

Dungeons & Dragons 3.0 Edition Index – Sorcerer / Wizard Spell List

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Spell Descriptions

0th LevelAbjuration*Resistance*(PH p245)

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

Conjuration*Acid Splash*(MoF p76)

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

Ray of Frost(PH p243)

- <Conj(creat)[cold][ray], VS, 1StdAct, Close-range, no save>
– Deals 1d3 cold damage.

Trap(DR302 p49)

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

Divination*Deftness*(DR302 p49)

- <Div, VS, 1StdAct, Touch, until discharged up to 1min>
– Touched subject gains a +2 Insight bonus on his/her next skill check.

Detect Poison(PH p193)

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

Foraging Charm(DR302 p49)

- <Div, VS, 1StdAct, Personal, Concentration>
– The caster knows the location of the nearest edible plant within 25’. As long as he/she concentrates, the caster can continue to forage.

Perfect Pitch(DR302 p49)

- <Div, SF(tuning fork), 1StdAct, Personal, until discharged up to 1min/1vl>
– Caster gains perfect pitch, which allows identification of notes & a +2 Insight bonus on the next musical Perform check.

Enchantment*Attract Eyes*(DR304 p32)

- <Ench(comp)[mind], V, 1StdAct, 30’ range, WillNeg>
– Target must look at the caster’s eyes, which makes him/her susceptible to any gaze attack.

Daze(PH p191)

- <Ench(comp)[mind], VSM(wool), 1StdAct, Close-range, 1rnd, WillNeg>
– One humanoid of up to Medium-size with no more than 4HD is Dazed.

Gasp(DR304 p32)

- <Ench(comp)[mind], S, 1StdAct, Close-range, WillNeg>
– Target living creature inhales deeply. If it was holding its breath underwater, the target must start making Constitution checks to avoid drowning.

Evocation*Dancing Lights*(PH p190)(DR277 p119)+

- <Evoc[light], VS, 1StdAct, Medium-range, 1 min>
– 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 p206)

- <Evoc[light], V, 1StdAct, Close-range, FortNeg>
– Target 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 p222)(FAQ)+

- <Evoc[light], VM(firefly)/DF, 1StdAct, 10min/1v(D)>
– Object touched gives off a 20’ radius of light.

Thunderhead(DR302 p49)

- <Evoc[electricity], VSM(copper wire), 1StdAct, Close-range, 3rnds>
– Creates a tiny thundercloud over the target’s head for 3 rounds, causing 1hp of lightning damage each round (Reflex save to negate).

Illusion*Coin of the Realm*(DR302 p49)

- <Ill(glamer), VS, 1StdAct, Touch, 1hr/1vl, WillDisbelief>
– Places an illusion on a single pebble to make it look like a gold coin. Anyone touching or studying the coin gets a Will save to disbelieve.

Flag(DR302 p50)

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

Ghost Sound(PH p209)

- <Ill(figment), VSM(wool/wax), 1StdAct, Close-range, 1rnd/1v(D), WillNeg>
– Sounds of 4 people per level (max 20 people).

Mirror(DR302 p50)

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

Phantasmal Whisperer(DR291 p44)

- <Ill(phantasm), VS, at least 1StdAct, Close-range>
– Send an undetectable verbal message of any length to an ally within Close-range.

Silent Portal(MoF p117)

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

Stench(DR302 p50)

- <Ill(figment), VS, 1StdAct, Close-range, 1min/1vl>
– A 10’ radius area if filled with a strong smell. Any creature with the Scent ability must make a Will save or be unable to use it within the area of effect.

Unnerving Gaze(BoVD p108)

- <Ill(phantasm), VS, 1StdAct, Close-range, 1rnd/1vl, WillNeg>
– Target humanoid receives a –1 Morale penalty on attacks.

Necromancy*Disrupt Undead*(PH p197)

- <Necro[ray], VS, Close-range, no save>
– Deals 1d6 damage to one undead.

Preserve Organ(BoVD p101)

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

Transmutation*Footpad’s Grace*(DR302 p50)

- <Trans, SM(tiny pillow), 1StdAct, Personal, Concentration>
– Caster gains a +3 bonus on Move Silently checks.

Glittering Razors(DR302 p50)

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

Heat Water(DR302 p50)

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

Launch Bolt(MoF p105)

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

Mage Hand(PH p223)

- <Trans, VS, 1StdAct, Close-range, Concentration>
– A designated object that weights no more than 5 lbs can be moved at up to 15’ per Move-Equivalent action.

Mending(PH p227)

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

No Light(BoVD p100)

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

Open/Close(PH p233)

- <Trans, VSF(brass key), 1StdAct, Close-range>
– Opens or closes 1 door, window, pouch, etc.

Repair Minor Damage(T&B p96)

- <Trans, VS, 1StdAct, Touch>
– “Cures” 1 damage to a construct.

Resize(DR302 p51)

- <Trans, VS, 1StdAct, Touch, Permanent>
– Permanently shrinks or enlarges one non-magical suit of clothing or armor by one size category.

Slash Tongue(BoVD p103)

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

Yell(DR302 p51)

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

Universal*Arcane Mark*(PH p176)

- <Univ, VS, 1StdAct, Permanent>
– Inscribe a visible or invisible personal rune (max 1’x1’).

Detect Magic(PH p193)(FAQ)+

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

Prestidigitation(PH p238)

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

Read Magic(PH p243)

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

1st Level**Abjuration****Alarm**(PH p172)

- <Abj, VSF(tiny bell, silver wire)/DF, 1StdAct, Close-range, 2hrs/lvl(D), no SR>
- If any creature of Tiny-size or larger passes through the warded 25' radius area without saying the password, an audible (bell) or mental (will wake caster) chime will occur.

Endure Elements(PH p199)

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

Hold Portal(PH p214)

- <Abj, V, 1StdAct, Medium-range, 1min/lvl, no SR>
- “Locks” one door of up to 20 square feet per level. +5 DC to force the portal open.

IronGuts(MoF p102)

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

Protection from Chaos(PH p240)(FAQ+)

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

Protection from Evil(PH p240)(FAQ+)

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

Protection from Good(PH p240)(FAQ+)

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

Protection from Law(PH p240)(FAQ+)

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

Shield(PH p251)(DR280 p107)+(DR282 p106)+(FAQ+)

- <Abj[force], VS, 1StdAct, Personal, 1min/lvl(D)>
- Transparent disc gives **Three-Quarters Cover** (+7 Cover bonus AC & +3 Cover bonus to Reflex saves) against half the battlefield (orientation changeable as a Free Action once per round), and negates any *Magic Missiles* that target the caster from the defended side.

Suspend Disease(BoVD p106)

- <Abj, VSM(bile), 1StdAct, Touch, 24hrs>
- Any disease effecting the touched subject does not additional harm for 24 hours, though the subject does not get a save to ‘throw off’ the infection.

Conjuration**Black Bag**(BoVD p86)

- <Conj(creat)[evil], VSM(strip of black leather soaked in masochist blood), 1StdAct, 24hrs>
- Creates bag full of torture implements that only weighs 1 pound. Implements that leave the caster’s possession disappear after 1 round. Evil items (i.e., those that do Unholy damage, are created with evil spells, etc.) can be stored in the bag, up to 10 cubic feet. Non-evil items just fall through the bottom.

Corrosive Grasp(MoF p85)

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

Extract Drug(BoVD p94)

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

Grease(PH p210)

- <Conj(creat), VSM(butter/pork rind), 1StdAct, Close-range, 1rnd/lvl(D), no SR>
- Either
 - Make one 10' square slippery. Going through the area requires a Reflex save to avoid falling down. Success means that ½ movement is allowed; or
 - 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.

Mage Armor(PH p223)

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

Mount(PH p231)

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

Nether Trail(BoVD p99)

- <Conj(creat), SM(defiled holy symbol that is crushed into powder), 1StdAct, Touch, 10min/lvl, WillNeg>
- The caster sprinkles almost invisible powder in a line up to 20' long per level, designating one end as the beginning & the other as the destination. If an Evil Outsider comes within 10' of the trail, it must make a Will save or follow it to its destination. If there is an obvious danger to following the trail, the target gets another save. Once the Outsider gets to the destination, it becomes immune to that particular trail. A creature that can see invisible can obscure or destroy 10' of the trail per Standard Action (though Evil Outsiders must make a save to do this).

Obscuring Mists(PH p233)

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

Stun Ray(DR-A5 p23)

- <Conj(creat)[electricity][ray], VSM(copper wire), 1StdAct, Close-range, 1 + 1d4 rounds, Fort½>
- Target is **Stunned** for 1 round, plus an extra 1d4 rounds if the Fortitude save is failed.

Summon Monster I(PH p258)

- <Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1FullRound, 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(MoF p125)(MoFe+)

- <Conj(sum)[evil], VSF(bag, candle, bone), 1FullRound, Close-range, 1rnd/lvl>
- Summons 1 Undead from Table #1 to fight whomever you direct it to. It can attack on your initiative starting its first round.

Unseen Servant(PH p268)

- <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) & a movement of 15', but it must stay in range.

Divination**Comprehend Languages**(PH p186)

- <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 p193)

- <Div, VS, 1StdAct, 60' range, Concentration up to 1min/lvl(D)>
- Caster can detect secret doors, compartments, etc. The information gained increases the more rounds spent focusing:
 - 1st round – detect presence or absence of secret doors.
 - 2nd round – number of individual secret doors & their locations.
 - 3rd+ round – how to open one specific secret door per round.

Detect Undead(PH p194)

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

Identify(PH p216)(FAQ+)

- <Div, VSM(100gp pearl, wine, owl feather)/DF, 8hrs, Touch>
- Determines a single features of one magic item per level.

Know Protections(MoF p104)

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

Targeting Ray(DR-A5 p23)

- <Div[ray], VSF(metal/stone tube), 1StdAct, Medium-range, 1rnd/lvl, no save>
- A beam of light connects the caster and the target. During that time, any ally within 20' of the caster gains +1 Insight bonus per 3 caster levels on ranged attacks upon the subject. The caster does **not** need to maintain concentration, but must keep line of sight.

True Strike(PH p267)(FAQ)+

<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 p183)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg>
– One Medium-sized (or smaller) 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.

Drug Resistance(BoVD p93)

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

Hypnotism(PH p215)

<Ench(comp)[mind], VS, 1StdAct, Close-range, 2d4rds (D), WillNeg>
– 2d4 HD of creatures who can see or hear the caster are mesmerized by the effect (+2 save if in combat, -2 if alone and unthreatened). Any potential threat generates a new save & any direct threat automatically breaks the spell, as does an ally who spends a Standard Action "shaking the target out-of-it". The caster can make a simple and reasonable request of the target which is likely to be followed. The target does not remember the caster after the spell wears off.

