instantaneous, no save, no SR>
- Does 1d8 Acid damage per two levels after 1<sup>st</sup> (1d8 at 1<sup>st</sup>, 2d8 at 3<sup>rd</sup>, etc.) (max 5d8) on a successful Ranged Touch Attack.

**Orb of Cold, Lesser**(CArc p116)

- <Conj(sum)[cold], VS, 1StdAct, Close-range, Instantaneous, no save, no SR>
- Does 1d8 Cold damage per two levels after 1<sup>st</sup> (1d8 at 1<sup>st</sup>, 2d8 at 3<sup>rd</sup>, etc.) (max 5d8) on a successful Ranged Touch Attack.

**Orb of Electricity, Lesser**(CArc p116)

- <Conj(sum)[electricity], VS, 1StdAct, Close-range, Instantaneous, no save, no SR>
- Does 1d8 Electricity damage per two levels after 1<sup>st</sup> (1d8 at 1<sup>st</sup>, 2d8 at 3<sup>rd</sup>, etc.) (max 5d8) on a successful Ranged Touch Attack.

**Orb of Fire, Lesser**(CArc p116)

- <Conj(sum)[fire], VS, 1StdAct, Close-range, Instantaneous, no save, no SR>
- Does 1d8 Fire damage per two levels after 1<sup>st</sup> (1d8 at 1<sup>st</sup>, 2d8 at 3<sup>rd</sup>, etc.) (max 5d8) on a successful Ranged Touch Attack.

**Orb of Sound, Lesser**(CArc p116)

- <Conj(sum)[sonic], VS, 1StdAct, Close-range, Instantaneous, no save, no SR>
- Does 1d6 Sonic damage per two levels after 1<sup>st</sup> (1d6 at 1<sup>st</sup>, 2d6 at 3<sup>rd</sup>, etc.) (max 5d6) on a successful Ranged Touch Attack.

**Summon Monster I**(PH p285)

- <Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>
- Summons one creature from the 'Summon Monster I' Table to fight the caster's enemy. The creature can attack on the caster's initiative starting its first round.

**Summon Undead I**(PGF p114)(PGFe+)

- <Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>
- Summons one creature from the 'Summon Undead I' Table to fight the caster's enemy. The creature can attack on the caster's initiative starting its first round. No summoned Undead may have more Hit Dice than (Caster level + 1).

**Unseen Servant**(PH p297)

- <Conj(creat), VSM(string, wood), 1StdAct, Close-range, 1hr/lvl>
- Creates invisible force that can do simple tasks, like cleaning & opening doors. It has a Strength of 2 (so it can lift 20 pounds or drag 100 pounds) & a movement of 15', but it must stay in range. The servant cannot attack, nor can it be the direct target of attacks, but if it takes 6hp of damage from area-of-effect attacks, it is dissipated.

**Divination****Appraising Touch**(DR325 p70)

- <Div, VS, 1StdAct, Personal, 1min/lvl>
- Gain an Insight bonus equal to your Caster level on Appraise check made to determine a object's value. Even if the check fails, the erroneous estimate will be no more than 50% off.

**Comprehend Languages**(PH p212)

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

*Detect Secret Doors*(PH p220)

- <Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>
- The caster can see secret doors, compartments, caches, etc. in a 60' Cone-shaped Emanation. This spell does not locate items that are obscured (i.e., behind boxes or under a rug).
- The information gained increases each round:
- 1<sup>st</sup> round – presence of a secret door.
  - 2<sup>nd</sup> round – number of secret doors & the location of each one. If not in line-of-sight, the caster only knows the direction. If not in line-of-sight, the caster only knows the direction.
  - 3<sup>rd</sup>+ rounds – method to open one specific secret door.
- This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, & any amount of lead.

*Detect Undead*(PH p220)

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

*Empathy*(DR313 p93)

- <Div[mind], VS, 1StdAct, Close-range, 1min/lvl(D), WillNeg, no SR>
- The caster sense the emotion of the living target creature. He/she knows the target's emotion (fear, hate, joy, etc.) and its strength (mild, moderate, or strong).
- The caster gains a +2 Competence bonus to all Charisma-based skill checks against the target for the spell's duration.

*Identify*(PH p243)

- <Div, VS/AM(100gp pearl, wine, owl feather)/DF, 1Hour, Touch>
- Determines all the properties of one magic item.

*Know Protections*(MoF p104)

- <Div, VS, 1StdAct, Close-range, WillNeg>
- Determine one target's damage reduction, spell resistance, and energy resistances and/or immunities.

*Magecraft*(Eb p113)

- <Div, VF(tools), 1Round, Personal, 1day>
- The caster gains a +5 Competence bonus on a Craft check for the day's work.

*Spontaneous Search*(DR325 p72)

- <Div, VSM(silk glove), 1Round, Close-range, Instantaneous>
- Treat one 30' cube as if the caster had just made a Search check upon it and "Took 10". If the value of the Search check was equal or higher than the Open Lock DC of any locked containers in the area of effect, the contents of those containers is known to the caster.
- Note that the caster knows the items of value in the area, but nothing else. This spell does not help locate traps, etc.
- If a creature is one of the things being searched by the spell, the creature receives a Will save to avoid the effects (SR applies).

*True Strike*(PH p296)

- <Div, VF(tiny archery target), 1StdAct, Personal>
- Add +20 Insight bonus to your next attack roll within 1 round. Also negates miss chance due to Concealment.

Enchantment*Charm Person*(PH p209)

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

*Distract*(DR314 p20)

- <Ench(comp)[mind], S, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>
- Up to 1 creature per level in a 30' area receives a –4 penalty to Concentration, Listen, Search, and Spot checks.

*Hypnotism*(PH p242)

- <Ench(comp)[mind], VS, 1Round, Close-range, 2d4rnds(D), WillNeg, SR applies>
- 2d4 HD of creatures in a 30' area who can see or hear the caster are fascinated by the effect (+2 save if in combat, –2 if alone and unthreatened).
- Each fascinated target considers the caster two Attitude Categories better than normal. The caster can make a simple, reasonable request of the target which is likely to be followed.
- A target who failed its saving throw does not remember the caster cast a spell on it after the spell wears off.

*Shock and Awe*(DR325 p72)

- <Ench[mind], VS, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>
- One target per level in a 30' area that are Flat-Footed due to a surprise round of combat receive a –10 penalty on their Initiative roll.
- Targets that cannot be Flat-Footed (such as creatures with Uncanny Dodge) are immune to this spell.

*Sleep*(PH p280)

- <Ench(com)[mind], VSM(sand), 1Round, Medium-range, 1min/lvl, WillNeg, SR applies>
- Put 4 HD of creatures in a 10' radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action.
- The lowest HD creatures are put to sleep first.

Evocation*Burning Hands*(PH p207)

- <Evoc[fire], VS, 1StdAct, Ref½, SR applies>
- Creates a 15' Cone-shaped Burst that does 1d4 Fire damage per level (max 5d4). This can set flammable materials on fire, which requires a Full-Round Action to put out.

*Forcewave*(MoF p95)

- <Evoc[force], VSF(string, water), 1StdAct, Medium-range, Fort½, SR applies>
- One target takes 1d4+1 damage plus Bull Rush (Str 18, Medium-size, & Charging). If the target's save is successful, it takes 1 hp.

*Horizikaul's Boom*(MoF p101)

- <Evoc[sonic], VS, 1StdAct, Close-range, Will½>
- Target takes 1d4 Sonic damage per 2 levels (max 5d4) (no save), plus Deafened (WillNeg).

*Ice Dagger*(MoF p101)

- <Evoc[cold], VSM(melted ice), 1StdAct, Close-range, Ref½, SR applies>
- Grenade-like weapon deals target 1d4 Cold damage per caster level (max 5d4). Anyone within 5' of the target takes 1 hp Cold dmg.

*Lantern Light*(BoED p101)

- <Evoc[good][light][ray], S, 1StdAct, Close-range, up to 1rnd/lvl, no save, SR applies>
- One 1d6 damage ray may be fired each round, up to one ray per two Caster levels.
- Note: The caster may not have engaged in sexual congress for 24 hours before casting this spell.

*Magic Missile*(PH p251)

- <Evoc[force], VS, 1StdAct, Medium-range, no save, SR applies>
- Generate one 1d4+1 Force damage missile per 2 levels (max 5 missiles) that automatically hit (unless the target has Total Cover or Total Concealment). All targets must be within a 15' area. Inanimate objects cannot be targeted.

*Shelgarn's Persistent Blade*(MoF p117)

- <Evoc[force], VSF(silvered dagger), 1StdAct, Close-range, 1round per 2 levels>
- A dagger of force attacks a target of the caster's choice. Its attack bonus is half of its caster's Primary Stat Modifier. The dagger will flank opponents if possible. As a Standard Action, the caster can change the dagger's target, though the dagger can only move 40'. The dagger has an AC 14 & 1hp

*Shocking Grasp*(PH p279)

- <Evoc[electricity][touch attack], VS, 1StdAct, no save, SR applies>
- Touch delivers 1d6 per level (max 5d6) of electrical damage. Remains until discharged. +3 attack bonus if target is in metal armor.

*Snilloc's Snowball*(UE p52)

- <Evoc[cold][energy missile][touch attack], VSM(ivory chip), 1StdAct, 1rnd/lvl, no save>
- An orb of cold appears in the caster's hand. The orb does 1d6 + 1/lvl (max 1d6+5) Cold damage. The caser can either
    - make a touch attack; or
    - throw the snowball. To do damage, the caster has to make a ranged touch attack on a target within 120'. Once thrown, a new snowball appears in the caster's hand, up to one snowball per level (max 5 orbs).

*Tenser's Floating Disk*(PH p294)

- <Evoc[force], VSM(drop of mercury), 1StdAct, Close-range, 1hr/lvl>
- 3' diameter horizontal disk that holds 100 pounds per level. Hovers 3' above the ground. The disk typically stays about 5' from the caster, though it can be directed to move anywhere within Close-range.
- The disk can fly at the caster's normal movement rate. If the caster moves faster than that, the disk will be left behind and wink out when it gets beyond Close-range.

**Illusion***Color Spray*(PH p210)

<Ill(pattern)[mind], VSM(colored powder), 1StdAct, WillNeg, SR applies>

– Caster creates a 15' **Cone-shaped Burst** of color that affects all creatures in the area of effect with sight:

5+ HD: **Stunned** for 1 round.

3-4 HD: **Blinded & Stunned** for 1d4 rounds, then **Stunned** for 1 round.

0-2 HD: Unconscious, **Blinded**, & **Stunned** for 2d4 rounds, then **Blinded & Stunned** for 1d4rnds, then **Stunned** for 1 round.

*Dead End*(DR325 p71)

<Ill(shadow), VSM(pinch of spice), 1StdAct, Touch, 1hr/lvl(D)>

– One touched subject per level has its tracks, scent, etc., obscured. Any creature that attempts to locate a subject's **trail** with a Search check, a Survival check for tracking, or using the Scent Ability must make a Will save (no SR) to even be allowed an attempt. If the save is successful, any Search, Survival, or Wisdom check to find / follow tracks still receives a –5 penalty.

*Disguise Self*(PH p222)

<Ill(glamer), VS, 1StdAct, Personal, 10min/lv(D), WillDisbelief>

– The caster can make minor visual changes to his/her appearance. These include gaining or losing 1' of height, gaining or losing weight, the addition or removal of a beard / scar, etc.

This spell provides a +10 on Disguise checks. Anyone interacting with the caster (particularly if they touch him/her) are allowed a Will save to Disbelieve the illusion.

*Net of Shadows*(MoF p110)

<Ill(shadow)[darkness], VS, 1StdAct, Close-range, 3 rounds, WillNeg, SR applies>

– One target per level within a 25' area are engulfed in a single-person **Cloud** of shadows that don't hamper movement.

*Nystul's Magic Aura*(PH p257)

<Ill(glamer), VSF(silk cloth), 1StdAct, Touch, 1day/lvl(D), no SR>

– Touched object of up to 5 pounds per level gains one of the following magical auras:

- not magical;
- under the effect of a spell specified by the caster;
- having a magical property specified by the caster.

*Detect Magic, Detect Evil*, etc., are always fooled by this spell. If *Identify* is cast on the target object, its caster is allowed a Will save (no SR) to see through this spell.

*Serene Visage*(DR325 p72)

<Ill(glamer), VS, 1StdAct, Personal, 1min/lvl>

– Receive an Insight bonus on Bluff checks equal to your Caster level.

*Silent Image*(PH p279)

<Ill(figurement), VSF(fleece), 1StdAct, Long-range, Concentration, WillDisbelief, no SR>

– Creates a visual-only illusion of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10' cubes that are contiguous.

*Ventriloquism*(PH p298)

<Ill(figurement), VF(parchment), 1StdAct, Close-range, 1min/lvl(D), WillDisbelief, no SR>

– The caster's voice seems to come from a designated location within range.

**Necromancy***Cause Fear*(PH p208)

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

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

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

*Chill Touch*(PH p209)

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

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

*Ray of Enfeeblement*(PH p269)

<Necro[ray], VS, 1StdAct, Close-range, 1min/lvl, no save, SR applies>

– Target takes a penalty to Strength of 1d6 + 1 per 2 levels (max 1d6+5) (min 1 Strength).

*Spirit Worm*(MoF p123)

<Necro[touch attack], VSM(carved bone), 1StdAct, Touch, 1rnd/lvl, Fort½, SR applies>

– On a failed Fortitude save, the target takes 1 point of Constitution damage every round (max 5). On a successful Fortitude save, it takes 1d2 lethal damage per round (max 5d2).

**Transmutation***Animate Rope*(PH p199)

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

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

Anyone who steps within 1' of the rope or who is hit by it with a ranged touch attack –and– who fails a Reflex save is **Entangled**. To escape, make an Escape Artist check vs. DC 20, or a Strength check vs. DC 23, or an attack vs. AC 10 & do 2 hp of damage. An animated rope give a +2 bonus to Use Rope checks.

*Enlarge Person*(PH p226)

<Trans, VSM(powdered iron), 1Round, Close-range, 1min/lvl(D)>

– One Humanoid (& all his/her equipment) becomes 1 Size category larger. Subject gains +2 Size bonus to Strength, –2 Size penalty to Dexterity, and –1 penalty on attacks & AC. A subject who becomes Large-size gains 'Reach'.

If the subject is within an area too small for his/her new size, the subject may attempt to 'burst' his/her surroundings with a Strength check (including the bonus). If the check fails, the subject is trapped, but takes no damage.

An unwilling subject gets a Fortitude save & SR applies.

This spell **Counters** & **Dispels Reduce Person**.

*Erase*(PH p227)

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

– One scroll or two pages of unattended non-magical writing are 90% likely to be erased (100% if physically touched). One magical rune (*Explosive Runes, Glyph of Warding, Arcane Marks, or Sepia Snake Sigil*) has a 90% chance of being erased, but it must be touched and a **Caster check** vs. DC 15 (a

natural 1 or 2 is always a failure). If the check fails, then the magic rune is set off.

*Expeditious Retreat*(PH p228)

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

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

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

*Eyes of the Avoral*(BoED p99)

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

– Subject gains +8 Racial bonus on Spot checks.

*Feather Fall*(PH p229) (CArc p86+)

<Trans, V, Immediate Action, Close-range, until landing up to 1rnd/lvl>

– Slows one Medium-sized creature or object per level (or the **Creature Equivalent**) within a 20' area. The subject falls at 60' per round, which causes no damage to the target on landing (though dropped objects still do ½ damage but with no bonus damage for the height). Only free falling targets may be effected.

*Fist of Stone*(CArc p107)

<Trans[earth], VSM(engraved pebble), 1StdAct, Personal, 1min>

– One of the caster's hands becomes powerful:  
a) +6 Enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking / crushing items; &  
b) gain a 1d6 Slam attack.

*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

*Kaupaer's Kittish Nerves*(MoF p103)

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

– Target gains +5 bonus on Initiative checks.

*Laeral's Cutting Hand*(MoF p104)

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

– The caster's hands gains a +2 Enhancement bonus on attack & damage, are considered armed, & does normal damage, but loses the ability to cast spells with somatic components

*Launch Item*(MoF p105)

<Trans, S, 1StdAct, Long-range>

– Hurls one Fine-sized item.

*Low-Light Vision*(CArc p113)

<Trans, VM(small candle), 1StdAct, Touch, 1hr/lvl>

– Subject sees twice as far as a Human under poor light.

*Magic Weapon*(PH p251)

<Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>

– Touched manufactured weapon gains a +1 Enhancement bonus to attack & damage. A Monk's Unarmed Strike can be the target of this spell.

*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:  
a) burn twice as bright & give off light in 2x the normal radius;  
b) 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);  
c) consumes its fuel twice as quickly (an effected torch would only last 30 minutes).  
This spell **Counters** and **Dispels Slow Burn**.

*Reduce Person*(PH p269)

<Trans, VSM(powdered iron), 1Round, Close-range, 1min/lvl(D)>  
 – One Humanoid (& all his/her equipment) 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.  
 An unwilling subject gets a Fortitude save & SR applies.  
 This spell Counters & Dispels *Enlarge Person*.

*Repair Light Damage*(CArc p120)(Eb p114)(DR317 p35)

<Trans, VS, 1StdAct, Touch, Instantaneous>  
 – The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 1d8 +1 per level (max 1d8+5) hp.  
*Scatterspray*(FR p73)  
 <Trans, VS, 1StdAct, Close-range>  
 – Up to 25 lbs of Diminutive-size (or smaller) objects in a 1' area scatter in a 10' radius Burst dealing 1d8 normal damage (if hard like coins (Reflex save for ½ damage)) or subdual damage (if something soft, like fruit).

*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:  
 a) burn twice as long while consuming the same amount of fuel (a torch would burn for 2 hours while giving normal light);  
 b) 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.

2<sup>nd</sup> Level

**Abjuration**

*Arcane Lock*(PH p200)

<Abj, VSM(25gp gold dust), 1StdAct, Touch, Permanent, no SR>  
 – “Locks” one door of up to 30 square feet per level. The caster may open the door at will. This spell is suppressed by *Knock* for 10 min. +10 DC to force the portal open.

*Dispel Ward*(DR313 p90)

<Abj, VS, 1StdAct, Medium-range, no SR>  
 – Cancels Abjuration spells & effects placed on objects and/or areas on a successful Dispel Check (max +5). This spell can be used in one of two ways:

- a) Targeted Dispel – Each ongoing Abjuration spell effect on one target object or area gets a separate Dispel Check. If successful, the spell effect is ended.
- b) Area Dispel – Each Abjuration spell on an object or area 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.

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

*Obscure Object*(PH p258)

<Abj, VSM(chameleon skin)/DF, 1StdAct, Touch, 8hrs(D)>  
 – A touched object of up to 100 pounds per level cannot be found with Divination (scry) spells. If a scrying is targeted nearby, the subject cannot be seen.

*Protection from Arrows*(PH p266)

<Abj, VSF(turtle shell), 1StdAct, Touch, until discharged up to 1hr/lvl>  
 – Touched subject gains Damage Reduction 10/magic against Ranged Weapons. This spell ends once it has prevented 10 hp per level (max 100 hp).

*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**

*Blades of Fire*(CArc p99)

<Conj(create)[fire], V, 1 Swift Action, Touch, 1rnd>  
 – Up to two melee weapons that the caster is wielding are sheathed in flames, doing +1d6 Fire damage for one round. This effect stacks with any other energy damage the weapons deal.

*Create Magic Tattoo*(PGF p101)

<Conj(creat), VSM(100gp tattoo ink)F(tattoo needles), 10Minutes, Touch, 1day>  
 – Subject receives a magic tattoo that lasts for 1 day with 1 effects (3 tattoos max per person). Creating the tattoo requires a Craft (drawing), Craft (painting), etc., check against the list DC. Min 3<sup>rd</sup> level (DC 10):  
 +2 Resistance bonus on 1 type of save; or  
 +1 Luck bonus on attacks; or  
 +1 Deflection bonus on AC.  
 Min 7<sup>th</sup> level (DC 15):  
 +2 Resistance bonus on all saves; or  
 +2 Competence bonus on attacks.  
 Min 13<sup>th</sup> level (DC 20):  
 SR 10 + 1 per 6 caster levels; or  
 +2 Enhancement bonus to 1 ability; or  
 +1 effective caster level.

*Decastave*(UE p49)

<Conj(creat)[force], VSM(duskwood stick), 1StdAct, 1rnd/lvl(D)>  
 – Creates a Quarterstaff of force in the caster’s hand. If the quarterstaff leaves the caster’s grip for any reason, the spell ends. Since it is a force weapon, the quarterstaff can hit incorporeal & ethereal creatures. The weapon does 1d6 damage on a successful touch attack. On a critical hit, it does +1d8 sonic damage & the opponent is permanently Deaf (FortNeg DC14).

*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.

*Glitterdust*(PH p236)

<Conj(creat), VSM(ground mica), 1StdAct, Medium-range, 1rnd/lvl, no SR>  
 – Coats all creatures & objects in a 10’ radius Spread with sparkling dust which cannot be removed for the duration of the spell. This outlines Invisible creatures & objects. Hide checks receive a –40 penalty. Creatures in the area of effect must make a Will save or be Blinked for the spell’s duration.

*Igedrazzar’s Miasma*(MoF p101)

<Conj(creat), VSF(3 stones), 1StdAct, Close-range, 1rnd, FortNeg>  
 – 15’ radius of vapors deals 1d4 subdual damage per level (max 5d4).

*Melf’s Acid Arrow*(PH p253)

<Conj(creat)[acid][energy missile], VSM(rhubarb, adder’s stomach) F(dart), 1StdAct, Long-range, no save, no SR>  
 – 2d4 Acid damage for 1 round + 1 round per 3 levels (7 rounds max).

*Summon Monster II*(PH p286)

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

Table	#
<u>Summon Monster II</u>	1
<u>Summon Monster 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.

*Summon Undead II*(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>  
 – Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.

Table	#
<u>Summon Undead II</u>	1
<u>Summon Undead I</u>	1d3

No summoned Undead may have more Hit Dice than (Caster level + 1).

*Web*(PH p301)

<Conj, VSM(spider web), 1StdAct, Medium-range, 10min/lvl(D), no SR>  
 – Fills 20’ radius Spread with sticky webs, which must be anchored on two diametrically opposing surfaces. Without support, the webs collapse & the spell ends. All creatures within the area of effect are Entangled. Those that fail a Reflex save are also anchored & cannot move. To become unanchored requires a Strength check vs. DC 20 or an Escape Artist check vs. DC 25 (each of which consumes a Full-Round Action). An unanchored creature can move slowly through the webs by making a Strength or Escape Artist check as a Full-Round Action. The target can move 5’ per 5 full points the check exceeds 10.  
 5’ – 20’ of webs provide Cover. More than 20’ provide Total Cover. A creature in the webs can be attack without the attacker becoming entangled. An open flame can burn away a 5’ cube per round, though any creature in that area takes 2d4 Fire damage.

**Divination**

*Detect Thoughts*(PH p220)

<Div[mind], VSF(copper piece)/DF, 1StdAct, Concentration up to 1min/lvl, WillNeg, no SR>  
 – The caster can thoughts from a conscious creature with an Intelligence of at least 1 in a 60’ Cone-shaped Emanation. The information gained increases each round:  
 1<sup>st</sup> round – presence of thoughts.  
 2<sup>nd</sup> round – number of thinking minds & the Intelligence score of each one. If not in line-of-sight, the caster only knows the direction. If any have an Intelligence of at least 26 (assuming it is at least 10 points higher than the caster’s), the caster is Stunned for 1 round & the spell ends.  
 3<sup>rd</sup> round – Surface thoughts of any mind in the area (WillNeg).  
 This spell is blocked by 3’ of wood or dirt, 1’ of stone, 1” of metal, & any amount of lead.

*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.

*Locate Object*(PH p249)

<Div, VSF(forked twig)/DF, 1StdAct, Long-range, 1min/lvl, no save, no SR>  
 – Senses direction toward object (specific or type) within range. A unique object can only be located if the caster has personally viewed it (using a scrying spell does not count). This spell is blocked by lead.

*Marked Man*(DR325 p71)

<Div, VSF(a piece hair or clothing from the target), 1Minute, Personal, 1day/lvl>  
 – The caster gains a +10 bonus on Search and Survival checks to track the source of the Focus object (typically a lock of hair or a piece of clothing). The caster does not need to know the creature who left behind the focus.

*See Invisibility*(PH p275)

- <Div, VSM(pinch of talc, silver powder), 1StdAct, Personal, 10min/lvl(D), no SR>  
 – The caster can see Invisible creatures or objects within its range of vision.

**Enchantment***Daze Monster*(PH p217)

- <Ench(comp)[mind], VSM(wool), 1StdAct, Medium-range, 1rnd, WillNeg, SR applies>  
 – One living creature with no more than 6HD is Dazed.

*Nybor's Gentle Reminder*(PGF p107)

- <Ench(comp)[mind], VSF(stick), 1StdAct, Close-range, 1rnd/lvl, FortNeg, SR applies>  
 – Pain causes the living target to be Dazed for one round and then receive a –2 penalty on All Actions for the remainder of the spell. Spellcasting requires a Concentration check.

*Tasha's Hideous Laughter*(PH p292)

- <Ench(comp)[mind], VSM(feather, tiny tarts), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>  
 – One target with 3 or higher Intelligence falls down laughing & can make no action for the duration of the spell (but is not Helpless). A creature of a different type from the caster receive a +4 bonus on its save.

*Touch of Idiocy*(PH p294)

- <Ench(comp)[mind][touch attack], VS, 1StdAct, Touch, 10min/lvl, no save, SR applies>  
 – Touched opponent receives a 1d6 penalty to Intelligence, Wisdom, & Charisma (min 1).

*Yoke of Mercy*(BoED p112)

- <Ench(comp)[good][mind], V, 1StdAct, Close-range, 1rnd/lvl, WillNeg, no SR>  
 – The target creature, who may at most be a (Caster level + 4) HD creature, will fight mercifully. It will only deal non-lethal damage, avoid damaging spells & spell-like abilities, not deliver a Coup de Grace, etc. Note: The caster may not have cause any damage (including by spells) to another living creature within the prior 8 hours.

**Evocation***Aganazzar's Scorcher*(FR p66)

- <Evoc[fire], VSF(red dragon scale), 1StdAct, Close-range, Ref½>  
 – 5' wide path to the end of range deals 1d8 per two levels (max 5d8) Fire damage.

*Battering Ram*(MoF p80)

- <Evoc[force], VSF(ram's horn), 1StdAct, Close-range, no save>  
 – Deals 1d6 damage. Creatures are inflicted with a Bull Rush (treat spell as a Large creature with a Strength 25). A door is opened on a successful Strength check at +7.

*Cloud of Bewilderment*(PGF p101)

- <Evoc, VS, 1StdAct, Instantaneous, FortNeg, SR applies>  
 – Create an invisible 10' long Cone of noxious air. Anyone in the area is Nauseated for 1d6 rounds.

*Combust*(MoF p85)(LoD p185)

- <Evoc[fire][touch attack], VSM(oil, flint), 1StdAct, Touch, Instantaneous, no save>  
 – A touched creature or object (up to 25 lbs./lvl) bursts into flames, taking 2d6 + 1/level (max +10) Fire damage. Reflex save vs. DC 15 or Catch Fire. Anyone touching the target must make a Reflex save to take ½ damage.

*Continual Flame*(PH p213)

- <Evoc[light], VSM(50gp ruby dust), 1StdAct, Touch, Permanent>  
 – Makes a permanent, heatless torch (30' light).

*Darkness*(PH p216)

- <Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 10min/lvl(D), no SR>  
 – Touched object radiates shadowy illumination in a 20' radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container. This spell Counters and Dispels spells with the [light] category of equal or lower level.

*Fireburst*(CArc p107)

- <Evoc[fire], VSM(sulfur), 1StdAct, Instantaneous, Ref½, SR applies>  
 – Everything within a 5' radius, but not in the caster's hex (i.e., a ring of hexes around the caster) take 1d8/lvl Fire damage (max 5d8).

*Flame Dagger*(MoF p94)

- <Evoc[fire][touch attack], VSM(candle), 1StdAct, Personal, 1min/lvl(D)>  
 – A dagger made of flames appears in the caster's hand. Can be used for touch attacks that deals 1d4 + 1/level Fire damage (max 1d4+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.

*Force Ladder*(MoF p95)

- <Evoc[force], VSF(tiny silver ladder), 1StdAct, Close-range, 1min/lvl>  
 – Creates an Invisible movable ladder of force that is 2' wide and up to 60' long. It can support 100 lbs. per level.

*Gedlee's Electric Loop*(PGF p103)

- <Evoc[electricity], VSM(copper wire, magnet), 1StdAct, Close-range, Ref½>  
 – One creature per three Caster levels (max 4) take 1d6 Electricity damage per 2 levels (max 5d6). Subject who fail their Reflex save must make a Will save or be Stunned for 1 round.

*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	—

*Scorching Ray*(PH p274)

- <Evoc[fire][ray], VS, 1StdAct, Close-range, Instantaneous, no save, SR applies>  
 – Generates 1 ray + 1 per four levels after 3<sup>rd</sup> (max 3 rays). Each ray does 4d6 Fire damage & can be aimed at the same or separate targets within a 30' area.

*Shatter*(PH p278)

- <Evoc[sonic], VSM(chip of mica)/DF, 1StdAct, Close-range, SR applies>  
 – Sonic vibration destroy objects in 1 of 3 ways:  
 a) All non-magic glass, crystal, etc., in a 5' radius Burst that weigh less than 1 lb/lvl are shattered. An attended object gets a Will save to negate. Otherwise, no save.  
 b) A single solid object weighing up to 10 lbs/lvl can be shattered. An attended object gets a Will save to negate.  
 c) A targeted crystalline creature takes 1d6 sonic damage per level (max 10d6), Fortitude save for ½.

*Snilloc's Snowball Swarm*(FR p74)

- <Evoc[cold], VSM(ice/white rock chip), 1StdAct, Medium-range, Ref½>  
 – Deals 1d6 Cold damage per 2 levels (max 5d6) in a 10' radius Burst.

**Illusion***Blur*(PH p206)

- <Ill(glamer), V, 1StdAct, Touch, 1min/lvl(D)>  
 – Attacks miss touched subject 20% of the time.

*Claws of Darkness*(FR p67)

- <Ill(shadow), VS, 1StdAct, Personal, 1rnd/lvl(D)>  
 – Starting with his/her next action, the caster make an 'armed' melee touch attacks with his/her hands. Each hit does 1d4 Cold damage. Since both hands can be effected, the caster have the option of making off-hand attacks at the normal penalty. If he/she successfully grapple someone, the caster does damage on each successful grapple check and the opponent is Slowed (FortNeg). The caster may extend the claws to gain 10' reach. While this spell is in effect, the caster may not cast spells with anything but Verbal components & any magic items on the caster's hands are suppressed.

*Delusions of Grandeur*(DR324 p71)

- <Ill(phantasm)[mind], V, 1StdAct, Medium-range, 10min/lvl, WillNeg, SR applies>  
 – The target becomes overconfident in his/her abilities:  
 a) receives a –2 penalty on All Actions;  
 b) receives a –2 penalty to Wisdom; &  
 c) cannot Fight Defensively or take the Total Defense action.

*Disguise Undead*(MoF p89)(T&B p87)

- <Ill(glamer), VSF(moth cocoon), 1StdAct, Touch, 10min/lvl(D)>  
 – Makes minor visual changes to one touched Corporeal Undead. +10 on Disguise checks.

*Hypnotic Pattern*(PH p242)

- <Ill(pattern)[mind], (V)SM(burning incense / crystal rod filled with phosphorescent material), 1StdAct, Medium-range, Concentration + 2rnds, WillNeg, SR applies>  
 – A 10' radius Spread of colorful lights fascinates up to 2d4 + 1/lvl (max +10) HD of creatures with sight, starting with the lowest HD creature in the area of effect. Only Bards use the Verbal component.

*Invisibility*(PH p245)

- <Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1min/lvl(D)>  
 – Touched creature or object is Invisible until it attacks. Can effect an object of up to 100 pounds per level.

*Leomund's Trap*(PH p247)

<Ill(glamer), VSM(50gp powder, iron pyrite), 1StdAct, Touch, Permanent(D)>

- The touched lock (or other small mechanism) will register as being trapped if checked by spells or manually, though it is actually an illusion.

If another *Leomund's Trap* is in effect within 50' when this spell is cast, the new spell fails.

*Magic Mouth*(PH p251)

<Ill(glamer), VSM(10gp jade power, honeycomb), 1StdAct, Close-range, Permanent until discharged>

- The caster creates an invisible ward which produces an illusionary mouth that speaks up to 25 words when it is triggered by a condition specified at cast time. The message can be in any language known by the caster and can be spread out over a 10 minute period if desired.

The trigger must be within the spell's range in line-of-sight, up to 15' per level. The conditions must be based on visual and/or audible triggers, so the spell can be fooled by disguises, silence, etc.

*Minor Image*(PH p254)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration + 2rnds, Will/Disbelief, no SR>

- Creates a visual illusion with some minor sounds (i.e., not speech) of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10' cubes that are contiguous.

*Mirror Image*(PH p254)

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

- Creates 1d4 + 1 per 3 levels (max 8 total) decoy duplicates of the caster. Determine randomly if the caster or a decoy is targeted. A decoy's AC is 10 + size mod + Dex mod. If it is damaged by a direct attack (i.e., not area-of-effect spells), it is destroyed.

*Misdirection*(PH p254)

<Ill(glamer), VS, 1StdAct, Close-range, 1hr/lvl, no SR>

- One creature or object up to a 10' cube in size is given the Aura of another creature or object within range at cast time. This new aura fools some Divination spells, such as *Detect Evil*, *Detect Magic*, and *Discern Lies* if the caster of the divination spell fails a Will save. This spell does not fool *Detect Thoughts*.

*Phantasmal Assailants*(CArc p117)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Close-range, Instantaneous, SR applies>

- One living creature is "attacked" by nightmare monsters only the target can see. The target is allowed a Will save to disbelieve the effect. If the save fails, the target takes 4 points of Wisdom damage (Fort½) –and– 4 points of Dexterity damage (Fort½).

*Phantom Foe*(DR324 p72)

<Ill(phantasm)[mind], VSF(10gp pewter figure), 1StdAct, Touch, 1rnd/lvl, WillNeg, no SR>

- The target sees an illusory double of the creature that threatens it the most in that round. No other creatures can see the double.
  - the double appears on the opposite side from the caster, granting the caster a 'flank' (if the target can be flanked);
  - if the target attacks the creature that threatens it the most, there is a 50% chance it will attack the double instead. The double cannot be damaged.

If the target is not threatened for one round or the double cannot threaten the target for one round, then the spell ends.

*Reflective Disguise*(Und p60)

<Ill(glamer), VS, 1StdAct, Personal, 10min/lvl>

- An intelligent creature that see the caster think he/she is the same race and gender as itself. This only works if the viewer is within one size category of the caster.

This spell is only a visual illusion. It does not provide sounds, smells, mannerisms, etc.

A viewer who interacts with the caster or a creature with the scent ability is allowed a Will save to disbelieve (SR applies).

*Shadow Mask*(FR p73)

<Ill(shadow), VSM(black cloth mask), 1StdAct, Personal, 10min/lvl(D)>

- The caster's face is obscured by darkness that he/she can see through normally, granting the following benefits:

- +4 Resistance bonus on saving throws against 'light' spells, 'darkness' spells, & any spell that works due to bright light, such as *Flare* or *Pyrotechnics*.
- 50% chance to avoid needing to make a saving throw vs. a Gaze attack. If the caster's eyes are averted (also a 50% chance to avoid), he/she has only a 25% chance of needing to make a save.

When the spell ends (even if it is dispelled), the shadows fade slowly over 1d4 rounds.

*Shadow Spray*(FR p74)

<Ill(shadow), VSM(black ribbons), 1StdAct, Medium-range, FortNeg>

- All creatures in a 5' radius Burst who fail their save take the following effects:
  - 2 points of Strength damage;
  - Dazed for 1 round;
  - receive a –2 Morale penalty on fear spells & effects for 1rnd/lvl.

*Wall of Gloom*(CArc p129)

<Ill(shadow)[darkness][fear][mind], VSM(black wool), 1StdAct, Medium-range, Concentration + 1rnd/lvl, Will½, SR applies>

- Creates a 20' tall wall of ominous shadows that is either up 40' long -or- up to 15' radius. Creatures next to the wall have Concealment from the other side, while creatures more than 1 hex way have Total Concealment from the other side.

A creature with 6HD or less cannot through the wall without making a Will save. This save can be reattempted for each Move Action the creature wishes to use to get through the wall, but there is a cumulative –1 penalty for each failed save.

*Necromancy**Backbiter*(CArc p98)

<Necro, VSF(dagger), 1StdAct, Close-range, until discharged up to 1rnd/lvl>

- The target wooden-hafted two-handed melee weapon attacks its wielder the next time it is used in combat (within the spell's duration). The wielder uses his/her own AC and, if successful, does normal damage. Whether the surprise attack hits or not, the spell is discharged after one attack. Magic weapons are allowed a Will save to negate.

*Blindness/Deafness*(PH p206)

<Necro, V, 1StdAct, Medium-range, Permanent(D), FortNeg, SR applies>

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

*Command Undead*(PH p211)

<Necro, VSM(bone, raw meat), 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

- One Undead creature becomes friendly towards the caster and will not attack him/her. Only intelligent Undead are allowed a saving throw. The caster can give the target orders. Intelligent Undead must be convinced with a Charisma check, but unintelligent ones will obey even destructive commands (as long as they are simple).

*Death Armor*(MoF p87)

<Necro, VSM(50gp ointment), Personal, 1rnd/lvl>

- The caster is surrounded by a black aura that does 1d4 + 1/2 lvls (max +5) damage to any creature that attacks with a non-reach weapon

*False Life*(PH p229)

<Necro, VSM(alcohol), 1StdAct, Personal, until discharged up to 1hr/lvl>

- The caster gains 1d10 + 1/lvl (max +10) Temporary HP.

*Ghoul Touch*(PH p235)

<Necro[touch attack], VSM(dirt from a ghoul's grave), Touch, 1d6+2rnds, FortNeg, SR applies>

- Touched Humanoid is Held & gives off a stench. Anyone (other than the caster) who within 10' of the target is Sickened (FortNeg)

*Life Bolt*(MoF p105)

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

- One ray per 2 levels (max 5) deal 2d4 damage to Undead. Each ray costs the caster 1 hp.