Nybor's Gentle Reminder(MoF p110)(UE p51)

<Ench(comp)[mind], VSF(stick), 1StdAct, Close-range, 1rnd/lvl(D), FortNeg>
– Pain caused 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.

Sacrificial Skill(BoVD p103)

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

Sleep(PH p252)(FAQ)+

<Ench(com)[mind], VSM(sand)DF, 1StdAct, Medium-range, 1min/lvl, WillNeg>
– Put 2d4 HD of creatures in a 15' 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 & creatures with 5HD or more are immune.

Stupor(BoVD p106)

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

Evocation**Blast of Air**(DR285 p47)

<Evoc[sight], VS, 1StdAct, Close-range, RefNeg>
– Everyone within a **Cone** of air is **Blinded** for 1 round.

Darklight(BoVD p91)

<Evoc[darkness], VS, 1StdAct, Touch, 1min/lvl>
– When in **natural** darkness, everyone within 5' of the touched creature or object can see as if there was light. This area is not noticeable in light & is suppressed in **magical** darkness.

Forcewave(MoF p95)

<Evoc[force], VSF(string, water), 1StdAct, Medium-range, Fort½>
– 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 lvls (max 5d4) (no save), plus **Deafened** (WillNeg)

Ice Dagger(MoF p101)

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

Lesser Acid Orb(T&B p92)

<Evoc[acid][energy missile], VS, 1StdAct, Close-range, Fort½>
– One 1d8 acid damage orb per 2 levels (max 5). All targets must be within 15'.

Lesser Cold Orb(T&B p92)

<Evoc[cold][energy missile], VS, 1StdAct, Close-range, Fort½>
– 1d8 cold damage orb per 2 levels (max 5). All targets must be within 15'.

Lesser Electric Orb(T&B p92)

<Evoc[electricity][energy missile], VS, 1StdAct, Close-range, Fort½>
– 1d8 electric damage orb per 2 levels (max 5). All targets must be within 15'.

Lesser Fire Orb(T&B p92)

<Evoc[fire][energy missile], VS, 1StdAct, Close-range, Fort½>
– 1d8 fire damage orb per 2 levels (max 5). All targets must be within 15'.

Lesser Sonic Orb(T&B p93)

<Evoc[sonic][energy missile], VS, 1StdAct, Close-range, Fort½>
– 1d8 sonic damage orb per 2 levels (max 5). All targets must be within 15'.

Magic Missile(PH p224) (FAQ)+

<Evoc[force], VS, 1StdAct, Medium-range, no save>
– 1d4+1 force damage; +1 missile per two levels above 1st (max 5 missiles). Automatically hit.

Ray of Flame(DR-A5 p23)

<Evoc[fire][ray], VSF(lens), 1StdAct, Close-range>
– 1d6 + 1 per level (max +5) of fire damage. Target must make a Reflex save or take 1d6 fire damage the next round.

Ray of Light(DR-A5 p23)

<Evoc[light], VS, 1StdAct, Close-range, 10min/lvl(D)>
– **Cone** of light.
-or-
<Evoc[light][ray], VS, 1StdAct, Close-range, FortNeg>
– Target is **Blinded** for 1d4 rounds.

Shelgarn's Persistent Blade(MoF p117)

<Evoc[force], VSF(silvered dagger), 1StdAct, Close-range, 1rnd/2lvls>
– 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

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
a) make a touch attack; or
b) throw the orb. To do damage, the caster has to make a ranged touch attack on a

target within 120'. Once thrown, a new orb appears in the caster's hand, up to one orb per level (max 5 orbs).

Stone Missiles(DR285 p47)

<Evoc[energy missile], VS, 1StdAct, Medium-range, no save>
– Ranged touch attack to hit 1d4 targets, each of which takes 1d4 bludgeoning damage per level (max 5d4).

Tenser's Floating Disk(PH p265)

<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.

Water Burst(DR285 p47)

<Evoc[ray], VS, 1StdAct, Close-range, no save>
– Ranged touch attack to hit a target with a stream of water, which does 1d6 bludgeoning damage per level (max 5d6).

Illusion**Alustriel's Banner**(SMw)

<Illusion(figure), VSM(tiny or normal sized trumpet), 1StdAct, Long-range, 1rnd/lvl(D)>
– Creates an illusion of a banner of up to 10' square & a trumpet fanfare to go with it. The banner has any design on it that the caster desires & the trumpet can play any chosen tune. The banner gives off a 20' radius of light. As a Move-Equivalent action, the caster can move the banner to any location within range.

Change Self(PH p183)

<Ill(glamer), VS, 1StdAct, Personal, 10min/lv(D)>
– Makes minor visual changes to your appearance. +10 on Disguise checks.

Color Spray(PH p185) (DR281 p105)+

<Ill(pattern)[mind][sight], VSM(red,yellow,&blue powder), 1StdAct, Close-range, WillNeg>
– Caster creates a **Cone** of color that effects closest 1d6 creatures:
5+ HD: **Stunned** for 1 round.
3-4 HD: **Blinded** for 1d4 rounds, plus above.
0-2 HD: Unconscious for 2d4 rnd, plus above.

Net of Shadows(MoF p110)

<Ill(shadow)[darkness], VS, 1StdAct, Close-range, 3 rounds, WillNeg>
– 1 target per level within a 25' area are engulfed in a single-person **Cloud** of shadows that don't hamper movement.

Nystul's Magical Aura(PH p232)

<Ill(glamer), VSF(silk cloth), 1StdAct, Touch, 1day/lvl, no SR>
– Touched object of up to 5 lbs. per level gains a magic aura of the caster's choice. It can even be cast on a magic item to give it a different aura (thereby hiding some of its powers). Anyone trying to identify the item's abilities must make a Will save to see the actual aura.

Nystul's Undetectable Aura(PH p232)(FAQ)+

<Ill(glamer), VSF(silk cloth), 1StdAct, Touch, 1day/lvl, no SR>
– Touched object of up to 5 lbs. per level has its magic aura hidden. Anyone trying to detect the item's true aura must make a Will save.

Silent Image(PH p252)

<Ill(figure), VSF(fleece), 1StdAct, Long-range, Concentration, WillNeg>
– Creates a visual-only illusion of your design within an area of (4 + 1 per level) 10³ cubes. You can make it move within that area.

Ventriloquism(PH p269)

<Ill(figure), VF(parchment), 1StdAct, Close-range, 1min/lvl(D)>
– Throws caster's voice.

Necromancy**Cause Fear**(PH p182)

<Necro[fear][mind], VS, 1StdAct, Close-range, 1d4rnds, WillNeg>
 – Target with up to 5HD is **Frightened**.
 Counters **Remove Fear**.

Chill Touch(PH p183)(FAQ)+

<Necro[touch attack], VS, 1StdAct>
 – Touch attack deals 1d6 hp 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.

Death Grimace(BoVD p91)

<Necro[evil], S, 1StdAct, Touch, Permanent, no save>
 – Touched corpse is marked with a magical ‘signature’, such as a written word, a rune, a hideous smile, a discolored eye, etc.

Negative Energy Ray(T&B p93)

<Necro[ray], VSM(mirror), 1StdAct, Close-range, Will½>
 – 1d6 **Negative Energy Damage**; +1d6 per 2 levels above 1st (max 5d6).

Ray of Enfeeblement(PH p242)

<Necro[ray], VS, 1StdAct, Close-range, 1min/lvl, FortNeg>
 – Target takes an Enhancement penalty to Strength of 1d6 + 1 per 2 levels (max +5).

Spirit Worm(MoF p123)

<Necro[touch attack], VSM(carved bone), 1StdAct, Touch, 1rnd/lvl, Fort½>
 – 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 damage per round (max 5d2).

Transmutation**Animate Rope**(PH p174)(FAQ)+

<Trans, VS, 1StdAct, Medium-range, 1rnd/lvl>
 – Animate a rope whose length is 50’ + 5’/level. It will obey one of the following each standard 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. Animated ropes also give a +2 bonus to Use Rope checks.

Bestow Wound(BoVD p85)

<Trans[touch attack], VSM(10gp agate), Touch, FortNeg>
 – The touched living creature takes up to 1hp/lvl & the caster heals the same amount. The caster cannot do more damage than he/she has lost in hp.

Blood Blister(DR300 p54)

<Trans, VSF(iron tongs), 1StdAct, Close-range, 1hr/lvl, FortNeg>
 – The target’s face is covered with oozing, bloody blisters, which result in a –4 Circumstance penalty on Charisma-based skill checks and a –1 penalty to Will saves. After 1 minute, the blisters fade, but they immediately reappear for another minute any time the subject attempts another Charisma-based skill check within the spell’s duration.

Burning Hands(PH p181)

<Trans[fire], VS, 1StdAct, Ref½>
 – 1d4 fire damage per level (max 5d4) in a 10’ radius half-circle from the caster.

Cheat(BoVD p87)

<Trans[evil], VSF(dice made from human bones), 1StdAct, Personal, until discharged up to 1min/lvl>

– If the caster does not like the result in a mundane game of chance that he/she is involved in, the result is rerolled & the caster gets to keep the more favorable of the two rolls.

Cold Embrace(DU90 p57)

<Trans[cold][touch attack], VS, 1StdAct, no save>
 – Touch delivers 1d8 + 1 per level (max +20) of cold damage. Remains until discharged. +3 attack bonus if target is wearing metal armor.

Enlarge(PH p200)

<Trans, VSM(powdered iron), 1StdAct, Close-range, 1min/lvl>
 – One creature or object (up to 10 cubic feet / lvl) grows +10% per level (max +50%). Unwilling targets get a Fortitude save.

Lv	Height	Weight	Str	Lv	Height	Weight	Str
1	+10%	+30%	0	4	+40%	+170%	+2
2	+20%	+70%	+1	5	+50%	+240%	+2
3	+30%	+120%	+1				

Counters & dispels **Reduce**.

Erase(PH p200)

<Trans, VS, 1StdAct, Close-range>
 – Two pages per level 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.

Expedient Retreat(PH p202)

<Trans, VS, 1StdAct, Personal, 1min/lvl(D)>
 – Doubles the caster’s speed & jump distance.

Feather Fall(PH p203)

<Trans, V, FreeAction, Close-range, 1rnd/lvl>
 – Slows falling objects or creatures in a 10’ radius to 60’/rnd. Weight up to 300 lbs/lvl.