*Scare*(PH p274)

<Necro[fear][mind], VSM(bone chip from an undead), 1StdAct, Medium-range, Will½, SR applies>

- One living target per three levels within a 30' area & up to 5HD are Frightened for 1rnd/lvl unless a target makes its saving throw. On a successful save, the target is Shaken for 1rnd.

*Shroud of Undeath*(MoF p117)(MoFe)+

<Necro, VSM(dust from a destroyed undead), 1StdAct, Personal, 10min/lvl(D)>

- The caster is shrouded with an invisible aura of negative energy with the following effects:
  - Undead think the caster is one of their own
  - +5 bonus on Disguise checks to make the caster appear to be Undead.
  - Cure* spells harm the caster & *Inflict* spell heal the caster.
  - Spells that target Undead can target the caster.
  - The caster can be Turned / Rebuked as if he/she were an Undead with the same number of HD. The effect lasts for 10rnds & can be resisted on a Will save.

Action	Effect	DC to Resist
Turned	<u>Panicked</u>	10+Cha mod
Destroyed	<u>Stunned</u>	15+Cha mod
Rebuked	<u>Cowering</u>	10+Cha mod
Commanded	Charmed	15+Cha mod

Attacking an Undead immediately ends this spell.

*Spectral Hand*(PH p282)

<Necro, VS, 1StdAct, Medium-range, 1min/lvl(D)>

- Creates a disembodied glowing hand to deliver Touch spells of up to 4<sup>th</sup> level (as a normal attack). The caster transfers 1d4hp into the hand (which are restored when the spell ends if the hand is not "killed").

The hand has the following:

- gets a +2 bonus on melee touch attacks;
- is Incorporeal;
- has Improved Evasion;
- uses its caster's Base Save Bonuses;
- has AC 22 + caster's Intelligence modifier.

**Stolen Breath**(DR314 p40)

<Necro[air], VSF(glass vial), 1StdAct, Medium-range, Instantaneous, FortNeg, SR applies>  
 – The air-breathing target has its lungs emptied of air unless it makes a Fortitude save. If target fails the save, he/she can either take one Full Round action to recover –or– become Sickened for 1d4 rounds.

**Transmutation****Alter Self**(PH p197)

<Trans, VS, 1StdAct, Personal, 10min/lvl(D)>  
 – The caster’s body changes into an other creature of the same type (typically Humanoid) within 1 size category larger or smaller. The new creature can have a base HD no more than the Caster level (max 5HD). The caster can choose the details of the body within the typical range (eye color, hair length, skin tone, etc.). The caster retains all his/her own ability scores, attack bonuses, etc. See the Alternate Form Table.

**Augment Familiar**(CWar p116)

<Trans, VS, 1StdAct, Close-range, Concentration + 1rnd/lvl>  
 – The caster’s familiar gains the following:  
 a) +4 Enhancement bonus to Strength, Dexterity, & Constitution;  
 b) Damage Reduction 5/magic  
 c) +2 Resistance bonus to saving throws.

**Balagarn’s Iron Horn**(MoF p79)

<Trans[sonic], VS, 1StdAct, Close-range, no save>  
 – A Cone of intense vibrations trip those in the area. Make a trip check for each target as if the attacker had a Strength of 20.

**Bear’s Endurance**(PH p203)

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

**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.

**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 (Ref½) each round.

**Bull’s Strength**(PH p207)

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

**Cat’s Grace**(PH p208)

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

**Darkvision**(PH p216)

<Trans, VSM(carrot/agate), 1StdAct, Touch, 1hr/lvl>  
 – The touched subject can see up to 60’ in non-magical darkness, but in black & white only.

**Eagle’s Splendor**(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Touch, 1min/lvl>  
 – +4 Enhancement bonus to Charisma.

**Earthen Grasp**(CArc p104)

<Trans[earth], VSM(tiny clay hand), 1StdAct, Close-range, 2rnds/lvl, no save, SR applies>  
 – A Medium-sized arm of soil rises from the targeted hex of earth or sand. It attempts to Grapple any creature in its hex or one that is adjacent. If not directed by the caster, it attacks randomly.  
 The arm has a Strength of 14 + 1 per three caster levels. The arm can make one Grapple attempt per round and does generate an Attack of Opportunity. If successful, it attempts to Pin the target, which does

(1d6+Strength modifier) hp of lethal damage each round.

The arm has AC 15, Hardness 4, and 3 hp per Caster level.

**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.

**Fox’s Cunning**(PH p233)

<Trans, VSM(fox hair)/DF, 1StdAct, Touch, 1min/lvl>  
 – +4 Enhancement bonus to Intelligence.

**Knock**(PH p246)

<Trans, V, 1StdAct, Medium-range, Instantaneous>  
 – Opens locked, stuck, or magically sealed door of up to 10 square feet per level. Two separate locks effected by each casting.

Arcane Lock is Suspended for 10 minutes.

**Levitate**(PH p248)

<Trans, VSF(leather cord), 1StdAct, Close-range, 1min/lvl(D)>  
 – Willing subject or object (up to 100 lbs./level) moves up or down 20’/round under the caster’s control as a Move Action.  
 Attempts to attack with melee or ranged weapons while levitating result in the attacker becoming increasingly unstable. Each attack gains a cumulative –1 penalty (max –5). The penalty can be reduced back to –1 by taking a Full-Round Action to regain stability.

**Lively Step**(PGF p106)

<Trans, VSF(small drum), 1StdAct>  
 – The caster and all allies within a 30’ radius Emanation receive the following benefits as long as the caster only takes move actions:  
 a) +10’ movement;  
 b) may ‘Hustle’ for 1 extra hour per day per Caster level (see PH p164), though exceeding 8 hours of travel per day still counts as a ‘forced march’.

**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.

**Owl’s Wisdom**(PH p259)

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

**Pyrotechnics**(PH p267)

<Trans, VSM(fire source), 1StdAct, Long-range>  
 – Transforms a burning fire into either Fireworks or a Smoke Cloud. In either case, the fire (up to a 20’ cube) is extinguished (unless it is cast on a Fire Elemental, which takes 1hp/level).  
 Fireworks – creatures within 120’ who are looking are the fire are Blinded for 1d4+1rnds (WillNeg, SR applies).  
 Smoke Cloud – 20’ radius Cloud of smoke lasts for 1rnd/lvl. Anyone within it receives a –4 penalty to Strength and Dexterity until 1d4+1rnds after getting out of the smoke (FortNeg, no SR).

**Repair Moderate Damage**(CArc p120)(Eb p114)(DR317 p36)

<Trans, VS, 1StdAct, Touch, Instantaneous>  
 – The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 2d8 +1 per level (max 2d8+10) hp.

**Rope Trick**(PH p273)

<Trans, VSM(corn powder, parchment), 1StdAct, Touch, 1hr/lvl(D)>  
 – A touched piece of rope 5’ to 30’ long rises into the air and connects to an extra-dimensional space. One person at a time can climb the rope (DC 5) into the space, which can hold up to 8 creatures of any size (including the caster).  
 The space is only accessible via the 3’x5’ opening the people climb through. The opening is Invisible and creatures who can see through invisibility can only see the portal, not what is inside of it.  
 Unless spells (including Divinations) can cross dimensional boundaries, they cannot effect creatures within the extradimensional space. At the end of the spell, everything inside the space falls to the ground.  
 If any other extra-dimensional magics (such as a Bag of Holding) are brought into the Rope Trick, there may be some destructive interference.

**Scent**(CDiv p178) (CDivErrata+)

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

**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.

**Stone Bones**(MoF p123)

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

**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.

**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.

*Whirling Blade*(CArc p129)

<Trans, VSF(melee slashing weapon), 1StdAct, Instantaneous, no save, no SR>

- The caster throws the focus melee slashing weapon and attacks creatures in a 60' Line. The caster makes a single melee attack at each target, though the caster may use his/her Primary Casting Attribute in place of his/her Strength modifier as the bonus on the attack roll and the damage roll. Any feats, etc., apply normally.

Once all creatures in the line has been attacked, the focus weapon returns immediately to the caster's hand.

*Whispering Wind*(PH p201)

<Trans[air], VS, 1StdAct, 1mile/lvl, no SR>

- A message is carried on the wind to a location known to the caster. The message can be 25 words, a sound that lasts one round, or simply a faint stirring of air. The location must be within range & there must be an open path for the wind to travel through.

Once it arrives, the message is hearable within a 10' radius Spread.

Universal*Familiar Pocket*(CArc p106)

<Univ, VSM(gold needle, cloth), 1StdAct, Touch, 1/hr/lvl(D)>

- The touched container or pocket becomes a safe place for a familiar of up to Tiny size. If the familiar is in contact with the wearer / possessor of the pocket, the subject (and even the familiar, if it can speak) can cause the familiar to enter or leave the extradimensional pocket as a Free Action.

While inside, the familiar has the following benefits:

- Total Cover;
- Total Concealment;
- if closed, the pocket is air & water tight and contains 1 hour of air.

3<sup>rd</sup> Level**Abjuration***Abolish Shadows*(UE p47)

&lt;Abj, VSM(obsidian), 1StdAct&gt;

– All shadows within a 30' radius of the caster are disrupted:

- All shadow creatures (i.e., shadows, shades, creatures with the 'shadow' subtype) take 1d6/lvl (max 10d6) Fort½.
- All spells with the subtype or descriptor of 'shadow' are dispelled on a successful **Caster check** (max +10) vs. DC (11 + the effect's caster level).

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

&lt;Abj, VS, 1StdAct, Medium-range, no SR&gt;

– 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.*Earthen Grace*(DR314 p28)

&lt;Abj[earth], VSM(1 pound granite, 100gp powdered gems), 1StdAct, Touch, 1min/lvl&gt;

– 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.

*Eradicate Earth*(Und p58)

&lt;Abj[earth], VSM(stone), 1StdAct, Instantaneous, Fort½, SR applies&gt;

– All creatures with the [earth] subtype within a 40' radius **Burst** of the caster take 1d8 damage per level (max 10d8). All other creatures take no damage.*Explosive Runes*(PH p228)

&lt;Abj[force], VS, 1StdAct, Touch, until discharged(D)&gt;

– Touched object weighing no more than 10 lbs. (typically a book) is magically trapped with runes. Anyone reading them takes 6d6 Force damage (no save). Those within 10' of the explosion receive a Reflex save for half damage. The trapped object also takes the damage. The caster &amp; anyone the caster designated at cast-time do not set off the runes.

*Magic Circle against Chaos*(PH p249)

&lt;Abj[law], VSM(silver)/DF, Touch, 10min/lvl&gt;

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

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

-or-

&lt;Abj[law], VSM(silver)/DF, 1day/lvl, SR applies&gt;

– The caster casts this spell while drawing a 3' diameter circle with silver dust and then casts a Conj(call) spell to call a non-Lawful creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle's boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.*Magic Circle against Evil*(PH p249)

&lt;Abj[good], VSM(silver)/DF, Touch, 10min/lvl&gt;

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

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

-or-

&lt;Abj[good], VSM(silver)/DF, 1day/lvl, SR applies&gt;

– The caster casts this spell while drawing a 3' diameter circle with silver dust and then casts a Conj(call) spell to call a non-Good creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle's boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.*Magic Circle against Good*(PH p250)

&lt;Abj[evil], VSM(silver)/DF, Touch, 10min/lvl&gt;

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

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

-or-

&lt;Abj[evil], VSM(silver)/DF, 1day/lvl, SR applies&gt;

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

teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.*Magic Circle against Law*(PH p250)

&lt;Abj[chaos], VSM(silver)/DF, Touch, 10min/lvl&gt;

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

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

-or-

&lt;Abj[chaos], VSM(silver)/DF, 1day/lvl, SR applies&gt;

– The caster casts this spell while drawing a 3' diameter circle with silver dust and then casts a Conj(call) spell to call a non-Chaotic creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle's boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.*Nondetection*(PH p257)

&lt;Abj, VSM(50gp diamond dust), 1StdAct, Touch, 1hr/lvl&gt;

– Touched subject (and its possessions) or an object can only be a target of a *Locate Object*, *Crystal Ball*, etc., on a **Caster check** vs. DC (11 + caster level) (+4 if caster is the subject).*Protection from Energy*(PH p266)

&lt;Abj, VS/DF, 1StdAct, Touch, until depleted up to 10min/lvl&gt;

– 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.*Reverse Arrow*(MoF p114)

&lt;Abj, VSF(turtle shell, tree sap), 1StdAct, Personal, until discharged up to 10min/lvl&gt;

– Touched subject gains **Damage Reduction** 10/magic against Ranged Weapons.

This spell ends once it has prevented 10 hp per level (max 100 hp).

Any projectile that does no damage to the caster is reflected back at the attacker using the same attack roll (but new damage is rolled).

*Shadow Tentacle, Lesser*(LoD p187)

&lt;Abj[shadow], S, 1StdAct, Medium-range, Concentration up to 1rnd/lvl&gt;

– One shadow within range is animated into a semi-solid tentacle. The shadow is anchored at one end & attempt to **Entangle** an opponent within 5'/lvl (max 50') of that point. To be successful, the tentacle must make a melee touch attack using the caster's Base Attack Bonus. Once **Entangled**, the opponent can be held in place or allowed to move at half-speed within the tentacle's length. To escape, the target must make an Escape Artist check vs. DC 20 or a Strength check vs. DC 23. The tentacle is AC 15 & has 20hp. It is not effected by light, magical or otherwise.

As a Standard Action, the caster can have the tentacle attack a different opponent within range. If it had been entangling someone, that opponent is released.

*Sign of Sealing*(CArc p122)

- <Abj, VSM(100gp emerald), 1Round, Close-range, Permanent>
- One door, check, or portal of up to 30 square feet per level is marked with a visible magical sign that prevents it from being opened. This warded object can be opened with the following methods:
  - a) the caster can open the object at will;
  - b) breaking (the spells adds +10 DC to the break check);
  - c) *Knock* will suppress the spell for 10 minutes on a Caster check vs. DC 11 + Caster level;
  - d) *Dispel Magic* can break the ward;
  - e) counts as a Magical Trap that can be disarmed with a Disable Device check vs. DC 28.

If the warded object is magically or mundanely forced open, everything within a 30' Burst takes 1d4 damage per level (max 10d4) damage (Ref½, no SR).

Conjuration

*Bands of Steel*(CArc p98)

- <Conj(creat), VSM(3 small interlocked silver hoops), 1StdAct, Medium-range, 1rnd/lvl, Ref½, no SR>
- Target creature of up to Medium-size is made Helpless by encircling metal bands (Ref save to just be Entangled).
- To escape, the target must make a Strength check or Escape Artist check as a Full Round Action (DC 18 if Helpless, DC 13 if Entangled).

*Corpse Candle*(CArc p101)

- <Conj(creat), SM(piece of an unpreserved corpse), 1StdAct, Close-range, 1min/lvl(D)>
- Creates an incorporeal hand carrying a lit candle that can move 50'/rnd under the caster's control within the spell's range (does not require Concentration).
- Any Invisible or ethereal creatures/objects in the candle's 5' radius of light is shown as an outline (reducing it from Full Concealment to Concealment). Incorporeal creatures/objects within the light have their miss chance lowered from 50% to 30%.
- The hand has an AC of 14 + caster's Charisma modifier, 1hp/lvl, & has its caster's saves (immune to non-damage spells).

*Mage Armor, Greater*(CArc p114)

- <Conj(creat)[force], VSF(tiny 25gp platinum shield), 1StdAct, Touch, 1hr/lv(D)>
- Touched subject gains +6 Armor bonus to AC.

*Mestil's Acid Breath*(MoF p108)

- <Conj(creat)[acid], VSM(fire ants), 1StdAct, Close-range, Ref½>
- Cone deals 1d6/lvl acid dmg (max 10d6).

*Phantom Steed*(PH p260)

- <Conj(creat), VS, 10Minutes, 1hr/lvl(D)>
- The caster creates a magic horse with insubstantial hooves that make no sound, plus saddle, bit, & bridle. Only the one person designated by the caster can ride the horse. The horse has AC 18, 7 + 1/lvl HP, can move at 20'/lvl (max 240') & can carry its rider plus 10 lbs/lvl. At higher caster levels, the horse has extra abilities:
  - 8<sup>th</sup>: ride over mud, sand, etc. at normal rate.
  - 10<sup>th</sup>: ride over water at normal rate.
  - 12<sup>th</sup>: ride horizontally across air for 1 round at normal rate.
  - 14<sup>th</sup>: Fly at normal rate/average.

*Sepia Snake Sigil*(PH p276)

- <Conj(creat)[force], VSM(500gp amber powder, snake scale, mushroom spores), 10Minutes, Touch, until discharged then 1d4+1/lvl days(D), RefNeg, no SR>
- Creates a ward on a book, map, etc. If anyone but the caster reads the text with the ward, the spell discharges & the target gets a Reflex save. If it fails, the target is encased in amber light & put into Suspended Animation for 1d4 + 1/lvl days, though the caster can cancel it. While in suspended animation, the target can still be injured or killed normally.

*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.

*Stinking Cloud*(PH p284)

- <Conj(creat), VSM(rotten eggs/skunk cabbage leaves), 1StdAct, Medium-range, 1rnd/lvl, FortNeg>
- Creates a 20' radius by 20' high Cloud of noxious fog. Everyone within the fog must make a Fortitude save each round or be Nauseated, which remains until the target has been out of the fog for 1d4+1 rounds. The fog can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

*Summon Monster III*(PH p286)

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

Table	#
<u>Summon Monster III</u>	1
<u>Summon Monster II</u>	1d3
<u>Summon Monster I</u>	1d4+1

*Summon Undead III*(PGF p114)(PGFe)+

- <Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>
- Summons one or more Undead to fight the caster's enemies. The Undead can attack on the caster's initiative starting their first round.

Table	#
<u>Summon Undead III</u>	1
<u>Summon Undead II</u>	1d3
<u>Summon Undead I</u>	1d4+1

- No summoned Undead may have more Hit Dice than (Caster level + 1).

Divination

*Analyze Portal*(FR p66)

- <Div, VSM(lens, mirror)/DF, 1 min, 60', Concentration up to 1rnd/lvl(D)>
- Detects and analyzes Portals within 60' in a 90 degree arc. Detection takes 1 round, as does each Portal property identified by a Caster check vs. DC 17.

*Arcane Sight*(PH p201)

- <Div, VS, 1StdAct, Personal, 1min/lvl(D)>
- The caster's eyes glow blue & is to see magic auras within 120', allowing his/her to know the strength & school of all magic effects & items by making a Spellcraft check vs. DC (15 + spell level). By spending a Standard Action scrutinizing a target, the caster can know if it has any spell casting or spell-like abilities, whether they are Arcane or Divine, & the power level of the highest spell effect still available to the target today.

*Clairaudience/Clairvoyance*(PH p209)

- <Div(scry), VSF(small horn for hearing –or– a glass eye for seeing)/DF, 10Minutes, Long-Range, 1min/lvl(D), no SR>
- Hear –or– see into a known or obvious (i.e., other side of a door) location within range. Once the location is targeted, the Magical Sensor cannot be moved. Magically enhanced senses cannot be used through this spell, though a 10' radius can be seen in non-magical darkness.

*Detect Metal and Minerals*(RoF p189)

- <Div, VSM(10 lbs of sample metal / mineral), 1StdAct, 60' range, Concentration up to 10min/lvl(D)>
- The caster locates metal or minerals within 60' in a 90 degree arc, even through walls, etc. A 10 pound sample of the material must be available, though as a Standard Action, the caster can switch to a different sample (i.e., scan for gold first, and then silver) as long as Concentration is maintained. A worked sample (e.g., coins, weapons, etc.) can only help in the detection of a worked target, and a raw sample (e.g., iron ore) can only help in the detection of an unworked target. The information gained increases the more rounds spent focusing:
  - 1<sup>st</sup> rnd – detect presence or absence of the target metal or mineral.
  - 2<sup>nd</sup> rnd – approximate weight of the target material that was detected.
  - 3<sup>rd</sup> rnd – the distance & direction to the target

*Discern Shapechanger*(CArc p103)

- <Div, VSM(honey, lotus flower), 1Round, Personal, 1rnd/lvl>
- By spending a Standard Action looking at a creature within 60', the caster can determine if that creature is polymorphed, disguised, or transmuted and what its true form is. The caster also knows if he/she is viewing a shapechanger in its true form.

*Telepathic Bond, Lesser*(CDiv p183)

- <Div[mind], VS, 1StdAct, 10min/lvl>
- The caster becomes telepathically connected to one willing creature within 30' that has an Intelligence of at least 6. Once connected, the subjects can communicate at any range & language is not an issue.

*Tongues*(PH p294)

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

Enchantment

*Deep Slumber*(PH p217)

- <Ench(com)[mind], VSM(sand), 1Round, Close-range, 1min/lvl, WillNeg, SR applies>
- Put 10 HD of creatures in a 10' radius Burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

*Dolorous Motes*(BoED p97)

- <Ench(charm)[mind], VS, 1StdAct, Long-range, 1rnd/lvl(D)>
- The caster creates one 10' cube of immobile, flickering lights per level. The "clouds" can be placed anywhere within range and do not need to be contiguous. Any creature within a cloud or who enters a cloud is Dazed for 1 round (WillNeg, SR applies). Note: The caster takes 1d3 Wisdom damage

*Elation*(BoED p98)

&lt;Ench[mind], VS, 1StdAct, 1rnd/lvl&gt;

- All allies within an 80' radius Spread of the caster become full of energy & joy:
  - +2 Morale bonus to Strength & Dexterity;
  - +5' movement.

*Heroism*(PH p240)

&lt;Ench(comp)[mind], VS, 1StdAct, Touch, 10min/lvl&gt;

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

*Hold Person*(PH p241)

&lt;Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies&gt;

- One Humanoid is Held. He/she gets a new Will save each round to end the spell.

*Rage*(PH p268)

&lt;Ench(comp)[mind], VS, 1StdAct, Medium-range, Concentration + 1rnd/lvl(D)&gt;

- One willing, living creature per three levels in a 30' area gains a +2 Morale bonus to Strength & Constitution, +1 Morale bonus on Will saves, & a –2 penalty to AC for the spell's duration. While under the effect of this spell, it is not possible to cast spells or make some skill checks.

*Nybor's Mild Admonishment*(PGF p107)

&lt;Ench(comp)[mind], VSF(stick), 1StdAct, Close-range, 1rnd/lvl, FortNeg, SR applies&gt;

- Target is Dazed for 1d4 rounds, then –2 on All Actions.

*Suggestion*(PH p285)

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

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

*Warcry*(BoED p111)

&lt;Ench(comp)[mind], V, 1StdAct, WillNeg, SR applies&gt;

- All creatures in a 30' Cone-shaped Burst are Covered for 1d4 rounds.

Evocation*Blacklight*(FR p67)(D&D p216)

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

- The target creature, object, or location emanates supernatural darkness in a 20' radius. Even creatures with Darkvision cannot see through it. The caster can see through the darkness while in the area of effect, but from outside, the area is opaque to the caster too. If a creature or an object in a creature's possession is targeted by this spell, the creature receives a Will save to negate.

Counters or dispels 'light' spell of equal or lower level, though *Daylight* will cancel this spell and be canceled by it.

*Capricious Zephyr*(DR314 p38)

&lt;Evoc[air], VS, 1StdAct, Medium-range, 1rnd/lvl, SR applies&gt;

- 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 end. 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)

&lt;Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR&gt;

- 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.

*Fireball*(PH p231)

&lt;Evoc[fire], VSM(bat guano, sulfur), 1StdAct, Long-range, Ref½&gt;

- Everything in a 20' radius Burst take 1d6/lvl Fire damage (max 10d6).

*Flashburst*(FR p70)

&lt;Evoc[fire][sight], VSM(sulfur)/DF, 1StdAct, Long-range&gt;

- All creatures within the 20' radius Burst of light are Dazzled for 1 round (no save) & Blinded for 2d8 rounds (WillNeg). If outside the burst, but looking at it & within 120' feet, Blinded for 2d8 rounds (WillNeg).

*Leomund's Tiny Hut*(PH p247)

&lt;Evoc[force], VSM(crystal bead), 1StdAct, 2hrs/lvl(D)&gt;

- Creates a 20' radius, immobile sphere around the caster that acts as shelter for the caster & up to 9 Medium-sized creatures. The sphere provides protection from temperatures, wind, rain, etc. The spell ends if the caster leaves. Opaque from outside, but transparent from within. No cover, but Total Concealment.
- Lightning Bolt*(PH p248)
- <Evoc[electricity], VSM(fur, glass rod), 1StdAct, Ref½, SR applies>
- Everything in a 120' long Line takes 1d6/lvl Electrical damage (max 10d6). If the bolt hits a barrier that is does not destroy, it stops.

*Manyjaws*(PGF p106)

&lt;Evoc[force], VSM(2 teeth), 1StdAct, Medium-range, 3rounds, SR applies&gt;

- Creates 1 set of 'jaws' per caster level (max 10). Each 'jaw' automatically does 1d4 Force damage to a target (Ref½). The caster may assign as may jaws to a target as he/she wishes, and may reassign them later as a Standard Action.

The jaws start at the caster's location and have a flying speed of 40' with Perfect maneuverability.

*Nchaser's Glowing Orb*(PGF p107)

&lt;Evoc[light], VSF(fist-sized glass orb), 1StdAct, Touch, Permanent&gt;

- Enchants a glass orb to give off light. The controller (by default the caster) can command the orb within 30' to adjust from no light to any brightness up to its maximum (60' radius).

If the caster dies, then any Cleric, Sorcerer, or Wizard able to cast 4<sup>th</sup> level spells can become an orb's controller by touching it.

*Resonating Bolt*(CArc p121)

&lt;Evoc[sonic], VS, 1StdAct, Instantaneous, Ref½, SR applies&gt;

- All creatures and object in a 60' long Line from the caster take 1d4 Sonic damage per level (max 10d4). If the line strikes a barrier that is broken by the damage, the line continues out to the full 60'.

*Scintillating Sphere*(MoF p115)(MoFe+)

&lt;Evoc[electricity], VSM(marble, rust), 1StdAct, Long-range, Ref½, SR applies&gt;

- All creatures in a 20' radius Burst take 1d6/lvl Electrical damage (max 10d6).

*Shatterfloor*(MoF p116)

&lt;Evoc[sonic], VSF(tiny hammer &amp; bell), 1StdAct, Medium-range, Will½, SR applies&gt;

- All creatures in a 15' radius Spread take 1d4 Sonic damage per level (max 10d4), plus crumples floor surfaces 6" deep (½ movement to cross).

*Stars of Arvandor*(BoED p108)

&lt;Evoc[good][force][energy missile], VS, 1StdAct, Close-range, 1min/lvl(D)&gt;

- 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.

*Steeldance*(MoF p123)

&lt;Evoc, VSF(2 daggers), 1StdAct, Touch, 1rnd/lvl&gt;

- Two touched daggers enlarge to become flying animated longswords that attack targets specified by the caster. They are Medium Animated Objects that have AC 14, Hardness 10, 5 hp, Flying 30'/good, +2 atk, & 1d8 slashing damage (19-20/x2 threat).

*Wind Walk*(PH p302)

&lt;Evoc[air], VSM(tiny fan, exotic feather)/DF, 1StdAct, Medium-range, 1rnd/lvl&gt;

- 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.

Illusion*Displacement*(PH p223)

&lt;Ill(glamer), VM(displacer beast hide), 1StdAct, Touch, 1rnd/lvl(D)&gt;

- Attacks miss touched subject 50% of the time.

*Illusory Script*(PH p243)

&lt;Ill(phantasm)[mind], VSM(50gp ink), 1Minute+, Touch, 1day/lvl(D), WillNeg, SR applies&gt;

- The caster writes a message that looks like a foreign language to everyone but the intended targets. Those seeing a 'foreign language' must make a Will save or obey a suggestion for up to 30 minutes (usually "put the book back & forget about it").

This spell, including the hidden message, are removed with a successful *Dispel Magic*.

*Invisibility Sphere*(PH p245)

&lt;Ill(glamer), VSM(eyelash, gum arabic), 1StdAct, Touch, 1min/lvl(D)&gt;

- Makes everyone within 10' of the touched creature / object become Invisible. If someone made invisible by this spell leaves the 10' radius or attacks, he/she becomes visible.

*Khelben's Suspended Silence*(MoF p103)

- <Ill(glamer), VSM(feather, 50gp gem), 1StdAct, Touch, until triggered then 6 rounds>
- Once cast upon an object, this effect remains dormant until the caster touches the object again & says the command word. The object then negates sound for 6 rounds in a 15' radius that is centered on it.

*Major Image*(PH p252)

- <Ill(phantasm)[mind], VSF(fleece), 1StdAct, Long-range, Concentration + 3rnds, WillDisbelief, no SR>
- Creates an illusion that has visuals, sound, smell, & heat of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10' cubes that are contiguous.
  - If the image is struck, it disappears unless the caster makes it react appropriately.

*Sensory Deprivation*(DR324 p72)

- <Ill(phantasm)[mind], VSM(black silk cloth), 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>
- The target becomes Blind, Deaf, and cannot use its Blindsight, Blightsight, Scent, or Treasuresense abilities.

*Shadow Binding*(CArc p122)

- <Ill(shadow), VSM(iron chain), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>
- All creatures in a 10' radius Burst who fail their save are Dazed for 1 round and Entangled (DC 20 Strength or Escape Artist check to get free).

Necromancy*Gentle Repose*(PH p234)

- <Necro, VSM(salt, copper piece per eye)/DF, 1StdAct, Touch, 1day/lvl>
- Prevents the touched corpse from rotting. Time spells under the effect of this spell does not count towards the time limit of the corpse being brought back by *Raise Dead*, etc.

*Halt Undead*(PH p238)

- <Necro, VSM(sulfur, garlic), 1StdAct, Medium-range, 1rnd/lvl, SR applies>
- Immobilizes up to 3 Undead in a 30' area. Target gets a Will save to negate only if it has intelligence. If attacked, that target is immediately freed.

*Handfang*(LoD p187)(RoF p190)

- <Necro[evil], VS, 1StdAct, Personal, 1rnd/lvl>
- A fanged mouth grows on the caster's palm. If the caster touches an opponent, it takes 1d8 damage (Ref/2). If the opponent fails its saving throw, the caster may initiate a Grapple as a Free Action without generating an attack of opportunity. If a hold is established, the mouth can continue to bite for 1d8 per round.

*Healing Touch*(BoED p100)(MoF p100)

- <Necro[good], VS, 1StdAct, Touch>
- The touched subject is healed up to 1d6 per two levels (max 10d6) & the caster takes the same amount of damage.

*Ray of Exhaustion*(PH p269)

- <Necro[ray], VS, 1StdAct, Close-range, 1min/lvl, Fort/2, SR applies>
- If the target fails the save, he/she becomes Exhausted for the spell's duration. On a successful save, the target becomes Fatigued (unless already Fatigued, in which case the target becomes Exhausted anyway).

*Skull Watch*(PGF p111)

- <Necro, VSF(humanoid skull), 1StdAct, Touch, until discharged up to 1hr/lvl, no SR>
- The touched skull levitates 5' off the ground and faces a direction of the caster's choice. If any living creature comes into an area 20' wide by 90' long in front of the skull's face, the following happens:
    - The caster knows the skull was triggered;
    - The skull gives off a loud shriek that can be heard within ¼ mile;
    - Everyone within 60' of the skull becomes Deaf for 1d6 rounds (FortNeg);
    - The spell then ends.
  - An untriggered skull can be moved from 'behind', which does not trigger it.
  - The skull has AC12, Hardness 1, and 1hp/lvl. Destroying the skull does not trigger it.

*Spider Poison*(MoF p123)

- <Necro[touch attack], VSM(poisonous spider), 1StdAct, Touch, FortNeg>
- Touch deals 1d6 Strength damage, repeats in 1 minute. DC is 10 + ½ caster level + Primary Stat modifier.

*Undead Lieutenant*(MoF p129)

- <Necro, VS, 1StdAct, Close-range, 1min/lvl>
- Target Undead that has an Intelligence of at least 5 can give orders to Undead under the caster's control.

*Undead Torch*(MoF p129)

- <Necro, VSM(firefly), 1StdAct, Close-range, 1rnd/lvl>
- One Corporal Undead gains a blue aura that causes its melee attacks to do +2d4 damage against living creatures.

*Vampiric Touch*(PH p298)

- <Necro[touch attack], VS, 1StdAct, Touch, no save, SR applies>
- Touch attack against a living creature deals 1d6 per two levels (max 10d6). Caster gains damage as Temporary HP, which last up to 1 hour.

Transmutation*Amanuensis*(MoF p77)

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

*Amorphous Form*(Und p56)

- <Trans, SM(gelatin)/DF, 1StdAct, Touch, 1min/lvl(D)>
- The touched, willing corporeal creature & its equipment becomes ooze-like:
    - can move through openings as small as 2 inches in diameter;
    - gain immunity to poison, polymorphing, stunning, & critical hits;
    - cannot be Flanked;
    - gains a Swim speed equal to its land speed and can remain submerged without breathing indefinitely;
    - Armor & Natural Armor bonuses to AC become 0 (though *Mage Armor* still applies);
    - cannot attack;
    - cannot cast spells that have Verbal, Somatic, Material, or Focus components (i.e., spells must be modified by one or more Metamagics);
    - all Supernatural & magic items are suppressed.

*Blink*(PH p206)

- <Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>
- The caster flashes in & out of the Ethereal plane at random. The caster
    - has a 20% chance of losing each attack or spell;
    - has a 50% chance of any attack or spell targeting him being lost (20% if the attacker can see Invisible –or– can target Ethereal creatures, no chance of missing if the opponent can do both). Note that Feat: Blind-Fight does not apply when fighting a blinking opponent;
    - takes ½ damage from area-of-effect attacks & falling;
    - can only move ¾ of normal;
    - can step through solid matter with a 50% chance of becoming solid per 5' (taking 1d6 damage per 5' if becomes solid & is shunted to the closest available space); and
    - attacks as if Invisible, gaining a +2 attack bonus, and sneak attack damage typically applies.
    - able to attack creatures in the Ethereal plane with a 20% chance of loosing the attack or spell.

*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.

*Distilled Joy*(BoED p96)

- <Trans, VSF(empty vial), 1Day, Touch>
- The caster fills a vial with Ambrosia that is drawn from a touched creature that is feeling joy. The process does not remove the subject's feeling; instead the spell solidifies the joy the subject was already giving off. Ambrosia is a magical substance that is used in the creation of some magic items, or drunk to heal 1hp & take the edge of grief & sadness for 1d4+1 hours.

*Deeper Darkvision*(Und p58)

- <Trans, VSM(carrot/agate), 1StdAct, Touch, 1hr/lvl>
- The touched subject can see up to 60' in non-magical and magical darkness, but in black & white only.

*Flame Arrow*(PH p231)

- <Trans[fire], VSM(flint, oil), 1StdAct, Close-range, no save, no SR>
- 50 grouped projectiles do +1d6 Fire damage

*Fly*(PH p232)

- <Trans, VSF(feather)/DF, 1StdAct, Touch, 10min/lvl>
- Subject flies at a speed of 60' (40' if in Medium or Heavy Armor –or– if carrying a Medium or Heavy load) with Good maneuverability. ½ speed going up, 2x speed going down.
  - If spells expires/is dispelled, subject descends at 60' per round for 1d6 rounds before falling

*Gaseous Form*(PH p234)

- <Trans, SM(gauze, smoke)/DF, 1StdAct, Touch, 2min/lvl(D)>
- A willing subject & all his/her gear transform into mist which has Fly 10'/Perfect & can slip through any opening. While gaseous, the subject has Damage Reduction 10/magic, becomes immune to poison & criticals, has an AC based only on Dexterity, size, Deflection bonuses, & armor bonuses due to Force effects. The subject cannot attack & can only cast spells with no Verbal, Somatic, Material, or Focus components (due to Metamagics).

*Haste*(PH p239)

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

This spell Counters & Dispels *Slow*.

*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.

*Keen Edge*(PH p245)

- <Trans, VS, 1StdAct, Close-range, 10min/lvl>
- Doubles the threat range of one slashing or piercing weapon or 50 grouped projectiles that do slashing or piercing damage.
- Does not stack with Feat: Improved Critical or any other threat range improving effect.

*Mage Hand, Greater*(MoF p97)

- <Trans, VS, 1StdAct, Medium-range, Concentration>
- A designated object or creature that weights no more than 10 lbs per level can be moved at up to 20' per move-equivalent action, though it must stay within the spell's range. A targeted creature is allowed a Will save to resist. The target can be manipulated as if moved by a hand, allowing keys to turn, etc.

*Magic Weapon, Greater*(PH p251)

- <Trans, VSM(powdered lime, carbon)/F(weapon)/DF, 1StdAct, Close-range, 1hr/lvl>
- Targeted manufactured weapon –or– a bundled group of 50 projectiles gain an Enhancement bonus to attack & damage of +1 per four levels (max +5).

A Monk's Unarmed Strike can be the target of this spell.

*Repair Serious Damage*(CArc p120)(Eb p114)(DR317 p36)

- <Trans, VS, 1StdAct, Touch, Instantaneous>
- The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 3d8 +1 per level (max 3d8+15) hp.

*Secret Page*(PH p275)

- <Trans, VSM(fish scales, will-o'-wisp essence), 10Minutes, Touch, Permanent, no SR>
- The touched page looks like something totally different (such as a map or poetry) unless a key-word is used. Using the key-word again returns the page to its disguised state. If this spell is Dispelled, the hidden material is destroyed too.

*True Seeing* reveals the nature of this spell, but must be used in conjunction with *Comprehend Languages* to see the hidden message.

*Shrink Item*(PH p279)

- <Trans, VS, 1StdAct, Touch, 1day/lvl(D)>
- Shrinks touched non-magical object of up to 2 cubic feet per level to  $\frac{1}{16}$ <sup>th</sup> its normal size &  $\frac{1}{4,000}$ <sup>th</sup> its normal mass (i.e., 4 size categories) & optionally turns it into cloth.
- The spells ends when the caster throws the target object against a solid surface or says the command word (or the duration runs out).

*Slow*(PH p280)

- <Trans, VSM(molasses), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>
- One subject per level within a 30' area:
    - may only take one Standard Action or Move Action each round;
    - suffers a –1 penalty to AC, attacks, & Reflex saves;
    - has its movement halved.

This spell Counters & Dispels *Haste*.

*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.

*Stony Grasp*(CArc p124)

- <Trans[earth], VSM(tiny clay hand), 1StdAct, Close-range, 1rnd/lvl, no save, SR applies>
- A Medium-sized arm of soil rises from the targeted hex of earth, sand, or unworked stone. It attempts to Grapple any creature in its hex or one that is adjacent. If not directed by the caster, it attacks randomly. The arm has a Strength of 14 + 1 per three caster levels. The arm can make one Grapple attempt per round and does generate an Attack of Opportunity. If successful, it attempts to Pin the target, which does (1d6+Strength modifier) hp of lethal damage each round. The arm has AC 18, Hardness 8, and 4 hp per Caster level.