Jump(PH p219)

<Trans, VSM(grasshopper leg), 1StdAct, Touch, 1min/lvl(D)>
 – +30 on Jump checks and has no height limits.

Kaupaer’s Skittish 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(MoF p106)(Sav p68)(UE p51)

<Trans, VSM(small candle), 1StdAct, Touch, 1hr/lvl>
 – Subject sees twice as far under poor light.

Magic Weapon(PH p225)

<Trans, VSF(weapon)/DF, 1StdAct, Touch, 1min/lvl>
 – Touched weapon gains a +1 Enhancement bonus to attack & damage.

If this spell is cast by a paladin or a cleric of a good deity, the weapon is also **Blessed**.

Message(PH p227)

<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.

Portal Beacon(MotP p37)

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

Ray of Clumsiness(DR-A5 p23)

<Trans[ray], VS, 1StdAct, Close-range, 1min/lvl, FortNeg>
 – Enhancement penalty to Dexterity of 1d6 + 1 per 2 levels (max +5). Min Dexterity is 1.

Reduce(PH p243)

<Trans, VSM(powdered iron), 1StdAct, Close-range, 1min/lvl>
 – One creature or object (up to 10 cubic feet / lvl) shrinks -10% per level (max -50%). Unwilling targets get a Fortitude save.

Lv	Height	Weight	Str	Lv	Height	Weight	Str
1	90%	70%	0	4	60%	20%	-2
2	80%	50%	-1	5	50%	10%	-2
3	70%	40%	-1				

Counters & dispels **Enlarge**.

Repair Light Damage(T&B p95)

<Trans, VS, 1StdAct, Touch>
 – “Cures” 1d8 +1/lvl (max +5) hp to a construct.

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).

Shieldbearer(DR275 p86)

<Trans, VS, 1StdAct, Touch, 2rnds/lvl>
 – Animate a shield so that it levitates next to a designated person, who gains the benefits of the shield while leaving both hands free.

Shocking Grasp(PH p251)(FAQ)+

<Trans[electricity][touch attack], VS, 1StdAct, no save>
 – Touch delivers 1d8 + 1 per level (max +20) of electric damage. Remains until discharged. +3 attack bonus if target is in metal armor.

Spider Climb(PH p255)

<Trans, VSM(live spider, drop of bitumen), 1StdAct, Touch, 10min/lvl>
 – Touched creature can travel along walls & ceilings like a spider (½ movement). Subject must have bare hands & feet.

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.

Spell Flower(Sav p70)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl>
 – While this spell is in effect, the caster can “hold” one touch spell on each forelimb as long as that limb isn’t used to cast spells or touch anything. This means that a humanoid can end up with a touch spell on each hand, while a multilimbed creature could have more. When this spell ends, all remaining touch spells except the most recently cast dissipate.

Tongue Tendrils(BoVD p107)

<Trans[evil], VSM(serpent’s tongue), 1StdAct, Personal, until discharged up to 1hr/lvl>
 – As a Standard Action, the caster may spit a tendril up to 30’ (up to 1 tendril per 4 levels). If the caster succeeds in a ranged touch attack, the tendril attempts to grapple the opponent, using the caster’s Base Attack Bonus + 1. If successful, one of the opponent’s limbs is lashed to a nearby object. A tendril has AC 15, 10hp, and a Break DC of 24.

Weapon Shift(DR275 p85)

<Trans, VSM(origami of desired weapon), 1StdAct, Touch, 5min/lvl>
 – Transform a non-magic melee weapon (up to Large-size) into another melee weapon.

2nd Level**Abjuration****Arcane Lock**(PH p176)

- <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. A *Knock* spell suppresses the lock for 10 minutes. +10 DC to force the portal open.

Arcane Mark Ward(DR289 p101)

- <Abj, VSM(tiny bell, silver wire), 10Minutes, Close-range, 1day/lvl>
- The caster will “hear” a mental chime every time someone or something tagged with his *Arcane Mark* passes in or out of a 25’ radius area designated at casting time. The caster must be within 1 mile to “hear” the chime.

Dissonant Chant(Sav p65)

- <Abj[sonic], VS, 1StdAct, Close-range, 1rnd/lvl(D), no save>
- Creates a 100’ radius emanation of distracting noise that has the following effects:
 - Casting a spell requires a Concentration check vs. DC 18 + Spellcasting Attribute modifier;
 - Any other action that requires a Concentration check (such as “Casting Defensively”) receives a –10 penalty on the check;
 - Any saving throw against a Language-Dependent effect receive a bonus of this spell’s DC – 10.

Distracting Ray(DR-A5 p23)

- <Abj[ray], VS, 1StdAct, Close-range>
- Upon hitting a target who is casting a spell (i.e., must be use as a Counterspell), the target must make a Concentration check vs. DC (12 + Spellcasting Attribute modifier + level of the spell the target is attempting to cast + 1 per caster level).

Filter(T&B p89)

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

Gaze Screen(T&B p90)

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

Lesser Spell Immunity(DR275 p86)(FAQ+)

- <Abj, VS, 1StdAct, Touch, 10min/lvl>
- Touched subject gains unbeatable Spell Resistance to one spell. The spell must be 2nd level or less & allow an SR check. A given subject may only have a single *Lesser Spell Immunity* in effect at one time.

Major Resistance(Sav p68)

- <Abj, VSM(cloth)/DF, 1StdAct, Touch, 1hr/lvl>
- Subject gains +3 Resistance bonus on all saves.

Mirror Eyes(DR305 p67)

- <Abj, VSM(mother of pearl), 1StdAct, Touch, 1min/lvl>
- The eyes of the touched creature become reflective, granting it a +10 Resistance bonus on save vs. gaze attacks & effects and spells that effect vision (such as *Glitterdust* & *Blindness*). The subject also cannot be Dazzled by any visual effect.

Obscure Object(PH p232)

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

Portal Alarm(MoTP p36)

- <Abj, VSM(tiny bell), 1StdAct, Close-range, 2hrs/lvl(D)>
- If any creature of Tiny-size or larger passes through the warded *Portal* without saying the password, an audible (bell) or mental (will wake caster) chime will occur.

Protection from Arrows(PH p239)

- <Abj, VSF(turtle shell), 1StdAct, Touch, until discharged up to 10min/lvl>
- Touched subject gains 10/+1 Damage Reduction to ranged weapons. The minimum magic to bypass the damage reduction goes up every 5th level (10/+2 @ 5th, up to 10/+5 @ 20th). The spell discharges once it has prevented 10 hp per level (max 100 hp).

Resist Elements(PH p246)

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

Conjuration**Choke**(T&B p86)

- <Conj(creat)[force], VSM(cloth), 1StdAct, Close-range, 1rnd/lvl, Ref½>
- Target takes 1d4 points of strangulation damage per round (i.e., only effects targets who breath & have a neck up to Large-sized). New Reflex save each round for ½ damage. All attacks & checks attempted by the target have a –2 Circumstance penalty (–4 if it involves speaking). Casting spells requires a Concentration check vs. DC 12 + ½last damage dealt – 2 (or –4 if the spell has a verbal component).

Create Magic Tattoo(FR p68)

- <Conj(creat), VSM(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).

Min 3 rd 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 th level (DC 15):	+2 Resistance bonus on all saves; or
	+2 Competence bonus on attacks; or
	Able to recall one spell 0 th – 2 nd .
Min 13 th 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).

Familiar’s Touch(DR280 p63)

- <Conj, VS, 1StdAct, Medium-range, 1min/lvl>
- Cast spells with range of Touch through your familiar at Medium-range.

Fog Cloud(PH p206)

- <Conj(creat), VS, 1StdAct, Medium-range, 10min/lvl>
- Creates a 30’ radius by 20’ high Cloud of fog. The cloud can be dispersed by strong wind.

Glitterdust(PH p209)

- <Conj(creat), VSM(ground mica), 1StdAct, Medium-range, 1rnd/lvl, WillNeg>
- 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. Creatures in the area of effect must make a Will save or be Blinded.

Ice Knife(T&B p91)

- <Conj(creat)[cold], VSM(water/ice), 1StdAct, Long-range, Fort½ or Ref½>
- Standard ranged attack at +2 per 2 levels. If it hits, it does 1d8 piercing damage, 1d8 points of cold damage (Fortitude save for ½ damage), and 2 Dexterity damage (Fortitude save negates). A miss does 1d8 cold damage in a 10’ radius of its landing place (Reflex save for ½ damage).

Igedrazaar’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).

Inky Cloud(Sav p68)

- <Conj(creat), VSM(small vial of octopus or squid ink), 1StdAct, 10min/lvl>
- When underwater, creates a 30’ radius Cloud around the caster. Currents moving 1 mph or faster disperses the ink over a few rounds.

Melf’s Acid Arrow(PH p227)

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

Summon Monster II(PH p258)

- <Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Full-Round, 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 p261)

- <Conj(sum), VSM(red cloth)/DF, 1FullRound, Close-range, Concentration + 2rnds, no save, no SR>

- Summons a 5’ radius swarm of Tiny-size or smaller creatures based on the table below. Anyone caught in the swarm can either:
 - spend the round swatting them & take 1hp of damage; or
 - act normally (including moving out of the area of effect) and take 1d4 + 1/3lvs dmg.

Spellcasting or concentrating on spells inside the swarm is impossible.

1d20	Creature	Features
1-8	Rats	animal
9-14	Bats	animal, flyer
15-16	Spiders	vermin, poisonous
17-18	Centipedes	vermin, poisonous
19-20	Flying Beetles	vermin, flyer

Unless summoned by a Druid, the swarm is stationary. As a Move-Equivalent action, a Druid can move non-flyer 30’ & flyers 90’. Swarms with poison do not hurt those immune to poison, but still ruin spellcasting. The swarm can only be dispersed by effects that cover an area (such as fire) & do 2hp/lvl or have some other appropriate effect (like *Gust of Wind* vs. flyers, *Repel Vermin*, etc.).

Summon Undead II(MoF p126)(MoFe)+

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

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

Web(PH p271) (FAQ)+

<Conj, VSM(spider web), 1StdAct, Medium-range, 20' radius, 10min/lvl, RefNeg (see below)>

- Fills 20' radius with sticky webs. If the Reflex save fails, the target is 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.

A non-entangled creature can move through the webs by making 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.

Divination**Detect Thoughts**(PH p194)

<Div[mind], VSF(copper piece)/DF, 1StdAct, 60' range, Concentration up to 1min/lvl, WillNeg, no SR>

- Reveals surface thoughts in a 90° arc. First round shows their presence, second round the number of thinking minds & the basic mental strength of each, & third round the surface thoughts of one of the minds can be read if the target fails its Will save.

Familiar's Sense(DR280 p62)

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

- Use one of your familiar's senses in place of your own for 1 minute per level. The sense can be changed or not used at all as a partial action. Your familiar doesn't loose the sense.

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

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

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

See Invisibility(PH p248)

<Div, VSM(pinch of talc & silver powder), 1StdAct, Personal, 10min/lvl(D), no SR>

- Reveals Invisible creatures or objects in a Medium-range Cone.

Enchantment**Entice Gift**(BoVD p93)

<Ench[mind], VS, 1StdAct, Close-range, 1rnd, WillNeg>

- The target creature feels compelled on its next action to move to the caster & hand him/her whatever is in the target's hand. This spell does not inhibit the target from defending itself. Once the spell's duration (i.e., 1 round) is over, the target may act freely, including trying to get its possession back.

Indifference(T&B p92)

<Ench[mind], VSM(stone), 1FullRound, Touch, 1hr/lvl(D), WillNeg>

- Removes the subject's emotions, which does the following:
 - immune to Fear & Compulsion effects of 2nd level or lower;
 - +4 Circumstance bonus on saves vs. all other Fear & Compulsion effects;
 - not effected by Morale bonuses or penalties; and
 - 4 Circumstance penalty on Charisma checks.

If the subject is under a Fear or Compulsion effect when this spell is cast, he/she must

make a Will save against this spell or be Dazed for 1 round.

As always, the subject has the option of not making a saving throw if it desires the effect.

Invasive Telepathy(DR304 p32)

<Ench(comp)[mind], S, 1StdAct, Close-range, WillNeg>

- Target's mind is invaded by the caster's unpleasant thoughts, causing 1 Wisdom Damage. Casters who are Aberrations, Undead, or Evil Outsiders instead do 1d4 Wisdom Damage.

Ray of Dizziness(DR-A5 p24)

<Ench(comp)[mind][ray], VSF(small top), 1StdAct, Close-range, 1rnd/lvl, WillNeg>

- Target is Staggered.

Ray of Stupidity(DR-A5 p24)

<Ench(comp)[mind][ray], VSM(tiny cone hat), 1StdAct, Close-range, 1min/lvl, WillNeg>

- Enhancement penalty to Intelligence of 1d4 + 1 per 2 levels (max +5). Intelligence cannot go below 1.

Masochism(BoVD p99)

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

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

Sadism(BoVD p103)

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

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

Sap Strength(BoVD p103)

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

- Touched living creature becomes Exhausted.

Tasha's Hideous Laughter(PH p263)

<Ench(comp), VSM(feather, tiny tarts), 1StdAct, Close-range, 1d3rnds, WillNeg>

- One target with 3 or higher Intelligence falls down laughing & can make no action for the duration of the spell. Creatures of a different type from the caster get a +4 on their save.

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 2 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 @ +7.

Blood Wind(Sav p63)

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

- Subject creature with a minimum Intelligence of 4 gains the ability to use a Full Round action to make a ranged attack (20' range increment) with one of its natural weapons. The attack uses the subject's best attack value.

Combust(MoF p85)(LoD p185)

<Evoc[fire][touch attack], VSM(oil, flint), 1StdAct, Touch, 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 p188)(DR276 p107)+

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

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

Cloud of Bewilderment(MoF p85)(MoFe)+

<Evoc, VS, 1StdAct, 1rnd/lvl, FortNeg>

- Create an invisible 10' long Cone of noxious air. Anyone in the area is Stunned and Blinded for 1d6 rounds. The cloud can be dispersed by a strong wind.

Darkbolt'(BoVD p90)

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

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

Darkness(PH p190)

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

- Touched object emanates supernatural darkness in a 20' radius. Even creatures with Darkvision cannot see through it. This spell counters or dispels Light spells of equal or lower level, though Daylight will cancel this spell and be canceled by it.

Daylight(PH p191)

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

- Touched object generates a 60' radius of bright light. The light may be blocked by putting the object in a container.

This spell counters or dispels a 'darkness' spell of equal or lower level.

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 per level damage (max +10), but no Strength modifier.

Flaming Sphere(PH p206)

<Evoc[fire], VSM(tallow, brimstone, iron dust)/DF, 1StdAct, Medium-range, 1rnd/lvl, RefNeg>

- Creates a 3' radius 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-equiv. 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(MoF p95)

<Evoc[electricity], VSM(copper wire, magnet), 1StdAct, Close-range, Ref½>

- 5' radius burst deals 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.

Ray of Ice(DR-A5 p24)

<Evoc[cold][ray], VSM(snow/ice/water from snow or ice), 1StdAct, Close-range>

- The ray either
 - inflicts 1d6 / 2 lvls cold damage (max 5d6)
 - coats an area with ice (such as freezing a person's feet to the ground or a sword in its scabbard). Breaking the ice is a standard action Strength check vs. the DC of the spell; -or-
 - freezes an area of water 1'/lvl in diameter (max 10') & 1"/lvl thick (max 10").

Shatter(PH p250)

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

- Sonic vibration destroy objects in 1 of 3 ways:
 - a) All glass, crystal, etc., in a 3' radius that weigh less than 1 lb/lvl are shattered. A person carrying an object gets a Will save to negate. Otherwise, no save.
 - b) A single solid object weighing up to 10 lbs/lvl can be shattered. The carrier get 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 p181)

<Ill(glamer)[sight], V, 1StdAct, Touch, 1min/lv>

- Attacks miss touched subject 20% of the time.

Claws of Darkness(FR p67)

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

- Starting with your next action, you may do "armed" melee touch attacks with your hands. Each hit does 1d4 cold damage. Since both hands can be effected, you have the option of making off-hand attacks at the normal penalty. If you successfully grapple someone, you do damage on each successful grapple check and the opponent is **Slowed** unless he/she negates with a Fortitude save. You may extend the claws to give you 10' reach. While this spell is in effect, you may not cast spells with anything but Verbal components & any magic items on your hands are suppressed.

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

<Ill(glamer), VSF(moth cocoon), 1StdAct, Touch, 10min/lvl(D)>

- Makes minor visual changes to one touched corporal undead. +10 on Disguise checks.

Hypnotic Pattern(PH p215)

<Ill(pattern)[mind][sight], (V)SM(burning incense / crystal rod filled with phosphorescent material), 1StdAct, Medium-range, Concentration + 2rnds, WillNeg>

- 15' radius of colorful lights fascinates up to 2d4 + 1/lvl (max +10) HD of creatures, starting with the lowest HD creature in the area of effect. Any potential threat generates a new save & any direct threat automatically breaks the spell, as does an ally who spends a Standard Action "shaking a target out-of-it". The targets does not remember the caster after the spell wears off.
- Only Bards use the Verbal component.

Invisibility(PH p217)

<Ill(glamer), VSM(eyelash,gum arabic)/DF, 1StdAct, Touch, 10min/lvl>

- Subject is **Invisible** until it attacks. Can effect an object of up to 100 lbs/lvl.

Leomund's Trap(PH p221)

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

- The touched object will register as being trapped if check manually or by spells, though it is actually an illusion.

Magic Mouth(PH p224)

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

Minor Image(PH p228)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration+2 rounds, WillNeg>

- Creates an illusion with visuals & sound of your design within an area of (4 + 1 per level) 10³ cubes. You can make the illusion move within that area.

Mirror Image(PH p229)(FAQ+)

<Ill(figment)[sight], VS, 1StdAct, Personal, 1min/lvl>

- Creates 1d4 + 1 per 3 levels (max 8) 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 p230)

<Ill(glamer), VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, 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.

Phantasmal Assailants(DR291 p45)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Close-range, WillDisbelieve followed by Fort½>

- One living creature is "attacked" by nightmare monsters only the target can see. If a Will save to disbelieve fails, the target takes 1d6+1 Wisdom damage (Fortitude save for ½) & receives a –2 Morale penalty on attacks, damage & saves for 1 round per level.

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:

- a) +4 Resistance bonus on saving throws against 'light' spells, 'darkness' spells, & any spell that works due to bright light, such as *Flare* or *Pyrotechnics*.
- b) 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:
 - a) 2 points of Strength damage;
 - b) **Dazed** for 1 round;
 - c) receive a –2 Morale penalty on fear spells & effects for 1rnd/lvl.

Necromancy**Command Undead**(T&B p86)

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

- If cast on an unintelligent undead creature, it gets no save & obeys your simple commands. Intelligent undead get a Will save to resist. If it fails, the undead treats you as an ally & will view your commands in a positive way. In

either case, the target will not obey commands that will result in its destruction. If the target is threatened by the caster or his/her allies, then the spell is broken.

Dance of Ruin(BoVD p90)

<Necro[evil], VS, 1FullRound, Close-range, Ref½>

- All non-demons within Close-range of the caster take 2d20 damage.

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

Desiccating Bubble(Sav p65)

<Necro, SM(bag filled with air, dust), 1StdAct, Medium-range, 1rnd/lvl, RefNeg>

- Creates a 3' radius bubble, which can roll or jump 30'/rnd. If the sphere enters a hex per a creature, it stops for that round & does 2d4 damage due to dehydration, unless the target makes a Reflex save. Creatures made from water, that have the aquatic subtype, & oozes take 2d6 damage. The caster can move the sphere as a move-equivalent action.

False Life(T&B p89)

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

- Subject gains 1d10 + 1 per level (max +10) temporary hit points.

Ghoul Touch(PH p209)

<Necro[touch], VSM(cloth worn by a ghoul –or– dirt from a ghoul's grave), Touch, 1d6+2rnds, FortNeg>

- Touched living humanoid is **Held** & gives off a stench. Anyone who gets within 10' of the target must make their own Fortitude save or have a –2 penalty on attacks, damage, saves, & checks for the spell's duration.

Life Bolt(MoF p105)

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

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

Ray of Sickness(DR-A5 p24)

<Necro[ray], VS, 1StdAct, Close-range, 1rnd/lvl, FortNeg>

- Target is **Nauseated**.

Scare(PH p247)

<Necro[fear][mind], VSM(bone chip from an undead), 1StdAct, Medium-range, 1rnd/lvl, WillNeg>

- Creatures up to 5 HD within a 15' radius are **Panicked**.

Share Life(DR280 p63)

<Necro, VS, 1Full-Round Action, Touch>

- Transfer up to your level in hit points to your familiar in order to heal it.