*Tremorsense*(Und p62)

- <Trans, VSF(skin from a creature with tremorsense)/DF, 1StdAct, Personal, 10min/lvl(D)>
- The caster can pinpoint the location of any creature or object within 30' that is in contact with the ground.

*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.

*Weapon of Impact*(MoF p134)

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

Universal*Enhance Familiar*(CArc p105)

- <Univ, VS, 1StdAct, Touch, 1hr/lvl>
- The caster's familiar gains the following:
    - +2 Competence bonus on saving throws, attacks, and melee damage; &
    - +2 Dodge bonus to AC.

4<sup>th</sup> LevelAbjuration*Anticipate Teleportation*(CArc p97)

- <Abj, VSF(500gp platinum & crystal hourglass), 1 Round, Touch, 1hr/lvl>
- If any spell with the [teleport] subtype has its destination within a 5' per level Emanation of the touched subject, the following occurs:
    - a) the subject knows where within the area of effect is the destination of the spell;
    - b) the subject knows the number of creatures the spell is transporting and their sizes;
    - c) the arrival of the teleporting creatures is delayed for 1 round, allowing the subject (any anyone he/she informs) a chance to prepare. The teleporting creatures do not know they were delayed.

This spell applies even if the destination is not the one intended by the caster of the teleportation spell (due to a mishap).

Note: the subject must carry the focus or the spell ends.

*Dimensional Anchor*(PH p221)(PH p250)+

- <Abj[ray], VS, 1StdAct, Medium-range, 1min/lvl, no save, no SR>
- Target creature or object is encased in a green glow & cannot travel extradimensionally. This includes spells & spell-like abilities such as *Astral Projection*, *Blink*, *Etherealness*, *Gate*, *Maze*, *Shadow Walk*, *Teleport*, etc. It does not extend the duration of Summoning spells.
- or–
- <Abj, VSF(calling diagram), 1StdAct, Medium-range, 24hrs/lvl, no save, no SR>
- Target creature within the Calling Diagram cannot leave it or travel extradimensionally. This includes spells & spell-like abilities such as *Astral Projection*, *Blink*, *Etherealness*, *Gate*, *Maze*, *Shadow Walk*, *Teleport*, etc. It does not extend the duration of Summoning spells.

–or–

- <Abj, VS, 1StdAct, Medium-range, no save, no SR>
- Target creature within a *Magic Circle against Good*, etc., cannot leave it or travel extradimensionally for the remainder of the Magic Circle's duration. This includes spells & spell-like abilities such as *Astral Projection*, *Blink*, *Etherealness*, *Gate*, *Maze*, *Shadow Walk*, *Teleport*, etc. It does not extend the duration of Summoning spells.

*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.

*Globe of Invulnerability, Lesser*(PH p236)

- <Abj, VSM(glass bead), 1StdAct, 1md/lvl(D), no SR>
- An immobile, slightly shimmering 10' radius sphere appears around the caster. Any 0<sup>th</sup> – 3<sup>rd</sup> level spell or spell-like abilities cannot enter the sphere, though those already in effect are merely Suppressed while in the area. Area of effect spells do not effect anything within the sphere either, though the rest of the area of effect is targeted normally. Spells can be cast out of the sphere or through the sphere without penalty. Once in effect, anyone (including the caster) can leave and reenter the sphere.

This spell can be Dispelled by a targeted *Dispel Magic*, but not an area *Dispel Magic*.

*Ilyykur's Mantle*(UE p50)

- <Abj, VSM(50gp diamond), 1StdAct, Personal, 1rnd/lvl(D)>
- The caster is surrounded with a glowing aura:
    - a) Electricity Resistance 10;
    - b) Luck bonus on all saves vs. spells & spell-like abilities of +1 per 3 levels (max +5).

*Otiluke's Dispelling Screen*(CArc p116)

- <Abj, VSM(lead crystal), 1StdAct, Close-range, 1min/lvl(D)>
- Creates an immobile wall of one 10' square per level –or– sphere/hemisphere whose radius is up to 1' per level. Any creature or object passing through the screen is subject to a Targeted *Dispel* – Each ongoing spell on the target gets a separate *Dispel Check* (max +10). If successful, the spell is terminated, except for unattended magic items, in which case the item is suppressed for 1d4 rounds. Magical effects that are not affecting an object or creature are blocked by the screen.

Dispelled by *Disintegrate*.

*Remove Curse*(PH p270)

- <Abj, VS, 1StdAct, Touch>
- Touched person or object is freed from all curses upon it, assuming the curse doesn't explicitly say that this spell is ineffective. This spell Counters & Dispels *Bestow Curse*.

*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 |

*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 Chaos*(MoF p131)

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

*Wall of Evil*(MoF p131)(MoFe)+

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

*Wall of Good*(MoF p131)

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

*Wall of Law*(MoF p132)(MoFe)+

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

Conjuration*Blast of Flame*(CArc p99)

- <Conj(create)[fire], VSM(oil-soaked wick), 1StdAct, Instantaneous, Ref½, no SR>
- All creatures in a 60' Cone shaped Burst take 1d6 Fire damage per level (max 10d6).

*Dimension Door*(PH p221)

- <Conj[teleport], V, 1StdAct, Long-range>
- Teleports the caster anywhere within range that can be visualized or described by direction. The caster may bring up to his maximum carry load with this spell and one willing, Medium-sized subject per three levels (or the Creature Equivalent). All subjects must be touching, with the caster touching at least one subject. If the target location is occupied, the caster (and anyone with him/her) take 1d6 damage & are shunted in a random direction 100'.
- The caster cannot act again until the next round.

*Evard's Black Tentacles*(PH p228)

- <Conj(creat), VSM(octopus or squid tentacle), 1StdAct, Medium-range, 1md/lvl(D), no SR>
- A 20' radius Spread is filled with 10' tentacles. The tentacles attempt to Grapple every creature within the area of effect. Each is considered Large-sized, has a Strength 19, and has a Base Attack Bonus equal to its caster level (i.e., attack of +(8+lvl)). Anyone grappled takes 1d6+4 lethal damage per rnd. Even if not grappled, it is only possible to go half movement through the area of effect. The tentacles are immune to damage, but can be dispelled.

*Leomund's Secure Shelter*(PH p247)

- <Conj(creat), VSM(bits of stone, lime, sand, water, & wood, string)(tiny bell, silver wire), 10Minutes, Close-range, 2hrs/lvl(D)>
- A 20'x20' cottage appears, which is made from materials appropriate for the location (stone, timber, or sod). It has a door, 2 shuttered windows, & a fireplace whose chimney is sealed with an iron grate. The door & shutters are under the effect of *Arcane Lock* and *Alarm*. The chimney grate simply has an *Alarm*. An *Unseen Servant* is also available for the duration. There are simple furnishings for 8 occupants.

*Minor Creation*(PH p253)

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

*Orb of Acid*(CArc p115)

<Conj(sum)[acid], VS, 1StdAct, Close-range, Instantaneous, Fort½, no SR>  
 – Ranged Touch Attack does the following:  
 a) 1d6 Acid damage per level (max 15d6) (no save);  
 b) if the target took at least 1 point of Acid damage, he/she is Sickened for 1 round (FortNeg).

*Orb of Cold*(CArc p115)

<Conj(sum)[cold], VS, 1StdAct, Close-range, Instantaneous, Fort½, no SR>  
 – Ranged Touch Attack does the following:  
 a) 1d6 Cold damage per level (max 15d6) (no save);  
 b) if the target took at least 1 point of Cold damage, he/she is Blinded for 1 round (FortNeg).

*Orb of Electricity*(CArc p116)

<Conj(sum)[electricity], VS, 1StdAct, Close-range, Instantaneous, Fort½, no SR>  
 – Ranged Touch Attack does the following:  
 a) 1d6 Electricity damage per level (max 15d6) (no save);  
 b) if the target took at least 1 point of Electricity damage and is wearing metal armor, he/she is Entangled for 1 round (FortNeg).

*Orb of Fire*(CArc p116)

<Conj(sum)[fire], VS, 1StdAct, Close-range, Instantaneous, Fort½, no SR>  
 – Ranged Touch Attack does the following:  
 a) 1d6 Fire damage per level (max 15d6) (no save);  
 b) if the target took at least 1 point of Fire damage, he/she is Blinded for 1 round (FortNeg).

*Orb of Force*(CArc p116)

<Conj(sum)[force], VS, 1StdAct, Medium-range, Instantaneous, no save, no SR>  
 – Ranged Touch Attack does 1d6 Force damage per level (max 10d6).

*Orb of Sound*(CArc p116)

<Conj(sum)[sonic], VS, 1StdAct, Close-range, Instantaneous, Fort½, no SR>  
 – Ranged Touch Attack does the following:  
 a) 1d4 Sonic damage per level (max 15d4) (no save);  
 b) if the target took at least 1 point of Sonic damage, he/she is Deafened for 1 round (FortNeg).

*Radiant Fog*(BoED p104)

<Conj(creat)[good], VS, 1StdAct, Medium-range, 1min/lvl, Fort½, SR applies>  
 – Creates a 20' radius Spread by 20' high Cloud of dense fog filled with flashes of light.  
 a) A creature within the fog is Dazzled until it has been out of the fog for 1 minute (FortNeg, SR applies).  
 b) A creature with Light Sensitivity becomes Blind until it has been out of the fog for 1 minute (FortNeg, SR applies).  
 c) Movement in the cloud is slowed to 5' and taking a 5' step is not an option. (no save, SR applies)  
 d) While in the fog, melee attacks & damage have a –2 penalty & ranged attacks (other

than magical rays, etc.) are impossible. (no save, SR applies)

e) The fog slows falling, reducing 1d6 of damage per 10' of solid fog fallen through. The fog is dispersed by a Strong Wind in 1 rnd.  
 Note: The caster may not have cast a Necromancy spell or a [darkness] spell within 24 hours of casting this spell.

*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.

*Solid Fog*(PH p281)

<Conj(creat), VSM(powdered peas, powdered hoof), 1StdAct, Medium-range, 1min/lvl, no SR>  
 – Creates a 20' radius Spread by 20' high Cloud of fog. Movement in the cloud is slowed to 5' and taking a 5' step is not an option. While in the fog, melee attacks & damage have a –2 penalty & ranged attacks (other than magical rays, etc.) are impossible. The fog slows falling, reducing 1d6 of damage per 10' of solid fog fallen through. The fog is dispersed by a Strong Wind in 1 rnd.

*Summon Monster IV*(PH p286)

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

Table	#
<u>Summon Monster IV</u>	1
<u>Summon Monster III</u>	1d3
<u>Summon Monster II</u> (or lower)	1d4+1

*Summon Undead IV*(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>  
 – Summons one or more Undead to fight the caster's enemies. The Undead can attack on the caster's initiative starting their first round.

Table	#
<u>Summon Undead IV</u>	1
<u>Summon Undead III</u>	1d3
<u>Summon Undead II</u> (or lower)	1d4+1

No summoned Undead may have more Hit Dice than (Caster level + 1).

*Viscid Glob*(Und p63)

<Conj, VSM(spider silk), 1StdAct, Medium-range, 1hr/lvl, RefNeg, SR applies>  
 – The caster launches a 5' diameter glob of sticky goo at a target. On a successful ranged touch attack, the target is stuck. Breaking the goo requires a Strength or Escape Artist check vs. DC (20 + caster level) as a Full Round action  
 If the target is Medium-size or less, it can talk, breath, cast spells with no Somatic or Material components, or attempt to escape.  
 If the target is Large-size or greater, it cannot move from its current location, but otherwise is unhindered.  
 Any other creature touching the sticky goo is also stuck (RefNeg). The effect is the same

as above, except the DC to escape is (15 + caster level).

*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:  
 a) Blocks ranged attacks;  
 b) 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'.  
 c) Any creature within the wall is considered Blind, Deaf, cannot speak or breath, and must hold its breath or start to suffocate.  
 d) 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 Water*(DR314 p47)

<Conj(creat)[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:  
 a) cannot be destroyed or drained (any water taken from the wall disappears & is instantly replaced);  
 b) creatures can move through the wall by making a Swim check as if swimming through calm water;  
 c) any creature with the [fire] subtype takes 2d6 + 1/lvl damage each round he/she is partially or entirely within the wall;  
 d) creatures within the wall have Cover with respect to those outside of the wall.

*Divination*

*Arcane Eye*(PH p200)

<Div(scry), VSM(bat fur), 10Min, 1min/lvl(D)>  
 – The caster creates a Magical Sensor under his/her control. By concentrating, the caster can see through the 'eye' with his/her normal vision (including any spells currently in effect) & control its movement. The eye can move up to 30' per round, but slowing to 10'/round is needed to fully look at the surrounding walls & ceiling. The eye can fit through openings as small as 1" in diameter and is not subject to damage, though it can be dispelled.

*Assay Resistance*(CArc p97)

<Div, VS, Swift Action, Personal, 1rnd/lvl>  
 – Gain a +10 bonus on Caster checks to overcome Spell Resistance against one target, which must be visible when this spell is cast.

*Detect Scrying*(PH p219)

<Div, VSM(piece of mirror, tiny brass trumpet), 1StdAct, 24hrs, no save, no SR>  
 – The caster is immediately aware of the existence & location of any Magical Sensors within a 40' radius Emanation.  
 On a successful Caster check, the caster can get a visual image of the scryer, and his/her distance & direction.

**Locate Creature**(PH p249)

<Div, VSM(dog fur)/DF, 1StdAct, Long-range, 10min/lvl, no save, no SR>  
 – Senses direction toward named type of creature (human, unicorn, etc.) or a specific creature within range (must have been seen at least once within 30'). Running water blocks the spell, as do *Mislead*, *Nondetection*, etc.

**Portal View**(Und p60)

<Div(scry), VSF(glass eye)/DF, 10Minutes, Close-range, 1min/lvl>  
 – The target closed *Portal* shows those on the caster's side what is on the other side (i.e., its destination). The *Portal* is not open and spells cannot be cast through it.

**Scrying**(PH p274)(PHe+)

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

<u>Knowledge</u>	DC
None (must have a Connection)	-10
Heard of the target	-5
Met the target	+0
Know the target well	+5

<u>Connection</u>	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 1 day. 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).

**Unluck**(CArc p128)

<Div, VSM(piece of broken mirror), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>  
 – When the target creature makes an action based on chance (such as an attack roll, a damage roll, a saving throw, etc.), he/she must roll twice & take the worst of the 2 rolls.

**Enchantment****Charm Monster**(PH p209)

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

**Confusion**(PH p212)

<Ench(comp)[mind], VSM(3 nut shells)/DF, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>  
 – All targets within a 15' radius Burst are Confused.

**Crushing Despair**(PH p215)

<Ench(comp)[mind], VSM(vial of tears), 1StdAct, 1min/lvl, WillNeg, SR applies>  
 – All targets within a 30' Cone-shaped Burst receive a -2 penalty on All Actions and damage rolls due to great sadness.  
 This spell Counters and Dispels *Good Hope*.

**Geas, Lesser**(PH p235)

<Ench(comp)[mind][language], V, 1Round, Close-range, until discharged(D), WillNeg, SR applies>  
 – One subject with 7 HD or less obeys the caster's command "to the letter", though self-destructive orders break the spell.  
 Open-ended commands, such as "Guard this Door", last for 1 day per Caster level.  
 Specific tasks must be completed for the spell to be discharged.

If the subject is prevented from carrying out the instructions, he/she suffers a -2 penalty on each ability score per full day (max of -8). The ability scores return to normal after a full day of obeying the instructions.  
 This spell is not effected by *Dispel Magic*, though it can be ended by *Remove Curse*, *Break Enchantment*, *Limited Wish*, *Miracle*, or *Wish*.

**Evocation****Blistering Radiance**(CArc p99)

<Evoc[fire][light], VSM(lens, tinder), 1StdAct, Long-range, 1rnd/lvl, SR applies>  
 – A brilliant 50' radius sphere hovers at the target location for 1 round per level. All creatures within the 50' radius Spread on the caster's initiative are Dazzled (no save) and take 2d6 Fire damage (Fort½).

**Caligarde's Claw**(PGF p100)

<Evoc[force], VSF(animal claw), 1StdAct, Medium-range, 1rnd/lvl(D), no save SR applies>  
 – Creates an Invisible claw of force as large as a Medium-sized creature. The claw can be ordered to attack a specific creature or to defend a location. This choice can be changed as a Free Action each round once per round.

The claw has the following attributes:

- Strength 22;
- Dexterity 18;
- Has ½ the Caster's hit-points;
- AC 16 (+4 Dex, +2 for Invisibility);
- Has all other advantages of Invisibility (attackers have a 50% Miss Chance, most defenders lose their Dex modifier to AC, +2 bonus on attacks, etc.);
- Uses the Caster's Base Attack Bonus, adjusted by its Strength modifier (+6) and its Invisibility (+2);
- Can makes multiple attacks per round if the Caster's BAB is high enough;
- Does 1d6+6 damage;
- Has a movement of 90'.

If ordered to attack, the claw moves to the designated target and attacks. It continues to attack until the opponent is destroyed, the opponent goes out of range, or the claw is redirected. When in attack mode, the claw cannot make Attacks of Opportunity.

If ordered to defend, the claw moves to the designated 5' area and waits to make Attacks of Opportunity. The claw is treated as having Feat: Combat Reflexes and can make up to 5 Attacks of Opportunity per round. It cannot make standard attacks, only AoO.

**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).

**Defenestrating Sphere**(CArc p103)

<Evoc[air], VSM(100gp gray pearl), 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>  
 – Creates a 2' radius sphere of air that the caster can move 30' as a Move Action. If the sphere succeeds on a ranged touched attack, the target takes 3d6 damage (no save) and is knocked Prone (FortNeg, creatures larger than Medium-size are immune). A creature knocked Prone is thrown 1d8 x 10' into the air (a new Fortitude save to negate) and lands 1d6 hexes in a random direction, taking all the appropriate falling damage.

**Explosive Cascade**(MoF p93)

<Evoc[fire], VSM(bat guano, sulfur, & copper in a metal tube), 1StdAct, Close-range, Ref½>  
 – Bouncing fire ball deals 1d6 per level Fire damage (max 10d6) to one 5' square per level, all of which must be in a continuous path, but not necessarily straight.

**Fire Shield**(PH p230)

<Evoc[fire], VS/AM(phosphorous)/DF, 1StdAct, Personal, 1rnd/lvl(D)>  
 – Warm Shield: The caster is sheathed in blue or violet flames that give off 10' of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Fire damage (SR applies). The caster takes ½ damage from Cold attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).  
 -or-  
 <Evoc[cold], VS/AM(fireflies/glow worms)/DF, 1StdAct, Personal, 1rnd/lvl(D)>  
 – Cold Shield: The caster is sheathed in blue or green flames that give off 10' of light. Creatures succeeding in melee attacks against the caster take 1d6 + 1/lvl (max +15) Cold damage (SR applies). The caster takes ½ damage from Fire attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

**Force Orb**(UE p49)

<Evoc[force][energy missile], VS, 1StdAct, Medium-range, Fort½ or Ref½>  
 – Divide up 1d6 per level (max 10d6) into any number of energy missiles (min 1d6). Each target must be within 30' of another target. If a missile hits, the target takes the appropriate Force damage (Fort½). If a missile misses, everyone in a 10' radius takes 2 points of Force damage per 'die' of that missile (Ref½).

**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.

**Otiluke's Resilient Sphere**(PH p258)

<Evoc[force], VSM(hemisphere of crystal, hemisphere of gum arabic), 1StdAct, Close-range, 1min/lvl(D), RefNeg, SR applies>  
 – An immobile sphere of Force 1' per level in diameter protects but traps one subject small enough to fit within it.  
 This spell is Cancelled by *Disintegrate*.

**Radiant Shield**(BoED p104)

<Evoc[electricity][good], VS, 1StdAct, Personal, 1rnd/lvl(D)>

- The caster is surrounded by a scintillating white aura which gives off bright light in a 10' radius:
  - A creatures striking the caster with a non-reach weapon (including natural) takes 1d6 +1 per Caster level Electrical damage (no save, SR applies);
  - The caster takes ½ damage from Electricity attacks (if a Reflex save for ½ damage is allowed, a successful save means the caster takes no damage).

Note: The caster may not have cast a Necromancy spell or a [darkness] spell within 24 hours of casting this spell.

**Shout**(PH p279)

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

- All creatures & objects within the 30' Cone-shaped **Burst** take 5d6 Sonic damage (Fort½) and are **Deafened** for 2d6 rounds (FortNeg). Anyone with an attended object is allowed a Reflex save to negate damage to the object. Crystalline creatures take 1d6 damage per level (max 15d6) (Fort½).

This spell is **Suppressed** by *Silence*.

**Thunderlance**(FR p75)

<Evoc[force], VSM(tiny metal spear), 1StdAct, 1rnd/lvl(D)>

- Create a spear of force that is from 1' to 20' (which gives reach). It does 2d6 damage (threat of 20/x3). It requires no weapon proficiency and the caster's Strength is treated as 12+1/lvl (max +15) when attacking & doing damage. If the 'spear' hits a force effect of 3<sup>rd</sup> level or less (such as *Shield* or *Mage Armor*), make a **Dispel Check**. If successful, the force effect is dispelled. The 'spear' is not hurt either way.

**Tirumael's Energy Spheres**(MoF p127)(MoFe)+

<Evoc[acid][cold][electricity][fire][sonic], VSM(5 marbles), 1StdAct, Close-range, until discharged up to 1rnd/lvl, Ref½>

- Creates 1 colored sphere of each energy type which can be offensively or defensively in any combination, changeable each round as a Standard Action:
  - Offensive – ranged touch that deals 1d4 damage per 4 levels (max 4d4) of the appropriate energy type for each sphere that attacks. Each sphere can be aimed at a different target within a 30' area.
  - Defensive – a sphere can absorb 1d4 damage per 4 levels (max 4d4) of the appropriate energy type inflicted on the caster, but then that sphere is dispelled.

**Wall of Fire**(PH p298)

<Evoc[fire], VS/AM(phosphorus)/DF, 1StdAct, Medium-range, Concentration + 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.

**Wall of Ice**(PH p299)

<Evoc[cold], VSM(quartz), 1StdAct, Medium-range, 1min/lvl>

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

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

**Illusion****Hallucinatory Terrain**(PH p238)

<Ill(glamer), VSM(stone, twig, piece of a green plant), 10Minutes, Long-range, 2hrs/lvl(D), WillDisbelief, no SR>

- Makes one contiguous 30' cube per level of one type of terrain look, sound, & smell like another (field into forest, etc.). Structures, equipment, & creatures are not disguised.

**Illusory Wall**(PH p243)

<Ill(figment), VS, 1StdAct, Close-range, Permanent, WillDisbelief, no SR>

- Creates a 10' by 10' by 1' deep illusory wall, floor, or ceiling that looks real, but anything can pass through it.

**Invisibility, Greater**(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1rnd/lvl(D)>

- Subject is **Invisible**, even if he/she attacks.

**Phantasmal Killer**(PH p260)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies>

- The targeted creature sees its worst fear (though no one else sees anything). If the target fails its Will save, it must then make a Fortitude save. If it fails, the target dies. If successful, the target takes still 3d6 damage.

**Rainbow Pattern**(PH p268)

<Ill(pattern)[mind], (V)SM(phosphor)F(prism), 1StdAct, Medium-range, Concentration + 1rnd/lvl(D), WillNeg, SR applies>

- Up to 24HD of creatures in a 20' radius **Spread** who fail their save will be captivated by the lights & try to stay in them. They will only defend themselves if attacked. The lights can be moved 30' per round as a Free Action & those captivated will follow. If this leads them into danger, each target gets a new save.

If the lights are obscured (such as by *Obscuring Mist*), the effect ends on the targets.

Only Bards need to use the Verbal component.

**Shadow Conjuration**(PH p276)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

- Mimics a Wizard/Sorcerer Conj(summoning) or Conj(creation) spell of up to 3<sup>rd</sup> level. The spell is ½<sup>th</sup> real & the remainder is 'shadow'. The target of the spell always get a Will save to realize the spell is not entirely real. The target's Spell Resistance always applies too. Range & duration match the copied spell. The possible effects fall into 3 categories:
  - Damage Spells (e.g., *Melf's Acid Arrow*):
    - Believer – effected by the spell normally, including any normal saving throws.
    - Nonbeliever – takes ½<sup>th</sup> damage & any non-damage effect has only a 20% chance of effecting the target.

Creating Objects or Substances (e.g., *Web*):

- Believer – effected by the spell normally, including any normal saving throws.
- Nonbeliever – 20% chance of effecting the target.

Summon a Creature. (e.g., *Summon Swarm*):

- Believer – creature has all its normal abilities & weaknesses, but only has ½<sup>th</sup> of its normal hp.
- Nonbeliever – creature has ½<sup>th</sup> of its normal hp, does ½<sup>th</sup> of its normal damage, only has ½<sup>th</sup> of its normal AC bonus, & its non-damage abilities have only 20% chance of working each time.

**Shadow Well**(MoF p116)

<Ill(shadow), VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg>

- Target is forced through a gateway to the Plane of Shadow for the spell's duration. At the end, the target returns in the same location, but is **Frightened** & must flee for 1d4 rounds.

**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.

**Animate Dead**(PH p198)

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

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

**Bestow Curse**(PH p203)

<Necro, VS, 1StdAct, Touch, Permanent, WillNeg, SR applies>

- Touched subject is inflicted with one of the following:
  - 6 on one ability (minimum 1);
  - 4 penalty on attacks, saves, and skill checks; or
  - 50% chance of losing each action.

This spell is **not** effected by *Dispel Magic*. It can only be removed by *Break Enchantment*, *Limited Wish*, *Miracle*, *Remove Curse*, or *Wish*. This spell **Counters** the spell *Remove Curse*.

**Burning Blood**(CArc p100)

<Necro, VSM(blood, saltpeter), 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

- The target living creature with blood takes 1d8 Acid damage and 1d8 Fire damage each round (Fort½) and can only take a single Move Action (FortNeg).

**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> .

**Enervation**(PH p226)

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

**Fear**(PH p229)

<Necro[fear][mind], VSM(feather), 1StdAct, Will½, SR applies>  
 – All living creatures within a 30' Cone-shaped Burst are Panicked for 1rnd/lvl. On a successful save, a creature is Shaken for 1rnd.

**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.

**Sinsabur's Baleful Bolt**(UE p52)

<Necro, VS, 1StdAct, Medium-range, Ref½>  
 – All creatures within a 5' wide Line out to the end of the spell's range take Strength and Constitution Damage of 1d3 + 1 per 4 lvls (max 1d3+3).

**Wrack**(CDiv p190)

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

**Transmutation****Backlash**(MoF p79)

<Trans, VS, 1StdAct, Touch, until discharged, WillNeg>  
 – If the touched target casts an “attack spell” that is resisted, interrupted, or saved against, the attack spell takes effect on the target too, who receives no saving throw.

**Bladebane**(UE p48)

<Trans, VSM(blood, 500gp ruby dust), 1StdAct, Touch, 1rnd/lvl>  
 – The touched bladed weapon becomes more effective against one type of creature (use the Ranger List for categories). Against a chosen creature, the weapon gains +2 Enhancement bonus that stacks with any base bonus, and an extra +2d6 damage when it hits.

**Darkvision, Superior**(UE p53)

<Trans, VSM(agate chip), 1StdAct, Touch, 1hr/lvl>  
 – The touched subject can see normally (though in black & white) in non-magical darkness. Spot checks are made normally. The range of vision is only limited by the surroundings.

**Darsson's Potion**(MoF p87)

<Trans, VSX(see below), 1FullRound, Touch, 1hr/lvl>  
 – The touched flask of water is readied to absorb a spell & become a temporary potion. A spell must be cast the next round for the water to absorb. Only spells up to 3<sup>rd</sup> level that can target the caster are allowed. The caster must expend (Caster level) \* (Spell level) \* 2 XP (i.e., the same as making a potion).

**Enlarge Person, Mass**(PH p226)

<Trans, VSM(powdered iron), 1Round, Close-range, 1min/lvl(D)>  
 – One Humanoid per level (& all their equipment) within a 30' area becomes 1 Size category larger. Subjects gain +2 Size bonus to Strength, –2 Size penalty to Dexterity, and –1 penalty on attacks & AC. A subject who becomes Large-size gains ‘Reach’.

If a subject is within an area too small for his/her new size, the subject may attempt to ‘burst’ his/her surroundings with a Strength check (including the bonus). If the check fails, the subject is trapped, but takes no damage.

Unwilling subjects get a Fortitude save & SR applies.  
 This spell Counters & Dispels Reduce Person and Mass Reduce Person.

**Darkvision, Mass**(CArc p102)

<Trans, VSM(carrot/agate), 1StdAct, 1hr/lvl>  
 – All creatures within a 10' radius Burst gain the ability to see up to 60' in non-magical darkness, but in black & white only.

**Fire Stride**(FR p69)

<Trans[teleport], VS, 1StdAct, Personal, until expended up to 10min/lvl>  
 – The caster may teleport up to 1 time per level from one fire to another. Both the source & target fires must be large enough to contain the caster's entire body and must be within Long-range of each other. Teleporting is a Full Round action.  
 This spell does not protect the caster from fire damage.

**Ghorus Toth's Metal Melt**(MoF p96)(MoFe)+

<Trans[fire], VSM(mercury), 1StdAct, Close-range, 1rnd, WillNeg(object)>  
 – One metal object weighing up to 5lbs/lvl turns to liquid for 1 round & then regains its normal consistency (usually in the shape of a puddle). Magic items are broken as a result. The object does not change temperature in the process.

**Gutsnake**(MoF p98)

<Trans, VSF(reptile fang), 1StdAct, Personal, 1rnd/lvl(D)>  
 – A 15' fanged tentacle grows from the caster's abdomen. As a Free Action, the caster can order it to attack any foe within range as if it were a Giant Constrictor(MM p280). The tentacle can even be killed as if it were a Giant Constrictor with no negative effect on the caster.

**Iron Bones**(MoF p102)

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

**Perfect Summons**(BoED p103)

<Trans[good], VS, 1StdAct, Medium-range, 1hr/lvl>  
 – The caster designates a 40' radius Burst where only Good aligned creature may be summoned. For example, an attempted to summon a Fiendish creature would end up summoning a Celestial one instead, while attempting to summon a Formian might result in an Archon arriving.

If a different alignment creature appears, it is not under the control of the summoner. It will act as it wishes, which sometimes includes attacking the summoner. Under these circumstances, the spell cannot be dismissed, though it may be dispelled.  
 This spell Counters and Dispels Distort Summons (from the Book of Vile Darkness).

**Polymorph**(PH p263)

<Trans, VSM(cocoon), 1StdAct, Touch, 1min/lvl(D)>  
 – The touched willing subject is changed into a new form, which  
 a) can be one of the following creature types: Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Ooze, Plant, or Vermin;  
 b) cannot have more HD than either the caster or the target (max 15HD);  
 c) can be as small as Fine-size; and  
 d) cannot be incorporeal or gaseous.  
 Subject gets the following from the new form:  
 a) Strength, Dexterity, & Constitution;  
 b) Extraordinary Special Attacks (such as Constrict, Improved Grab, & Poison);  
 c) natural movement, like swimming & flying; &  
 d) gain its creature type.

The subject does not get the following from the new form:

- Extraordinary Special Qualities (such as Blindsight, Regeneration, or Scent); &
  - Supernatural or Spell-like Abilities.
- Subject 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 subject's equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;
- gain 1 day's natural healing of hit-points only;
- if slain, return to original form;
- creatures with the Shapeshifter subtype can return to the original form as a Standard Action.

**Rary's Mnemonic Enhancer**(PH p268)

<Trans, VSF(string, ink from black dragon blood & squid ink)M(50gp ivory plaque), 10Minutes, Personal, Instantaneous>  
 – Either  
 a) Prepare 3 levels of spells normally; or  
 b) Restore a spell up to 3<sup>rd</sup> level that was cast in the round before this spell was started.  
 Only usable by Wizards.

*Reduce Person, Mass*(PH p269)

<Trans, VSM(powdered iron), 1Round, Close-range, 1min/lvl(D)>

- One Humanoid per level (& all their equipment) within a 30' area 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.

An unwilling subject gets a Fortitude save & SR applies.

This spell Counters & Dispels *Enlarge Person* and *Mass Enlarge Person*.

*Repair Critical Damage*(CArc p120)(Eb p114)(DR317 p36)

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

- The touched Construct (with at least 1 hp) or Living Construct (at –9 hp or higher) is repaired 4d8 +1 per level (max 4d8+20) hp.

*Spell Enhancer*(PGF p112)

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

- The caster may cast another spell this round as a Swift Action. The second spell has a +2 bonus to its DC.

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

<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.

Universal*Fortify Familiar*(CArc p108)

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

- The caster's familiar gains the following:
  - a) 2d8 Temporary HP;
  - b) +2 Enhancement bonus to Natural Armor;
  - c) 25% chance of ignoring extra damage from Sneak Attacks or Critical Hits .

5<sup>th</sup> Level**Abjuration***Aiming at the Target*(CArc p96)

<Abj, S, 1 Swift Action, Personal, Concentration up to 20min/lvl>

- Receive a +10 Circumstance bonus on Concentration checks.

Note: Unlike most spells, this spell can be cast while Concentrating on a spell. Its benefits last until that spell ends (or 20min/lvl has elapsed).

*Break Enchantment*(PH p207)(DR306 p110)+

<Abj, VS, 1Minute, Close-range, no SR>

- Attempts to free 1 subject per level within a 30' area from all Curses, Enchantments, Transmutations, and Petrification. Each effect is subject to a Dispel Check (max +15). Cursed items typically have a DC of 25.

If petrification is removed from a creature, it does not need to make a saving throw.

Effects that cannot be removed by *Dispel Magic* can be removed by this spell if their level is no more than 5<sup>th</sup>.

This spell breaks effects on creatures. A cursed item still have its curse, it just may no longer apply to the subject.

*Dismissal*(PH p222)

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

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

*Duelward*(CArc p103)

<Abj, VSM(tiny silk glove), 1StdAct, Personal, until discharged up to 1rnd/lvl(D)>

- The caster gains the following benefits:
  - +4 Competence bonus on Spellcraft checks to identify a spell being cast;
  - the caster may make a Counterspell action as an Immediate Action.

This spell is discharged when the caster is successful with any Counterspell action.

*Ironguard, Lesser*(FR p71)

<Abj, VSM(tiny shield of wood or crystal), 1StdAct, Touch, 1rnd/lvl>

- The touched subject's body passes through non-magical metal.

*Mordenkainen's Private Sanctum*(PH p256)

<Abj, VSM(lead, opaque glass, cloth, powdered chrysolite), 10Minutes, Close-range, 24hrs(D)>

- The caster gains privacy in an area of one contiguous 30' cubic feet per level, shaped however the caster desires. The area cannot be seen into from the outside, nor can sound travel in or out of the area. Divination (screaming) spells cannot enter the area, including *Arcane Eye*. Anyone can enter or leave the area at will.

*Reciprocal Gyre*(CArc p119)

<Abj, VSM(copper wire), 1StdAct, Medium-range, Instantaneous, no SR>

- The target creature or object takes 1d6 damage for each level of spell or spell-effect currently affecting it (max 10d6). This includes spells that directly target the creature, but not those that affect an area (such as *Solid Fog*). The total includes spell from magic items, but not ongoing effects, such as the bonus from a *Cloak of Resistance*.

The target receives a Will save for ½ damage. If it fails this save, it is Dazed for 1d6 rounds (FortNeg).

*Refusal*(CArc p120)

<Abj, VSM(pinch of dust from a wizard's tomb), 1StdAct, Medium-range, 1hr/lvl, WillNeg, SR applies>

- Up to two contiguous 10' squares per level keep spellcasting creatures out. In order for a creature with prepared spells, impromptu spell slots, or spell-like abilities to enter the warded area, it must make a Will save at a penalty equal to its highest available spell level (i.e., the higher the level of spell still available, the harder it is to get in).

Creatures teleporting into the area must also save. Failure results in the creature ending up in the closest safe place outside the area of effect.

Creatures without spells can enter and leave at will.

*Shadow Tentacle, Greater*(LoD p186)

<Abj[shadow], S, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>

- One shadow within range is animated into a semi-solid tentacle. The shadow is anchored at one end & attempt to Entangle an opponent within 10'/lvl (max 100') of that point. To be successful, the tentacle must make a melee touch attack using the caster's Base Attack Bonus. Once Entangled, the opponent can be held in place or allowed to move at half-speed within the tentacle's length. To escape, the target must make an Escape Artist check vs. DC 22 or a Strength check vs. DC 25. The tentacle is AC 18 & has 40hp. It is not effected by light, magical or otherwise.

As a Standard Action, the caster can have the tentacle attack a different opponent within range. If it had been entangling someone, that opponent is released.

*Telepathy Block*(BoED p109)

<Abj, VS, 1StdAct, Close-range, 1rnd/lvl(D), no save, no SR>

- All telepathic communication, including telepathic speech, is blocked in a 80' radius Emanation from the target. If the spell is cast on a creature or object, the effect moves with the target. If cast on a point in space, the effect is immobile.

*Vanishing Weapon*(BoED p111)

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

- The touched weapon Dispels creatures brought into existence by Illusion(Shadow) & Conjunction(summoning) spells on a successful Dispel Check on a successful hit (or by being picked up by an appropriate creature). A ranged weapon imparts this effect on its ammunition.

*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*.

*Watchware*(UE p53)

<Abj, VSM(500gp of rare sands & reagents), 1Full-Round, Touch, Permanent until discharged>

- When the touched inanimate object is touched, moved, or damage without the password being used, the caster gets an image of the object and its surroundings. The image counts as "first-hand knowledge" with regards to *Scrying* and similar spells. Note that natural movement, such as an earthquake can set this spell off.

Counts as a Magical Trap.

**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).

*Call Faithful Servants*(BoED p93)

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

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

Note: This spell can only be cast by Celestials, and the caster may not have cast a

Conjuration spell for 3 days prior to casting this spell.

*Cloudkill*(PH p210)

<Conj(create), VS, 1StdAct, Medium-range, 1min/lvl, no SR>

- Creates a 20' radius Spread by 20' high Cloud of yellowish fog that moves 10' per round away from its caster. Living creatures in the cloud take the following effect each round:
  - 6+ HD: 1d4 Constitution Damage (Fort½)
  - 4-5 HD: Death (Fort save for 1d4 Con dmg)
  - 0-3 HD: Death (no save).