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:
 - a) Undead think the caster is one of their own
 - b) +5 bonus on Disguise checks to make the caster appear to be undead.
 - c) *Cure* spells harm the caster & *Inflict* spell heal the caster.
 - d) Spells that target undead can target the caster
 - e) 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	Panicked	10+Cha mod
Destroyed	Stunned	15+Cha mod
Rebuked	Cowering	10+Cha mod
Commanded	Charmed	15+Cha mod

Attacking an undead immediately ends this spell

Spectral Hand(PH p254)

- <Necro, VS, 1StdAct, Medium-range, 1min/lvl(D)>
 – Creates a disembodied glowing hand to deliver **Touch** spells of up to 4th level (as a normal attack). The caster transfers 1d4hp into the hand (which are restored when the spell ends if the hand is “killed”). The hand has the following:
 a) gets a +2 bonus on melee touch attacks;
 b) is **Incorporeal**;
 c) has Improved Evasion;
 d) uses its caster’s Base Save Bonuses;
 e) has AC 22 + caster’s Intelligence modifier.

Toughness of Death(DR304 p38)

- <Necro, VS, 1StdAct, Touch, 1min/lvl>
 – Touch undead gains a +2 Resistance bonus on Fortitude saves & 2 temporary hp per HD.

Wither Limb(BoVD p110)

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

Transmutation*Adrenaline Surge*(MoTW p82)

- <Trans, VS/DF, 1StdAct, Close-range, 1rnd/lvl>
 – Any creature summoned by the caster that is within Close-range gets a +4 Enhancement bonus to Strength until it leaves Close-range.

Alter Self(PH p172)

- <Trans, VS, 1StdAct, Personal, 10min/lvl(D)>
 – When cast, the caster makes a set of changes to his/her body – change height/weight by 50%, add wings (30’/poor), gills, etc. +10 on Disguise checks.

Balagarn’s Iron Horn(MoF p79)

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

Blindness/Deafness(PH p180)

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

Blindsight(MoF p82)(MoF+) (Sav p63)

- <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(MoTW p84)

- <Trans[fire], VS/DF, 1StdAct, Personal, 1rnd/lvl>
 – All creatures within 5’ of you take 1d4+1 fire damage (Reflex save for ½).

Bone Soften(DR300 p54)

- <Trans, VS, 1FullRound, Touch, 1min/lvl, FortNeg>
 – The touched creature’s bones become more pliant, with the following effects:
 a) –4 Circumstance penalty to Strength & Constitution (min 1);
 b) Damage Reduction 5/– vs. bludgeoning attacks; &
 c) +20 bonus to Escape Artist checks.

Bristle(DR275 p87)

- <Trans, VS, 1StdAct, Touch, 1min/lvl(D)>
 – Touched armor grows spikes that do not interfere with the wearer. When the armor’s wearer makes his/her first melee attack each round, 1d4 bristles attack too, using their caster level as the attack bonus. Each does 1d4 dmg on a hit, but cannot critical.

Bull’s Strength(PH p181)

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

Cat’s Grace(PH p182)

- <Trans, VSM(cat hair), 1StdAct, Touch, 1hr/lvl>
 – 1d4+1 Enhancement bonus to Dexterity.

Cloud Wings(Sav p64)

- <Trans, VS, 1StdAct, Touch, 1min/lvl>
 – The touched subject who can fly has its Flying speed increased by 30’.

Darkvision(PH p190)

- <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(FR p68)(T&B p87)

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

Endurance(PH p199)

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

Fins to Feet(Sav p66)

- <Trans, VS, 1Minute, Touch, 10min/lvl>
 – The touched subject’s tail or finned feet are transformed into humanoid legs & feet.

Size	Movement
up to Small	20’
Medium	30’
Large+	40’

Fox’s Cunning(T&B p89)(Sav p66)

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

Graz’zi’s Long Grasp(BoVD p96)

- <Trans[evil], VS, 1StdAct, Personal, 10min/lvl>
 – One of the caster’s hands detaches & becomes a Tiny flying object that the caster mentally controls. When it detaches, the caster takes 2d4 dmg, which becomes the hand’s hp. In addition, the hand has the following qualities:
 a) flies at 20’ with Perfect maneuverability;
 b) has AC 22 + the caster’s Int modifier;
 c) has Improved Evasion;
 d) is able to deliver spell’s with range ‘Touch’ as if still attached to the caster;
 e) gets a +2 bonus on attempts to make touch attacks & can attempt to flank opponents;
 f) is able to punch, grab objects (using the caster’s Strength), & grapple;
 g) if it leaves the caster’s sight or the caster stops controlling it (e.g., goes unconscious), the hand automatically flies back to the caster & reattached itself.

If the hand reattaches itself at the end of the spell (i.e., it was not destroyed), the caster regains the 2d4 hp lost at the start of the spell.

Hurl(DR275 p87)

- <Trans, VSM(leather), 1StdAct, Touch, 1min/lvl>
 – The touched Large-size or smaller melee weapon can be thrown in combat & it will fly back after each attack so that it can be used again at the beginning of the thrower’s next action. Default range increment is 10’.

Knock(PH p219)

- <Trans, V, 1StdAct, Medium-range>
 – Opens locked or magically sealed door of up to 10 square feet per level. 2 actual locks effected by each casting & **Arcane Lock** is only suspended for 10 minutes.

Levitate(PH p222)

- <Trans, VSF(leather cord), 1StdAct, Close-range, 10min/lvl(D)>
 – Willing subject or object (up to 100 lbs./level) moves up or down 20’/round at your direction as a Move-Equivalent Action.

Lion’s Charge(Sav p68)

- <Trans, VSM(lion hair), 1StdAct, Touch, 1min/lvl>
 – When the touched creature charges, it can still make a Full Attack in the same round.

Owl’s Wisdom(T&B p94)

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

Pyrotechnics(PH p241)

- <Trans, VSM(fire source), 1StdAct, Long-range>
 – Transforms a burning fire into one of the following, putting it out (unless it is cast on a Fire Elemental, which takes 1hp/level).
 Fireworks – creatures within 120’ must make a Will save or be **Blinded** for 1d4+1rnds (Spell Resistance applies).
 Smoke Cloud – 20’ radius **Cloud** of smoke lasts for 1rnd/lvl. Anyone within it must make a Fortitude save or have a –4 penalty to Strength and Dexterity until 1d4+1rnds after getting out of the smoke.

Rapid Burrowing(Sav p69)

- <Trans, VS/DF, 1StdAct, Touch, 1min/lvl>
 – The touched subject who can burrow has its Burrowing speed increased by 30’.

Rapid Strikes(DR275 p85)

- <Trans, VS, 1StdAct, Touch, 1rnd/lvl>
 – The subject gains an additional partial action each round for the purpose of attacking only at highest base attack bonus.

Repair Moderate Damage(T&B p95)

- <Trans, VS, 1StdAct, Touch>
 – “Cures” 2d8 +1/lvl (max +10) to a construct.

Rope Trick(PH p246)

- <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 people (including the caster). The space is only accessible via the 3’x5’ opening the people climb through. 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(MoF p115)(Sav p69)

- <Trans, VSM(herbs), 1StdAct, Touch, 1hr/lvl>
 – Subject gains the **Scent Ability**.

Speak to Allies(Sav p70)

- <Trans[language], VSF(copper wire), 1StdAct, Medium-range, 10min/lvl>
 – The caster plus 1 creature per level in a 30’ area can communicate within range as long as there is no physical/magical barrier. The message does not need to be whispered, so there is no danger of lips being read.

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.

Whispering Wind(PH p272)

- <Trans, VS, 1StdAct, 1mile/lvl, no SR>
 – A 25 word message is carried on the wind to a location known to the caster, which it is hearable to anyone within 10’.

Wings of the Sea(Sav p72)

- <Trans, SM(water), 1StdAct, Touch, 1min/lvl>
 – The touched subject that has a swim speed already has it increased by 30’.

Universal*Familiar Pocket*(T&B p88)

<Univ, VSM(gold needle, cloth)F(garment/container), 1StdAct, Touch, 1hr/lvl(D)>
 – Creates an extradimensional hiding place for the caster's familiar where it has Full Cover

& Full Concealment. The pocket can be sealed or unsealed by the caster or the familiar (the pocket contains 1 hour of air).

3rd Level**Abjuration***Abolish Shadows*(UE p47)

<Abj, VSM(obsidian), 1StdAct>

– 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) Fort/2.
- 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).

Avoid Planar Effects(MotP p33)

<Abj, V, 1StdAct, 1min/lvl>

– One subject per level within 20' of the caster is "attuned" to the current plane of existent, making survival much easier. For example, if attuned on the Elemental Plane of Water, the subject would be able to breath water and not take damage from extreme water pressure.

Dispel Magic(PH p196)

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +10). This spell can be used in one of three ways:

- Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.
- Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is terminated, except for those caused by magic items, which are only suppressed for 1d4 rounds.
- Area Dispel – Each target in a 30' gets a Dispel Check against each spell in turn (highest caster level 1st) until one is dispelled or all checks fail. Items are not effected.

Explosive Runes(PH p202)

<Abj[force], VS, 1StdAct, Touch, Until Discharged>

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

Improved Alarm(MotP p35)

<Abj, VSF(100gp crystal bell), 1StdAct, Close-range, 8hrs/lvl(D)>

– If any creature of Tiny-size or larger passes through the warded 25' radius area without saying the password, an audible (bell) or mental (will wake caster) chime will occur. The alarm is triggered even if the creature is in a coexistent plane of existence, such as the Ethereal Plane.

Lesser Shadow Tentacle(LoD p187)

<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 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.

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

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

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

- +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Chaotic creatures;
- Blocks any mind control; &
- Non-Lawful Summoned & Conjured creatures cannot cross the circle unless they make a Spell Resistance check or the subject attacks.

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

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

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

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

- +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Evil creatures;
- Blocks any mind control; &
- Non-Good Summoned & Conjured creatures cannot cross the circle unless they make a Spell Resistance check or the subject attacks.

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

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

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

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

- +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Good creatures;
- Blocks any mind control; &
- Non-Evil Summoned & Conjured creatures cannot cross the circle unless they make a Spell Resistance check or the subject attacks.

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

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

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

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

- +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Lawful creatures;
- Blocks any mind control; &
- Non-Chaotic Summoned & Conjured creatures cannot cross the circle unless they make a Spell Resistance check or the subject attacks.

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

Minor Reflection(DR-A5 p23)

<Abj, VSF(prism), 1StdAct, Personal, 1min/lvl>

– Any Ranged Touch attack targeting this spell's caster is reflected back on its own caster.

Nondetection(PH p232)

<Abj, VSM(50gp diamond dust), 1StdAct, Touch, 1hr/lvl>

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

Protection from Elements(PH p240)

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

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

Note: This spell takes precedence over *Resist Elements* / *Endure Elements*. Only once this spell is discharged will others be applied.

Reverse Arrow(MoF p114)

<Abj, VSF(turtle shell, tree sap), 1StdAct, Personal, until discharged up to 10min/lvl>

– Caster gains 10/+1 Damage Resistance to ranged weapons. The minimum magic to bypass the damage reduction goes up every 5th level (10/+2 @ 5th, up to 10/+5 @ 20th). The spell discharges 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).

Conjuration*Bridge of Sound*(Sav p63)

<Conj(creat)[sonic], VS/DF, 1StdAct, Close-range, Concentration + 1rnd/lvl>

– Creates an invisible, unbreakable bridge 5' wide, 1" thick, & 10'/lvl long. It must be anchored at each end, but may be at any angle. Any object that weighs more than 200 pounds per caster level sinks through the bridge, but does not break it.
 Suppressed by *Silence*.

Corpse Candle(T&B p86)

<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. 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 Three-Quarters 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.

Drown'(BoVD p93)

<Conj(creat)[evil], V, 1StdAct, Medium-range, Instantaneous, FortNeg>

– The lungs of the target living humanoid are filled with water unless it makes its Fortitude save. Every 2 rounds after the spell's initial round, the target is allowed another Fortitude save to expel the water. Until then, it cannot speak & receives a –2 Circumstance penalty on All Actions. If the target has not expelled

the water after 2 x Constitution score rounds, it must begin making Constitution checks every round, starting at DC 10 & increasing by 1 each following round. Once this check fails, the target is immediately Unconscious at 0hp. The following round, it drops to –1hp. The round after that, it dies.

Flame Arrow(PH p205)

<Conj(creat)[fire], VSM(flint, oil), 1StdAct, Medium-range, no save>

- Causes 1 arrow per level to catch fire for 1 round, doing +1 fire damage per 2 levels (max +10).

–or–

<Conj(creat)[fire][energy missile], VSM(flint, oil), 1StdAct, Medium-range, Ref^{1/2}>

- One energy missile per 4 levels that does 4d6 fire damage.

Greater Mount(DR304 p32)

<Conj(sum), VSM(horse hair), 1FullRound, Close-range, 2hrs/lvl>

- Summons a huge horse(DR304 p32) (with bit, bridle, & a riding saddle) to serve as a mount, typically for Large creatures such as ogres.

Improved Mage Armor(UE p51)

<Conj(creat)[force], VSM(tiny 100gp platinum shield), 1StdAct, Touch, 1min/lvl(D)>

- Touched subject gains an Armor bonus to AC of +3 + 1 per 2 levels (max +8).

Laogzed's Breath(Sav p68)

<Conj(creat), VSM(rotten eggs/skunk cabbage leaves), 1StdAct, Close-range, Instantaneous>

- Creates a Cone-shaped Cloud of noxious fog that persists for 10 rounds. Everyone within the cloud 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. The cloud can be dispersed by strong wind.

Mestil's Acid Breath(MoF p108)

<Conj(creat)[acid], VSM(fire ants), 1StdAct, Close-range, Ref^{1/2}>

- Cone deals 1d6/lvl acid dmg (max 10d6).

Phantom Steed(PH p235)

<Conj(creat), VS, 10Minutes, 1hr/lvl>

- 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:
8th: ride over mud, sand, etc. at normal rate.
10th: ride over water at normal rate.
12th: ride horizontally across air for 1 round at normal rate.
14th: Fly at normal rate/average.

Sepia Snake Sigil(PH p249) (DR275 p121)+

<Conj(creat)[force], VSM(500gp amber powder, snake scale, mushroom spores), 10Minutes, Touch, Permanent until discharged, 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 p253)

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

- Full Concealment in a 40' spread by 20' high area. Anyone attempting to move must make a Reflex save to make ½ movement, with failure indicating the subject falls down.

Stinking Cloud(PH p256)

<Conj(creat), VSM(rotten eggs/skunk cabbage leaves), 1StdAct, Medium-range, 1rnd/lvl, FortNeg>

- Creates a 30' radius by 20' high Cloud of noxious fog. Everyone within the cloud 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. The cloud can be dispersed by strong wind.

Summon Monster III(PH p259)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Full-Round, 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(MoF p126)(MoFe)+

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

- Summons 1 Undead from Table #3 or 1d3 Undead from Table #2 to fight whomever you direct it to. It can attack on your initiative starting its first round.

Wall of Chains(BoVD p108)

<Conj(creat), VSM(single link from an iron chain), 1StdAct, Medium-range, 1min/lvl>

- Creates a vertical wall made from woven spiked chains that bind themselves to any surrounding walls. The chain wall can be a total of one 5' square per level and is 1" thick per 4 levels. The wall's area can be doubled if its thickness is halved. Each 5' square has a Hardness of 10 & 20 hp per inch of thickness. A square can also be breached by making a Strength check vs. DC 20 + 2 per inch of thickness, but each attempted causes 1d6 damage from the spikes.

Water Glyph(DR294 p104)

<Conj(creat), SM(pure water), 1StdAct, Close-range, 1rnd/2lvs(D)>

- Creates a 5' wide, 20' tall geyser of water. Anyone in the geyser when it is created takes 1d6 damage unless they make a Reflex save to get out of the way. Within a 10' radius of the geyser, open flames are extinguished, visibility is halved, Listen, Search, & Spot checks have a –4 penalty, Ranged Weapon attacks have a –4 penalty. Anything directly behind the geyser has cover. Any creature in the geyser itself takes 1d6 damage per round. Pushing through the geyser takes a Strength check vs. DC 17 (automatically taking 1d6 damage) & the pusher will be knocked Proned on a failure. Water disappears 1 round after it is created, so this spell will not flood the area it is in.

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(T&B p85)

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

- Able to see magic aura within 120', allowing you to know strength & school of all magic effects & items. By spending a full-round action scrutinizing a target, you 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.

Note: The caster's eyes glow blue for the spell's duration.

Clairaudience/Clairvoyance(PH p184)

<Div, VSF(small horn (hear) / glass eye (see))/DF, 1StdAct, 1min/lvl(D), no SR>

- Hear –or– see into a known or obvious (i.e., other side of a door) location at any range.

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:

1st rnd – detect presence or absence of the target metal or mineral.

2nd rnd – approximate weight of the target material that was detected.

3rd rnd – the distance & direction to the target

Devil's Eye(BoVD p92)

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

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

Eyes of the Zombie(BoVD p94)

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

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

Tongues(PH p265)

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

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

Enchantment**Evil Eye**(BoVD p94)

- <Ench[evil], S, 1StdAct, Close-range, Instantaneous, WillNeg>
- Target receives a –4 Luck penalty on **All Actions**. The spell is dispelled at the next sunrise, when dismissed by the caster, ended by a *Remove Curse*, or when the caster takes at least 1 hp of damage from the target.

Hold Person(PH p214)

- <Ench(comp)[mind], VSF(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg>
- One humanoid of up to Medium-size is **Held**.

Nybor's Mild Admonishment(MoF p111)

- <Ench(comp)[mind], VSF(stick), 1StdAct, Close-range, 1rnd/lvl(D), FortNeg>
- Target is **Dazed** for 1d4 rounds, then –2 on **All Actions**, and a +2 Circumstance bonus to Strength for remainder of the duration.

Sting Ray(DR-A5 p24)

- <Ench(comp)[mind][ray], VSM(dried stinging insects), 1StdAct, Close-range, WillNeg>
- Each round, the target gets a Will save to end the spell. Until this happens, the target is **Staggered** & to cast spells must make a Concentration check vs. the spell's DC + the level of the spell to be cast.

Suggestion(PH p257)

- <Ench(comp)[mind][language], VM(snake tongue, honeycomb/sweet oil), 1StdAct, Close-range, up to 1hr/lvl, WillNeg>
- The caster give the target 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them or may activate immediately. At the end of the duration, the instructions loose their power, triggered or otherwise.

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

- <Evoc[darkness], VSM(coal, dried eyeball), 1StdAct, Close-range, 1rnd/lvl(D)>
- 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.

Chamber(MoP p34)

- <Evoc[force], VSM(glass), 1StdAct, Close-range, 1rnd/lvl, RefNeg>
- Traps a creature on the Ethereal Plane in a cell made from force. The caster must be able to perceive the target in order to capture it. Once in the cell, the target cannot travel to any other plane, including the Material one. The cell protects the target from attacks & most spells. Gaze & sonic effects can go through the walls, but there is a +2 bonus on any saving throw to resist them. The walls broken with a Strength check vs. DC (10 + Caster level) or a *Disintegrate* spell. The cell only exists on the Ethereal Plane.

Dread Word(BoVD p93)

- <Evoc[evil], V, 1StdAct, Close-range, FortNeg>
- Target good creature takes 1d3 Charisma **Drain**.

Energize Projectiles(DR304 p33)

- <Evoc[variable element], V, 1StdAct, Touch, 1rnd/lvl>
- A caster who is a 'fire', 'cold', or 'electricity' subtype can infuse its elemental energy into 1 projectile (i.e., arrow, spear, thrown rock) per level. For the spell's duration, each projectile does 1d6 damage of the appropriate energy type just by being touched. If launched, it does +2d6 damage, but then the spell is expended for that projectile.

Fireball(PH p203)(FAQ)+

- <Evoc[fire], VSM(bat guano, sulfur), 1StdAct, Long-range, Ref½>
- All creatures in a 20' radius burst take 1d6/lvl fire damage (max 10d6).

Flashburst(FR p70)

- <Evoc[fire][sight], VSM(sulfur)/DF, 1StdAct, Long-range>
- 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).

Gust of Wind(PH p212)

- <Evoc, VSF(tiny bellows), 1StdAct, Medium-range, 1rnd, FortNeg>
- Creates a powerful blast of air 10' wide by 10' high starting at the caster to the end of range.

Hailstones(Sav p67)

- <Evoc[cold][energy missile], VSM(crystal globes), 1StdAct, Medium-range, Ref½>
- The caster may launch 1 hailstone per 5 levels (max 4) at target within a 30' area. Any target hit with a ranged touch attack takes 5d6 cold damage (Ref½).

Ice Burst(T&B p91)

- <Evoc[cold], VSM(ice/pearl), 1StdAct, Medium-range, Ref½>
- All creatures within a 30' radius burst take 1d4 points of cold damage per level + 1 point of blunt damage per level (max 10d4+10).