A creature is affected even if holding its breath. The vapors are heavier than air & will sink into an opening in the ground, like an ant hill.

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

*Freezing Fog*(CArc p108)

<Conj(create)[cold], VS, 1StdAct, Medium-range, 1min/lvl, no save, no SR>

- Creates a 20' radius, 20' high Cloud. Anything within the fog takes the following:
  - 1d6 Cold damage each round;
  - must make a Reflex save each round to avoid falling Prone. Even if successful, a Balance check vs. DC 10 is required to move, which is limited to 5'. If the check is missed by more than 5, the target falls anyway;
  - 2 penalty on melee attacks & damage;
  - 6 penalty on ranged weapon attacks; &
  - anything falling through the fog is slowed as if it had only fallen 10'.

*Leomund's Hidden Lodge*(CArc p113)

<Conj(creat), VSF(tiny bell), 10Minutes, Close-range, 24hours>

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

From more than 30' away, the cottage appears to be a natural feature of the terrain, such as a boulder, a sand dune, etc. Even smoke from the chimney is hidden. A creature within 30' is allowed a Survival check vs. DC 30 to recognize the cottage for what it really is.

*Leomund's Secret Chest*(PH p247)

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

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

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

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

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

*Major Creation*(PH p252)

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

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

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

Note that a Cold Iron item cannot be created.

A Craft check is needed to make complex items

*Mestil's Acid Sheath*(MoF p108)

<Conj(creat)[acid], VSM(fire ants)F(glass humanoid), 1StdAct, Personal, 1rnd/lvl(D)>

– Sheath of acid does 1d6 + 2/lvl Acid damage to those who hit you in melee. You can make touch attacks that do 1d6+1 Acid damage.

*Mordenkainen's Faithful Hound*(PH p255)

<Conj(creat), VSM(whistle, bone, thread), 1StdAct, Close-range, until triggered up to 1hr/lvl then 1rnd/lvl, no SR>

– The caster creates an Invisible & stationary watch-dog that can see Invisible and Ethereal creatures & is immune to Figments. If any creature of at least Small size comes within 30' of the casting point (not counting creatures already in the area when the spell was cast), the watch-dog is triggered & begins to bark.

If a creature moves within 5' of the watch-dog, it stops barking and attacks (+10 attack

bonus, 2d6+3 damage) once per round. The watch-dog attacks with a Readied Action & remains Invisible when it attacks. The watch-dog cannot be killed, only dispelled. The caster must stay within 100' of the watch-dog or the spell ends.

*Planar Binding, Lesser*(PH p261)

<Conj(call)[variable alignment/element], VS, 10Minutes, Close-range, WillNeg>

– Calls & traps a named type or specific Outsider or Elemental of up to 6HD until it performs a task. Before casting this spell, the caster must prepare a 'holding area' within range with either an inward-focused *Magic Circle* or a Calling Diagram.

Steps in a binding:

- 1) Target gets a Will save (but no SR) to avoid being Called into the 'holding area'.
- 2) Target can try to escape from the 'holding area' with a Spell Resistance check, dimensional travel (which can be blocked with *Dimensional Anchor*), or a Charisma check vs. DC (15 + ½ Caster level + Caster's Charisma modifier). Success means it can flee or attack.
- 3) Caster requests a service & offers a reward. The difficulty of the 1<sup>st</sup> & the generosity of the 2<sup>nd</sup> results in a bonus of 0 - +6. The Caster & the Target then make an opposed Charisma check, with success meaning the Target accepted the Caster's offer. If the Caster rolls a '1', then the Target escapes immediately.

Steps 2) & 3) are repeated every day until a) the Target accepts; b) the Target escapes; or c) the Target is dismissed with a separate spell.

If the Target accepts, it will follow the wording of the task & then report back when it is done. Open-ended tasks (i.e., "guard this door") last up to 1 day per Caster level.

*Servant Horde*(CArc p121)

<Conj(creat), VSM(string wood), 1StdAct, Close-range, 1hr/lvl>

– Creates 2d6 + 1 per level (max 2d6+15) invisible "servants" that can do simple tasks, like cleaning & opening doors. Each has a Strength of 2 (so it can lift 20 pounds or drag 100 pounds) & a movement of 15', but it must stay in range.

The servants cannot attack, nor can they be the direct target of attacks, but if any of them takes 6hp of damage from area-of-effect attacks, that one is dissipated.

*Summon Monster V*(PH p287)

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

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

Table	#
<u>Summon Monster V</u>	1
<u>Summon Monster IV</u>	1d3
<u>Summon Monster III</u> (or lower)	1d4+1

*Summon Undead V*(PGF p114)(PGFe+)

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

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

Table	#
<u>Summon Undead V</u>	1
<u>Summon Undead IV</u>	1d3
<u>Summon Undead III</u> (or lower)	1d4+1

No summoned Undead may have more Hit Dice than (Caster level + 1).

*Teleport*(PH p292)

<Conj[teleport], V, 1StdAct, Touch>

– The caster (carrying Maximum load) & one willing Medium-size creature per three levels (or the Creature Equivalent) are instantly transported up to 100 miles per level. The destination must be pictured by the caster.

How	On	Off	Similar
<u>Familiar</u>	<u>Target</u>	<u>Target</u>	<u>Area</u>
Familiar	01-97	98-99	100
Studied	01-94	95-97	98-99
Visited	01-88	89-94	95-98
Seen Once	01-76	77-88	89-96
False Dest.(d20+80)	—	81-92	93-100

*Vitriolic Sphere*(CArc p128)

<Conj(creat)[acid], VSM(tiny vial of aqua regia), 1StdAct, Long-range, Instantaneous, no SR>

– Everything within a 10' radius Burst is covered with acid, which can do damage for up to 3 rounds.

Round 1: 1d4 per level Acid damage (max 15d4) (Ref½). If the Reflex save is successful, the target takes no more damage on the subsequent rounds.

Round 2: 6d4 Acid damage (Ref½). If the Reflex save is successful, the target takes no more damage on the subsequent rounds.

Round 3: 3d4 Acid damage (Ref½).

*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*

*Contact Other Plane*(PH p212)

<Div, V, 10Minutes, Personal, Concentration up to 1rnd per 2 lvls>

– The caster may ask one question per two level of Extraplanar entity. At the start, the caster must make an Intelligence check to get answers & avoid having his/her Intelligence or Charisma reduced for a few weeks. More powerful entities have a greater chance of knowing the answer, but there is a higher chance of being "punished".

*Prying Eyes*(PH p267)

<Div, VSM(crystal marbles), 1Minute, 1mile, up to 1hr/lvl, no SR>

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

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

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

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

*Rary's Telepathic Bond*(PH p268)

<Div, VSM(eggshells), 1StdAct, Close-range, 10min/lvl(D)>  
 – One willing creature per three levels in a 30' area can be telepathically connected, though the caster does not have to be one of the subjects. Each subject must be willing & have an Intelligence of 3 or higher.  
 Once connected, the group can communicate at any range. All subjects can hear all communications of the group & language is not an issue.

Enchantment*Charm Person, Mass*(DR312 p51)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, SR applies>  
 – One or more Humanoids in a 30' area considers the caster his/her ally. Anything the casters says or does will be treated the same way as if a close friend has done it. The caster can either target one Humanoid of any number of HD –or– two or more Humanoids in the 30' area whose total HD do not exceed (2 \* Caster level).  
 If a 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.

*Dominate Person*(PH p224)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>  
 – Telepathically control one Humanoid. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input. The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed. Actions against the target's nature result in a new save with a bonus of +4, and self-destructive orders are ignored. Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.  
 A Sense Motive check vs. DC 15 will show that the target is under magic control.

*Feeblemind*(PH p229)

<Ench(comp)[mind], VSM(marbles), 1StdAct, Medium-range, Instantaneous, WillNeg, SR applies>  
 – Target's Intelligence & Charisma permanently drops to 1. If the target is an Arcane spellcaster or uses arcane spell-like effects, it gets a –4 penalty on its save.  
 This spell can only be removed by *Heal*, *Limited Wish*, *Miracle*, or *Wish*.

*Hold Monster*(PH p241)

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

*Mind Fog*(PH p253)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 30min, WillNeg, SR applies>  
 – All targets who enter the 20' radius by 20' high Spread of light vapor receive a –10 Competence penalty to Will saving throws & Wisdom checks for as long as they remain in the fog & 2d6 rounds after leaving. If a target makes its saving throw, it is immune to this casting of the spell.  
 The vapors do not provide Concealment. The vapors can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

*Symbol of Sleep*(PH p291)

<Ench(comp)[mind], VSM(1,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>  
 – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures with up to 10HD within a 60' radius Emanation fall into a catatonic sleep for 3d6x10minutes. Targets cannot be waken without magic. The triggered symbol remains active for 10min/lvl  
 Any creature who saves is safe until it leaves the 60' radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60' (chosen at cast time):  
 a) target looks at the symbol;  
 b) target reads the symbol;  
 c) target touches the symbol (including covering it);  
 d) target passes over the symbol;  
 e) target passes through the portal marked with the symbol;  
 f) custom triggering condition based on target's name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase*.

Evocation*Ball Lightning*(PGF p99)

<Evoc[electricity], VSM(copper & iron pellets), 1StdAct, Medium-Range, 1rnd/lvl, Ref½, SR applies>  
 – Create one 3' diameter sphere per 2 levels (max 8). Each sphere has the following properties:  
 a) Can be programmed to follow a set of instructions as a Free Action on the round it is created and as a Move Action on any other round. Typically programs would be "follow the passage on the left and attack the creature within it" or "form a 5' radius circle around me".  
 b) Moves up to 100' per round with Perfect maneuverability.  
 c) Has vision equivalent to a Human.

- d) Gives off light equivalent to a candle. This is very helpful to offset its "human" eyesight in dark conditions.  
 e) If it comes in contact with a creature (as a Touch attack or by being touched by its opponent), the opponent is allowed a Spell Resistance check to see if this sphere can harm it. If it can, the opponent takes 2d6 Electricity damage (Ref½). Any successful attack causes the sphere's programming to end and leave it hovering in the opponent's hex.  
 f) If the distance between a sphere and the Caster ever exceeds the spell range, the sphere dissipates.

*Bigby's Interposing Hand*(PH p204)

<Evoc[force], VSF(soft glove), 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>  
 – Creates a magical 10'x10' hand which stays in between the creator & a designated target, providing a +4 Cover bonus to AC for the caster against that target. The hand will function even under the effect of darkness, invisibility, disguise, etc. The target can be changed as a Move Action. The hand has the caster's maximum hit points & saving throw and has an AC of 20. A target of up to 2,000 pounds is at ½ movement approaching the caster.

*Cone of Cold*(PH p212)

<Evoc[cold], VSM(crystal cone)/DF, 1StdAct, Ref½, SR applies>  
 – 60' Cone-shaped Burst deals 1d6/lvl Cold damage (max 15d6).

*Cyclonic Blast*(DR314 p38)

<Evoc[air], VSF(child's spinning top), 1StdAct, Medium-range, Instantaneous, Ref½, SR applies>  
 – Creates a Line of wind from the caster's hand to the end of Medium-range.  
 a) targets takes 1d6 per level (max 15d6), though objects bigger than Large-size take half damage;  
 b) if a creature failed its Reflex save, it is subjected to a Bull Rush action at +12. When resisting the Bull Rush, airborne creatures are treated as one size smaller.

*Dragon Breath*(CDiv p164)

<Evoc[good/evil], VS/DF, 1StdAct, Personal, 1rnd/lvl>  
 – The caster gains one breath weapon (listed below) for the spell's duration. After it is use, the caster must wait 1d4 rounds before the breath weapon can be used again.  

<u>Dragon align</u>	<u>Effect</u>	<u>Save</u>
Black [evil]	30' <u>Line</u> of Acid	Ref½
Blue [evil]	30' <u>Line</u> of Electricity	Ref½
Brass [good]	15' <u>Cone</u> of <i>Sleep</i>	WillNeg
Bronze [good]	30' <u>Line</u> of Electricity	Ref½
Copper [good]	15' <u>Cone</u> of <i>Slow</i>	WillNeg
Gold [good]	15' <u>Cone</u> of Fire	Ref½
Green [evil]	15' <u>Cone</u> of Acid	Ref½
Red [evil]	15' <u>Cone</u> of Fire	Ref½
Silver [good]	15' <u>Cone</u> of <u>Paralysis</u>	FortNeg
White [evil]	15' <u>Cone</u> of Cold	Ref½

 Energy breath weapons do 1d8 per two levels (max 10d8). Non-energy breath weapons last for 1d6 rounds.

*Emerald Burst*(BoED p98)

<Evoc[good], VSM(1,000gp emerald), 1StdAct, Close-range, FortNeg, SR applies>  
 – All creatures within a 20' radius Burst are affected as per their alignment:  
 Evil: Stunned for 1d4 rounds.  
 Neutral: Dazed for 1 round.  
 Good: No effect.

**Fire Shield, Mass**(CArc p106)  
<Evoc[fire], VS/AM(phosphorous)/DF, 1StdAct, Close-range, 1rnd/lvl(D)>  
– Warm Shield: Any number of subjects within a 30’ area are sheathed in blue or violet flames that give off 10’ of light. Creatures succeeding in melee attacks against a subject take 1d6 + 1/lvl (max +15) Fire damage (SR applies). Each subject takes ½ damage from Cold attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

-of-  
<Evoc[cold], VS/AM(fireflies/glow worms)/DF, 1StdAct, Close-range, 1rnd/lvl(D)>  
– Cold Shield Any number of subjects within a 30’ area are sheathed in blue or green flames that give off 10’ of light. Creatures succeeding in melee attacks against a subject take 1d6 + 1/lvl (max +15) Cold damage (SR applies). Each subject takes ½ damage from Fire attacks (if the attack has a Reflex save for ½ damage, take no damage on a successful save).

**Firebrand**(MoF p94)(MoFe)+  
<Evoc[fire], VSM(alchemist’s fire), Medium-range, Ref½>  
– Designate one 5’ radius area per level within range. Each explodes, dealing 1d6 Fire damage per level (max 15d6). A target can only be effected by 1 burst.

**Fireburst, Greater**(CArc p107)  
<Evoc[fire], VSM(sulfur), 1StdAct, Instantaneous, Ref½, SR applies>  
– Everything within a 10’ radius, but not in the caster’s hex (i.e., a ring of hexes around the caster) take 1d8/lvl Fire damage (max 10d8).

**Horizikaul’s Versatile Vibration**(MoF p101)  
<Evoc[sonic], VSF(50gp gold & brass cone), 1StdAct, Close-range, Concentration up to 1rnd/lvl, Ref½>  
– Cone of sound deals 1hp of Sonic damage per 2 levels each round.  
Also, the cone can be pointed at objects, which are pushed away up to 10’/lvl. Only 25 pounds per level of objects can be targeted. In order to hit a creature with a targeted object, the caster must make an attack roll, using his/her Base Attack Bonus + Intelligence modifier. If the target object was a weapon, it does normal damage (no Strength modifier), while other objects do from 1hp to 1d6hp damage per 25 pounds, depending on the object. If a creature is to be thrown, it receives a Will save to negate & it takes 1d6 damage if thrown against a wall.

**Presper’s Moonbow**(PGF p108)  
<Evoc[electric], VSM(moonstone), 1StdAct, Medium-range, up to 4 rounds, no save, SR applies>  
– The caster creates up to 4 glowing orbs of electricity which spin around the caster until used.  
The caster can launch one or more of the orbs at a single or multiple opponents. If the caster makes a ranged touch attack roll, then the orb does damage. Each orb can only be used once. If all the orbs are not launched on the first round, one or more can be launched the following round as a Standard Action. If a round goes by without an orb being launched, the spell ends and the remaining orbs are lost. The damage done by the orbs is determined by the number summoned.

#	Damage	#	Damage
1	4d6	3	2d6
2	3d6	4	2d4

**Prismatic Ray**(CArc p118)  
<Evoc[ray], VS, 1StdAct, Medium-range, SR applies>  
– The target of the Ranged Touch attack is:  
a) Blind for 2d4 rounds, unless 7HD+; and  
b) The target is effected by one random color:  

d6 Color	Effect
1 Red	20hp Fire damage (Ref½)
2 Orange	40hp Acid damage (Ref½)
3 Yellow	80hp Electricity damage (Ref½)
4 Green	Poison – Death (Fort½ 1d6Con)
5 Blue	Turned to Stone (FortNeg)
6 Indigo	Insanity (as spell) (WillNeg)

**Sending**(PH p275)  
<Evoc, VSM(copper wire)/DF, 10Minutes, no SR>  
– Sends a message of 25 words or less to a familiar subject anywhere, who may send back a 25 word response immediately. If the subject is on another plane of existence, there is a 5% chance of the message being lost.

**Shroud of Flame**(PGF p110)  
<Evoc[fire], VSM(saltpeper, phosphorus, spider web), 1StdAct, Close-range, 1rnd/lvl, RefNeg, SR applies>  
– The target creatures is engulfed in flame. If it fails its initial Reflex save, it takes 2d6 Fire damage each round. By taking a Move Action to try and extinguish itself, the target gets a new Reflex save to end the spell. In addition, all creatures within 10’ of the target take 1d4 Fire damage (RefNeg).

**Stone Sphere**(Und p62)  
<Evoc[earth], VSM(1” marble sphere), 1StdAct, Medium-range, 1rnd/lvl>  
– Creates a 5’ diameter sphere of stone under the caster’s control. The sphere has a Move of 30’, AC 5, Hardness 8, and 500 hp. As a Free Action on the casting round and a Move Action on the subsequent rounds, the caster may direct the sphere’s movement. If not directed, the sphere doesn’t move. If the sphere is moved into the same hex as a creature, the creature takes damage based on its size (RefNeg, SR applies) and there sphere ends its movement in an adjacent hex.

Size	Dmg	Size	Dmg
up to Medium	8d6	Huge	2d6
Large	4d6	Gargant+	can’t attack

When rolling over creatures up to Medium-size, the sphere can stop in the creature’s hex, forcing it to immediately move to an adjacent hex of its choice, which results in an Attack of Opportunity.

**Sword of Deception**(CArc p126)  
<Evoc[force], VSF(tiny sword, loaded dice), 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>  
– Creates a green blade of force that attacks the caster’s opponents without need for attention.  
a) Attacks its target automatically with an attack bonus equal to its Caster level. The sword can make a Standard Attack on the round it is created;  
b) By making a Full Round attack, the sword can make multiple attacks as appropriate for its attack bonus;  
c) Does 1d4 damage with a threat range of 19-20 & a x2 critical modifier –and– a cumulative –1 penalty on the target’s next saving throw (–2 penalty on a critical hit), up to a maximum of –5 on a single creature. Penalty lasts until the target attempts a save under a dangerous situation or is targeted with *Remove Curse*;  
d) If the sword attacks a creature with Spell Resistance, it gets one check to dispel the

sword. If it fails, the sword can attack that target freely.  
e) The caster can change the sword’s target as a Standard Action. On such a round, it can only do a Standard Attack;  
f) Attacks from the caster’s direction, but can give Flanking bonuses to the caster’s allies;  
g) The sword cannot be damaged, but can be Dispelled.

**Wall of Force**(PH p298)  
<Evoc[force], VSM(clear gem powder), 1StdAct, Close-range, 1min/lvl(D), no SR>  
– Creates an Invisible, immobile vertical wall of up to one contiguous 10’ square per level. The wall is immune to all damage & most magic (including *Dispel Magic*). Spells & breath weapons cannot go through the wall, but gaze attacks & teleportation can. This spell is Dispelled by *Disintegrate* & *Mordenkainen’s Disjunction*. It is immune to *Dispel Magic*.

**Illusion**  
**Dream**(PH p225)  
<Ill(phantasm)[mind], VS, 1Minute, Touch>  
– The touched living subject gains the ability to enter a target’s dream & deliver a one-way, predetermined message of any length (i.e., Q&A). The target must be unambiguously identified by name or title & must be able to dream. If the target is not asleep when the spell is cast, the subject can either cancel the spell –or– stay in a deep trance until the target does go to sleep.

**False Vision**(PH p229)  
<Ill(glamer), VSM(250gp jade dust), 1StdAct, Touch, 1hr/lvl(D), no save, no SR>  
– If a Divination (scrying) spell is used within a 40’ radius Emanation of the touched object, the Magical Sensor automatically sees & hears an illusion designated by the caster at casting time. By concentrating, the caster can make the image move within the area of effect, otherwise it is static.

**Mirage Arcana**(PH p254)  
<Ill(glamer), VS, 1StdAct, Long-range, Concentration + 1hr/lvl(D), WillDisbelief, no SR>  
– Makes one contiguous 20’ cube per level look, sound, & smell different, including changing or adding structures & equipment. Creatures are not disguised, but are able to hide within mirage as if it were real (i.e., inside buildings or behind bushes).

**Nightmare**(PH p257)  
<Ill(phantasm)[mind][evil], VS, 10Minutes, Unlimited-Range, Instantaneous, WillNeg, SR applies>  
– Causes a sleeping target to have hideous nightmares which deals 1d10 damage and prevents restful sleep, leaving the target Fatigued. Any subsequent attempts to sleep in the 24 hour period after the spell is cast will also result in nightmares. Arcane spell casters cannot regain spells during this time. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

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

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

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

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

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

*Persistent Image*(PH p260)

<Ill(figure), VSF(fleece, sand), 1StdAct, Long-range, 1min/lvl(D), WillDisbelief, no SR>

– Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of (4 + 1 per level) 10' cubes that are contiguous.

The illusion follows a script set up the caster.

*Seeming*(PH p275)

<Ill(glamer), VS, 1StdAct, Close-range, 12hours(D), WillDisbelief, no SR>

– One target per 2 levels in a 30' area receive minor visual changes to their appearance. These include gaining or losing 1' of height, gaining or losing weight, the addition or removal of a beard / scar, etc.

This spell provides a +10 on Disguise checks.

Anyone interacting with a subject (particularly if they touch him/her) are allowed a Will save to Disbelieve the illusion.

Unwilling subjects are allowed a Will save to negate & Spell Resistance applies.

*Shadow Evocation*(PH p277)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

– Mimics a Wizard/Sorcerer Evocation spell of up to 4<sup>th</sup> level. The spell is 1/5<sup>th</sup> real & the remainder is 'shadow'.

The target of the spell always get a Will save to realize the spell is not entirely real (objects always make this save). The target's Spell Resistance always applies too. Range & duration match the copied spell.

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 1/5<sup>th</sup> damage & any non-damage effect has only a 20% chance of effecting the target.

*Shadow Hand*(MoF p115)

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

– Creates a magical 5'x 5' hand that has half the caster's hit-points, uses its caster saving throws, & is AC 18 (+6 Natural, +2 Deflection). As a Standard Action, the caster can order the hand to do the following:

- a) provide 1/2 Cover by placing itself between the caster and a designated target;
- b) carry up to 100 pound per level;
- c) attack a designated opponent. The hand uses its caster's Base Attack Bonus with a +4 bonus due to its 18 Strength. Its damage is 1d6+4. The hand can only do slam attacks (i.e., no trips, disarms, etc.);
- d) point & gesture as a normal hand.

Necromancy

*Belyyn's Burning Blood*(UE p48)

<Necro, VSM(blood, saltpetr), 1StdAct, Medium-range, 1rnd/lvl(D)>

– One living target has his/her blood become hot & acidic. Each round, the target must make a Fortitude save or take 1d8 Acid damage, 1d8 Fire damage, & only be able to take a Move-Equivalent action for that round due to pain.

*Blight*(PH p206)

<Necro, VSM(DF), 1StdAct, Touch, SR applies>

– The touched Plant Creature takes 1d6 damage per level (max 15d6), Fortitude save for 1/2. If a plant or tree that isn't considered a creature is targeted by this spell, it dies immediately.

*Fleshshiver*(PGF p103)(PGFe+)

<Necro, VSM(bone), 1StdAct, Close-range, Instantaneous, SR applies>

– This spell twists the target's skeleton.  
1<sup>st</sup> round – Target is Stunned for 1rnd (no save)  
2<sup>nd</sup> round – Target takes 1d6 Bludgeoning damage per Caster level (max 15d6) and is Nausedated for 1d4+2 rounds (FortNeg).

*Grimwald's Graymantle*(FR p71)

<Necro, VSM(bone), 1StdAct, Touch, 1rnd/lvl, FortNeg>

– The caster imbues the touched bone with a gray aura. The bone can then be touched or thrown (up to Medium-range) at a target as part of the spellcasting action, or as a Standard Action on any subsequent round before the spell's duration ends. If the bone hits, the gray aura is transferred to the target for the remainder of the spell's duration.

While under the effects of the aura, the target cannot heal hit-points or ability score points by either natural, extraordinary (i.e., regeneration), or magical means.

*Kiss of the Vampire*(MoF p103)(MoFe+)

<Necro[evil], VSM(50gp of carved black onyx), 1StdAct, Personal, 1rnd/lvl>

– The caster temporarily becomes a vampire:

- a) Become gaunt with red eyes.
  - b) Melee touch attack can do 1d4 Negative Levels.
  - c) Melee touch attach can do 1d6 per 2 levels (max 10d6). Caster gains damage as temporary hit points, which last up to 1hr.
  - d) *Charm Person*, though this effect ends when the spell ends.
  - e) *Gaseous Form* (self only).
  - f) Damage Reduction 10/magic.
  - g) *Cure* spells harm the caster & *Inflict* spell heal the caster.
  - h) Spells that target Undead can target the caster.
  - i) The caster can be Turned / Rebuked as if he/she were an Undead with the same number of HD. The effect lasts for 10rnds & can be resisted on a Will save.
- | Action    | Effect          | DC to Resist |
|-----------|-----------------|--------------|
| Turned    | <u>Panicked</u> | 10+Cha mod   |
| Destroyed | <u>Stunned</u>  | 15+Cha mod   |
| Rebuked   | <u>Cowering</u> | 10+Cha mod   |
| Commanded | Charmed         | 15+Cha mod   |

*Magic Jar*(PH p250)

<Necro, VSF(100gp gem), 1StdAct, Medium-range, up to 1hr/lvl, WillNeg, SR applies>

– The caster transfers his/her 'soul' into the spell's focus gem (known as the 'jar'), leaving his/her original body lifeless. The spell normally ends when the caster's soul explicitly returns to its original body, or 1hr/lvl passes (which forces the soul back to

its rightful place). The jar must be within range when the spell is cast, but the caster does not need line of sight.

Once in the jar, the caster can sense all life forces (though not the specifics of what those life forces are) within 10'/lvl, even through solid material. The caster knows if each life force is powered by Positive Energy or Negative Energy, and if some life forces are more powerful than others (i.e., which has more HD, though the difference must be at least 4HD to be noticed).

As a Full-Round action, the caster can attempt to swap his/her soul into a target body, forcing that body's soul into the jar (where it is helpless). The target gets a Will save to resist & is immune if under the effect of *Protection from Evil* or a similar spell. If the target saves, the caster cannot attempt to take over the target body again during the current spell's duration. If the save fails, the caster is in the target's body & the target's soul is in the jar.

While in the target body, the caster has a mix of his/her mental abilities & the target's physical abilities, as listed below:

The caster gets these from the new body:

- a) Strength, Dexterity, & Constitution;
- b) hit points;
- c) natural armor & weapons;
- d) natural movement, such as flying
- e) automatic extraordinary abilities, such as a Troll's regeneration.

The caster does not get the following from the target body:

- a) ability to use extra limbs in combat;
- b) extraordinary abilities that require activation &
- c) spells, spell-like, or supernatural abilities.

The caster keeps the following from his/her original form:

- a) Intelligence, Wisdom, & Charisma;
- b) level, class, & alignment;
- c) base attack bonus & base save bonuses (though these can be modified by the new form's Str, Dex, & Con).

If the caster takes a Standard Action or the target body is slain, the caster's soul is returned to the jar (if it is within range) & the target's soul goes back to its body (assuming the body is still living). If the jar is not within Medium-range, the caster & the target both die. Once back in the jar, the caster can attempt to take over a new target, or transfer to his/her own body.

The spell ends if the caster transfers back to his/her original body, the jar is destroyed, the jar is targeted with *Dispel Magic*, or the caster's body is targeted with *Dispel Magic*.

When the spell ends, the caster's soul returns to his/her body if it is within Medium-range. If the body is out of range, the soul cannot return and the caster is dead. If a target's soul is in the jar when the spell ends, it also returns to its body if it is within range, otherwise it dies.

**Spiritwall**(CArc p124)

<Necro, VSM(clear gem), 1StdAct, 1min/lvl(D)>  
 – Creates an immobile wall of wailing spirits of one 10' square per level –or– a sphere / hemisphere whose radius is up to 1' per level. All creatures within 60' of a side designated by the caster are Panicked for 1d4rnds (WillNeg). The wall provides Cover, Full Concealment, & blocks magical effects. Touching the wall deals 1d10 damage (no save). Going through the wall deals 1d10 damage (no save) and inflicts one Negative Level (FortNeg).

**Symbol of Pain**(PH p290)

<Necro[evil], VSM(1,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>  
 – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60' radius Emanation suffer from wracking pain, receiving a –4 penalty to attacks, skill checks, & ability checks for 1 hour after they leave the area of effect. The triggered symbol remains active for 10min/lvl  
 Any creature who saves is safe until it leaves the 60' radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60' (chosen at cast time):  
 a) target looks at the symbol;  
 b) target reads the symbol;  
 c) target touches the symbol (including covering it);  
 d) target passes over the symbol;  
 e) target passes through the portal marked with the symbol;  
 f) custom triggering condition based on target's name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with Read Magic and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted Dispel Magic. It is immune to Erase.

**Wave of Fatigue**(PH p301)

<Necro, VS, 1StdAct, no save, SR applies>  
 – All living creatures in a 30' Cone-shaped Burst become Fatigued. Creatures already fatigued receive no additional penalties.

**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.

**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.

**Blink, Improved / Greater**(CArc p99)(UE p50)(CDiv p154)

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

**Create Chosen One**(MMF p28)

<Trans, VSM(helpless human), 1Hour, Touch, Instantaneous, WillNeg>  
 – Transforms a Helpless human into a Chosen One(MMF p27), a CR2 Monstrous Humanoid with twisted features that sees everyone but its creator as an enemy.  
 This spell can only be cast by an Evil character.

**Create Darkenbeast**(MMF p31)

<Trans[evil], VSM(wyvern blood, 200gp black pearl), 1Hour, Close-range, Permanent>  
 – Transforms a Small or Medium-sized animal with up to 2 HD into a Darkenbeast(MMF p30), a flying CR4 Magical Beast. If the original animal has an Intelligence of 5 or greater, it is allowed a Will save to negate. The creature is under the telepathic control of its creator. For every 10 minutes in sunlight or exposed to a Daylight spell, there is a 25% chance this spell will end, restoring the animal.  
 Dispelled by Sunbeam.

**Fabricate**(PH p229)

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

**Fly, Mass**(CArc p108)

<Trans, VSF(feather), 1StdAct, Close-range, 1min/lvl>  
 – One subject per level within a 30' area flies at a speed of 60' (40' if in Medium or Heavy Armor –or– if carrying a Medium or Heavy load) with Good maneuverability. ½ speed going up, 2x speed going down.  
 If a subject goes more than 30' from another target of this spell, the spell ends for the subject. If only two subjects remain and are more than 30' apart, the spell ends for both. If spells expires/is dispelled, subject descends at 60' per round for 1d6 rounds before falling.

**Lutzaen's Frequent Jaunt**(MoF p106)

<Trans[teleport], V, 1StdAct, Close-range, 1rnd/2lvls>  
 – Teleports the caster & up to 50 lbs/lvl anywhere within range. The caster cannot act again until the following round.

**Overland Flight**(PH p259)

<Trans, VSF(feather)/DF, 1StdAct, Personal, 1hr/lvl>  
 – The caster flies at a speed of 40' (30' if in Medium or Heavy Armor –or– if carrying a Medium or Heavy load) with Average maneuverability.  
 When doing long-distance travel, the caster can “hustle” without taking subdual damage, though a “forced march” still requires a Constitution check. By hustling, the caster can travel 64 miles in 8 hours (or 48 miles if encumbered).  
 If spells expires/is dispelled, the caster descends at 60' per round for 1d6 rounds before falling.

**Passwall**(PH p259)

<Trans, VSM(sesame seeds), 1StdAct, Touch, 1hr/lvl(D)>  
 – Creates a 5' x 8' passage through wood, plaster, or stone. The passage's depth is 10' + 5' per 3 levels (max 25' total). If the depth is not enough to pierce the wall, a dead-end passage is created, though another Passwall can be cast at its end to make it longer.  
 If Dispelled, anything in the passage is pushed out the side away from the dispelling.

**Shape Metal**(RoF p191)

<Trans[touch attack], VSM(wire bent into the new shape)/DF, 1StdAct, Touch, Instantaneous>  
 – Permanently reshapes a single piece of metal 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.

This spell can be used to ruin the weapons & armor of an opponent fighting the caster by making a Touch Attack (which generates an Attack of Opportunity). If the caster readies an action to touch the opponent when he/she attacks, then no Attack of Opportunity is generated. The item's wearer / user gets to make a Fortitude save to negate the effect.  
Metal Armor – loses 1d6 of AC bonus.  
Partially-Metal Armor (e.g., Studded Leather) – loses 1d3 of AC bonus.  
Weapon, Shield, Metallic Creature – takes 1d6 per 2 levels damage, which bypasses Hardness & Damage Reduction.

*Simbul's Spell Matrix*(PGF p110)

<Trans, VSF(500gp amber), 1StdAct, Personal, 10min/lvl(D)>

- Creates a magical container for one spell. For the one round after the matrix is created, the caster can transfer a spell of up to 3<sup>rd</sup> level whose casting time is no more than 1 Full Round into the container. The caster to loose 1d6hp which cannot be healed until this spell ends.

The caster may cast the spell out of the matrix as a Swift Action, after which this spell ends.

*Telekinesis*(PH p292)

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

- The caster can mentally move an object weighing up to 25 pound per level (max 375 pounds), in one of three ways:

**Sustained Force:** The target object can be moved as if by one hand in any direction up to 20'/rnd as long as the caster maintains concentration, up to 1rnd/lvl. If the target is a creature or in the possession of a creature, it gets a Will save to negate & SR applies.

**Combat Maneuver:** Once per round, the caster may attempt to telekinetically Bull Rush, Disarm, Grapple (including Pin), or Trip an opponent. These actions are resolved normally, except that the Caster level is used in place of a Base Attack Bonus, & the caster's **Primary Stat** modifier is used instead of Strength or Dexterity. There is no save, but SR applies. The caster may continue this effect by Concentrating, up to 1rnd/lvl.

**Violent Thrust:** Up to 15 target objects (up to the total weight allowance) are hurled in a desired direction rapidly, expending the spell instantaneously. All target objects must be within a 10' area & can be thrown up to 10'/lvl. In order to hit a creature with a targeted object, the caster must make an attack roll, using his/her Base Attack Bonus + **Primary Stat** modifier. If the target object was a weapon, it does normal damage (no Strength modifier), while other objects do from 1hp to 1d6hp damage per 25 pounds, depending on the object. If a creature is to be thrown, it receives a Will save to negate (SR applies) & it takes 1d6 damage if thrown against a wall.

*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.

*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.
  - If cast on the ground, the depth of mud cannot exceed 10'. Movement through the mud is reduced to 5' & the target receives a –2 penalty on attacks & AC.
  - If cast on the ceiling, the mud falls (doing 8d6 Ref<sup>1/2</sup>, 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*.

**Universal***Permanency*(PH p259)

<Univ, VSX(see below), 2Rounds, Touch>

- The targeted spell gains a duration of "Permanent". See the **Permanency Table** for spells that are allowed to become permanent.

6<sup>th</sup> Level**Abjuration***Antimagical Field*(PH p200)

<Abj, VSM(iron powder)/DF, 1StdAct, 10min/lvl(D), no save>

– Almost all magical effects, spells, spell-like abilities, supernatural abilities, and magic items are suppressed (but not dispelled) within 10' radius Emanation of the caster. Summoned, conjured, & incorporeal creatures 'wink out' until the antimagic field stops overlapping with their last location, at which point they return. Time spent suppressed counts against duration. The field is invisible & moves with the caster.

Magical creatures, such as Elementals & Golems, can enter the field & even fight, but they cannot use their supernatural & spell-like abilities

Some spells, such as *Wall of Force & Prismatic Sphere* are specifically immune to this spell.

*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:

- 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.

*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.

*Globe of Invulnerability*(PH p236)

<Abj, VSM(glass bead), 1StdAct, 1rd/lvl(D), no SR>

– An immobile, slightly shimmering 10' radius sphere appears around the caster. Any 0<sup>th</sup> – 4<sup>th</sup> level spell or spell-like abilities cannot enter the sphere, though those already in effect are merely Suppressed while in the area. Area of effect spells do not effect anything within the sphere either, though the rest of the area of effect is targeted normally. Spells can be cast out of the sphere or through the sphere without penalty. Once in effect, anyone (including the caster) can leave and reenter the sphere.

This spell can be Dispelled by a targeted *Dispel Magic*, but not an area *Dispel Magic*.

*Guards and Wards*(PH p237)

<Abj, VSM(incense, rope, umber hulk blood, oil, brimstone)F(silver rod), 30Minutes, 2hrs/lvl>

– Up to 200 square feet per level (up to a height of 20') of contiguous rooms, halls, etc., are protected from intrusion with the following effects:

- All corridors are filled with a Cloud of fog.
- All doors are magically locked (though the caster can open them freely). A *Knock* spell suppresses the lock for 10 minutes. +10 DC to force the door open.

- All staircases are filled with sticky webs. Any creature entering it must make a Reflex save or become Entangled & can't move. To break free from the webs, make a Strength check vs. DC 20 or an Escape Artist check vs. DC 25. For a non-entangled person to move through the webs, make a Strength or Escape Artist check as a Full-Round action. The target can move 5' per 5 points the check exceeds 10. The webs provide ¼ cover per 5', up to 100% at 20'. An open flame can burn away a 5' cube per round, though any creature in that area takes 2d4 fire damage. The webs "grow back" in 10 minutes.

- At each intersection, a Mind-Affecting Enchantment results in a 50% chance that intruders go the opposite direction from which they intended. No save, but SR applies.

- Up to one door per level has an illusion over it to make it appear to be a wall.

- One of the following:

- Four floating, glowing spheres that give off 30' of light. The spheres move in a simple pattern designed by the caster. 4 corridors.

- A 25 word message that is triggered by a condition that must occur in line-of-sight. 2 locations.

- Noxious Cloud, where everyone must make a Fortitude save each round or be Nauseated, which remains until the target has been out of the cloud for 1d4+1 rounds. 2 locations.