Leomund's Tiny Hut(PH p220)

- <Evoc[force], VSM(crystal bead), 1StdAct, 2hrs/lvl(D)>
- Creates a 20' radius, **unmovable** sphere around the caster that acts as shelter for the caster & up to 9 Medium-sized creatures. The spell ends if the caster leaves. Opaque from outside, but transparent from within. No cover, but **Full Concealment**.

Lightning Bolt(PH p222)

- <Evoc[electricity], VSM(fur, glass rod), 1StdAct, Ref½>
- Deals 1d6/lvl electrical damage (max 10d6). The bolt starts at the caster's hand and extends either:
 - 5' wide out to Medium-range; or
 - 10' wide out to ½ Medium-range (i.e., 50' + 5'/lvl).
 If the bolt hits a barrier that isn't destroy, it stops.

Scintillating Sphere(MoF p115)(MoFe)+

- <Evoc[electricity], VSM(marble, rust), 1StdAct, Long-range, Ref½>
- All creatures in a 20' radius burst take 1d6/lvl electrical damage (max 10d6).

Shatterfloor(MoF p116)

- <Evoc[sonic], VSF(tiny hammer & bell), 1StdAct, Medium-range, Will½>
- 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).

Sonorous Hum(Sav p69)

- <Evoc[sonic], VS, 1StdAct, Personal, 1min/lvl(D)>
- While this spell is in effect, the caster may cast **one** spell whose duration is normally "concentration" & have its last until **this spell ends** without having to concentrate. This allows other spells to be cast, etc.
 - While in effect, this spell generates a "humming" sound which can be heard with a Listen check vs. DC 5. This spell can be dismissed as a Free Action.
 - Selection of "Concentration-based" Sorcerer / Wizard spells: *Bridge of Sound, Gate, Detect Thoughts, Hypnotic Pattern, Wall of Fire.*

Sound Lance(Sav p70)

- <Evoc[sonic], VS, 1StdAct, Medium-range, Fort½>
- Target takes 1d6/lvl sonic damage (max 10d6).
- Steeldance**(MoF p123)
- <Evoc, VSF(2 daggers), 1StdAct, Touch, 1rnd/lvl>
- Two touched daggers enlarge to become flying animated longswords that attack targets you specify. They are Medium Animated Objects that have AC 14, Hardness 10, 5 hp, Flying 30'/good, +2 attack, & 1d8 slashing damage (19-20/x2 threat).

Vile Lance(BoVD p108)

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

Wind Wall(PH p273)

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

Illusion**Cruel Disappointment**(BoVD p89)

- <Ill(phantasm)[fear][mind][evil], VS, 1StdAct, Medium-range, Instantaneous>
- The targeted living creature fails at the next action requiring a die-roll it attempts, but it thinks it succeeds (due to the phantasm) for 1 round. At that point, it realizes it failed & must make a Will save or receive a –4 Morale penalty on **All Actions** for 1d6+1 rounds.

Curse of the Putrid Husk(BoVD p89)

- <Ill(phantasm)[fear][mind][evil], VS, 1StdAct, Close-range, 1rnd + 1d10min, WillNeg>
- Target is **Stunned** for 1 round and then **Unconscious** for 1d10 minutes.

Displacement(PH p197)

- <Ill(glamer), VM(displacer beast hide), 1StdAct, Touch, 1rnd/lvl>
- Attacks miss subject 50% of the time.

Illusory Script(PH p216)

- <Ill(phantasm)[mind], VSM(50gp ink), 1Minute or more, Touch 1day/lvl, WillNeg>
- 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").

Invisibility Sphere(PH p218)

- <Ill(glamer), VSM(eyelash,gum arabic), 1StdAct, Touch, 10min/lvl>
 – Makes everyone within 10' of the touched object turn **Invisible**. If a subject leaves the 10' radius or attacks, that subject becomes visible.

Khelben's Suspended Silence(MoF p103)

- <Ill(glamer), VSM(feather, 50gp gem), 1StdAct, Touch, until discharged 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 p225)

- <Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration+3rnds, WillDisbelief>
 – Creates an illusion of your design with visuals, sound, smells, & heat within an area of (4 + 1 per level) 10³ cubes. You can make it move within that area.

Reality Blind(BoVD p101)

- <Ill(phantasm)[mind][evil], VSM(colored paper), 1StdAct, Close-range, Concentration, WillNeg>
 – Target is **Blind** and **Stunned**. The target gets a new Will save each round to end the spell, or the spell ends when the caster loses concentration.

If the target failed the initial save, he/she has nightmares each subsequent night which prevents the target from healing naturally. This effect can be ended by making a Will save (one attempt allowed each night), the death of the caster, or by receiving a *Remove Curse* (not effected by *Dispel Magic*).

Shadow Binding(DR291 p45)

- <Ill(shadow), VSM(links of chain), 1StdAct, Close-range, 1rnd/lvl, Will½>
 – Ribbon-like shadows attempt to tie up everyone in a 10' area. Those who fail their save take 2 points of Strength damage, are **Dazed** for 1 round, & are **Entangled** (Strength check or Escape Artist check vs. DC 20 to escape). Those who make their save are still Entangled (DC 5 to escape).

Shadow Cache(MotP p39)

- <Ill(shadow), VS, 1StdAct, Touch, 1min/lvl(D)>
 – Creates a 1' diameter gate into the Plane of Shadows. Only small non-living objects can be put through the hole. The caster may retrieve objects from the Plane of Shadows at a later time in the same casting, or by casting the spell again in the same location. There is a 10% cumulative chance each day that anything placed in the Plane of Shadows will have been picked up by something there.

Necromancy**Blood Siphon**(DR300 p53)

- <Necro[evil], VS, 1StdAct, Close-range, 1rnd/lvl, FortNeg>
 – This spell can only target a subject who is bleeding (i.e., damaged by a piercing or slashing weapon within one round, dying, or under a 'wounding' effect). The subject's blood animates, causing the subject to take one Strength damage per round. The blood moves through the air at a movement of 20' in an attempt to connect the subject with the caster. If successful, the caster gains a +1 Enhancement bonus to Strength for each point the subject lost. This bonus ends when the spell's duration is up, or if the subject receives any magical healing (which also ends the Strength loss).

Familiar's Form(DR280 p63)

- <Necro, VS, 1Full-Round Action, Medium-range>
 – Transfer your mind & spirit into your familiar, leaving your body comatose. While in your familiar, you have full control of its body. The spell ends when you will yourself back to your own body, though you must be within Medium-range to do so.

Feign Death(T&B p89)

- <Necro, VS, 1StdAct, Touch, 1hr/lvl(D)>
 – A willing & living creature whose HD are no greater than the caster's appears dead or in a coma. While under the spell's effect, the subject doesn't breathe, feel pain, or see. Hearing & smell are unaffected. The subject isn't effected by subdual damage, poison, paralysis, mind-affecting spells, disease, & energy drain. Normal & ability damage is halved. Any poison, disease, or negative levels effecting the subject before the spell is cast are suspended until the spell ends.

Gentle Repose(PH p208)

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

Halt Undead(PH p212)

- <Necro, VSM(sulfur, garlic), 1StdAct, Medium-range, 1rnd/lvl>
 – Immobilizes up to 3 undead. 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 (Ref½). If the opponent fails its saving throw, the caster may initiate a Grapple as a Free Action without generating an attack of opportunity. If a hold is established, the mouth can continue to bite for 1d8 per round.

Healing Touch(MoF p100)

- <Necro, VS, 1StdAct, Touch, Will½>
 – The caster takes up to 1d6 per 2 levels (max 10d6) damage and heals the touched target the same amount.

Negative Energy Burst(T&B p93)

- <Necro, VS, 1StdAct, Close-range, Will½>
 – All creatures in a 20' radius take 1d8 + 1 per level (max +10) **Negative Energy Damage**.

Greater Disrupt Undead(DR-A5 p26)

- <Necro[ray], VS, 1StdAct, Close-range>
 – 1d6 per level (max 10d6) against undead. If the target is destroyed by the spell, the ray can "burn through", allowing the caster to make another ranged touch attack on an undead behind the first. The second target only takes the damage left over after disrupting the first.

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 p268)

- <Necro[touch attack], VS, 1StdAct, Touch, no save>
 – Touch deals 1d6 per 2 levels (max 10d6). Caster gains damage as temporary hit points, which last up to 1 hour.

Transmutation**Air Breathing**(Sav p63)

- <Trans, SM(straw)/DF, 1StdAct, Touch>
 – The touched living subjects of the spell can breathe air freely (the subject also keeps any ability to breath underwater it previously had). 2hrs/lvl duration is evenly split between all the subjects.

Counters and dispels *Water Breathing*.

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.

Blink(PH p180)

- <Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>
 – The caster flashes in & out of the Ethereal plane at random. The caster
 a) has a 20% chance of losing each attack or spell;
 b) has a 50% chance of any attack or spell targeting him being lost (20% if the attacker can see **Invisible**);
 c) takes ½ damage from area-of-effect attacks & falling;
 d) can only move ¾ of normal;
 e) 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
 f) attacks as if **Invisible**.

Call Familiar(DR280 p63)

- <Trans[teleport], VS, 1StdAct, 1 mile>
 – The caster's familiar is teleported to the caster as long as the familiar is within 1 mile.

Create Crawling Claw(MMF p30)

- <Trans[evil], VSM(ghoul fingernail clippings, a lost ring)/F(1+ severed left hands), 1Hour, Close-range>
 – Up to 2 x Caster level severed left hands in a 5' radius are transformed into Crawling Claws(MMF p29) (CR^{1/3} Construct) under the caster's telepathic control (limit 100'). The caster must cast *Magic Circle against Good* as part of this spell.

It is possible to transform a hand into a Crawling Claw, and then have it restored to a living creature through *Resurrection*, *Regenerate*, etc. In this case, the hand remains a Crawling Claw awaiting its creator's command.

Diamondsteel(DR275 p85)

- <Trans, VSM(100gp diamond dust), 10Minutes, Touch, 1hr/lvl>
 – Touched metal armor becomes more durable. Light and medium metal armors gain +1 Hardness bonus to AC & +2 to its own hardness vs. being destroyed. Heavy armors get a +2 Hardness bonus to AC & +3 to their own hardness.

Durability(DR305 p67)

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

- The touched object of up to 10 cubic feet per level gains a Harness of 10.

If the touched object is non-metallic armor, it receives the following changes:

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

Fly(PH p206)

<Trans, VSF(feather)/DF, 1StdAct, Touch, 10min/lvl>

- Subject flies at a speed of 90' (60' if in medium or heavy armor) with average maneuverability. ½ speed going up, 2x speed going down. If spells expires/is dispelled, subject descends at 60' per round for 1d6 rounds before falling.