- A powerful blast of air 10' wide by 10' high by Medium-range long. 1 corridor.

- A 5' squares that mentally gives each creature that passes through it a 1 or 2 sentences of reasonable sounding instructions (WillNeg). The instructions may contain a trigger to activate them or may activate immediately. 1 location.

Each individual effect can be removed with *Dispel Magic*.

The entire *Guards and Wards* can be removed with *Mordenkainen's Disjunction*.

*Repulsion*(PH p271)

<Abj, VS/AF(2 small iron bars with dog statuettes on the ends)/DF, 1StdAct, 1rd/lvl(D), WillNeg, SR applies>

– Creatures cannot approach the caster within an invisible circle of up to 10' radius per level Emanation. The circle moves with the caster, but cannot push creatures back. The caster can still be attacked with spells & ranged weapons.

*Sign of Sealing, Greater*(CArc p122)

<Abj, VSM(500gp emerald), 10Minutes, Close-range, Permanent>

– One door, check, portal, or open passage (forming a magical barrier) of up to 30 square feet per level is marked with a visible magical sign that prevents it from being opened or passed through.

The warded object receives the following advantages:

- +10 DC on break checks;
- +10 Hardness;
- +5 hp per level;
- treated as a magic item for purposes of saving throws, to which it receives a +4 Resistance bonus.

This warded object can be opened with the following methods:

- the caster can open the object at will;
- breaking;
- Dispel Magic* can break the ward. DC is 15 + caster level;
- counts as a Magical Trap that can be disarmed with a Disable Device check vs. DC 31.

If the warded object is magically or mundanely forced open, everything within a 40' Burst takes 1d6 damage per level (max 20d4) damage (Ref½, no SR).

*Starmantle*(BoED p108)

<Abj, VSM(20gp pixie dust), 1StdAct, Touch, 1min/lvl(D)>

– The touched living creature is surrounded the a cascade of tiny stars that fall from the subject's shoulders to the ground. This effect gives off light as a torch & has the following:

- Non-magical weapons (including projectiles) at destroyed & cause no dmg;
- Magical weapons & projectiles do half damage if the subject can make a Reflex save vs. DC 15.

**Conjuration***Acid Fog*(PH p196)

<Conj(creat)[acid], VSM(peas, powdered hoof)/DF, 1StdAct, Medium-range, 1rd/lvl, no save, no SR>

– 20' radius spread by 20' high Cloud deals 2d6 Acid damage per round. Movement in the cloud is slowed to 5'. Melee attacks & damage have a –2 penalty & ranged attacks are not possible. Anyone falling into the cloud is slowed down by 1d6 dmg per 10'. The cloud can be dispersed by Severe Wind in 1 round.

*Fire Spiders*(MoF p94)

<Conj(sum)[fire], VSM(500gp ruby dust), 1StdAct, Close-range, 1rd/lvl>

– Summon 240 Fine-sized Fire Elementals who initially fill a 20' radius spread. The Elementals maintain a density of 6 "spiders" per hex (restricting as needed if some are killed). Each Elemental has 1hp, has AC 18, & a move/climb speed of 10'. Anything sharing a hex with the Elementals takes 1hp of fire damage per "spider" in that hex (Ref½). The Elementals can be killed normally, plus non-flammable liquid does 2d4 damage + a splash damage of 1hp in each neighboring hex.

*Planar Binding*(PH p261)

<Conj(call)[variable alignment/element], VS, 10Min, Close-range, WillNeg>

– Calls & traps up to three Outsiders or Elementals of the same type with a total of 12HD until they performs a task. Before casting this spell, the caster must prepare a ‘holding area’ within range with either an inward-focused *Magic Circle* or a Calling Diagram.

Steps in a binding:

- 1) Target gets a Will save (but no SR) to avoid being Called into the ‘holding area’.
- 2) Target can try to escape from the ‘holding area’ with a Spell Resistance check, dimensional travel (which can be blocked with *Dimensional Anchor*), or a Charisma check vs. DC (15 + ½ Caster level + Caster’s Charisma modifier). Success means it can flee or attack.
- 3) Caster requests a service & offers a reward. The difficulty of the 1<sup>st</sup> & the generosity of the 2<sup>nd</sup> results in a bonus of 0 - +6. The Caster & the Target then make an opposed Charisma check, with success meaning the Target accepted the Caster’s offer. If the Caster rolls a ‘1’, then the Target escapes immediately.

Steps 2) & 3) are repeated every day until a) the Target accepts; b) the Target escapes; or c) the Target is dismissed with a separate spell. If the Target accepts, it will follow the wording of the task & then report back when it is done. Open-ended tasks (i.e., “guard this door”) last up to 1 day per Caster level.

If more than one target was called, each one gets a separate saving throw, a separate Spell Resistance check to escape, and needs a separate Charisma check to convince it.

*Spore Cloak*(RoF p191)

<Conj(create), 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 Monster VI*(PH p287)

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

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

Table	#
<u>Summon Monster VI</u>	1
<u>Summon Monster V</u>	1d3
<u>Summon Monster IV</u> (or lower)	1d4+1

*Tunnel Swallow*(Und p62)

<Conj(creat)[earth], VSM(chewed meat or vegetation), 1StdAct, Medium-range, Instantaneous, no SR>

– A section of tunnel up to 50’ long and no more than 20’ in diameter squeezes closed at a designated end and the closed section moves along to the other end of the effected tunnel, like a throat swallowing. The tunnel takes no damage and returns to normal after the spell.

All creatures and objects in the effected section of tunnel take 1d6 damage per lvl (max 15d6) (Ref½) and are moved to the part of the tunnel section that was the end of the ‘swallow’ (Reflex save to only move half of the distance from a target’s starting location to the end of the section).

This spell effects worked and natural tunnels, corridors in above-ground buildings, etc.

*Wall of Iron*(PH p299)

<Conj(creat), VSM(iron, 50gp gold), 1StdAct, Medium-range, Instantaneous, no SR>

– Creates a wall of iron that is one 5’ square per level & 1” thick per 4 levels. The area can be doubled by halving the thickness. The iron has a Hardness 10 & each 5’ square has 30 hit points per inch of thickness.

The wall must be vertical & can merge into adjoining non-living surfaces. If not supported, the wall will fall over in a random direction unless pushed (Strength check vs. DC 40). Anything of up to Large-size caught under the wall takes 10d6 damage (Reflex save to negate).

Divination

*Analyze Dweomer*(PH p197)

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

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

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

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

*Legend Lore*(PH p246)

<Div, VSM(250gp incense)F(200gp ivory strips), Personal>

– By only meditating, sleeping, & eating for the listed casting time, the caster “remember” legends about a target creatures, place, or object:

<u>Connection to Target</u>	<u>Casting Time</u>
Touching	1d4x10 minutes
Detailed Information	1d10 days
Rumors Only	2d6 weeks

*Probe Thoughts*(CDiv p176) (CDivErrata)+

<Div[mind], VS, 1Minute, Close-range, Concentration, WillNeg, SR applies>

– The caster may telepathically look into one living target’s memories for answers. The answer to one question per round can be acquired from the target’s memories. Since the communication is telepathic, the caster & target do not need to share a language.

The target knows it is being mentally probed and may try to disrupt the concentration of the caster or attempt to leave the spell’s range. If the target is sleeping, it gets a Will save each round to wake.

*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*.

Enchantment

*Geas/Quest*(PH p234)

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

– One subject obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level.

Specific tasks must be completed for the spell to be discharged.

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

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

*Heroism, Greater*(PH p240)

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

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

Temporary HP

*Suggestion, Mass*(PH p285)

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

– The caster gives 1 target per level in a 30’ area 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

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

*Symbol of Persuasion*(PH p290)

<Ench(charm)[mind], VSM(5,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60' radius Emanation become charmed by the caster (i.e., consider him a good friend) for 1 hour per level. The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60' radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60' (chosen at cast time):

- target looks at the symbol;
- target reads the symbol;
- target touches the symbol (including covering it);
- target passes over the symbol;
- target passes through the portal marked with the symbol;
- custom triggering condition based on target's name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with Read Magic and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted Dispel Magic. It is immune to Erase.

*Transfix*(CArc p127)

<Ench(comp)[mind], VSM(pine resin), 1Round, Medium-range, 1hr/lvl, WillNeg, SR applies>

– All Humanoids of up to Medium-size that are within or who enter a 10' radius Emanation are Paralyzed. Each target is allowed a new save each hour and the spell automatically ends on a target if he/she is removed from the area of effect.

The caster must specify a condition that causes the spell to end early, though he/she is allowed to choose a seemingly impossible condition. A target learns the condition upon becoming paralyzed, which in theory can be read from his/her mind.

*Wages of Sin*(BoED p111)

<Ench(comp)[good][mind], V, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– One Evil target per level believes that its allies are trying to kill it & attacks the nearest Evil creature to the best of its ability. Targets do not ignore other threats, but attack other Evil creatures in preference to other foes.

Note: The caster must refrain from intoxicants & stimulants for one week prior to casting this spell.

Evocation*Acid Storm*(PGF p99)

<Evoc[acid], VSM(flask of acid), 1StdAct, Medium-range, Ref½, SR applies>

– 1d8 Acid damage per level (max 15d8) in a 20' radius by 20' high cylinder.

*Bigby's Forceful Hand*(PH p204)

<Evoc[force], VSF(leather glove), 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– Creates a magical 10'x10' hand which stays in between the creator & a designated target and tries to push the target away (treat as a Bull's Rush at +14) up to the spell's range. The hand also provide a +4 Cover bonus to AC for the caster against that target. The target can be changed as a Move Action. The hand has the caster's maximum hit points & saving throw and has an AC of 20.

*Cacophonous Shield*(MoF p83)

<Evoc[sonic], VS, 1StdAct, 1min/lvl>

– The caster creates an immobile, 10' radius barrier of sound around himself/herself. Non-magical sound cannot cross the barrier, while magical sound requires a successful Caster check to cross it. Any creatures which crosses the barrier takes 1d6 +1/lvl (max +20) Sonic damage & must make a Fortitude save or be Deafened for 1 minute. Missile weapons crossing the barrier have a 20% miss chance.

*Chain Lightning*(PH p208)

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

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

*Contingency*(PH p213)

<Evoc, VSM(quicksilver, eyelash from a magic-using creature)F(1,500gp ivory & gem statue), 10Minutes, Personal, until discharged up to 1day/lvl>

– The caster presets a spell to be cast automatically upon himself when a condition (set at cast time) occurs. An example would be "if I fall more than 10', cast Feather Fall". The preset spell can be no higher than 1/3<sup>rd</sup> the Caster's level (rounded up, max 6<sup>th</sup>). A caster may have only one *Contingency*-class spell at any given time.

*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:

- melee attacks do +1d6 + 1 per caster level (max +1d6+15) Fire damage (no save, SR applies) and Catches Fire (RefNeg);
- any creature that strikes the subject with a non-reach weapon 1d6 + 1/lvl (max 1d6+15) Fire damage (no save, SR applies) and Catches Fire (RefNeg);
- subject takes half damage from Fire-based attacks. If the attack allows a Reflex save, the subject takes no damage on a successful save.

*Howling Chain*(PGF p104)

<Evoc[force], VSF(500gp platinum chain), 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– The caster creates a chain made from force that has the following properties:

- Counts as a Medium-sized object with AC12, 33hp, and uses the Caster's save bonuses;
- Everyone within 100' of the chain receives a –2 penalty on Listen checks due to the noise;
- On the round it is cast, the target receives a Reflex save to avoid being wrapped up by the chain. If successful, the chain ends up 5' from the target and makes a new attempt each round until it succeeds. The chain has a move of 20' in order to chase its target;
- Once its target is wrapped up, the target receives a –2 penalty on all attacks, skill checks, and saving throws. The target must make a Concentration check vs. DC (15 + spell level) to cast a spell with a somatic component;
- The chain attacks a target that it has wrapped up at (+13 / +8) and does 3d4 Bludgeoning damage. If both attacks hit, the DC for the target's Concentration check goes up by +5 until the next round.
- If the chain takes damage, the target takes the same amount of damage (Fort½).

*Otiluke's Freezing Sphere*(PH p258)

<Evoc[cold], VSF(small crystal sphere), 1StdAct, Long-range, Ref½, SR applies>

– An icy sphere shoots to the target point & explodes in a 10' radius Burst, doing 1d6/lvl (max 15d6). Elementals with the 'water' subtype instead take 1d8/lvl (max 15d8).

If the icy sphere strikes a body of water, it freezes to a depth of 6" in an area of 100 square feet per level (max 1,500 square feet). The water stays frozen for 1 round per level. Any creature swimming on the surface is trapped in the ice, requiring a Strength or Escape Artist check vs. DC 25 to escape. Unlike most spells, the caster can cast this spell and then "hold the charge" (just like a Touch Spell) for up to 1 round per level. The caster can use the spell normally during that time as a Standard Action. After 1 round per level has expired, the sphere explodes centered on the caster.

*Prismatic Eye*(PGF p109)

<Evoc, VSF(abalone shell), 1StdAct, Medium-range, 1rnd/lvl, SR applies>

- Creates a visible 6" orb which can make ray attacks starting the round it was created. The orb has +6 attack bonus on its ranged touch attacks, 50' range, AC 18, 9hp, & its caster's saves. The caster can have the eye move the caster's own movement as a Movement Equivalent action within spell range. The ray effect is chosen randomly each time & each can only be used once. Save DC is 19.
- 20 hp of Fire damage (Ref½)
  - 40 hp of Acid damage (Ref½)
  - 80 hp of Electrical damage (Ref½)
  - Death from poison (Fort save for 1d6 Constitution damage)
  - Turned to Stone (FortNeg)
  - Insanity spell-effect (WillNeg)
  - Sent to another plane (WillNeg)

*Shadow Canopy*(LoD p188)(RoF p190)

- <Evoc[darkness], VSM(coal dust, eye of a diurnal creature), Medium-range, 1hr/lvl>
- Create a dome of darkness that is 25' tall & 100' + 50'/level in diameter. The dome is opaque (even to darkvision) from the outside. Creatures inside without darkvision can only see 5' in the deep shadows. Daylight sensitive creatures, including Vampires, are safe from sunlight under this spell.
  - Counters & dispels any light spell of an equal or lower level.
  - This spell is countered or dispelled by light spells of a higher level.

**Illusion***Illusory Pit*(CArc p112)

- <Ill(figment), VS, 1StdAct, Medium-range, Concentration + 1rnd/lvl, Will½, SR applies>
- Creates a seemingly bottomless chasm of up to a 10' cube per level. Any creature entering the area (or having it appear beneath them) gets a Will save:
    - Success) Stunned for 1 round.
    - Failure) Fall Prone and claw at the floor. If attacked or when the spell ends, the target is freed from the illusion, but is Stunned for 1 round.
  - A creature flying over the pit is also Stunned for 1 round (WillNeg).

*Mislead*(PH p255)

- <Ill(figment)(glamer), S, 1StdAct, Close-range, Concentration + 3rnds, no SR>
- Simultaneously, the caster becomes Invisible and an illusory copy (sight, sound, smell, & touch) of the caster appears within range (with the option of it appearing superimposed on the caster). The illusory copy will then do whatever it was programmed to do at cast time, with no requirement that it stays in range. A Will save is required to realize the copy isn't the original.
  - The caster stays Invisible even if he/she attacks, up to 1rnd/lvl(D).

*Permanent Image*(PH p260)

- <Ill(figment), VSF(fleece, sand), 1StdAct, Long-range, Permanent(D), WillDisbelief, no SR>
- Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of a 20' cube + 1 10' cube per level that are contiguous.
  - The caster can move the image with concentration, but otherwise it is static.

*Programmed Image*(PH p265)

- <Ill(figment), VSM(fleece, 50gp jade dust), 1StdAct, Long-range, Permanent until triggered then 1rnd/lvl, WillDisbelief, no SR>
- Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of a 20' cube + 1 10' cube per level that are contiguous.
  - The illusion is triggered by a caster-defined audible, tactile, olfactory, or visual event. Once triggered, the illusion follows the caster's script.

*Project Image*(PH p265)

- <Ill(shadow), VSM(5gp doll of the caster), 1StdAct, Medium-range, 1rnd/lvl(D), WillDisbelief, no SR>
- An insubstantial, but otherwise real double of the caster is created. The caster must maintain line-of-sight with the double or the spell ends.
  - As a Free Action, the caster can choose to see through the double's eyes & hear through its ears.
  - As a Move Action, the caster can take direct control of the double, otherwise it mimics the caster.
  - Spells can be cast through the double, but otherwise act normally.

*Reflective Disguise, Mass*(Und p61)

- <Ill(glamer), VS, 1StdAct, Close-range, 12hours(D)>
- One person per two levels is affected by a glamer which makes creatures looking at them think they are the same race. An unwilling subject is allowed a Will save and SR applies.
  - An intelligent creature that see the subject think he/she is the same race and gender as itself. This only works if the viewer is within one size category of the subject.
  - This spell is only a visual illusion. It does not provide sounds, smells, mannerisms, etc.
  - A viewer who interacts with the caster or a creature with the scent ability is allowed a Will save to disbelieve (SR applies).

*Shadow Walk*(PH p277)

- <Ill(shadow), VS, 1StdAct, Touch, 1hr/lvl(D)>
- The caster and up to 1 touched subject per level travel into the Plane of Shadows (unwilling subjects receive a Will save to negate). Travel can be in two different ways:
    - Movement in the Plane of Shadows is faster than in the Material Plane, so the party can effectively travel 50 miles/hour. When the desired destination is reached, the party returns to the Material Plane.
    - The party can travel to a plane of existence that borders the Plane of Shadows. This takes 1d4 hours.

*Shadowy Grappler*(DR324 p72)

- <Ill(shadow)[mind], VSM(dry squid tentacle), 1StdAct, Medium-range, 1rnd/lvl(D), Will½, SR applies>
- An effect made from shadow attempts to Grapple the target. Its grapple bonus is 10 + Caster level + Primary Stat. If the target made its Will save, this total is halved.
  - If the shadowy grappler successfully grapples, it attempts to pin. If it pins, then it will prevent the target from speaking.
  - The shadowy grappler remains in the same hex as the target, even if he/she moves.

*Solipsism*(DR324 p72)

- <Ill(phantasm)[mind], V, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg, SR applies>
- The target thinks that everything around it is not real. It becomes Helpless and will take no actions.

*Veil*(PH p298)

- <Ill(glamer), VS, 1StdAct, Long-range, Concentration + 1hr/lvl(D), WillDisbelief>
- The caster may change the appearance of every creature in a 30' area. The new appearances can be any combination of creatures, though a Disguise check (at +10) is needed to make the subjects look believable. Unwilling subjects are allowed a Will save to resist being changed & SR applies.

**Necromancy***Arrow of Bone*(CArc p97)

- <Necro[death], VSM(50gp powered gems, bone, blood), 10Minutes, Touch, until discharged up to 8hrs, Fort½, SR applies>
- The touched missile or thrown weapon (typically an arrow, bolt, javelin, or spear) gains a +4 Enhancement bonus to attack and damage. If it hits, the target Dies (Fort save for 3d6+1/lvl damage (max 3d6+15)). The spell is discharged after one attack, whether it hits or not.

*Circle of Death*(PH p209)

- <Necro[death], VSM(500gp black pearl), 1StdAct, Medium-range, FortNeg, SR applies>
- Kills 1d4 HD per level (max 20d4) of living creatures in a 40' radius Burst. The lowest HD creatures in the area are effected first & creatures with 9 or more HD are immune.

*Contagion, Mass*(RoF p190)

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

*Create Undead*(PH p215)

- <Necro[evil], VSM(black onyx worth 50gp/HD, grave dirt, brackish water), 1Hour, Close-range>
- Transforms a dead body into an Undead. Note that the Undead is not automatically under the creator's control.

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

This spell must be cast at night.

*Eyebite*(PH p228)

- <Necro[evil], VS, 1StdAct, Close-range, Personal, 1rnd/3lvls, FortNeg, SR applies>
- The caster gains the ability to target a single living creature once per round as a Move Action. The effect is determined by the target's HD:
    - 10+ HD: Sickened for 10min/lvl
    - 5 – 9 HD: Panicked for 1d4 rounds & then Shaken for 10min/lvl & above.
    - up to 4HD: Comatose for 10min/lvl & above.

*Symbol of Fear*(PH p290)

<Necro[fear][mind], VSM(1,000gp diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

- Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60' radius **Emanation** are **Panicked** for 1rnd/lvl, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not effect 150hp worth of creatures when triggered, it remains active until it effects the remaining hp of creatures, up to 10min/lvl.

Any creature who saves is safe until it leaves the 60' radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60' (chosen at cast time):

- target looks at the symbol;
- target reads the symbol;
- target touches the symbol (including covering it);
- target passes over the symbol;
- target passes through the portal marked with the symbol;
- custom triggering condition based on target's name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be **Dispelled** by a targeted *Dispel Magic*. It is immune to *Erase*.

*Undeath*(PH p297)

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

- Destroys 1d4 HD per level (max 20d4) of Undead in a 40' radius **Burst**. The lowest HD creatures in the area are effected first & creatures with 9 or more HD are immune.

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.

*Brilliant Blade*(CArc p100)

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

- One melee, one thrown, or 50 grouped pieces of ammunition gain the Brilliant Energy weapon enhancement:
  - gives off 20' radius of light;
  - ignores nonliving matter (ignore an opponent's Armor bonus to AC).
  - cannot harm Undead, Construct, or objects

*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.

*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.

*Dhulark's Glasstrike*(MoF p89)(MoFe+)

<Trans, VSF(glass from a mirror), 1StdAct, Close-range, 1hr/lvl, FortNeg>

- This spell either
  - Transforms a creature into glass for the spell's duration. Any magic items carried by the target are left unchanged. When restored, any damage the glass took is applied to the target. –or–
  - Transforms 4 cubic feet of material into glass for the spell's duration. The target can be a section of a larger object.

*Disintegrate*(PH p222) (PH p272)+

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

- The ray dissolved one creature or a single object of up to a 10' cube to dust unless the target makes its Fortitude save, in which case it takes 5d6 damage (if this damage brings the target to 0hp, it is disintegrated anyway). If collected, the resulting dust is enough to be used with *Resurrection*.

*Eagle's Splendor*, *Mass*(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Close-range, 1min/lvl>

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

*Energy Transformation Field*(MoF p92)

<Trans, VSM(3 drops of caster's blood, eye from a humanoid, 5,000gp of diamond)X(250), 4FullRounds, Close-range, Permanent>

- Creates a permanent 40' radius area that absorbs spells to power its own linked spell. For each spell or magic items that is targeted into or used within the area of effect, the magic is negated & transformation field gains 1 "charge" per negated spell level. Once the transformation field a number of charges equal to or greater than the spell level of the linked spell, it consumes the appropriate number of charges & activates the linked spell (if a target is required, the closest living creature to the field is the target). Any extra charges wrap around for the next use, though for each unused day, one charge disperses.

This spell can only be negated by *Limited Wish*, *Wish*, *Mordenkainen's Disjunction*, or *Miracle*. This spell is suppressed by *Antimagic Field*.

*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.

*Fiendform*(PGF p102) (CArc p106)

<Trans[evil], VM(bone from a fiendish creature, devil, demon, etc.), 1StdAct, Personal, 1min/lvl>

- Take the form of an Evil Outsider which could be summoned by the spell *Summon Monster I* up to *Summon Monster IV*. Spells that effect Outsiders now effect the caster. If targeted with the spell *Banish*, this spell ends and you are **Staggered** for 1rnd/lvl, but not send him/her to another plane.

The caster gets the following from the new form:

- Strength, Dexterity, & Constitution;
- natural armor & weapons; and
- natural movement, like swimming & flying.
- extraordinary, spell-like, or supernatural abilities.

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 to Disguise checks;
- gain 1 day's natural healing; and
- if slain, return to original form.

*Flesh to Stone*(PH p232)

<Trans, VSM(lime, water, earth), 1StdAct, Medium-range, Instantaneous, FortNeg, SR applies>

- Target creature composed of flesh & its gear are turned into stone.

*Fox's Cunning*, *Mass*(PH p233)

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

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

*Hardening*(MoF p99)(D&D p216)(Eb p112)

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

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

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

*Mineralize Warrior*(Und p59)

<Trans[earth], VSM(500gp per HD of gems)X(250 per HD), 1Hour, Touch, Touch, Instantaneous>

- The touched willing Humanoid is infused with minerals, gaining the Mineral Warrior Template (Und p96). The subject may not have more HD than the Caster level.

The subject is under a compulsion to serve the caster for 1 year plus 1 day after the spell is completed, though any given caster may not have more than 2\*HD Mineral Warriors serving him/her at one time.

*Mordenkainen's Lucubration*(PH p256)

<Trans, VS, 1StdAct, Personal>

- Restores a Prepared spell of 5<sup>th</sup> level or less that was cast during the previous 24 hours. Once restored, the spell can be cast as if prepared in the normal fashion.

*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.

*Stone Body*(PGF p113)

<Trans, VSM(stone from a stone golem, a greater earth elemental, or a castle's outer wall)/DF, 1StdAct, Personal, 1min/lvl(D)>

- The caster's body becomes living stone, which has the following benefits & penalties:
  - a) Damage Reduction 10 / adamantine;
  - b) Immune to Blindness, Criticals, Ability Score Damage, Deafness, Disease, Drowning, Electricity, Poison, & Stunning;
  - c) Immune to any effects that modify a target's physiology or respiration. Since the caster cannot breath or drink, he/she cannot play woodwind instruments or drink potions;
  - d) ½ damage from Acid & Fire;
  - e) +4 Enhancement bonus to Strength;
  - f) –4 penalty to Dexterity (min Dex 1) ;
  - g) ½ movement;
  - h) –8 Armor Check penalty;
  - i) 50% Arcane spell failure;
  - j) 3x normal weight & cannot swim;
  - k) Fists to 1d6 normal damage (1d4 if Small);
  - l) If targeted with *Transmute Rock to Mud*, the caster is *Slow*'d fro 2d6 rnds (no save).
  - m) If targeted with *Stone to Flesh*, the caster loses the spell's Damage Reduction for one round.

*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.

*Stone to Flesh*(PH p285)

<Trans, VSM(earth, blood), 1StdAct, Medium-range, Instantaneous>

- Instantly transforms stone into flesh.
  - a) Restores a petrified creature of any size to its original state, though a Fortitude save vs. DC 15 is needed to survive; or
  - b) A volume of stone up to 3' is diameter & up to 10' long can be turned to "flesh".

*Subvert Planar Essence*(CDiv p183)

<Trans, VSM(100gp adamantine statuette)/DF, 1StdAct, Medium-range, 1rnd/lvl, FortNeg, SR applies>

- An Outsider within this spell's immobile 20' radius Emanation have its Damage Reduction and Spell Resistance reduced by 10 points if its fails its initial Spell Resistance check and saving throw.

A creature that resists the spell in either way can enter and exit its area of effect freely, while one that fails both checks is effected again every time it enters the area of effect within a single occurrence of the spell.

*Tenser's Transformation*(PH p298)

<Trans, VSM(Potion of Bull's Strength), 1StdAct, Personal, 1rnd/lvl>

- The caster becomes a fighting machine, gaining the following:
  - a) +4 Enhancement bonus to Strength;
  - b) +4 Enhancement bonus to Dexterity;
  - c) +4 Enhancement bonus to Constitution;
  - d) +4 Natural Armor bonus to AC;
  - e) +5 Competence bonus to Fortitude saves;
  - f) Proficiency in all Simple & Martial weapons; and
  - g) the caster's Base Attack Bonus becomes equivalent to the Caster level.

For the duration, the caster cannot cast spells or use spell-completion magic items.

*Translocation Trick*(MoF p128)(MoFe)+

<Trans[teleport], V, 1StdAct, Medium-range, 10min/lvl, WillNeg>

- The caster and the target swap locations (as per *Dimension Door*) and appearances (as per *Alter Self*).

Universal*Imbue Familiar with Spell Ability*(CArc p112)

<Univ, VS, 1StdAct, Touch, until discharged(D)>

- The caster transfers his/her ability to cast one spell per 3 caster level into his/her familiar. The maximum spell level is 1/3<sup>rd</sup> Caster level (max 5<sup>th</sup>).

Until the familiar casts the imbued spell(s), the caster does not regain the spell slot corresponding to this spell –and– the transferred spells.

7<sup>th</sup> Level

Abjuration

*Antimagical Aura*(MoF p77)

<Abj, VSM(iron powder)/DF, 1StdAct, Touch, 1rnd/lvl, WillNeg>  
 – Almost all magical effects, spells, spell-like abilities, supernatural abilities, and magic items are suppressed (but not dispelled) on the touched target. The target is immune to spells, etc. Time spent suppressed counts against duration. Note that the field is invisible & moves with the target. Some spells, such as *Wall of Force & Prismatic Sphere* are specifically immune to this spell.

*Banishment*(PH p202)

<Abj, VS/AF(object or substance hated by the target), Close-range, WillNeg, SR applies>  
 – Banishes up to 2 HD per level of Extraplanar creatures in a 30' area away from the current plane. Extra hated objects give a +1 on SR Checks and +2 to the spell's DC.

*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.

*Ironguard, Greater*(MoF p97)

<Abj, VSM(tiny shield)F(100gp adamantine), 1StdAct, Touch, 1rnd/lvl>  
 – Touched subject passes through all metal with less than a +3 Enhancement bonus.

*Otiluke's Greater Dispelling Screen*(CArc p117)

<Abj, VSM(lead crystal), 1StdAct, Close-range, 1min/lvl(D)>  
 – Creates an immobile wall of one 10' square per level –or– sphere/hemisphere whose radius is up to 1' per level. Any creature or object passing through the screen is subject to a Targeted Dispel – Each ongoing spell on the target gets a separate Dispel Check (max +20). If successful, the spell is terminated, except for unattended magic items, in which case the item is suppressed for 1d4 rounds.  
 Magical effects that are not affecting an object or creature are blocked by the screen.

Dispelled by *Disintegrate*.

*Ruby Ray of Reversal*(PGF p110)

<Abj, VSM(1,000gp ruby), 1StdAct, Medium-range, Instantaneous>  
 – Deals with one magical or mundane hazard as listed below:  
 a) Trigger a trap of which you are aware;  
 b) Open knots, doors, shackles, *Arcane Lock*, etc.  
 c) Dispels *Entangle*, etc.  
 d) Creates a 1' radius hole in a *Wall of Force*, *Force Cage*, etc.  
 e) A creature that has been petrified, polymorphed, etc., is restored to its natural form;  
 f) Dispels *Magic Jar* if the focus is targeted;  
 g) Destroys movement hampering substances, such as web, *Web*, slime, grease, etc., in a 20' radius Spread.

*Sequester*(PH p276)

<Abj, VSM(basilisk eyelash, gum arabic, whitewash), 1StdAct, Touch, 1day/lvl(D)>  
 – Touched willing creature or object (up to 2' cube per level) becomes Invisible & immune to divination magics. Living targets are placed in Suspended Animation for the spell's duration.

*Spell Turning*(PH p282)(PHe+)

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, until expended up to 10min/lvl>  
 – Reflects ranged targeted spells (i.e., not area-of-effect spells or touch attacks) back at their caster. 1d4+6 spell levels are reflect in total. If a spell is partially reflected (i.e., not enough spell levels remaining to totally reflect the spell), the percentage of remaining 'levels of reflection' to the spell's level is the percentage of the spell being reflected or the percentage of spell damage that is reflected.  
 For example, if a caster has 2 remaining levels of reflection is targeted with an 8<sup>th</sup> level *Polar Ray*, the caster with *Spell Turning* will take 75% of the damage while the caster of *Polar Ray* will take 25%. On the other hand, if the caster with *Spell Turning* was targeted with an 8<sup>th</sup> level *Maze*, there would be a 75% chance of him/her being effected & a 25% chance of the caster of the *Maze* being effected.

Conjuration

*Drawmij's Instant Summons*(PH p225)

<Conj(sum), VSM(1,000gp sapphire), 1StdAct, until discharged>  
 – This spell allows a target object to be located or summoned to the caster by breaking the material component sapphire. The target object can weigh no more than 10 pounds –or– not be longer than 6' and must have the caster's *Arcane Mark* on it. When this spell is cast, the target object's name is invisible marked on the sapphire.

At any point in the future, the sapphire can be broken by the caster while he/she speaks a word of activation. At that point, one of two things happens:

- If the target object is in the possession of a creature, the caster immediately knows the name and location of the possessor.
- Otherwise, the target object is teleported into the caster's grasp, even if it was on another plane of existence.

*Mordenkainen's Magnificent Mansion*(PH p256)

<Conj(creat), VSF(5gp small ivory portal, 5gp piece of marble, 5hp tiny silver spoon), 1StdAct, Close-range, 2hrs/lvl(D)>  
 – Creates an extra-dimensional space of up to three contiguous 10' cubes per level. The space is designed for many people to rest comfortably:  
 a) Contains fresh air & food for 12 people/lvl.  
 b) Has 2 *Unseen Servants* per lvl.  
 c) The floor plan is designated by the caster.  
 The entrance is 8' tall by 4' wide & can only be entered by those designated by the caster. Once the caster enters the mansion, the entrance becomes Invisible & sealed, though it may be reopened from the inside.

*Plane Shift*(PH p262)

<Conj(teleport), VSF(plane-specific tuning fork), 1StdAct, Touch, Instantaneous, WillNeg, SR applies>  
 – Either 1 unwilling target –or– 8 willing targets are sent to another plane of existence.

*Phase Door*(PH p261)

<Conj(creat), V, 1StdAct, Touch, 1use/2lvs>  
 – Creates an ethereal passage 5' wide by 8' high with a depth of 10' + 5' per 3 levels through wood, plaster, or stone. The passage is invisible and only usable by the caster and anyone else who can trigger it (set at creation time). The trigger must be based on observable qualities. Anyone using the passage can take one other creature through, but this counts as 2 uses.

*Summon Monster VII*(PH p287)

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

Table	#
<u>Summon Monster VII</u>	1
<u>Summon Monster VI</u>	1d3
<u>Summon Monster V</u> (or lower)	1d4+1

*Teleport, Greater*(PH p292)

<Conj[teleport], V, 1StdAct, Touch>  
 – The caster (carrying Maximum load) & one willing Medium-size creature per three levels (or the Creature Equivalent) are instantly transported anywhere in the current plane of existence. The destination must be pictured by the caster. There is no chance of ending up in the wrong place, but if the caster's information is somehow false, the spell's subjects remain in the casting location.

*Teleport Object*(PH p293)

<Conj[teleport], V, 1StdAct, Touch>  
 – One object (but not a creature or a magic effect) of up to 50 pounds per level and 3 cubic feet per level is instantly transported to anywhere the caster pictures in the current plane of existence.

How	On	Off	Similar
<u>Familiar</u>	<u>Target</u>	<u>Target</u>	<u>Area</u> <u>Mishap</u>
Familiar	01-97	98-99	100 —
Studied	01-94	95-97	98-99 100
Visited	01-88	89-94	95-98 99-100
Seen Once	01-76	77-88	89-96 97-100
False Dest.(d20+80)	—	81-92	93-100

Alternatively, the caster can send the object deep into the Ethereal Plane. The object can then only be brought back by casting a targeted *Dispel Magic* successfully on its point of departure (whose Magic Aura is Faint).

*Vipergout*(PGF p117)

<Conj(sum)[variable alignment], VSM(snakeskin), 1StdAct, Close-range, 1rnd/lvl>  
 – The caster summons either Celestial or Fiendish Medium-sized Vipers. The caster can "spit" 3 snakes as a Standard Action or 1 snake as a Move Action, for a total of 1d4 + 3. Once spat out, a snake moves to the desired target and attacks. Until the full number of snakes are "spat out", the caster cannot speak.

Divination

*Arcane Sight, Greater*(PH p201)

<Div, VS, 1StdAct, Personal, 1min/lvl(D)>  
 – The caster's eyes glow blue & is to see magic auras within 120', allowing his/her to know the strength & school of all magic effects & items automatically. By spending a Standard Action scrutinizing a target, the caster can know if it has any spell casting or spell-like abilities, whether they are Arcane or Divine, & the power level of the highest spell effect still available to the target today.

*Scrying, Greater*(PH p275)(PHe)+

&lt;Div(scry), VS, 1Hour, 1hr/lvl, WillNeg, SR applies&gt;

- Sends a **Magical Sensor** to watch & listen to a target creature. This spell's DC is adjusted by the caster's knowledge and connection to the target.

<b>Knowledge</b>	<b>DC</b>
None (must have a Connection)	–10
Heard of the target	–5
Met the target	+0
Know the target well	+5
<b>Connection</b>	<b>DC</b>
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*.

*Vision*(PH p298)

&lt;Div, VSM(250gp incense)F(200gp ivory strips)X(100), 1StdAct, Personal&gt;

- The caster “remembers” legends about a target creature, place, or object by making a **Caster Check** (max level bonus +25):

<b>Connection to Target</b>	<b>DC</b>	<b>Info Gained</b>
Touching	20	Good
Detailed Information	25	Incomplete
Remains Only	30	Vague

**Enchantment***Geas, Mass Lesser*(DR312 p51)

&lt;Ench(comp)[mind][language], V, 1Round, Medium-range, until discharged(D), WillNeg, SR applies&gt;

- One subject per level with 7 HD or less in a 30' area obeys the caster's command “to the letter”, though self-destructive orders break the spell.

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

If a subject is prevented from carrying out the instructions, he/she suffers a –2 penalty on each ability score per full day (max of –8). The ability scores return to normal after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic*, though it can be ended by *Remove Curse, Break Enchantment, Limited Wish, Miracle, or Wish*.

*Hold Person, Mass*(PH p241)

&lt;Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg(repeat), SR applies&gt;

- One or more Humanoids in a 30' area are **Held**. Each target gets a new Will save each round to end the spell.

*Insanity*(PH p244)

&lt;Ench(comp)[mind], VS, 1StdAct, Medium-range, Instantaneous, WillNeg, SR applies&gt;

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

*Nybor's Stern Reproof*(PGF p107)

&lt;Ench(comp)[mind], VSF(stick), 1StdAct, Close-range, 1rnd/lvl, Fort½, SR applies&gt;

- Pain causes the living target to **Die** unless he/she makes a Fortitude save. If the save is successful, the target receives a –2 penalty on **All Actions** for the remainder of the spell & must make a Will save or be **Dazed** for 1d4 rounds. Spellcasting requires a Concentration check.

*Power Word Blind*(PH p263)

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

- One target creature is **Blind**:

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

*Symbol of Stunning*(PH p291)

&lt;Ench(comp)[mind], VSM(5,000gp diamond &amp; opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies&gt;

- Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60' radius **Emanation** are **Stunned** for 1d6rnds, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not effect 150hp worth of creatures when triggered, it remains active until it effects the remaining hp of creatures, up to 10min/lvl.

Any creature who saves is safe until it leaves the 60' radius. Reentering requires a new save.

The symbol **must be in plain sight** and is triggered by one or more of following actions is performed within 60' (chosen at cast time):

- target looks at the symbol;
- target reads the symbol;
- target touches the symbol (including covering it);
- target passes over the symbol;
- target passes through the portal marked with the symbol;
- custom triggering condition based on target's name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be **Dispel**led by a targeted *Dispel Magic*. It is immune to *Erase*.

**Evocation***Amber Sarcophagus*(BoED p90)

&lt;Evoc, VSM(500gp amber sphere), 1StdAct, Close-range, 1day/lvl, no save, SR applies&gt;

- A target hit by a ranged touch attack is encased in amber and goes into **Stasis**. While within, the target is immune to all attacks, including mental ones.

The amber has Hardness of 5 & 10 hp per level (max 200hp). The spell ends if the sarcophagus is broken.

However the spell ends, the amber disappears.

*Bigby's Grasping Hand*(PH p204)

&lt;Evoc[force], VSF(leather glove)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies&gt;

- Creates a magical 10'x10' hand which stays in between the creator & a designated target and either

- tries to push the target away (treat as a Bull's Rush at +16) up to the spell's range;
- attempts to grapple to target (Touch check: +9 + Caster level + **Primary Stat** modifier; Grapple check: +14 +Caster level + **Primary Stat** modifier). Does not harm a grappled opponent.

The hand also provide +4 Cover bonus to AC for the caster against that target. The target can be changed as a Move Action. The hand has the caster's maximum hit points & saving throw and has a AC of 20.

*Delay Blast Fireball*(PH p217)

&lt;Evoc[fire], VSM(bat guano, sulfur), 1StdAct, Long-range, Ref½&gt;

- Everything in a 20' radius **Burst** take 1d6/lvl Fire damage (max 20d6).

The caster may set the time of detonation to be up to 5 rounds after the spell is cast. If not set to detonate immediately, a glowing bead appears at the target location. The bead can be picket & thrown (range increment 10'). If handled within 1 round of detonating, the bead has a 25% chance of detonating immediately.

*Emerald Flame Fist*(CAre p105)

&lt;Evoc[fire], VS, 1StdAct, Touch, 1rnd/lvl, SR applies&gt;

- One of the caster's hands is surrounded by green flame, which gives off 20' radius of light.

On a successful Touch attack, a target creature or object takes 3d6 + 1 per Caster level (max 3d6+20) Fire damage (no save) and has the green fire move from the caster's hand to his/her body (FortNeg).

If the flame is no longer on the caster's hand, the target takes 3d6 + 1 per Caster level (max 3d6 + 20) Fire damage each round (Fort½) until the spell's duration ends.

*Forcecage*(PH p232)

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

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

- Barred Cage – 20' cube with 6" bands of force alternating with 6" gaps; or
- Windowless Cell – 10' cube with six solid walls.

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

*Great Thunderclap*(MoF p98)

&lt;Evoc[sonic], VSF(bell), 1StdAct, Medium-range&gt;

- All creatures in a 5'/lvl radius spread take the following effects:

- Stunned** for 1 round (WillNeg);
- Deafened** for 1 minute (FortNeg); and
- knocked prone (RefNeg).

**Mordenkainen's Sword**(PH p256)

- <Evoc[force], VSF(250gp tiny platinum sword), 1StdAct, Close-range, 1rnd/lvl(D), SR applies>
- Creates a flying blade of force that attacks the caster's opponents without need for attention.
    - a) Attacks its target once per round automatically with an attack bonus of (Caster level + **Primary Stat** modifier + 3 Enhancement bonus). The sword attacks the round it is created;
    - b) Does 4d6+3 Force damage with a threat range of 19-20 & a x2 critical modifier;
    - c) If the sword attacks a creature with Spell Resistance, it gets **one** check to dispel the sword. If it fails, the sword can attack that target freely.
    - d) The caster can change the sword's target as a Standard Action;
    - e) Does not gain or give Flanking bonuses;
    - f) The sword cannot be damaged, but can be dispelled with *Dispel Magic*, *Disintegrate*, etc. For targeting purposes, it has AC 13.

**Prismatic Spray**(PH p264)

- <Evoc, VS, 1StdAct, SR applies>
- Everyone within the 60' long **Cone-shaped Burst** suffer the following:
    - a) **Blind** for 2d4 rounds, unless 9HD+; and
    - b) Each subject is hit by 1-2 random colors:
 

d8 Color	Effect
1 Red	20hp fire damage (Ref <sup>1/2</sup> )
2 Orange	40hp acid damage (Ref <sup>1/2</sup> )
3 Yellow	80hp electricity damage (Ref <sup>1/2</sup> )
4 Green	Poison – Death (Fort <sup>1/2</sup> 1d6Con)
5 Blue	Turned to Stone (FortNeg)
6 Indigo	<i>Insanity</i> (as spell) (WillNeg)
7 Violet	<i>Plane Shift</i> (as spell) (WillNeg)
8 2 colors	Roll twice, ignoring '8's.

**Submerge Ship**(DR314 p47)

- <Evoc[water], VSF(2,500gp miniature wood & silver rudder), 10Minutes, Touch, 1hr/lvl>
- The touched ship becomes able to travel underwater at a "swim" speed of 60'. The ship is controlled by the caster or any creature to whom he/she transfers the focus rudder. While under the effect of this spell, the ship has the following properties:
    - a) protected from water & pressure damage;
    - b) interior stays dry, even if a door or porthole is opened;
    - c) as long as creature stays within 10' of the target ship, he/she can breath water, is immune to pressure damage, and can move around the ship as if it were on calm seas.
 When the spell ends (due to its duration running out, the focus becoming unattended or destroyed, or the spell being Dispelled), the ship rises to the surface at a rate of 60' for 1 round per Caster level. If it has not reached the surface at that time, the ship sinks.

**Zajimarn's Ice Claw Prison**(MoF p135)

- <Evoc[cold], VSF(white leather glove, clear crystal), 1StdAct, Medium-range, 1rnd/lvl>
- Creates a 10'x10' claw made from ice which can grab an opponent. The claw is AC 20, has the caster's hit-points, is immune to cold, and takes double damage from fire. As a Standard Action, the caster may have the claw initiate a Grapple. Its attack & grapple bonus equals the caster's level + 7 (for its 24 Strength). The claw may only attack once per round, but once the grapple succeeds, the caster may order the claw to pin or damage (1d3+7) the target as a Free Action. Any round where the target is still grappled it takes 1d8 Cold dmg.

**Illusion****Invisibility, Mass**(PH p245)

- <Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Long-range, 1min/lvl(D)>
- All creatures in a 180' area become **Invisible**. The effect moves with the group & any individual straying out of range becomes visible. If any of the creatures attack, the spell ends. Note that the spell's targets cannot see each other.

**Project Image**(PH p265)

- <Ill(shadow), VSM(5gp doll of the caster), 1StdAct, Medium-range, 1rnd/lvl(D), WillDisbelief, no SR>
- An insubstantial, but otherwise real double of the caster is created. The caster must maintain line-of-sight with the double or the spell ends. As a Free Action, the caster can choose to see through the double's eyes & hear through its ears. As a Move Action, the caster can take direct control of the double, otherwise it mimics the caster. Spells can be cast through the double, but otherwise act normally.

**Shadow Conjuration, Greater**(PH p276)

- <Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>
- Mimics a Wizard/Sorcerer Conj(summoning) or Conj(creation) spell of up to 6<sup>th</sup> level. The spell is <sup>3</sup>/<sub>5</sub><sup>th</sup> real & the remainder is 'shadow'. The target of the spell always get a Will save to realize the spell is not entirely real. The target's Spell Resistance always applies too. Range & duration match the copied spell. The possible effects fall into 3 categories:
    - Damage Spells** (e.g., *Melf's Acid Arrow*):
      - Believer – effected by the spell normally, including any normal saving throws.
      - Nonbeliever – takes <sup>3</sup>/<sub>5</sub><sup>th</sup> damage & any non-damage effect has only a 60% chance of effecting the target.
    - Creating Objects or Substances** (e.g., *Web*):
      - Believer – effected by the spell normally, including any normal saving throws.
      - Nonbeliever – 60% chance of effecting the target.
    - Summon a Creature**. (e.g., *Summon Swarm*):
      - Believer – creature has all its normal abilities & weaknesses, but only has <sup>3</sup>/<sub>5</sub><sup>th</sup> of its normal hp.
      - Nonbeliever – creature has <sup>3</sup>/<sub>5</sub><sup>th</sup> of its normal hp, does <sup>3</sup>/<sub>5</sub><sup>th</sup> of its normal damage, only has <sup>3</sup>/<sub>5</sub><sup>th</sup> of its normal AC bonus, & its non-damage abilities have only 60% chance of working each time.

**Simulacrum**(PH p279)

- <Ill(shadow), VSM(snow/ice, piece of target's hair or flesh, 100gp per HD of ruby powder) X(100 per HD (min 1,000)), 12Hours, Instantaneous, no save, no SR>
- Creates a partially real replica of a creature which is made from snow. The replica has 50% of the original's hit points, skills, & personality. The original can have no more HD than twice the Caster level. The replica follows the caster's **verbal** orders, even if suicidal. If brought to 0 hp, the replica melts into slush. Anyone meeting the replica who is familiar with the original can make a contested Spot check (DC is the caster's Disguise check at the time of creation) or a Sense Motives check (DC 20) to determine that something is wrong. The replica cannot naturally heal. The caster must spend 24 hours in a specially equipped lab and expend 100gp/hp repaired in materials

**Necromancy****Control Undead**(PH p214)

- <Necro, VSM(bone, meat), 1StdAct, Close-range, 1min/lvl, WillNeg, SR applies>
- Up to 2HD of Undead per level in a 30' area will not attack the caster. If the caster gives the Undead an order, they will obey.

**Finger of Death**(PH p230)

- <Necro[death], VS, 1StdAct, Close-range, Instantaneous, Fort<sup>1/2</sup>, SR applies>
- The living target dies on a failed saving throw. On success, target takes 3d6 + 1/level (max +25).

**Righteous Glare**(BoED p105)

- <Necro[good][death], VS, 1StdAct, Personal, 1rnd/lvl>
- The caster gets a Gaze attack with a 60' range: Evil creatures with 5HD or less: Make a Will save or die. On a successful save, **Panicked** for 2d10 rounds. Evil creatures with more than 5HD –or– Neutral creatures: **Panicked** for 2d10 rounds (WillNeg).

**Sword of Darkness**(CArc p126)

- <Necro[evil], VSM(longsword)F(large stone), 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>
- Creates a black blade of negative energy that attacks the caster's opponents without need for attention.
    - a) Attacks its target automatically with an attack bonus equal to its Caster level. The sword can make a Standard Attack on the round it is created;
    - b) By making a Full Round attack, the sword can make multiple attacks as appropriate for its attack bonus;
    - c) Does 1 **Negative Level** each time it hits a living creature. The sword threat range of 19-20 & does 2 **Negative Levels** on a critical hit. The Negative Levels fade when the spell ends, but if a creature takes as many Negative Levels as its HD, it dies;
    - e) An Undead struck by the sword gains 5 Temporary HP per two levels (max 25 hp) that fade after 1 hour.
    - d) If the sword attacks a creature with Spell Resistance, it gets **one** check to dispel the sword. If it fails, the sword can attack that target freely.
    - e) The caster can change the sword's target as a Standard Action. On such a round, it can only do a Standard Attack;
    - f) Attacks from the caster's direction, but can give Flanking bonuses to the caster's allies;
    - g) The sword cannot be damaged, but can be **Dispelled**.

*Symbol of Weakness*(PH p291)

<Necro, VSM(5,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>  
 – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60' radius Emanation take 3d6 Strength Damage. Targets cannot be waken without magic. The triggered symbol remains active for 10min/lvl  
 Any creature who saves is safe until it leaves the 60' radius. Reentering requires a new save.  
 The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60' (chosen at cast time):  
 a) target looks at the symbol;  
 b) target reads the symbol;  
 c) target touches the symbol (including covering it);  
 d) target passes over the symbol;  
 e) target passes through the portal marked with the symbol;  
 f) custom triggering condition based on target's name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with Read Magic and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted Dispel Magic. It is immune to Erase.

*Wave of Exhaustion*(PH p301)

<Necro, VS, 1StdAct, no save, SR applies>  
 – All living creatures in a 60' Cone-shaped Burst become Exhausted. Creatures already exhausted receive no additional penalties.

Transmutation

*Changestones*(Und p57)

<Trans, VSF(prepared stone (see below)), 1Round, Touch, 1hour/lvl(D)>  
 – 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.

*Control Weather*(PH p214)

<Trans, VS, 10Minutes, 4d12hours>  
 – The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.  
 Season Weather Choices  
 Spring Tornado, Thunderstorm, Hot Summer Rain, Heat Wave, Hailstorm  
 Autumn Hot, Cold, Fog, Sleet  
 Winter Frigid Cold, Blizzard, Thaw  
 Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

*Eladrin Form*(BoED p97)

<Trans[good], V, 1StdAct, Personal, 1rnd/lvl(D)>  
 – The caster becomes a 5' sphere of light:  
 a) Incorporeal, so immune from non-magical attacks & 50% likely to avoid most magical attacks;  
 b) gain Fly 150' / Perfect maneuverability;  
 c) cannot cast spells.

*Ethereal Jaunt*(PH p227)

<Trans[teleport], V, 1StdAct, Personal, 1rnd/lvl(D)>  
 – The caster become ethereal, along with his/her equipment.

*Gemjump*(MoF p96)

<Trans[teleport], VSF(1,000gp rogue stone), 1FullRound, until triggered>  
 – Once this spell has been cast on a touched Rogue Stone(MoF p176), the caster & up to 50 pounds per level can teleport to it by using a command word. The caster can only have one Gemjump cast on any given Rogue Stone, but other casters may use it as their focus too.

*Reverse Gravity*(PH p273)

<Trans, VSM(loadstone, iron filing)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), no save, no SR>  
 – 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.

*Simbul's Spell Sequencer*(PGF p111)

<Trans, VSF(1,000gp sapphire), 1StdAct, Personal, 10min/lvl(D)>  
 – Creates a magical container for up to two spells. For the two rounds after the matrix is created, the caster can transfer a spell of up to 3<sup>rd</sup> level whose casting time is no more than 1 Full Round into the container. The caster loses 2d6hp per spell which cannot be healed until this spell ends.  
 The caster may cast one spell out of the matrix as a Swift Action. Alternatively, if both spells are 2<sup>nd</sup> level or lower, they can both be cast as a single Free Action.  
 After all spells have been cast, this spell ends.

*Statue*(PH p284)

<Trans, VSM(sand, lime, water, iron rod), 1Round, Touch, 1hr/lvl(D)>  
 – Touched subject & its equipment are transformed into stone (gaining Hardness 8). In statue form, the subject continues to see, hear, & smell normally, but doesn't need to breath.  
 As a Free Action, the subject can shift between statue form & its original form as many times as desired during the spell's duration.

*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.

*Teleport, Mass*(MoF p107)(T&B p93)

<Trans[teleport], V, 1FullRound, Touch>  
 – Up to 100 pounds per level are instantly transported to anywhere the caster pictures in the current plane of existence. The caster has the option of not joining in the teleport. Note that any subjects must be willing.

How	On	Off	Similar
<u>Familiar</u>	<u>Target</u>	<u>Target</u>	<u>Area</u> <u>Mishap</u>
Familiar	01-97	98-99	100 —
Studied	01-94	95-97	98-99 100
Visited	01-88	89-94	95-98 99-100
Seen Once	01-76	77-88	89-96 97-100
Described	01-52	53-76	77-92 93-100
False Dest.	—	—	01-60 61-100

*Tomb of Light*(BoED p110)

<Trans[good], VSM(50gp clear gem), 1Round, Touch, Concentration, Fort½, SR applies>  
 – The touched Evil Extraplanar Creature is Paralyzed if it fails its initial Fortitude save. Each round that the caster maintains the spell after the first, the target gets a new Fortitude save. If successful, the spell ends & the target is no longer paralyzed. Otherwise, the target takes 1d6 Constitution Drain & the caster takes 1d6 non-lethal damage.

Universal

*Limited Wish*(PH p248)

<Univ, VSX(300), 1StdAct>  
 – The caster may cast any one spell, even from another class' spell list & even from a prohibited school of magic, up to the level listed below:

	<u>Wizards Spell</u>	<u>Any Class</u>
non-prohibited	6 <sup>th</sup>	5 <sup>th</sup>
prohibited	5 <sup>th</sup>	4 <sup>th</sup>

The spell has all the normal restrictions, such as allowing a saving throw, except that it is treated as a 7<sup>th</sup> level spell & any material components worth less than 1,000gp can be ignored.

This spell can also be used to break harmful spells, such as Insanity and Geas/Quest.

8<sup>th</sup> LevelAbjuration*Anticipate Teleportation, Greater*(CArc p97)

<Abj, VSF(1,000gp platinum & crystal hourglass), 10 Minutes, Touch, 24 hours>

- If any spell with the [teleport] subtype has its destination within a 5' per level Emanation of the touched subject, the following occurs:
  - a) the subject knows where within the area of effect is the destination of the spell;
  - b) the subject knows the number of creatures the spell is transporting, their sizes, and their creature types;
  - c) the arrival of the teleporting creatures is delayed for 3 rounds, allowing the subject (anyone he/she informs) a chance to prepare. The teleporting creatures do not know they were delayed.

This spell applies even if the destination is not the one intended by the caster of the teleportation spell (due to a mishap).

Note: the subject must carry the focus or the spell ends.

*Dimensional Lock*(PH p221)

<Abj, VS, 1StdAct, Medium-range, 1day/lvl, no save, SR applies>

- An immobile 20' radius Emanation with a glowing green border is blocked from extradimensionally into or out of that area. Spells & spell-like abilities such as *Astral Projection*, *Blink*, *Etherealness*, *Gate*, *Maze*, *Shadow Walk*, *Teleport*, etc., are blocked. It does not extend the duration of Summoning spells.

*Mind Blank*(PH p253)

<Abj, VS, 1StdAct, Close-range, 1day>

- Subject is total immunity to mind-affecting spells & effects, mind reading, detections, and all forms of scrying & divinations. Even *Limited Wish*, *Wish*, & *Miracle* cannot gain information about the subject. Scrying spells that come into the subject's area, such as *Arcane Eye*, will not even see the subject.

*Prismatic Wall*(PH p264)

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

- Creates an opaque, vertical wall 4'/lvl wide by 2'/lvl tall. Anyone within 20' of the wall who has less than 8HD is Blind for 2d4 rounds (no save).

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

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

The wall is immune to *Dispel Magic*, *Greater Dispel Magic*, and *Antimagic Sphere*, but not *Mordenkainen's Disjunction*.

*Protection from Spells*(PH p266)

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

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

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

*Spell Engine*(MoF p121)(MoFe)+

<Abj[force], VSM(1,000gp silver wheel, disk of stone, tear from the caster)X(250), 10Minutes, Close-range, Permanent until it explodes>

- Creates an incorporeal, 10' diameter disk of force. When created, the disk is 'inactive'. Once it is activated, the disk remains that way until it is destroyed.

Inactive: The disk is invisible. If a spell or spell-like ability is used within its diameter, the spell is absorbed & the disk becomes 'Active'.

Active: The disk glows like a torch and spells take half the normal time to prepare in its light. If a spell or spell-like ability is used within its diameter, the spell is absorbed & the disk spins for 1 hour per absorbed level. If a permanent magic item comes in contact with an active disk, the item is destroyed & the disk explodes for 1d6/lvl (max 20d6) to everyone within Close-range (no save).

The disk absorbs *Dispel Magic*, but a *Disintegrate* makes it explode.

*Transcribe Symbol*(PGF p116)

<Abj, VSF(piece of slate), 1StdAct, Personal, until discharged up to 10min/lvl>

- The caster may "pick up" one touched, untriggered *Glyph of Warding* or *Symbol* by making a Caster check vs. DC (20 + the spell's level). Failure means the rune goes off. If successfully picked up, the caster must maintain Concentration until he/she can find a suitable place to "put down" the rune again. If Concentration is lost or the duration is exceeded, the rune goes off. Once "put down", the rune acts normally in its new location.

*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*Incendiary Cloud*(PH p244)

<Conj(creat)[fire], VS, 1StdAct, Medium-range, 1rnd/lvl, Ref½, no SR>

- Creates a 20' radius by 20' high Cloud of smoke. Anyone within the cloud take 4d6 Fire damage each round.

The cloud moves away from its starting point at a rate of 10' per round. By concentrating, the caster can move the "starting point" 60' per round, effectively steering the direction the cloud will drift. Any section of the cloud that goes beyond range is dispelled.

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

*Maze*(PH p252)

<Conj[teleport], VS, 1StdAct, Close-range, up to 10min, no save, SR applies>

- A single target becomes trapped in an extradimensional maze made from force. Each round, the target may attempt to escape by making an Intelligence check vs. DC 20. When successful, or when 10 minutes pass, the target is returned to the location from which it disappeared.

The target cannot escape with teleportation magics, but can use *Plane Shift*. Minotaurs are immune to this spell.

*Planar Binding, Greater*(PH p261)

<Conj(call)[variable alignment/element], VS, 10Min, Close-range, WillNeg>

- Calls & traps up to three Outsiders or Elementals of the same type with a total of 18HD until they performs a task. Before casting this spell, the caster must prepare a 'holding area' within range with either an inward-focused *Magic Circle* or a Calling Diagram.

Steps in a binding:

- 1) Target gets a Will save (but no SR) to avoid being Called into the 'holding area'.
- 2) Target can try to escape from the 'holding area' with a Spell Resistance check, dimensional travel (which can be blocked with *Dimensional Anchor*), or a Charisma check vs. DC (15 + ½ Caster level + Caster's Charisma modifier). Success means it can flee or attack.
- 3) Caster requests a service & offers a reward. The difficulty of the 1<sup>st</sup> & the generosity of the 2<sup>nd</sup> results in a bonus of 0 - +6. The Caster & the Target then make an opposed Charisma check, with success meaning the Target accepted the Caster's offer. If the Caster rolls a '1', then the Target escapes immediately.

Steps 2) & 3) are repeated every day until a) the Target accepts; b) the Target escapes; or c) the Target is dismissed with a separate spell.

If the Target accepts, it will follow the wording of the task & then report back when it is done. Open-ended tasks (i.e., "guard this door") last up to 1 day per Caster level.

If more than one target was called, each one gets a separate saving throw, a separate Spell Resistance check to escape, and needs a separate Charisma check to convince it.

*Summon Monster VIII*(PH p287)

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

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

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

*Trap the Soul*(PH p295)

<Conj(sum), VSF(gem worth 1,000gp per HD of the target), 1StdAct, Close-range, Permanent, WillNeg>  
 – The target’s body & soul are trapped within a gem until it is broken. If the focus gem is not worth 1,000gp per HD of the target, it shatters immediately & the spell is wasted. The target receives a Spell Resistance check if the caster does not say its name as part of casting the spell. If the caster uses the target’s name, there is no SR check and the save DC is at +2. If the spell is resisted in any way, the focus gem shatters.

-or-

<Conj(sum), VSF(trigger object, gem worth 1,000gp per HD of the target), Permanent, no save, no SR>  
 – The target’s body & soul are trapped within a gem until it is broken. If the focus gem is not worth 1,000gp per HD of the target, it shatters immediately & the spell is wasted. The caster prepares a trigger object with the target’s name. When that target picks up or accepts the trigger object, the spell is activated & the target does not receive a saving throw or a Spell Resistance check.

**Divination***Discern Location*(PH p222)

<Div, VS/DF, 10Minutes, no save, no SR>  
 – Finds a named creature or object, no mater where it is located (even on other planes!). The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.  
 Bypasses most anti-scrrying protections and can only be blocked *Mind Blank*.

*Moment of Prescience*(PH p255)

<Div, VS, 1StdAct, Personal, until discharged up to 1hr/lvl>  
 – The caster gains an Insight bonus equal to the Caster level (max +25) to be used one time within 1 hour per level. The bonus can be used on one attack roll, opposed ability check, opposed skill check, saving throw, or as a bonus to AC against a single attack (even if the caster is Flat-Footed).  
 Only one instance of this spell can be in effect on a person at any time.

*Prying Eyes, Greater*(PH p267)

<Div, VSM(crystal marbles), 1Minute, 1mile, up to 1hr/lvl, no SR>  
 – Creates 1d4 + 1/lvl scouts (called “eyes”), which are Fine-sized floating Constructs with AC 18 (due to size), 1hp, 30’ (perfect) movement, makes Hide checks at +16, makes Spot checks at Caster level (max +25), & has *True Seeing* up to 120’. This allows the ‘eye’ to see through normal & magical darkness, notice magically-hidden secret doors, see through *Invisibility*, see through illusions, see the true form of polymorphed, changed, & transmuted things, and is able to look into the Ethereal Plane.  
 The caster gives each ‘eye’ instructions of up to 25 words on how he/she wants it to scout. Once its mission is done, the ‘eye’ returns to the caster, who learns all the ‘eye’ has experienced at the rate of 1 round per hour the eye has existed. Once an ‘eye’ has reported, it disappears.  
 An ‘eye’ can be destroyed by taking damage, being *Dispelled*, or traveling more than 1 mile from the caster. The caster knows when an ‘eye’ is destroyed, but does not know how.

**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*.

*Binding*(PH p204)

<Ench(comp)[mind], VSM(500gp of version-specific props, opals worth 500gp per HD of the target, written or carved description of the target), 1Minute, Close-range, WillNeg>  
 – Traps one living creature in one of 6 different ways. If the spell’s caster level is at least 2 times the target’s HD, its does not receive an initial saving throw.  
 Up to 6 assistants can help raise the spell’s caster level by casting one spell:  
 +1 - *Suggestion*  
 +<sup>1</sup>/<sub>3</sub> of assistant’s lvl - *Dominate Animal*, *Dominate Person*, or *Dominate Monster* (as appropriate).

The caster may set a trigger condition that will end this spell automatically, which gives a +2 bonus to the DC of the spell, but increases the spell’s “props” cost to 750gp.  
 Spells marked as ‘stackable’ can be cast multiple times on the target. As each instance of the spell runs out, the next one takes effect, but the target is allowed a new saving throw even if its HD are less than half of the caster level.

*Binding (chaining)*

<Ench(comp)[mind], VSM(see above), 1Minute, Close-range, 1year/lvl (stackable) (D), WillNeg>  
 Target is chained the location where the spell is cast. Any creature except the caster must make a Will save to enter the area, but even this causes a –4 penalty to Dexterity due to the discomfort of the act.

*Binding (slumber)*

<Ench(comp)[mind], VSM(see above), 1Minute, Close-range, 1year/lvl (stackable) (D), WillNeg>  
 Target enters Suspended Animation. Target receives a +1 bonus on its saving throw.

*Binding (bound slumber)*

<Ench(comp)[mind], VSM(see above), 1Minute, Close-range, 1month/lvl (stackable) (D), WillNeg>  
 Target enters Suspended Animation & is chained the location where the spell is cast. Any creature except the caster must make a Will save to enter the area, but even this causes a –4 penalty to Dexterity due to the discomfort of the act. Target receives a +2 bonus on its saving throw.

*Binding (hedged prison)*

<Ench(comp)[mind], VSM(see above) (D), 1Minute, Close-range, Permanent, WillNeg>  
 Target is transported to a confined area (often a labyrinth) which it cannot leave. Target receives a +3 bonus on its saving throw.

*Binding (metamorphosis)*

<Ench(comp)[mind], VSM(see above) (D), 1Minute, Close-range, Permanent, WillNeg>  
 Target is forced into gaseous form & trapped in a jar. The target is aware of its surroundings & can speak (usually forming a face in its gaseous form), but is unable to use any of its abilities or powers. The target does not age,

need nourishment, or even breath. Target receives a +4 bonus on its saving throw.

*Binding (minimus containment)*

<Ench(comp)[mind], VSM(see above) (D), 1Minute, Close-range, Permanent, WillNeg>  
 Target is shrunk to 1” (or smaller) & trapped in a gem or other container. The target does not age, need nourishment, or even breath. Target receives a +4 bonus on its saving throw.

*Charm Monster, Mass*(PH p209)

<Ench(charm)[mind], V, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>  
 – The caster causes one or more creatures to consider the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.  
 The caster can target one creature of with any number of HD –or– (2 \* Caster level) HD of creatures in a 30’ area.  
 If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

*Demand*(PH p217)

<Ench(comp)[mind], VSM(copper wire, hair from subject), 10Minutes, 1hr/lvl, Will½>  
 – Sends instructions of 25 words or less to a familiar target anywhere, who may send back a 25 word response immediately.  
 If the target fails its Will save, it is compelled to follow the instructions in the message, if reasonable. The instructions may activate immediately or may contain a trigger to activate them later. At the end of the duration, the instructions loose their power, triggered or otherwise.

*Dominate Person, Mass*(DR312 p51)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>  
 – Telepathically control one or more Humanoids. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input from any one target.  
 The caster can either target one Humanoid of any number of HD –or– two or more Humanoids in the 30’ area whose total HD do not exceed (2 \* Caster level).  
 The caster can change his/her orders with a Move Action, though each target must be commanded separately. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.  
 Actions against the target’s nature result in a new save with a bonus of +4, and self-destructive orders are ignored.  
 Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

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

*Maddening Scream*(CDiv p168)(Eb p113)

<Ench(comp)[mind][touch attack], V, 1StdAct, Touch, 1d4+1rds, no save, SR applies>  
 – Touched target goes into a screaming and twitching fit that does not allow it to take any actions, results in a –4 AC penalty, allows Reflex saves only on a natural 20, and makes it impossible to use a shield.

*Nybor's Wrathful Castigation*(MoF p111)

<Ench(comp)[mind], VSF(whip), 1StdAct, Close-range, 1rnd/lvl(D), Fort½>  
 – Target dies unless it makes its Fortitude save. Even if it does, it must make a Will save or be Dazed and –4 on all saves for the duration.

*Otto's Irresistible Dance*(PH p259)

<Ench(comp)[mind], V, 1StdAct, Touch, 1d4+1rnds, no save, SR applies>  
 – Touched target starts to dance uncontrollably & cannot take any actions, receives a –4 AC penalty, a –10 penalty to Reflex saves, & cannot effectively use a shield. The target provokes an attack of opportunity each round.

*Power Word Stun*(PH p263)

<Ench(comp)[mind], V, 1StdAct, Close-range, no save, SR applies>

– One target creature is Stunned:

current hp	duration	current hp	duration
151+	no effect	100–51	2d4 rnds
150–101	1d4 rnds	up to 50	4d4 rnds

*Symbol of Insanity*(PH p290)

<Ench(comp)[mind], VSM(5,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60' radius Emanation become permanently Confused (see *Insanity* for methods of removing this effect). The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60' radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60' (chosen at cast time):

- target looks at the symbol;
- target reads the symbol;
- target touches the symbol (including covering it);
- target passes over the symbol;
- target passes through the portal marked with the symbol;
- custom triggering condition based on target's name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The specific symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase*.

*Symbol of Spell Loss*(MoF p127)

<Ench[mind], VSM(5,000gp of diamond powder, 5,000gp of opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60' radius Emanation lose their high level prepared spell or spell slot (WillNeg), up to 30 spell levels. Until it depletes 30 spell levels, the symbol remains active, up to 10min/lvl.

Any creature within the 60' radius must make a new save every round.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60' (chosen at cast time):

- target looks at the symbol;
- target reads the symbol;
- target touches the symbol (including covering it);
- target passes over the symbol;
- target passes through the portal marked with the symbol;
- custom triggering condition based on target's name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase*.

*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*Bigby's Clenched Fist*(PH p203)

<Evoc[force], VSF(leather glove)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– Creates a magical 10'x10' hand which attacks a target designated by the caster once per round. The caster chooses the target as a Move Action, and the hand may move 60' and automatically attacks each round. The hand's attack bonus is (Caster level + Primary Stat modifier + 10). Its damage is 1d8+12 & Fortitude save or become Stunned for 1 round.

The hand may also be directed to interpose itself between the caster and a target, or Bull Rush an opponent with an attack bonus of (Caster level + Primary Stat modifier + 14). The hand has the caster's normal hit points & saving throw and has AC 20.

*Flensing*(FR p70)

<Evoc, VSM(onion), 1StdAct, Close-range, 4rnds, Fort½>

– The corporal target has the flesh torn from its body. Each round, the target makes a new saving throw to reduce the spell's effect:  
 a) 2d6 hp damage (Fort ½);  
 b) 1d6 Charisma damage (FortNeg); &  
 c) 1d6 Constitution damage (FortNeg).

*Lightning Ring*(PGF p105)

<Evoc[electricity], VSM(glass ring, fur), 1FullRound, Personal, 1rnd per 2 levels, Ref½, SR applies>

– A ring of electricity circles the caster with the following benefits:

- gain Electricity Resistance 20;
- each round, the ring generates two *Lightning Bolts* heightened to 8<sup>th</sup> level and to Caster level 5 (i.e., 5d6 Electricity damage to anything in a 120' long Line. DC is 18 + Spellcasting Modifier). The Caster may target the *Lightning Bolts* separately.

–or–

<Evoc[electricity], VSM(glass ring, fur), 1FullRound, Instantaneous, Ref½, SR applies>

– Generate eight *Lightning Bolts* from the Caster going towards each compass point. Each *Lightning Bolt* is heightened to 8<sup>th</sup> level and has a Caster level of 5.

*Lightning Bolt*(PH p248)

<Evoc[electricity], VSM(fur, glass rod), 1StdAct, Ref½, SR applies>

– Everything in a 120' long Line takes 1d6/lvl Electrical damage (max 10d6).

If the bolt hits a barrier that it does not destroy, it stops.

*Otiluke's Telekinetic Sphere*(PH p258)

<Evoc[force], VSM(crystal, gum arabic, magnets), 1StdAct, Close-range, 1min/lvl(D), RefNeg, SR applies>

– A sphere of Force 1' per level in diameter protects but traps one subject small enough to fit within it.

If the contents of the sphere weigh 5,000 pounds or less, the caster can telekinetically move the sphere within Medium-range. Moving the sphere requires a Standard Action and results in the sphere moving 30'. If the caster does not move the sphere or concentration is disturbed, the sphere stops, or falls at a rate of 60' if in the air (landing at this speed does no damage).

The caster can move the sphere from within. This spell is Cancelled by *Disintegrate*.

*Greater Shout*(PH p279)

<Evoc[sonic], VSF(metal horn), 1StdAct, SR applies>

– All creatures & objects within the 60' Cone-shaped Burst take 10d6 Sonic dmg (Fort½), are Deafened for 4d6rnds (FortNeg), and are Stunned for 1 round (FortNeg).

Anyone with an attended object is allowed a Reflex save to negate damage to the object. Crystalline creatures take 1d6 damage per level (max 20d6) (Fort½).

This spell is Suppressed by *Silence*.

*Polar Ray*(PH p262)

<Evoc[cold][fray], VSF(ceramic prism), 1StdAct, Close-range, no save, SR applies>

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

**Sunburst**(PH p289)

<Evoc[light], VSM(sunstone, fire)/DF, 1StdAct, Long-range, Instantaneous, SR applies>

– A 80' radius **Burst** of light is centered on the caster. Damage is based on creature type:

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

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

**Zajimarn's Field of Icy Razors**(MoF p135)

<Evoc[cold], VSF(50gp silver shuriken shaped like a snowflake), 1StdAct, Medium-range, 1min/lvl>

– One 10' square per level is filled with razor sharp ice shards. Any creature in the area of effect takes 2d4 damage + 1d6 +1/lvl cold damage (no save) and suffer leg & foot injuries which reduce the creature's movement to 2/3 of normal. The same effect is inflicted for each 5' moved through the area of effect. The movement damage lasts until the target is magically cured, receives a Heal check vs. the spell's DC, or 24hrs pass.

**Illusion**

**Scintillating Pattern**(PH p274)

<Ill(pattern)[mind], VSM(prism), 1StdAct, Close-range, Concentration + 2rnds, no save, SR applies>

– A 20' radius **Spread** of colors effects 1 HD per level of creatures with sight (lowest HD 1st):

HD	Effect
13+	<b>Confused</b> for 1d4 rounds.
7-12	<b>Stunned</b> for 1d4 rounds, then <b>Confused</b> for 1d4 round.
0-6	Unconscious for 1d4 rounds, then <b>Stunned</b> for 1d4 rounds, then <b>Confused</b> for 14d round.

**Screen**(PH p274)

<Ill(glamer), VS, 10Min, Close-range, 1day, no SR>

– The caster makes an illusion that obscures any or all objects in an area of one contiguous 30' cube per level (laid out in any way desired by the caster). All troops could be obscured in a crossing, or only 1 out of 5 could be shown, etc. The "rules" of the illusion are set at cast time & are unchangeable.

Scrying always sees the illusion, while local onlookers get a Will save to disbelieve if there is a reason to doubt what is seen.

**Shadow Evocation, Greater**(PH p277)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

– Mimics a Wizard/Sorcerer Evocation spell of up to 7<sup>th</sup> level. The spell is 3/5<sup>th</sup> real & the remainder is 'shadow'.

The target of the spell always get a Will save to realize the spell is not entirely real (objects always make this save). The target's Spell Resistance always applies too. Range & duration match the copied spell.

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 3/5<sup>th</sup> damage & any non-damage effect has only a 60% chance of effecting the target.

**Necromancy**

**Blackfire**(CArc p99)

<Necro[ray], VSM(pinch of dust from a vampire destroyed by sunlight), 1StdAct, Medium-range, 1rnd/lvl, SR applies>

– The target is engulfed in cold black fire, which causes the target 1d4 Constitution damage (FortNeg) and leaves him/her **Nauseated** (Fort save to be **Sickened**). If a target makes three consecutive Fortitude saves, the 'blackfire' goes out. If the target dies from the 'blackfire', his/her body is destroyed. Only **Wish** or **True Resurrection** and a successful Caster level check vs. DC 30 can bring the target back to life.

Any living creature adjacent to someone engulfed by 'blackfire' becomes engulfed in 'blackfire' too (RefNeg).

'Blackfire' can only be put out by **Antimagic Field**, **Remove Curse**, **Break Enchantment**, or a successful **Dispel Magic**. A creature under the effect of **Death Ward** is immune to 'blackfire'.

**Clone**(PH p210)

<Necro, VSM(piece of the subject's skin, 1,000gp of lab supplies)/F(500gp of lab equipment), 10Minutes, no SR>

– Grow the full body of the subject from 1 square inch of skin. The body takes 2d4 months to grow in the lab.

When the new body has finished growing, the subject's soul enters the body & brings it to life, but with 1 non-recoverable lost level. If the soul is not available (e.g., the subject is not dead, the soul has been trapped, the previous body died from old age, etc.) when the body is ready, the new body rots away (unless preserved).

**Create Greater Undead**(PH p215)

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

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

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

This spell must be cast at night.

**Death Symbol of Bane**(MoF p127)

<Necro[death][evil], VSM(30HD of Intelligence creatures must be sacrificed, 5,000gp of diamond powder, 5,000gp of opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then until depleted, FortNeg, SR applies>

– Creates a magical trap by drawing a symbol.

When triggered (see below), the symbol glows & creatures within a 60' radius **Emanation** die, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not slay 150hp worth of creatures when triggered, it remains active until it slays the remaining hp of creatures, however long that takes.

Each creature also takes 1d12 Cold damage (FortNeg) and suffers a –2 Morale penalty on **All Actions** and damage rolls (FortNeg).

Any creature who saves is safe until it leaves the 60' radius. Reentering requires a new save.

The symbol **must be in plain sight** and is triggered by one or more of following actions is performed within 60' (chosen at cast time):

- a) target looks at the symbol;
- b) target reads the symbol;

- c) target touches the symbol (including covering it);
- d) target passes over the symbol;
- e) target passes through the portal marked with the symbol;
- f) custom triggering condition based on target's name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc. All creatures wearing Bane's Holy Symbol are automatically considered attuned.

The symbol can be identified with **Read Magic** and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be **Dispelled** by a targeted **Dispel Magic**. It is immune to **Erase**.

**Devastate Undead**(LoD p186)

<Necro, VSF(weapon with the 'Disruption' feature), 1StdAct, Close-range, FortNeg>

– All Undead in a 30' area who have no more HD than the caster are destroyed unless they make their Fortitude save. The caster receives 5hp/HD of **Negative Energy Damage** for each Undead destroyed.

**Heart of Stone**(CArc p110)

<Necro, VSF(5,000gp heart-shaped stone)X(1,000), 1Hour, Personal, 1year>

– The caster extracts his/her own heart and replaces it with one made from stone. The organic heart still beats, and the caster dies if it is damaged.

The caster gains the following benefits and disadvantages:

- a) Damage Reduction 5 / —;
- b) Cold Resistance 5;
- c) Fire Resistance 5;
- d) Electricity Resistance 5;
- e) natural healing is limited to 1hp per day;
- f) magical healing must make a Caster check vs. (10 + caster level);

The living heart is teleported back into the caster's body (the stone one takes its place) when the spell ends, or any of the following occur:

- a) this spell is **Dispelled**;
- b) caster is targeted with **Stone to Flesh** (FortNeg);
- c) **Antimagic Field** suppresses this spell (and restores the caster's heart), but the stone heart returns when the caster leaves the antimagic effect.

**Horrid Wiltng**(PH p242)

<Necro, VSM(sponge)/DF, 1StdAct, Long-range, Fort½, SR applies>

– All living creatures in a 60' area takes 1d6 damage per level (max 20d6) from dehydration, except for Water Elementals & Plant Creatures, who take 1d8/lvl (max 20d8) instead.

*Skeletal Guard*(Sav p69)(MoF p119)(MoFe)+

<Necro[evil], VSM(one finger bone & one 50gp black onyx per skeleton to be created), 1StdAct, Touch>

- Transforms up to one finger bone per level into a Medium-sized skeleton that stays within 60' of its creator (farther than that & it goes inert). For purposes of being turned, each skeleton is considered to have 'Caster level' hit dice.

*Symbol of Death*(PH p289)

<Necro[death], VSM(5,000gp of diamond powder, 5,000gp of opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>

- Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60' radius Emanation die, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not slay 150hp worth of creatures when triggered, it remains active until it slays the remaining hp of creatures, up to 10min/lvl.

Any creature who saves is safe until it leaves the 60' radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60' (chosen at cast time):

- target looks at the symbol;
- target reads the symbol;
- target touches the symbol (including covering it);
- target passes over the symbol;
- target passes through the portal marked with the symbol;
- custom triggering condition based on target's name, alignment, a visual quality, or a visual action.

The caster may include a password, which allows the creature saying the password to not trigger the symbol.

The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol & are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.

The symbol can be identified with *Read Magic* and a Spellcraft check vs. DC 19, though this may trigger it.

This spell can be Dispelled by a targeted *Dispel Magic*. It is immune to *Erase*.

Transmutation*Bestow Curse, Greater*(CDiv p153) (CDivErrata)+

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

- Touched subject is inflicted with one of the following:
  - One ability score reduced to 1;
  - Two ability scores receive a –6 penalty (min 1);
  - 8 penalty on All Actions; or
  - 75% chance of losing each action.

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

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

*Blackstaff*(MoF p81)

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

- The touched staff / quarterstaff has its own abilities suppressed & gains the following:
  - +4 Enhancement bonus to attack & dmg;
  - On a hit, each ongoing spell effect on the target gets a separate Dispel Check. If successful, the spell is terminated, except for magic items, in which case the spell is suppressed for 1d4 rounds.
  - On a hit, spellcasters lose their highest level prepared spell / spell slot (WillNeg).

Each round as a Free Action, the wielder may suppress this spell & regain access to any magical properties the staff possesses.

*Excavate*(Und p58)

<Trans, VSM(dirt), 1StdAct, Close-range, Instantaneous>

- Creates a 5' x 8' lasting passage through wood, plaster, or stone. The passage's depth is 1' per level. If the depth is not enough to pierce a wall, a dead-end passage is created, though another *Excavate* can be cast at its end to make it longer.

*Flensing*(CArc p108)

<Trans[evil], VSM(onion), 1StdAct, Close-range, up to 4 rounds, Fort½, SR applies>

- Each round, the corporeal target takes the following:
  - 2d6 damage (Fort ½);
  - 1d6 Charisma damage (FortNeg); &
  - 1d6 Constitution damage (FortNeg).

The spell ends after the target makes a single save, or after 4 rounds.

*Ghostform*(CArc p109)

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

- The caster become incorporeal. Only magical weapons, spells, & supernatural-abilities can effect the caster, and even then there is a 50% chance that any damage can be ignored (other than force damage).

*Iron Body*(PH p245)

<Trans, VSM(iron from an iron golem or hero's armor)/DF, 1StdAct, Personal, 1min/lvl(D)>

- The caster's body becomes living iron, which has the following benefits & penalties:
  - Damage Reduction 15/Adamantine;
  - Immune to Blindness, Criticals, Ability Score Damage, Deafness, Disease, Drowning, Electricity, Poison, & Stunning;
  - Immune to any effects that modify a target's physiology or respiration. Since the caster cannot breath or drink, he/she cannot play woodwind instruments or drink potions;
  - ½ damage from Acid & Fire;
  - +6 Enhancement bonus to Strength;
  - 6 penalty to Dexterity (min Dex 1) ;
  - ½ movement;
  - 8 Armor Check penalty;
  - 50% Arcane spell failure;
  - 10x normal weight & cannot swim;
  - Fists to 1d6 normal damage (1d4 if Small);
  - Vulnerable to rust-based attacks.

*Polymorph Any Object*(PH p263)(PHe)+

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

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

This spell can mimic the following spells:

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

*Simbul's Skeletal Deliquescence*(MoF p118)

<Trans[touch attack], VS, 1StdAct, Touch, 1day/lvl, FortNeg>

- Touched target has its bones, etc., liquefied. This does no damage, but the target collapses into a heap, has a Dexterity of 1, cannot attack, speak, cast spells with somatic components, etc. The target does gain immunity to critical hits. The target's equipment is not modified.

*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.

*Temporal Stasis*(PH p293)

<Trans[touch attack], VSM(5,000gp of diamond, emerald, ruby, & sapphire powder), 1StdAct, Touch, Permanent, FortNeg, SR applies>

- Puts touched target into Suspended Animation. While under this effect, the target cannot be harmed by any force or effect.

This spell is Dispelled by *Freedom*.

9<sup>th</sup> Level**Abjuration***Absorption*(CArc p96)

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

– Spells and Spell-Like Abilities that target the caster are absorbed. To qualify, a spell must be ranged. Area of effect spells do not apply.

A total of 1d4+6 spell levels can be absorbed (value only known to the DM). If the target spell has more spell levels than can be fully absorbed, the ratio of absorbed levels vs. spell level is the chance the spell will work normally (i.e., if one spell level is absorbed from a 5<sup>th</sup> level spell, there is a 80% chance it will work normally, otherwise it fizzles) – or the amount of damage that the caster takes (i.e., if one spell level is absorbed from a 5<sup>th</sup> level damage spell, the spell's base damage goes down to 80%).

Any absorbed spell levels can be used “power” Prepared or Impromptu spells (i.e., a Prepared *Fireball* would consume 3 absorbed spell levels (and a ball of bat guano), but leave the spell in the caster's memory).

*Elminster's Effulgent Eupuration*(PGF p102)

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

– Creates one small, floating, silvery sphere per Caster level which may be moved as a group as a Standard Action around an other creature (by default, they surround & follow the caster).

Any hostile spell or spell-like effect that comes in contact with the sphere is negated. Once a sphere has negated a spell or spell-like ability, it fades away. The spheres cannot negate Area of Effect spells or spells that do not a target (such as *Bigby's Interposing Hand*).

*Freedom*(PH p233)

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

– Releases target creature from any magics or effects restricting its movement, including *Binding*, *Entangle*, *Grappling*, *Maze*, *Paralysis*, *Petrification* (no save needed to survive), *Pinning*, *Sleep*, *Slow*, *Stunning*, *Temporal Stasis*, & *Web*.

It is the only effect that can remove the spell *Imprisonment*, but to do so, it must be cast in the same location as the spell it is dispelling & the caster must know the target's name & background.

*Imprisonment*(PH p244)

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

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

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

*Maw of Chaos*(MoF p107)

<Abj[chaotic][force], VSM(jawbone with teeth), 1StdAct, Medium-range, 1rnd/lvl>

– All creatures in a 15' radius spread take the following effects each round:

- non-chaotic creatures take 1hp/lvl force damage (Will½);
- any activity that requires concentration, such as casting spells, requires a Concentration check vs. DC 34.

Creatures with the ‘chaotic’ subtype are not effected by this spell.

*Mordenkainen's Disjunction*(PH p255)

<Abj, V, 1StdAct, Close-range, Instantaneous>

– All magical effects & items in a 40' radius Burst are disrupted:

- The caster's spells & items are safe;
- There is a 1% per caster level chance of destroying an *Antimagic Field*. If destroyed, all spells & items within it are effected, otherwise they are immune.
- Spells & magical effects vulnerable to *Dispel Magic* are dispelled;
- Magic items must make a Will save or lose all their magic. Items in a creature's possession may use its Will base if better;
- There is a small chance that any Artifact in the area will have its magic destroyed, but this usually results in the destruction of the spellcaster too.

*Mystra's Miasma*(PGF p107)

<Abj, VSM(cloth, water), 1StdAct, Medium-range, 1rnd/lvl, no SR>

– Creates (30' + 5' per level) radius Emanation of fog. Movement in the cloud is slowed to 5' and taking a 5' step is not an option. While in the fog, melee attacks & damage have a –2 penalty & ranged attacks (other than magical rays, etc.) are impossible. The fog slows falling, reducing 1d6 of damage per 10' of solid fog fallen through.

Anyone within the area of effect must make a Will save or receive a –4 penalty on Caster level checks when attempting to cast spells.

Note: If used within the Forgotten Realms, *Shadow Weave* magics are not effected (unless specifically targeted, in which case *Weave* magics are not effected).

*Prismatic Sphere*(PH p264)

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

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

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

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

The sphere is immune to *Dispel Magic*, *Greater Dispel Magic*, and *Antimagic Sphere*, but not *Mordenkainen's Disjunction*.

*Reaving Dispel*(CArc p119)

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels or redirects magical spells and effects on a successful Dispel Check (max +25).

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. The caster can identify the effect by making a Spellcraft check vs. DC 25 + spell level.

On a successful Dispel Check, the caster has the option of redirecting the spell.

This can be done even if the spell wasn't identified, though this may result in the spell failing, such as by exceeding the spell's range or targeting a creature that can't be affected by it.

- 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).

The caster can identify each effect by making a Spellcraft check vs. DC 25 + spell level.

If the dispel check was successful, the caster has the option of moving the spell to himself / herself as if he / she were the caster. This can be done even if the spell wasn't identified, though this can be dangerous (the caster might suddenly be under the effect of *Dominant Person*). The spell / effect continues with its remaining duration, etc.

- 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 affected.

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

*Unbinding*(CDiv p185)

<Abj, VSM(loadstone, saltpeter)/DF, 1Round>

– All binding spells within 180' radius Burst of the caster are destroyed. Effected spells include charms, holds, arcane lock, magically created walls (including *Wall of Stone*, etc.), *Guards and Wards*, *Temporal Stasis*, *Slow*, & *Statue*. Pending magical effects, such as *Magic Mouth* & *Imbue with Spell Ability*, are discharged.

The focus of a *Magic Jar* is shattered, slaying the life force within it.

*Geas/Quest* spells are negated if their Caster level is lower than this spell's Caster level.

Protection spells are not effected, including *Protection from Evil*, *Shield*, etc., though creatures trapped in *Magic Circle against Evil* are freed.

Conjuration*Black Blade of Disaster*(MoF p81)

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

- The caster creates a 3' long planar rift that he/she can designate to attack one target within range. The 'blade' has the following:
  - a) Can attempt a 'melee touch attack' each round without attention from the caster, though the caster must spend a Standard Action choosing a new target;
  - b) Has an attack bonus of the caster's Base Attack Bonus + the caster's Spellcasting Attribute modifier.
  - c) Does 2d12 damage (bypassing Hardness);
  - d) Has a threat range is 18-20 / *Disintegrate*;
  - e) Considered a Force effect for hitting ethereal & incorporeal creatures;
  - f) Can bypass magical barriers (not including *Antimagic Field*) of a lesser level than itself;
  - g) Does not get or help give flanking bonuses

Countered by *Gate*.

Dispelled by *Dimensional Anchor*.

*Blinding Glory*(BoED p92)

<Conj(creat)[good], VS/AM(silver rod)/DF, 1Hour, 1hour/lvl, no save, no SR>

- The caster is surrounded by bright light in a 100' per level radius. In addition, all Evil creatures are Blind as long as they remain within this light.

Since this spell does not have the [light] subtype, it does cancel or suppress [darkness] spells.

*Gate*(PH p234)

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

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

-or-

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

- Calls & controls one or more Outsiders to perform a task. The caster may target:
  - a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.
  - b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.
  - c) a single non-unique / divine Outsider of more than 2x the Caster level can be called but not controlled.
  - d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is never controlled.

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

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

*Refuge*(PH p270)

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

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

*Sphere of Ultimate Destruction*(CArc p123)

<Conj(creat), VSM(dust from a disintegrated creature), 1StdAct, Medium-range, 1rnd/lvl(D)>

- The caster creates a 2' radius sphere of nothingness. As a Move Action, the caster can have the sphere fly up to 30' and attempt a Touch Attack on a creature or object.

A touched object takes 2d6 damage per level (max 40d6) (Fort save for 5d6 damage, SR applies). If the target has its hp reduced to 0, it is disintegrated into dust (though its equipment remains).

The sphere can also destroy one 10' cube of matter each round.

Any spell effect that is ended by *Disintegrate* (such as *Wall of Force*) is ended by a touch of the sphere.

*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 Monster IX*(PH p288)

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

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

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

*Teleportation Circle*(PH p293)

<Conj[teleport], VM(1,000gp amber), 10Minutes, Touch, 10min/lvl(D), no save, SR applies>

- Create an almost invisible circle up to 5' radius on the floor, ground, etc. Anyone stepping into the circle is teleported safely to a familiar destination in the same plane of existence chosen at casting time.

*Zajimarn's Avalanche*(MoF p134)

<Conj(creat)[cold], VS, 1StdAct, Long-range>

- One contiguous 10' per level is filled with a wave of ice and slush. All creatures in the area of effect take 1d4/lvl (max 24d4) (no save) and are carried away from the caster 5'/lvl (RefNeg). Creatures that are swept away are left Prono, but take no extra damage

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*Dominate Monster*(PH p224)

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

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

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

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

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

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

*Hold Monster, Mass*(PH p241)

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

- One or more creatures in a 30' area are Held. Each one gets a new Will save each round to end the spell.

*Power Word Kill*(PH p263)

<Ench(comp)[mind][death], V, 1StdAct, Close-range, no save, SR applies>

- One target creature with up to 101hp dies.

*Programmed Amnesia*(CArc p118)

- <Ench(comp)[mind], VSM(500gp crystal lenses set in gold hoops), 10Minutes, Close-range, Permanent, WillNeg, SR applies>
- The caster can change the memory of a living target that must be present during the entire casting time of the spell. At the spell's completion, the caster has full access to all of the target's thoughts & memories. The caster can then choose any of the following effects:
    - Memory Erasure – erase any or all of the target's memories.
    - Memory Implant – create false memories.
    - Negative Levels – inflict up to ½ Caster levels of Negative Levels. These levels cannot become actual lost levels nor can they be removed with Restoration. The Penalties persist until this spell ends.
    - Persona Rebuilding – extreme combination of Memory Erasure and Memory Implant that can result in an alignment change.
- Any of the effects listed above can be activated (or deactivated) by a trigger at the caster's option.
- Can only be Dispelled by Greater Restoration or Wish.

Evocation*Bigby's Crushing Hand*(PH p203)

- <Evoc[force], VSF(egg shell)M(snakeskin glove)/DF, 1StdAct, Medium-range, 1md/lvl(D), SR applies>
- Creates a magical 10'x10' hand which stays in between the creator & a designated target and either
    - tries to push the target away (treat as a Bull's Rush at +18) up to the spell's range;
    - attempts to grapple to target (Touch check: +11 + Caster level + Primary Stat modifier; Grapple check: +16 + Caster level + Primary Stat modifier; Damage: 2d6+12 normal damage)
- The hand may also be directed to interpose itself between the caster and a target, or Bull Rush an opponent with an attack bonus of (Caster level + Primary Stat modifier + 18).
- The hand also provide a +4 Cover bonus to AC for the caster against that target. The target can be changed as a Move Action. The hand has the caster's normal hit points & saving throw and has an AC of 20.

*Elminster's Evasion*(FR p69)

- <Evoc, VSM(quicksilver, eyelash from a magic-using creature, caster's blood)F(1,500gp ivory & gem statue)X(5,000), 10Minutes, Personal, until discharged>
- The caster presets a Teleport without Error and up to 2 other spells to be cast automatically upon himself when any one of six conditions (set at cast time) occurs. An example would be "if I fall more than 10', teleport me home and cast Feather Fall". The preset spells can be no higher than 1/3<sup>rd</sup> the caster's level (rounded up, max 6<sup>th</sup>).
- This spell teleports the caster's body and soul. If the two are separated (such as by a Magic Jar), both are teleported to the target location & reunited. If the soul is trapped (such as by Trap the Soul), the caster is allowed a Dispel Check to break the trapping spell (failure means this entire spell fails).
- The blood material component of this spell causes the caster to take 1d4 Constitution damage (healable normally).
- A caster may have only one Contingency-class at any given time.

*Eye of Power*(PGF p102)

- <Evoc, VSM(bat fur), 10Min, 1min/lvl(D)>
- The caster creates a Magical Sensor under his/her control. The sensor is a visible, Fine-sized corporeal object with AC 18 and 77hp. It uses its caster's save bonuses.
- By concentrating, the caster can see through the 'eye' with his/her normal vision (including any spells currently in effect) & control its movement. The eye can move up to 30' per round, but slowing to 10'/round is needed to fully look at the surrounding walls & ceiling. The eye can fit through openings as small as 1" in diameter.
- The caster may cast any spell up to 7<sup>th</sup> level with a range other than 'Personal' through the 'eye'. The location of the 'eye' counts as the starting of all range calculations.

*Meteor Swarm*(PH p253)

- <Evoc[fire], VS, 1StdAct, Long-range, SR applies>
- The caster launches four 2' diameter spheres at any target(s) within range. On a successful ranged touch attack, a sphere hits & does 2d6 Bludgeoning damage (no save) and then explodes. On a miss, the sphere explodes in the corner of the target's hex.
- Each sphere explodes in a 40' radius Spread, doing 6d6 Fire damage. If the sphere hit its target, the target does not get a saving throw, all others get a Reflex save for half.
- Depending on the targeting, a creature may be within the area of effect of more than one explosion. All damage is cumulative.

Illusion*Invisibility, Superior*(CArc p125)

- <Ill(glamer), VS, 10Minutes, Touch, 1hr/lvl(D)>
- Makes the touched creature or object (up to 100 pounds per level) Invisible, silent, scentless, doesn't set of tremor-sense, not noticed by Blindsight, and immune to Faerie Fire, Glitterdust, See Invisibility, Invisibility Purge.
- The subject can be observed with True Seeing, Blindsight, and does leave foot prints.
- Attacking doesn't break this spell.

*Shades*(PH p276)

- <Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>
- Mimics a Wizard/Sorcerer Conj(summoning) or Conj(creation) spell of up to 8<sup>th</sup> level. The spell is 4/5<sup>th</sup> real & the remainder is 'shadow'. The target of the spell always get a Will save to realize the spell is not entirely real. The target's Spell Resistance always applies too. Range & duration match the copied spell.
- The possible effects fall into 3 categories:
- Damage Spells (e.g., Melf's Acid Arrow):
- Believer – effected by the spell normally, including any normal saving throws.
  - Nonbeliever – takes 4/5<sup>th</sup> damage & any non-damage effect has only a 80% chance of effecting the target.
- Creating Objects or Substances (e.g., Web):
- Believer – effected by the spell normally, including any normal saving throws.
  - Nonbeliever – 80% chance of effecting the target.
- Summon a Creature. (e.g., Summon Swarm):
- Believer – creature has all its normal abilities & weaknesses, but only has 4/5<sup>th</sup> of its normal hp.
  - Nonbeliever – creature has 4/5<sup>th</sup> of its normal hp, does 4/5<sup>th</sup> of its normal damage, only has 4/5<sup>th</sup> of its normal AC

bonus, & its non-damage abilities have only 80% chance of working each time.

*Weird*(PH p301)

- <Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillDisbelief, SR applies>
- All creatures in a 30' area sees their worst fear (though no one else sees anything). Each target that fails its Will save must then make a Fortitude save. If it fails, that target dies. If successful, the target takes still 3d6 damage, is Stunned for 1 round, & takes 1d4 Strength Damage.

Necromancy*Astral Projection*(PH p201)

- <Necro, VSM(1,000gp jacinth, 5gp silver per subject), 30Minutes, Touch>
- The caster and up to 1 willing, touched subject per 2 levels have their souls projected into the Astral Plane. While traveling, their bodies are in Suspended Animation. The travelers have astral copies of all their equipment. Travel can continue until a subject decides to return to his/her body, the effect is ended with Dispel Magic, or the subject's body is slain (which kills the subject).

*Energy Drain*(PH p226)

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

*Soul Bind*(PH p281)

- <Necro, VSF(black sapphire worth 1,000gp per HD of target), 1StdAct, Close-range, Permanent, WillNeg, no SR>
- When cast on a body which has been dead no more than 1rnd/lvl, the body's soul becomes trapped in the focus gem. If the gem is not worth 1,000gp per HD of the target, it shatters & the spell fails.
- Once the soul is trapped, the spells Clone, Raise Dead, Reincarnation, Resurrection, etc., cannot be successfully cast on the target until this spell is Dispelled, or the gem is shattered.

*Stasis Clone*(LoD p189)

- <Necro, VSM(piece of the subject's skin, 1,000gp of lab supplies)F(500gp of lab equipment), 10Minutes, no SR>
- Grow the full body of the subject from 1 square inch of skin. The body takes 2d4 months to grow in the lab. At that point, the subject's soul (i.e., the subject is dead & its soul isn't trapped) can enter the body. The subject is now alive, but with 1 non-recoverable lost level. If the soul is not available when the body is ready, the body enters stasis until it is needed.

*Wail of the Banshee*(PH p298)

- <Necro[death][sonic], V, 1StdAct, Close-range, FortNeg, SR applies>
- One living creature per level in a 40' radius Spread dies. If there are too many targets, count from the point of origin outward.

Transmutation*Alamander's Return*(MoF p76)

- <Trans[variable alignment], VSM(50gp silver mirror) X(1,000), 1FullRound>
- The caster can duplicate any spell or spell-like ability of 8<sup>th</sup> level or less that he/she has observed. The duplicated magic can be arcane or divine & be from any school of magic.

*Etherealness*(PH p228)

&lt;Trans, VS, 1StdAct, Touch, 1min/lvl(D)&gt;

- The caster & up to 1 subject per 3 levels becomes ethereal, along with their equipment.

*Raise from the Deep*(DR314 p46)

&lt;Trans[water], V, 1Minute, Long-range, 1hr/lvl, FortNeg, SR applies&gt;

- The targeted creature or object becomes magically buoyant for the spells duration. If it is underwater, the target rises at a rate of 150' & is immune to damage due to water pressure changes. Water breathing creatures can still breath water while on the surface.

This spell is specially designed for raising sunken ships. If the history of the targeted ship is known, the vertical distance to the ship is not a factor & all the surviving ship's fragments are brought to the surface, along with any loose objects within the ship.

*Shapechange*(PH p277)(PHe+)

&lt;Trans, VSF(1500gp jade circlet), 1StdAct, Personal, 10min/lvl(D)&gt;

- The caster takes a new form, which can be changed each round as Free Action, which:
  - a) can by any creature type, including those which has Incorporeal or Gaseous forms;
  - b) cannot have more HD than the Caster level (max 25HD);
  - c) may be as small as Fine-size & as large as Colossal-size.

The caster gets the following from the new form:

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

The caster keeps the following from its original form:

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

In addition:

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

*Simbul's Spell Trigger*(PGF p111)

&lt;Trans, VSF(1,500gp diamond), 1StdAct, Personal, 10min/lvl(D)&gt;

- Creates a magical container for up to three spells. For the three rounds after the matrix is created, the caster can transfer a spell of up to 3<sup>rd</sup> level whose casting time is no more than 1 Full Round into the container. The caster loses 3d6hp per spell which cannot be healed until this spell ends.

The caster may set up one spell or a sequence of spells up to 2<sup>nd</sup> level to be cast from the matrix when a specified event occurs (similar to *Contingency*).

After all spells have been cast, this spell ends.

*Time Stop*(PH p294)

&lt;Trans, V, 1StdAct, Personal&gt;

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

*Transmute Rock to Lava*(CArc p127)

&lt;Trans[earth][fire], VS, 1StdAct, Medium-range, Instantaneous&gt;

- Instantly heat a 10'x10'x10 area of natural, uncorked stone into molten lava. The lava cools & solidifies naturally, leaving it dangerous for at least a day, and possibly for weeks. This spell has a variety of effects:
  - a) If cast under a target, the target must make a Reflex save or sink into the lava, taking 20d6 fire damage each round they remain, & 10d6 fire damage for 1d3 rounds after escaping. A creature in lava has a move of 5' & -2 penalty to attacks & AC. Even if a target makes his/her save, he/she must leave the area of effect within one round or be treated as if he/she didn't make the save. If the target is able to leave, he/she still takes 2d6 Fire damage, and receives 1d6 Fire damage for 1d3 rounds.
  - b) If cast on a ceiling, it falls and creates a 15' radius splash area about 1'6" deep. The falling lava and collateral ceiling damage do 2d6 fire damage & 1d6 Bludgeoning damage (Ref<sup>1/2</sup>). While in the area, a target takes 2d6 Fire damage, & takes 1d6 Fire damage for 1d3 rounds after leaving are area of effect.
  - c) If cast under a worked stone foundation, the object (possibly a castle's wall) takes 10d6 Fire damage per round, typically destroying it in short order.

*Undermaster*(Und p62)

&lt;Trans[earth], VX(1,000), 1StdAct, Personal, 1rnd/lvl&gt;

- 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*.

Universal*Wish*(PH p302)

&lt;Univ, VX(5,000), 1StdAct&gt;

- The caster may do any one of the following:

- a) Cast any one spell, even from another class' spell list & even from a prohibited school of magic, up to the level listed below:

	Wizards Spell	Any Class
non-prohibited	8 <sup>th</sup>	6 <sup>th</sup>
prohibited	7 <sup>th</sup>	5 <sup>th</sup>

The spell has all the normal restrictions, such as allowing a saving throw, except that it is treated as a 9<sup>th</sup> level spell & any material components worth less than 10,000gp can be ignored;

- b) This spell can be used to break harmful spells, such as *Insanity* and *Geas/Quest*;
- c) Grant a creature a +1 Inherent bonus on a single attribute. To grant a +2 Inherent bonus, 2 *Wishes* must be cast back-to-back. No attribute may have higher than a +5 Inherent bonus;
- d) Remove one type of injury or affliction (such as poison) from 1 subject/lvl;
- e) Recreate a creature's body so that it can be resurrected.
- f) Transport 1 subject/lvl to any location in any plane of existence;
- g) Undo misfortune (i.e., force a reroll) of an event within the last round;
- h) Create a normal or magical item worth up to 15,000 gp.

## Spell Tables

Summon Monster

Creatures with Templates include the creature's page first, followed by the template's page.  
List Constructed from the table on PH p287.

Summon Monster I

Celestial Badger [good] (MM p268) & (MM p31)	Celestial Porpoise [good] (MM p278) & (MM p31)	Fiendish Monstrous Spider, Small [evil] (MM p288) & (MM p107)
Celestial Dog [good] (MM p271) & (MM p31)	Fiendish Dire Rat [evil] (MM p64) & (MM p107)	Fiendish Octopus [evil] (MM p276) & (MM p107)
Celestial Giant Fire Beetle [good] (MM p285) & (MM p31)	Fiendish Hawk [evil] (MM p273) & (MM p107)	Fiendish Raven [evil] (MM p278) & (MM p107)
Celestial Monkey [good] (MM p276) & (MM p31)	Fiendish Monstrous Centipede, Medium [evil] (MM p287) & (MM p107)	Fiendish Snake, Small Viper [evil] (MM p279) & (MM p107)
Celestial Owl [good] (MM p277) & (MM p31)	Fiendish Monstrous Scorpion, Small [evil] (MM p287) & (MM p107)	

Summon Monster II

Celestial Giant Bee [good] (MM p284) & (MM p31)	Devil, Lemure [evil][lawful] (MM p57)	Fiendish Monstrous Scorpion, Medium [evil] (MM p287) & (MM p107)
Celestial Giant Bombardier Beetle [good] (MM p284) & (MM p31)	Fiendish Squid [evil] (MM p281) & (MM p107)	Fiendish Shark, Medium [evil] (MM p279) & (MM p107)
Celestial Riding Dog [good] (MM p272) & (MM p31)	Fiendish Wolf [evil] (MM p283) & (MM p107)	Fiendish Monstrous Spider, Medium [evil] (MM p288) & (MM p107)
Celestial Eagle [good] (MM p272) & (MM p31)	Fiendish Monstrous Centipede, Large [evil] (MM p287) & (MM p107)	Fiendish Snake, Medium Viper [evil] (MM p279) & (MM p107)

Summon Monster III

Celestial Bison [good] (MM p269) & (MM p31)	Elemental, Fire (small) [fire] (MM p98)	Fiendish Monstrous Centipede, Huge [evil] (MM p287) & (MM p107)
Celestial Black Bear [good] (MM p269) & (MM p31)	Elemental, Water (small) [water] (MM p98)	Fiendish Snake, Constrictor [evil] (MM p279) & (MM p107)
Celestial Dire Badger [good] (MM p62) & (MM p31)	Fiendish Ape [evil] (MM p268) & (MM p107)	Fiendish Snake, Large Viper [evil] (MM p279) & (MM p107)
Celestial Hippogriff [good] (MM p152) & (MM p31)	Fiendish Boar [evil] (MM p270) & (MM p107)	Fiendish Wolverine [evil] (MM p283) & (MM p107)
Demon, Dretch [evil] (MM p42)	Fiendish Crocodile [evil] (MM p271) & (MM p107)	Hell Hound [evil][lawful][fire] (MM p151)
Elemental, Air (small) [air] (MM p95)	Fiendish Dire Bat [evil] (MM p62) & (MM p107)	
Elemental, Earth (small) [earth] (MM p98)	Fiendish Dire Weasel [evil] (MM p282) & (MM p107)	

Summon Monster IV

Archon, Lantern [good][lawful] (MM p16)	Fiendish Monstrous Spider, Large [evil] (MM p288) & (MM p107)	Mephit, Ice [air][cold] (MM p182)
Celestial Giant Eagle [good] (MM p93) & (MM p31)	Fiendish Shark, Large [evil] (MM p279) & (MM p107)	Mephit, Magma [fire] (MM p183)
Celestial Giant Owl [good] (MM p205) & (MM p31)	Fiendish Snake, Huge Viper [evil] (MM p279) & (MM p107)	Mephit, Ooze [water] (MM p183)
Celestial Lion [good] (MM p274) & (MM p31)	Howler [evil][chaotic] (MM p154)	Mephit, Salt [earth] (MM p184)
Elemental, Storm (small) [air] (MM3 p48)	Mephit, Air [air] (MM p181)	Mephit, Steam [fire] (MM p184)
Fiendish Dire Wolf [evil] (MM p65) & (MM p107)	Mephit, Dust [air] (MM p181)	Mephit, Water [water] (MM p184)
Fiendish Giant Praying Mantis [evil] (MM p285) & (MM p107)	Mephit, Earth [earth] (MM p182)	Yeth Hound [evil] (MM p260)
Fiendish Giant Wasp [evil] (MM p285) & (MM p107)	Mephit, Fire [fire] (MM p182)	

Summon Monster V

Achaierai [evil][lawful] (MM p9)	Elemental, Air (med.) [air] (MM p95)	Fiendish Dire Boar [evil] (MM p63) & (MM p107)
Archon, Hound [good][lawful] (MM p16)	Elemental, Earth (med.) [earth] (MM p98)	Fiendish Dire Wolverine [evil] (MM p66) & (MM p107)
Celestial Brown Bear [good] (MM p269) & (MM p31)	Elemental, Fire (med.) [fire] (MM p98)	Fiendish Monstrous Scorpion, Large [evil] (MM p287) & (MM p107)
Celestial Giant Stag Beetle [good] (MM p285) & (MM p31)	Elemental, Water (med.) [water] (MM p98)	Fiendish Shark, Huge [evil] (MM p279) & (MM p107)
Celestial Griffon [good] (MM p139) & (MM p31)	Fiendish Crocodile, Giant [evil] (MM p271) & (MM p107)	Fiendish Tiger [evil] (MM p281) & (MM p107)
Celestial Sea Cat [good] (MM p220) & (MM p31)	Fiendish Deinonychus [evil] (MM p60) & (MM p107)	Shadow Mastiff (MM p222)
Devil, Bearded [evil][lawful] (MM p52)	Fiendish Dire Ape [evil] (MM p62) & (MM p107)	

**Summon Monster VI**

Celestial Dire Lion [good] (MM p63) & (MM p31)	Elemental, Air (large) [air] (MM p95)	Fiendish Monstrous Centipede, Gargantuan [evil] (MM p287) & (MM p107)
Celestial Orca Whale [good] (MM p283) & (MM p31)	Elemental, Earth (large) [earth] (MM p98)	Fiendish Monstrous Spider, Huge [evil] (MM p288) & (MM p107)
Celestial Polar Bear [good] (MM p269) & (MM p31)	Elemental, Fire (large) [fire] (MM p98)	Fiendish Rhinoceros [evil] (MM p278) & (MM p107)
Chaos Beast [chaotic] (MM p33)	Elemental, Storm (med.) [air] (MM3 p48)	Fiendish Snake, Giant Constrictor [evil] (MM p279) & (MM p107)
Devil, Chain [evil][lawful] (MM p53)	Elemental, Water (large) [water] (MM p98)	Janni (MM p116)
Eladrin, Bralani [good][chaotic] (MM p93)	Fiendish Elasmosaurus [evil] (MM p60) & (MM p107)	Xill [evil][lawful] (MM p259)

**Summon Monster VII**

Celestial Baleen Whale [good] (MM p282) & (MM p31)	Elemental, Air (huge) [air] (MM p95)	Fiendish Megaraptor [evil] (MM p60) & (MM p107)
Celestial Elephant [good] (MM p272) & (MM p31)	Elemental, Earth (huge) [earth] (MM p98)	Fiendish Monstrous Scorpion, Huge [evil] (MM p287) & (MM p107)
Demon, Arrow [evil][chaotic] (MM3 p35)	Elemental, Fire (huge) [fire] (MM p98)	Fiendish Octopus, Giant [evil] (MM p276) & (MM p107)
Demon, Babau [evil][chaotic] (MM p40)	Elemental, Storm (large) [air] (MM3 p48)	Guardinal, Avoral [good] (MM p141)
Devil, Bone [evil][lawful] (MM p52)	Elemental, Water (huge) [water] (MM p98)	Invisible Stalker [air] (MM p160)
Djinni [air] (MM p114)	Fiendish Girallon [evil] (MM p126) & (MM p107)	Slaad, Red [chaotic] (MM p228)

**Summon Monster VIII**

Celestial Cachalot Whale [good][chaotic] (MM p283) & (MM p31)	Elemental, Earth (great) [earth] (MM p98)	Fiendish Monstrous Spider, Gargantuan [evil] (MM p288) & (MM p107)
Celestial Dire Bear [good][chaotic] (MM p62) & (MM p31)	Elemental, Fire (great) [fire] (MM p98)	Fiendish Squid, Giant [evil] (MM p281) & (MM p107)
Celestial Triceratops [good][chaotic] (MM p61) & (MM p31)	Elemental, Storm (huge) [air] (MM3 p48)	Fiendish Tyrannosaurus [evil] (MM p61) & (MM p107)
Demon, Vrock [evil][chaotic] (MM p48)	Elemental, Water (great) [water] (MM p98)	Lillend [good][chaotic] (MM p168)
Devil, Hellcat [evil] (MM p54)	Fiendish Dire Tiger [evil] (MM p65) & (MM p107)	Slaad, Blue [chaotic] (MM p229)
Elemental, Air (great) [air] (MM p95)	Fiendish Monstrous Centipede, Colossal [evil] (MM p287) & (MM p107)	

**Summon Monster IX**

Celestial Roc [good] (MM p215) & (MM p31)	Elemental, Earth (elder) [earth] (MM p98)	Fiendish Monstrous Spider, Colossal [evil] (MM p288) & (MM p107)
Couatl (MM p37)	Elemental, Fire (elder) [fire] (MM p98)	Guardinal, Leonal [good][chaotic] (MM p142)
Demon, Bebilith [evil][chaotic] (MM p42)	Elemental, Storm (greater) [air] (MM3 p48)	Night Hag [evil] (MM p193)
Demon, Hezrou [evil][chaotic] (MM p44)	Elemental, Water (elder) [water] (MM p98)	Slaad, Green [chaotic] (MM p230)
Devil, Barbed [evil][lawful] (MM p51)	Fiendish Dire Shark [evil] (MM p279) & (MM p107)	
Elemental, Air (elder) [air] (MM p95)	Fiendish Monstrous Scorpion, Gargantuan [evil] (MM p287) & (MM p107)	

**Summon Undead****Summon Undead I**

Skeleton, Medium (MM p226)	Zombie, Small (MM p266)	
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**Summon Undead II**

Skeleton, Large (MM p226)	Zombie, Medium (MM p266)	
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**Summon Undead III**

Ghoul (MM p118)	Skeleton, Large (MM p226)	Zombie, Medium (MM p266)
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**Summon Undead IV**

Allip (MM p10)	Ghost (MM p119)	Zombie, Huge (MM p266)
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**Summon Undead V**

Mummy (MM p190)	Vampire Spawn (MM p253)	
Shadow (MM p221)	Wight (MM p255)	

## Permanency Table

Spell that can be made Permanent(PH p259)	Reference	Legal Target	Min Lvl	XP Cost
<i>Resistance</i> (PH p272) <Abj, VS/AM(cloth)/DF, 1StdAct, Touch, 1min> – Subject gains +1 Resistance bonus on all saves.	PH p260	Creature	9	250
<i>Alarm</i> (PH p197) <Abj, VS/AF(tiny bell, silver wire)/DF, 1StdAct, Close-range, 2hrs/lvl(D), no save, no SR> – If any creature of Tiny-size or larger passes through the warded 20' radius <u>Emanation</u> without saying the password, an alarm (chosen at casting time) will sound. Audible: Chimes for 1 round. Easily heard within 60' in typical conditions. Mental: The chime is only in the caster's head, though he/she must be within 1 mile. This will wake the caster, but not disturb his/her concentration.	PH p260	Location	9	500
<i>Comprehend Languages</i> (PH p212) <Div, VSM(soot, salt)/DF, 1StdAct, Personal, 10min/lvl> – Understands all spoken and written languages of the person or object touched.	PH p260	Self only	9	500
<i>Dancing Lights</i> (PH p216) <Evoc[light], VS, 1StdAct, Medium-range, 1min> – Up to 4 spheres in a 10' area that each give off 30' of light. They can move 100' per round.	PH p260	Location	9	500
<i>Detect Magic</i> (PH p219) <Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR> – 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 & 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.	PH p260	Self only	9	500
<i>Enlarge Person</i> (PH p226) <Trans, VSM(powdered iron), 1Round, Close-range, 1min/lvl(D)> – One Humanoid (& all his/her equipment) becomes 1 Size category larger. Subject gains +2 Size bonus to Strength, –2 Size penalty to Dexterity, and –1 penalty on attacks & AC. A subject who becomes Large-size gains 'Reach'. If the subject is within an area too small for his/her new size, the subject may attempt to 'burst' his/her surroundings with a Strength check (including the bonus). If the check fails, the subject is trapped, but takes no damage. Unwilling targets get a Fortitude save & SR applies. This spell <u>Counters &amp; Dispels Reduce Person</u> .	PH p260	Creature	9	500
<i>Ghost Sound</i> (PH p235) <Ill(figment), VSM(wool/wax), 1StdAct, Close-range, 1rnd/lv(D), WillDisbelief, no SR> – Sounds of 4 people per level (max 20 people).	PH p260	Location	9	500
<i>Magic Fang</i> (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.	PH p260	Creature	9	500
<i>Read Magic</i> (PH p269) <Div, VSF(prism), 1StdAct, Personal, 10min/lvl> – Reads scrolls & spellbooks at 1 page per min.	PH p260	Self only	9	500
<i>Reduce Person</i> (PH p269) <Trans, VSM(powdered iron), 1Round, Close-range, 1min/lvl(D)> – One Humanoid (& all his/her equipment) 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. An unwilling subject gets a Fortitude save & SR applies. This spell <u>Counters &amp; Dispels Enlarge Person</u> .	PH p260	Creature	9	500
<i>Silvered Claws</i> (BoED p107) <Trans, VS/DF, 1StdAct, Touch, 1min/lvl> – All of the living subject's <u>natural</u> attacks are considered to be Silver for purposes of overcoming Damage Reduction.	BoED p107	Creature	9	500
<i>Silvered Weapon</i> (BoED p107) <Trans, VS, 1StdAct, Touch, 1round/lvl> – A single touched weapon or projectile is considered to be Silver for purposes of overcoming 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.	BoED p107	Object	9	500
<i>Darkvision</i> (PH p216) <Trans, VSM(carrot/agate), 1StdAct, Touch, 1hr/lvl> – The touched subject can see up to 60' in <u>non-magical</u> darkness, but in black & white only.	PH p260	Self only	10	1,000

Spell that can be made Permanent(PH p259)	Reference	Legal Target	Min Lvl	XP Cost
<i>Invisibility</i> (PH p245) <Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1min/lvl(D)> – Touched creature or object is <u>Invisible</u> until it attacks. Can effect an object of up to 100 pounds per level.	PH p260	Object	10	1,000
<i>Magic Mouth</i> (PH p251) <Ill(glamer), VSM(10gp jade power, honeycomb), 1StdAct, Close-range, Permanent until discharged> – The caster creates an invisible ward which produces an illusionary mouth that speaks up to 25 words when it is triggered by a condition specified at cast time. The message can be in any language known by the caster and can be spread out over a 10 minute period if desired. The trigger must be within the spell's range in line-of-sight, up to 15' per level. The conditions must be based on visual and/or audible triggers, so the spell can be fooled by disguises, silence, etc.	PH p260	Object	10	1,000
<i>See Invisibility</i> (PH p275) <Div, VSM(pinch of talc, silver powder), 1StdAct, Personal, 10min/lvl(D), no SR> – The caster can see <u>Invisible</u> creatures or objects within its range of vision.	PH p260	Self only	10	1,000
<i>Web</i> (PH p301) <Conj, VSM(spider web), 1StdAct, Medium-range, 10min/lvl(D), no SR> – Fills 20' radius <u>Spread</u> with sticky webs, which must be anchored on two diametrically opposing surfaces. Without support, the webs collapse & the spell ends. All creatures within the area of effect are <u>Entangled</u> . Those that fail a Reflex save are also anchored & cannot move. To become unanchored requires a Strength check vs. DC 20 or an Escape Artist check vs. DC 25 (each of which consumes a Full-Round Action). An unanchored creature can move slowly through the webs by making a Strength or Escape Artist check as a Full-Round Action. The target can move 5' per 5 full points the check exceeds 10. 5' – 20' of webs provide <u>Cover</u> . More than 20' provide <u>Total Cover</u> . A creature in the webs can be attack without the attacker becoming entangled. An open flame can burn away a 5' cube per round, though any creature in that area takes 2d4 Fire damage. Note: A Permanent <i>Web</i> that is damage (but not destroyed) (typically by fire) regrows in 10 minutes.	PH p260	Location	10	1,000
<i>Arcane Sight</i> (PH p201) <Div, VS, 1StdAct, Personal, 1min/lvl(D)> – The caster's eyes glow blue & is to see magic auras within 120', allowing his/her to know the strength & school of all magic effects & items by making a Spellcraft check vs. DC (15 + spell level). By spending a Standard Action scrutinizing a target, the caster can know if it has any spell casting or spell-like abilities, whether they are Arcane or Divine, & the power level of the highest spell effect still available to the target today.	PH p260	Self only	11	1,500
<i>Gust of Wind</i> (PH p238) <Evoc[air], VSF(tiny bellows), 1StdAct, 1rnd, FortNeg, no SR> – Creates a powerful <u>Line</u> 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	PH p260	Location	11	1,500
<i>Magic Fang, Greater</i> (PH p250) <Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl> – One living creature (including a Humanoid) gains one of the following: a) one natural weapon gets an Enhancement bonus to attack and damage of +1 per 4 levels (max +5); or b) all natural weapons get a +1 Enhancement bonus on attacks and damage.	PH p260	Creature	11	1,500
<i>Shrink Item</i> (PH p279) <Trans, VS, 1StdAct, Touch, 1day/lvl(D)> – Shrinks touched non-magical object of up to 2 cubic feet per level to 1/16 <sup>th</sup> its normal size & 1/4,000 <sup>th</sup> its normal mass (i.e., 4 size categories) & optionally turns it into cloth. The spells ends when the caster throws the target object against a solid surface or says the command word (or the duration runs out). A permanent <i>Shrink Item</i> can be enlarged & shrunk by the caster as often as desired by touch.	PH p260	Object	11	1,500
<i>Skull Watch</i> (PGF p111) <Necro, VSF(humanoid skull), 1StdAct, Touch, until discharged up to 1hr/lvl, no SR> – The touched skull levitates 5' off the ground and faces a direction of the caster's choice. If any living creature comes into an area 20' wide by 90' long in front of the skull's face, the following happens: a) The caster knows the skull was triggered; b) The skull gives off a loud shriek that can be heard within ¼ mile; c) Everyone within 60' of the skull becomes <u>Deaf</u> for 1d6 rounds (FortNeg); d) The spell then ends. An untriggered skull can be moved from 'behind', which does not trigger it. The skull has AC12, Hardness 1, and 1hp/lvl. Destroying the skull does not trigger it. Note: The spell will reset itself 1d4 rounds after it is triggered	PGF p112	Object	11	1,500

Spell that can be made Permanent(PH p259)	Reference	Legal Target	Min Lvl	XP Cost
<p><i>Stinking Cloud</i>(PH p284) &lt;Conj(creat), VSM(rotten eggs/skunk cabbage leaves), 1StdAct, Medium-range, 1rnd/lvl, FortNeg&gt; – Creates a 20' radius by 20' high <u>Cloud</u> of noxious fog. Everyone within the fog must make a Fortitude save each round or be <u>Nauseated</u>, which remains until the target has been out of the fog for 1d4+1 rounds. The fog can be dispersed by <u>Moderate Wind</u> in 4 rounds &amp; a <u>Strong Wind</u> in 1 round. Note: A Permanent <i>Solid Fog</i> that is dispersed by wind reforms in 10 minutes.</p>	PH p260	Location	11	1,500
<p><i>Tongues</i>(PH p294) &lt;Div, VM(small clay ziggurat)/DF, 1StdAct, Touch, 10min/lvl, no SR&gt; – The touched subject can understand &amp; speak any intelligent creature's language.</p>	PH p260	Self only	11	1,500
<p><i>Solid Fog</i>(PH p281) &lt;Conj(creat), VSM(powdered peas, powdered hoof), 1StdAct, Medium-range, 1min/lvl, no SR&gt; – Creates a 20' radius <u>Spread</u> by 20' high <u>Cloud</u> of fog. Movement in the cloud is slowed to 5' and taking a 5' step is not an option. While in the fog, melee attacks &amp; damage have a –2 penalty &amp; ranged attacks (other than magical rays, etc.) are impossible. The fog slows falling, reducing 1d6 of damage per 10' of solid fog fallen through. The fog can be dispersed by a <u>Strong Wind</u> in 1 round. Note: A Permanent <i>Solid Fog</i> that is dispersed by wind reforms in 10 minutes.</p>	PH p260	Location	12	2,000
<p><i>Wall of Fire</i>(PH p298) &lt;Evoc[fire], VS/AM(phosphorus)/DF, 1StdAct, Medium-range, Concentrations + 1rnd/lvl, SR applies&gt; – Creates a opaque 20' tall wall of violet fire that is either 20' long per level &amp; 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' &amp; 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. Note: if a section of a Permanent <i>Wall of Fire</i> is extinguished, it will reignite after 10 minutes.</p>	PH p260	Location	12	2,000
<p><i>Mordenkainen's Private Sanctum</i>(PH p256) &lt;Abj, VSM(lead, opaque glass, cloth, powdered chrysolite), 10Minutes, Close-range, 24hrs(D)&gt; – The caster gains privacy in an area of one contiguous 30' cubic feet per level, shaped however the caster desires. The area cannot be seen into from the outside, nor can sound travel in or out of the area. Divination (scrying) spells cannot enter the area, including <i>Arcane Eye</i>. Anyone can enter or leave the area at will.</p>	PH p260	Area	13	2,500
<p><i>Rary's Telepathic Bond</i>(PH p268) &lt;Div, VSM(eggshells), 1StdAct, Close-range, 10min/lvl(D)&gt; – One willing creature per three levels in a 30' area can be telepathically connected, though the caster does not have to be one of the subjects. Each subject must be willing &amp; have an Intelligence of 3 or higher. Once connected, the group can communicate at any range. All subjects can hear all communications of the group &amp; language is not an issue. Note: a Permanent <i>Rary's Telepathic Bond</i> is only between 2 creatures.</p>	PH p260	Creature (2)	13	2,500
<p><i>Symbol of Pain</i>(PH p290) &lt;Necro[evil], VSM(1,000gp of diamond &amp; opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies&gt; – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows &amp; creatures within a 60' radius <u>Emanation</u> suffer from wracking pain, receiving a –4 penalty to attacks, skill checks, &amp; ability checks for 1 hour after they leave the area of effect. The triggered symbol remains active for 10min/lvl Any creature who saves is safe until it leaves the 60' radius. Reentering requires a new save. The symbol <u>must be in plain sight</u> and is triggered by one or more of following actions is performed within 60' (chosen at cast time): a) target looks at the symbol; b) target reads the symbol; c) target touches the symbol (including covering it); d) target passes over the symbol; e) target passes through the portal marked with the symbol; f) custom triggering condition based on target's name, alignment, a visual quality, or a visual action. The caster may include a password, which allows the creature saying the password to not trigger the symbol. The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol &amp; are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc. The specific symbol can be identified with <i>Read Magic</i> and a Spellcraft check vs. DC 19, though this may trigger it. This spell can be <u>Dispelled</u> by a targeted <i>Dispel Magic</i>. It is immune to <i>Erase</i>. Note: a Permanent <i>Symbol of Pain</i> that reaches its duration resets itself after 10 minutes, ready to be triggered again.</p>	PH p260	Location or Object	13	2,500

Spell that can be made Permanent(PH p259)	Reference	Legal Target	Min Lvl	XP Cost
<p><i>Wall of Force</i>(PH p298) &lt;Evoc[force], VSM(clear gem powder), 1StdAct, Close-range, 1min/lvl(D), no SR&gt; – Creates an <u>Invisible</u>, immobile vertical wall of up to one contiguous 10' square per level. The wall is immune to all damage &amp; most magic (including <i>Dispel Magic</i>). Spells &amp; breath weapons cannot go through the wall, but gaze attacks &amp; teleportation can. This spell is <u>Dispelled</u> by <i>Disintegrate &amp; Mordenkainen's Disjunction</i>. It is immune to <i>Dispel Magic</i>.</p>	PH p260	Location	13	2,500
<p><i>Animate Objects</i>(PH p199) &lt;Trans, VS, 1StdAct, Medium-range, 1rnd/lvl&gt; – Animates the equivalent of one Small-sized, non-magical, unattended (i.e., not carried or worn) object per level, which can be used to immediately attack an opponent. Use the Animated Object creature(MM p13) for the items effected by this spell. The caster may change which objects are animated as a Move Action each round. The caster may animate larger objects in place of a number of Small objects. 1 Medium = 2 Small    1 Gargantuan = 16 Small 1 Large = 4 Small    1 Colossal = 32 Small 1 Huge = 8 Small</p>	PH p260	Object	14	3,000
<p><i>Symbol of Fear</i>(PH p290) &lt;Necro[fear][mind], VSM(1,000gp diamond &amp; opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies&gt; – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows &amp; creatures within a 60' radius <u>Emanation</u> are <u>Panicked</u> for 1rnd/lvl, up to 150hp total (calculate starting from the closest to the symbol &amp; skipping any with too many hp). If the symbol does not effect 150hp worth of creatures when triggered, it remains active until it effects the remaining hp of creatures, up to 10min/lvl. Any creature who saves is safe until it leaves the 60' radius. Reentering requires a new save. The symbol <u>must be in plain sight</u> and is triggered by one or more of following actions is performed within 60' (chosen at cast time): a) target looks at the symbol; b) target reads the symbol; c) target touches the symbol (including covering it); d) target passes over the symbol; e) target passes through the portal marked with the symbol; f) custom triggering condition based on target's name, alignment, a visual quality, or a visual action. The caster may include a password, which allows the creature saying the password to not trigger the symbol. The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol &amp; are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc. The specific symbol can be identified with <i>Read Magic</i> and a Spellcraft check vs. DC 19, though this may trigger it. This spell can be <u>Dispelled</u> by a targeted <i>Dispel Magic</i>. It is immune to <i>Erase</i>. Note: a Permanent <i>Symbol of Fear</i> that has been triggered &amp; panics 150hp of creatures resets itself after 10 minutes, ready to be triggered again.</p>	PH p260	Location or Object	14	3,000
<p><i>Symbol of Persuasion</i>(PH p290) &lt;Ench(charm)[mind], VSM(5,000gp of diamond &amp; opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies&gt; – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows &amp; creatures within a 60' radius <u>Emanation</u> become charmed by the caster (i.e., consider him a good friend) for 1 hour per level. The triggered symbol remains active for 10min/lvl Any creature who saves is safe until it leaves the 60' radius. Reentering requires a new save. The symbol <u>must be in plain sight</u> and is triggered by one or more of following actions is performed within 60' (chosen at cast time): a) target looks at the symbol; b) target reads the symbol; c) target touches the symbol (including covering it); d) target passes over the symbol; e) target passes through the portal marked with the symbol; f) custom triggering condition based on target's name, alignment, a visual quality, or a visual action. The caster may include a password, which allows the creature saying the password to not trigger the symbol. The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol &amp; are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc. The specific symbol can be identified with <i>Read Magic</i> and a Spellcraft check vs. DC 19, though this may trigger it. This spell can be <u>Dispelled</u> by a targeted <i>Dispel Magic</i>. It is immune to <i>Erase</i>. Note: a Permanent <i>Symbol of Persuasion</i> that reaches its duration resets itself after 10 minutes, ready to be triggered again.</p>	PH p260	Location or Object	14	3,000

Spell that can be made Permanent(PH p259)	Reference	Legal Target	Min Lvl	XP Cost
<p><i>Phase Door</i>(PH p261) &lt;Conj(creat), V, 1StdAct, Touch, 1use/2lvls&gt; – Creates an ethereal passage 5’ wide by 8’ high with a depth of 10’ + 5’ per 3 levels through wood, plaster, or stone. The passage is invisible and only usable by the caster and anyone else who can trigger it (set at creation time). The trigger must be based on observable qualities. Anyone using the passage can take one other creature through, but this counts as 2 uses. Note: A permanent <i>Phase Door</i> never runs out of uses &amp; is often has an object as a trigger.</p>	PH p260	Location	15	3,500
<p><i>Symbol of Stunning</i>(PH p291) &lt;Ench(comp)[mind], VSM(5,000gp diamond &amp; opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies&gt; – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows &amp; creatures within a 60’ radius <u>Emanation</u> are <u>Stunned</u> for 1d6rnds, up to 150hp total (calculate starting from the closest to the symbol &amp; skipping any with too many hp). If the symbol does not effect 150hp worth of creatures when triggered, it remains active until it effects the remaining hp of creatures, up to 10min/lvl. Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save. The symbol <u>must be in plain sight</u> and is triggered by one or more of following actions is performed within 60’ (chosen at cast time): a) target looks at the symbol; b) target reads the symbol; c) target touches the symbol (including covering it); d) target passes over the symbol; e) target passes through the portal marked with the symbol; f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action. The caster may include a password, which allows the creature saying the password to not trigger the symbol. The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol &amp; are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc. The specific symbol can be identified with <i>Read Magic</i> and a Spellcraft check vs. DC 19, though this may trigger it. This spell can be <u>Dispelled</u> by a targeted <i>Dispel Magic</i>. It is immune to <i>Erase</i>. Note: a Permanent <i>Symbol of Stunning</i> that has been triggered &amp; stuns 150hp of creatures resets itself after 10 minutes, ready to be triggered again.</p>	PH p260	Location or Object	15	3,500
<p><i>Symbol of Weakness</i>(PH p291) &lt;Necro, VSM(5,000gp of diamond &amp; opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies&gt; – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows &amp; creatures within a 60’ radius <u>Emanation</u> take 3d6 Strength <u>Damage</u>. Targets cannot be waken without magic. The triggered symbol remains active for 10min/lvl Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save. The symbol <u>must be in plain sight</u> and is triggered by one or more of following actions is performed within 60’ (chosen at cast time): a) target looks at the symbol; b) target reads the symbol; c) target touches the symbol (including covering it); d) target passes over the symbol; e) target passes through the portal marked with the symbol; f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action. The caster may include a password, which allows the creature saying the password to not trigger the symbol. The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol &amp; are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc. The specific symbol can be identified with <i>Read Magic</i> and a Spellcraft check vs. DC 19, though this may trigger it. This spell can be <u>Dispelled</u> by a targeted <i>Dispel Magic</i>. It is immune to <i>Erase</i>. Note: a Permanent <i>Symbol of Weakness</i> that reaches its duration resets itself after 10 minutes, ready to be triggered again.</p>	PH p260	Location or Object	15	3,500

Spell that can be made Permanent(PH p259)	Reference	Legal Target	Min Lvl	XP Cost
<p><i>Prismatic Wall</i>(PH p264) &lt;Abj, VS, 1StdAct, Close-range, 10min/lvl(D)&gt; – Creates an opaque, vertical wall 4’/lvl wide by 2’/lvl tall. Anyone within 20’ of the wall who has less than 8HD is <u>Blind</u> for 2d4 rounds (no save). The caster can walk through the wall without difficulty. Anyone else trying to go through the wall is effected by each of its colors (SR check required for each color), unless they are dispelled in order. The colors, in order, are the following: Color    <u>Negated by</u>    Effect Red      <i>Cone of Cold</i>    20hp fire (Ref½) Orange   <i>Gust of Wind</i>    40hp acid (Ref½) Yellow   <i>Disintegrate</i>    80hp electricity (Ref½) Green    <i>Passwall</i>        Death (Fort½ 1d6Con) Blue     <i>Magic Missile</i>   <i>Flesh to Stone</i> (FortNeg) Indigo   <i>Daylight</i>        <i>Insanity</i> (WillNeg) Violet   <i>Dispel Magic</i>   <i>Plane Shift</i> (WillNeg) The wall is immune to <i>Dispel Magic</i>, <i>Greater Dispel Magic</i>, and <i>Antimagic Sphere</i>, but not <i>Mordenkainen’s Disjunction</i>.</p>	PH p260	Location	16	4,000
<p><i>Symbol of Death</i>(PH p289) &lt;Necro[death], VSM(5,000gp of diamond powder, 5,000gp of opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies&gt; – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows &amp; creatures within a 60’ radius <u>Emanation</u> die, up to 150hp total (calculate starting from the closest to the symbol &amp; skipping any with too many hp). If the symbol does not slay 150hp worth of creatures when triggered, it remains active until it slays the remaining hp of creatures, up to 10min/lvl. Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save. The symbol <u>must be in plain sight</u> and is triggered by one or more of following actions is performed within 60’ (chosen at cast time): a) target looks at the symbol; b) target reads the symbol; c) target touches the symbol (including covering it); d) target passes over the symbol; e) target passes through the portal marked with the symbol; f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action. The caster may include a password, which allows the creature saying the password to not trigger the symbol. The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol &amp; are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc. The symbol can be identified with <i>Read Magic</i> and a Spellcraft check vs. DC 19, though this may trigger it. This spell can be <u>Dispelled</u> by a targeted <i>Dispel Magic</i>. It is immune to <i>Erase</i>. Note: a Permanent <i>Symbol of Death</i> that has been triggered &amp; slays 150hp of creatures resets itself after 10 minutes, ready to be triggered again.</p>	PH p260	Location or Object	16	4,000
<p><i>Symbol of Insanity</i>(PH p290) &lt;Ench(comp)[mind], VSM(5,000gp of diamond &amp; opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies&gt; – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows &amp; creatures within a 60’ radius <u>Emanation</u> become permanently <u>Confused</u> (see <i>Insanity</i> for methods of removing this effect). The triggered symbol remains active for 10min/lvl Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save. The symbol <u>must be in plain sight</u> and is triggered by one or more of following actions is performed within 60’ (chosen at cast time): a) target looks at the symbol; b) target reads the symbol; c) target touches the symbol (including covering it); d) target passes over the symbol; e) target passes through the portal marked with the symbol; f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action. The caster may include a password, which allows the creature saying the password to not trigger the symbol. The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol &amp; are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc. The specific symbol can be identified with <i>Read Magic</i> and a Spellcraft check vs. DC 19, though this may trigger it. This spell can be <u>Dispelled</u> by a targeted <i>Dispel Magic</i>. It is immune to <i>Erase</i>. Note: a Permanent <i>Symbol of Insanity</i> that reaches its duration resets itself after 10 minutes, ready to be triggered again.</p>	PH p260	Location or Object	16	4,000

Spell that can be made Permanent(PH p259)	Reference	Legal Target	Min Lvl	XP Cost																								
<p><i>Symbol of Sleep</i>(PH p291) &lt;Ench(comp)[mind], VSM(1,000gp of diamond &amp; opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies&gt;</p> <p>– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows &amp; creatures with up to 10HD within a 60' radius <u>Emanation</u> fall into a catatonic sleep for 3d6x10minutes. Targets cannot be waken without magic. The triggered symbol remains active for 10min/lvl</p> <p>Any creature who saves is safe until it leaves the 60' radius. Reentering requires a new save.</p> <p>The symbol <u>must be in plain sight</u> and is triggered by one or more of following actions is performed within 60' (chosen at cast time):</p> <ol style="list-style-type: none"> <li>target looks at the symbol;</li> <li>target reads the symbol;</li> <li>target touches the symbol (including covering it);</li> <li>target passes over the symbol;</li> <li>target passes through the portal marked with the symbol;</li> <li>custom triggering condition based on target's name, alignment, a visual quality, or a visual action.</li> </ol> <p>The caster may include a password, which allows the creature saying the password to not trigger the symbol.</p> <p>The caster may attune multiple creatures to the symbol at cast time (the caster is always considered attuned). Attuned creatures cannot trigger the symbol &amp; are not effected by it when triggered. Attuning up to 10 people takes an extra hour of cast time, attuning up to 25 takes 24 hours, etc.</p> <p>The specific symbol can be identified with <i>Read Magic</i> and a Spellcraft check vs. DC 19, though this may trigger it.</p> <p>This spell can be <u>Dispelled</u> by a targeted <i>Dispel Magic</i>. It is immune to <i>Erase</i>.</p> <p>Note: a Permanent <i>Symbol of Sleep</i> that reaches its duration resets itself after 10 minutes, ready to be triggered again.</p>	PH p260	Location or Object	16	4,000																								
<p><i>Prismatic Sphere</i>(PH p264) &lt;Abj, V, 1StdAct, 10min/lvl(D)&gt;</p> <p>– Creates a 10' radius opaque sphere around the caster. Anyone within 20' of the sphere who has less than 8HD is <u>Blind</u> for 2d4 x 10 minutes.</p> <p>The caster can walk through the sphere without difficulty. Anyone else trying to go through the wall is effected by each of its colors (SR check required for each color), unless they are dispelled in order. The colors, in order, are the following:</p> <table border="0"> <tr> <td><u>Color</u></td> <td><u>Negated by</u></td> <td><u>Effect</u></td> </tr> <tr> <td>Red</td> <td><i>Cone of Cold</i></td> <td>20hp fire (Ref½)</td> </tr> <tr> <td>Orange</td> <td><i>Gust of Wind</i></td> <td>40hp acid (Ref½)</td> </tr> <tr> <td>Yellow</td> <td><i>Disintegrate</i></td> <td>80hp electricity (Ref½)</td> </tr> <tr> <td>Green</td> <td><i>Passwall</i></td> <td>Death (Fort½ 1d6Con)</td> </tr> <tr> <td>Blue</td> <td><i>Magic Missile</i></td> <td><i>Flesh to Stone</i> (FortNeg)</td> </tr> <tr> <td>Indigo</td> <td><i>Daylight</i></td> <td><i>Insanity</i> (WillNeg)</td> </tr> <tr> <td>Violet</td> <td><i>Dispel Magic</i></td> <td><i>Plane Shift</i> (WillNeg)</td> </tr> </table> <p>The sphere is immune to <i>Dispel Magic</i>, <i>Greater Dispel Magic</i>, and <i>Antimagic Sphere</i>, but not <i>Mordenkainen's Disjunction</i>.</p>	<u>Color</u>	<u>Negated by</u>	<u>Effect</u>	Red	<i>Cone of Cold</i>	20hp fire (Ref½)	Orange	<i>Gust of Wind</i>	40hp acid (Ref½)	Yellow	<i>Disintegrate</i>	80hp electricity (Ref½)	Green	<i>Passwall</i>	Death (Fort½ 1d6Con)	Blue	<i>Magic Missile</i>	<i>Flesh to Stone</i> (FortNeg)	Indigo	<i>Daylight</i>	<i>Insanity</i> (WillNeg)	Violet	<i>Dispel Magic</i>	<i>Plane Shift</i> (WillNeg)	PH p260	Location	17	4,500
<u>Color</u>	<u>Negated by</u>	<u>Effect</u>																										
Red	<i>Cone of Cold</i>	20hp fire (Ref½)																										
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Blue	<i>Magic Missile</i>	<i>Flesh to Stone</i> (FortNeg)																										
Indigo	<i>Daylight</i>	<i>Insanity</i> (WillNeg)																										
Violet	<i>Dispel Magic</i>	<i>Plane Shift</i> (WillNeg)																										
<p><i>Teleportation Circle</i>(PH p293) &lt;Conj[teleport], VM(1,000gp amber), 10Minutes, Touch, 10min/lvl(D), no save, SR applies&gt;</p> <p>– Create an almost invisible circle up to 5' radius on the floor, ground, etc. Anyone stepping into the circle is teleported safely to a familiar destination in the same plane of existence chosen at casting time.</p> <p>Note: The spell will reset itself after 10 minutes if 'disabled' by a Disable Trap check.</p>	PH p260	Location	17	4,500																								

Alternate Form Table

Results of the Spell	<i>Alter Self</i> (PH p197)	<i>Polymorph</i> (PH p263)	<i>Animal Shapes</i> (PH p198)	<i>Shapechange</i> (PH p277)(PHe)+	<i>Magic Jar</i> (PH p250)
Creature Type	Same as original creature (typically Humanoid)	Same as original form or Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Ooze, Plant, Vermin. Cannot be Incorporeal or Gaseous.	Animal only	Any, but not unique creatures.	Same as New form
New Form's HD Max	Up to Caster level (max 5HD)	Up to Caster level, but no more than target's HD (max 15HD)	Up to Caster level, but no more than target's HD (max 20 HD)	Up to Caster level (max 25 HD)	n/a
Largest Possible Size	1 size category larger than original form	Limited only by creature choice (i.e., Max HD)	Limited only by creature choice (i.e., Max HD)	Colossal-size	n/a
Smallest Possible Size	1 size category smaller than original form	Fine-size	Fine-size	Fine-size	n/a
Strength	Same as original form	Same as New form	Same as New form	Same as New form	Same as New form
Dexterity	Same as original form	Same as New form	Same as New form	Same as New form	Same as New form
Constitution	Same as original form	Same as New form	Same as New form	Same as New form	Same as New form
Intelligence	Same as original form	Same as original form	Same as original form	Same as original form	Same as original form
Wisdom	Same as original form	Same as original form	Same as original form	Same as original form	Same as original form
Charisma	Same as original form	Same as original form	Same as original form	Same as original form	Same as original form
Class & Level	Same as original form	Same as original form	Same as original form	Same as original form	Same as original form
Hit-Points	Same as original form	Same as original form	Same as original form	Same as original form	Same as original form
Alignment	Same as original form	Same as original form	Same as original form	Same as original form	Same as original form
Base Attack Bonus	Same as original form	Same as original form	Same as original form	Same as original form	Same as original form
Base Save Bonuses	Same as original form	Same as original form	Same as original form	Same as original form	Same as original form
Keep Original Form's Extraordinary Special Attacks?	Yes, if gained from Class levels	Yes, if gained from Class levels	Yes, if gained from Class levels	Yes, if gained from Class levels	Yes, if a mental ability
Keep Original Form's Spell-Like Special Attacks?	Yes	Yes	Yes	Yes	Yes, if a mental ability
Keep Original Form's Spell-Like Special Qualities?	Yes	Yes	Yes	Yes	Yes, if a mental ability
Keep Original Form's Supernatural Special Attacks?	Yes	Yes	Yes	No	Yes, if a mental ability
Keep Original Form's Supernatural Special Qualities?	Yes	Yes	Yes	No	Yes, if a mental ability
Keep Original Form's Supernatural Special Qualities?	Yes	Yes	Yes	Yes	Yes, if a mental ability
Gain New Form's Extraordinary Special Attacks?	No	Yes	Yes	Yes	Yes
Gain New Form's Extraordinary Special Qualities?	No	No	No	No	Yes
Gain New Form's Supernatural Special Attacks?	No	No	No	Yes	No
Gain New Form's Supernatural Special Qualities?	No	No	No	Yes	No
Movement	Same as New form, up to 120' flying and/or 60' other movement	Same as New form, up to 120' flying and/or 60' other movement	Same as New form, up to 120' flying and/or 60' other movement	Same as New form	Same as New form
Natural Armor Bonus	Same as New form	Same as New form	Same as New form	Same as New form	Same as New form
Natural Weapons	Same as New form	Same as New form	Same as New form	Same as New form	Same as New form
Racial Skill Bonuses	Same as New form	Same as New form	Same as New form	Same as New form	unclear
Racial Bonus Feats	Same as New form	Same as New form	Same as New form	Same as New form	Same as New form
Add a Template to the New Form?	No	No	No	No	n/a
Creature type & subtype	Same as original form	Same as New form	Same as New form	Same as New form	Same as New form
Bonus to Disguise check	+10	+10	+10	+10	No
Regain hp as if rested one night?	No	Yes	Yes	Yes	No

## Glossary

### Auras

#### Alignment Aura(PH p219)

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

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

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

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

#### Magic Aura(PH p219)

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

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

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

#### Undead Aura(PH p220)

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

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

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

### Ranges

Close-range – 25’ + 5’ per 2 levels.

Medium-range – 100’ + 10’ per level.

Long-range – 400’ + 40’ per level.

Levels of Concealment

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

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

<u>Fatigued</u> (PH p308) Subject cannot move run or change and suffers a –2 penalty of Strength & Dexterity. Any action that would cause 'Fatigue' instead causes the subject to become <u>Exhausted</u> . After 8 hours of complete rest, fatigue is removed.	<u>Exhausted</u> (PH p308) Subject can only move at ½ speed and suffers a –6 penalty of Strength & Dexterity. After one hour of complete rest, the subject becomes <u>Fatigued</u> .
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Levels of Fear

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

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

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

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

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

All Actions

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

Attitude Categories(PH p72)

See table on PH p72.

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

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

Blind(PH p305)

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

Calling Diagram(PH p249)

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

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

Caster Check(PH p305)

Caster level + 1d20 vs. the indicated DC.

Catch Fire

Reflex save vs. DC 15 to avoid catching fire.

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

Cloud

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

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

Comatose(PH p228)

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

Confused(PH p212)

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

01-10: Attack the caster.

11-20: Act normally.

21-50: Do nothing.

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

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

Cowering

See above

Creature Equivalent

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

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

Crippled

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

Dazed(PH p307)

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

Dazzled(PH p307)

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

<ability> Damage

Target loses an ability score which heals normally.

<ability> Drain

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

Deafened(PH p307)

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

Defenseless(PH p257)

Helpless, plus always fail saving throws.

Dismissible (D)(PH p176)

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

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

Dispel Check(PH p307)

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

Energy Type

Acid, Cold, Electricity, Fire, or Sonic.

Entangled(PH p308)

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

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

Exhausted(PH p308)

See above.

Fascinated(PH p308)

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

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

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

Fast Healing N

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

Fatigued(PH p308)

See above.

Frightened

See above.

Held

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

Helpless(PH p309)

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

Incorporeal(PH p309)

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

Invisible(PH p309)

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

Magical Sensor

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

Nauseated(PH p310)

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

Negative Energy Damage

Harms the living & heals the Undead.

Negative Level(PH p310)

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

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

Non-Recoverable Level

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

Object Equivalent(PH p300)

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

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

Panicked(PH p311)

See above.

Primary Stat

For Wizards, use Intelligence.

For Bards & Sorcerers, use Charisma.

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

Positive Energy

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

Prone(PH p311)

The subject is lying on the ground.

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

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

Rubble, Dense(DMG p90)

Costs 2 movement to go through each hex.

Scent Ability(MM p314)

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

Shaken(PH p312)

See above.

Sickened(PH p228)

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

Slowed(PH p280)

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

Staggered(PH p313)

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

Stunned(PH p313)

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

Suspended Animation

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

Untyped Damage

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

Weakened

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

Wind, Moderate (DMG p95)

11 – 20 mph

Wind, Strong (DMG p95)

21 – 30 mph

Wind, Severe (DMG p95)

31 – 50 mph

Temporary HP

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

## Appendix

### Revision History

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

### Key to Sourcebooks

- PH – Player’s Handbook v.3.5
- DMG – Dungeon Master’s Guide v.3.5
- MM – Monster Manual v.3.5
- MM3 – Monster Manual 3
  
- CWar – Complete Warrior
- CDiv – Complete Divine
- CArc – Complete Arcane
  
- BoED – Book of Exalted Deeds
- UA – Unearthed Arcana
  
- FR – Forgotten Realms Campaign Setting
- MoF – Magic of Faerûn
- UE – Unapproachable East
- LoD – Lords of Darkness
- RoF – Races of Faerûn
- SM – Silver Marches
- Und – Underdark
- PGF – Player’s Guide to Faerûn
  
- Eb – Eberron Campaign Setting
  
- DR### – Dragon Magazine (with issue number)
- DU## – Dungeon Magazine (with issue number)
  
- 3.5up – D&D v.3.5 Accessory Update – [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.