Full Manifestation(DR304 p39)

<Trans, VSM(glass), 1FullRound, Personal, 1min/lvl>

- The ethereal or incorporeal caster moves totally into the Material Plane for the spell's duration, then returns to its normal state.

Fuse Arms(Sav p66)

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

- Touched subject with at least 4 arms or tentacles ends up with 2 arms / tentacles. For every pair of limbs that are "removed", the resulting limbs gain +4 Strength (but not the body as a whole).

Gaseous Form(PH p207)

<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 20/+1, 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).

Girallon's Blessing(Sav p66)

<Trans, VSM(girallon hair), 1StdAct, Touch, 10min/lvl>

- The touched subject gains an extra pair of arms for every 4 levels up to the maximum allowed by its body size:

Size	Max Limbs	Size	Max Limbs
Small	1 extra pair	Large	3 extra pairs
Med.	2 extra pairs	Huge+	4 extra pairs

- Extra limbs do not allow extra attacks, but the subject could use a two-handed weapon & a shield, etc.

Greater Mage Hand(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 be turned, etc.

Greater Magic Weapon(PH p210)

<Trans, VSF(powdered carbon & lime)/DF, 1StdAct, Close-range, 1hr/lvl>

- A single targeted weapon (or 50 grouped projectiles) gains +1 a Enhancement bonus to attack & damage per 3 levels (max +5). If this spell is cast by a paladin or a cleric of a good deity, the weapon is also Blessed.

Gullet of Teeth(DR304 p39)

<Trans, VM(purple worm tooth), 1StdAct, Personal, 1min/lvl(D)>

- Any creature swallowed by the caster takes the caster's bite damage each round in addition to any other damage associated with being in its stomach (acid damage, etc.).

Haste(PH p212)(FAQ+)

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

- The subject moves faster:
 - gains an extra partial action each round, either before or after its normal action;
 - +4 Haste bonus to AC (which is lost any time a Dex bonus would be lost);
 - jumps 50% farther.
 Counters & dispels *Slow*. Suppresses & is suppressed by *Languor*.

Keen Edge(PH p219)

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

- Doubles the threat range of one weapon or 50 grouped projectiles.

Repair Serious Damage(T&B p95)

<Trans, VS, 1StdAct, Touch>

- "Cures" 3d8 +1 per level (max +15) damage to a construct.

Return to the Saddle(DR307 p26)

<Trans[teleport], VF(leather strap made at the same time as the target saddle), 1FreeAction, Close-range>

- The caster & up to 50 pounds per level are teleported into the target saddle (ready to ride) as long as it is within range.

Rust Ray(DR-A5 p24)

<Trans[ray], VSM(rust dust/piece of rust monster), 1StdAct, Close-range>

- Corrodes metal objects, doing 2d6 damage + 1 per 2 levels (max +10) & ignoring their hardness. Any armor that is hit also loses 1d4 points of AC (destroyed at AC 0). Only magic items get a Fortitude save.

Secret Page(PH p248)

<Trans, VSM(fish scales, will-o'-wisp essence), 10Minutes, Touch, Permanent, no SR>

- The touched page looks like something totally different unless a key-word is used. Using the key-word again returns the page to its disguised state.

Shrink Item(PH p252)

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

- Shrinks touched non-magical object of up to 2 cubic feet per level to 1/12th its normal size & optionally turns it into cloth.

Slow(PH p253)(FAQ+)

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

- One subject per level within a 30' area:
 - may only take partial actions;
 - suffers a -2 penalty to AC, melee attacks, melee damage, & Reflex saves;
 - has its jumping distances halved.
 Counters & dispels *Haste*.

Tongue Serpents(BoVD p107)

<Trans[evil], VSM(serpent's tongue), 1StdAct, Personal, until discharged up to 1hr/lvl>

- As a Standard Action, the caster may spit a snake up to 30' (up to 1 snake per 4 levels). The snake is considered a Tiny Viper, except it uses the caster's Base Attack Bonus.

Transparency(DR305 p67)

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

- Up to 10 cubic feet per level of contiguous material becomes transparent. It is not necessary to make an entire object transparent. Although it can be seen through, the object still blocks 'line of effect'.

Water Breathing(PH p271)

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

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

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**(T&B p88)

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

- The caster's familiar gains a +2 Competence bonus on attacks, saves, & damage, and a +2 Dodge bonus on AC.

4th Level**Abjuration***Dimensional Anchor*(PH p195)(PH p157)+

<Abj[ray], VS, 1StdAct, Medium-range, 1min/lvl, no save>

– Target creature or object cannot travel extradimensionally. This includes spells & spell-like abilities such as *Astral Projection*, *Blink*, *Etherealness*, *Gate*, *Maze*, *Shadow Walk*, *Teleport*, etc. It does not extend the duration of Summoning spells.

-or-

<Abj, VSF(calling diagram), 1StdAct, Medium-range, 24hrs/lvl, no save, no SR>

– Target creature within the Calling Diagram cannot leave it or travel extradimensionally. This includes spells & spell-like abilities such as *Astral Projection*, *Blink*, *Etherealness*, *Gate*, *Maze*, *Shadow Walk*, *Teleport*, etc. It does not extend the duration of Summoning spells.

Fire Trap(PH p205)

<Abj[fire], VSM(25gp gold, hair from all attuned to the trap), 10Minutes, Touch, until discharged, Ref½>

– Sets a one-time trap on a closable item. If anyone besides the caster & those attuned to the trap open the item, it explodes with a 5' radius fire, doing 1d4 + 1/level (max +20) damage. The item itself is unharmed.

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).

Improved Portal Alarm(MotP p35)

<Abj, VSF(leather pouch with 3 brass bells), 1StdAct, Close-range, 8hrs/lvl(D)>

– If any creature of Tiny-size or larger passes through the warded *Portal* without saying the password, an audible (bell) and / or mental (will wake the subject) chime will occur. The caster can designate one touched subject (including himself/herself) as the receiver of the mental chime. When receiving the mental alarm, the subject receives a mental picture of what traveled through the *Portal*.

Mass Resist Elements(T&B p93)

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

– 1 subject/lvl in a 30' area ignores 12hp/rnd from one Energy Type.

This spell supercedes *Endure Elements*.*Minor Globe of Invulnerability*(PH p228)

<Abj, VSM(glass bead), 1StdAct, 1rnd/lvl, no SR>

– An immobile 10' radius sphere appears around the caster. Any 0th – 3rd level spell or spell-like abilities cannot enter the sphere, though those already in effect are merely suppressed while in the area. 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.

Otiluke's Dispelling Screen(T&B p94)(DR306 p69)

<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.

Psychic Poison(BoVD p101)

<Abj[evil], VSM(humanoid brain tissue)/DF, 10Minutes, Close-range, 1hr/lvl>

– Coats either one creature, one object, or an area of up to 50' radius with 'Psychic Poison'. Unlike normal poison, 'Psychic Poison' effects any spellcaster who casts a Divination or Mind-Effecting spell that targets the coated creature or object, or anything within the coated area. Caster level limits the type of 'Psychic Poison' that can be created. For a list, see the Psychic Poison Table.

Ray of Deamination(DR-A5 p26)

<Abj[ray], VS, 1StdAct, Close-range, Will½>

– 1d6 per level (max 10d6) damage to constructs.

Remove Curse(PH p244)

<Abj, VS, 1StdAct, Touch>

– Touched person or object is freed from all curses upon it, assuming the curse doesn't explicitly say that this spell is ineffective. Counters & dispels *Bestow Curse*.

Stoneskin(PH p257)(FAQ+)

<Abj, VSM(250gp diamond, granite), 1StdAct, Touch, until discharged up to 10min/lvl>

– Touched creature gains Damage Reduction 10/+5. 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:

- +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Lawful creatures;
- 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:

- +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Good creatures;
- 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:

- +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Evil creatures;
- 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:

- +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Chaotic creatures;
- hedges out non-Lawful Summoned & Conjured creatures unless they make a Spell Resistance check.

Zone of Respite(MotP p40)

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

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

Conjuration*Ethereal Mount*(MotP p35)

<Conj(creat), VS, 10Min, 1hr/lvl>

– While on the Ethereal Plane, the caster creates 1 horse-like mount plus 1 per 2 levels, which will carry those the caster designates around the Ethereal Plane. The mounts can carry their assigned creature plus 10 pounds per level at a rate of 240', are AC 18, & have 10 + 1/lvl hit-points.

Evard's Black Tentacles(PH p201)

<Conj(creat), VSM(octopus or squid tentacle), 1StdAct, Medium-range, 1hr/lvl, no SR>

– 1d4 + 1/lvl 10' long tentacles are created in a 15' radius. Each round after the 1st, all unengaged tentacles that have a Medium-sized (or larger) target within range will attempt to improved grapple (i.e., no attack of opportunity). 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)). If successful, it does 1d6+4 normal damage each round. Tentacles do not end the grapple, even if the target is dead. Each tentacle has AC 16, 1hp/lvl, its caster's saving throw bonuses, & immunity to non-damage spells (other than *Disintegrate*).

Leomund's Secure Shelter(PH p220)

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

– A 20'x20' cottage appears, which is made from materials appropriate for the location (though always as strong as stone). 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 p228)

<Conj(creat), VSM(tiny piece of substance to be created), 1Min, 0' range, 1hr/lvl>

– Creates one cloth or wood object of up to 1 cubic foot per level. A Craft check is needed to make complex items.

Solid Fog(PH p253)

<Conj(creat), VSM(powdered peas, powdered hoof), 1StdAct, Medium-range, 1min/lvl>
 – Creates a 30' radius by 20' high Cloud of fog. Movement in the cloud is slowed to 1/10th of normal. Melee attacks & damage have a –2 penalty & prevent ranged attacks. The cloud can only be dispersed by severe wind.

Summon Monster IV(PH p259)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Full-Round, 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(MoF p126)(MoFe)+

<Conj(sum)[evil], VSF(bag, candle, bone), 1FullRound, Close-range, 1rnd/lvl>
 – Summons 1 Undead from Table #4 or 1d3 Undead from Table #3 to fight whomever you direct it to. It can attack on your initiative starting its first round.

Wall of Deadly Chains(BoVD p108)

<Conj(creat), VSM(single link from an iron chain), 1StdAct, Medium-range, 1min/lvl>
 – Creates a vertical wall made from animated spiked chains that bind themselves to any surrounding walls. The chain wall can be a total of one 5' square per level and is 1" thick per 4 levels. The wall's area can be doubled if its thickness is halved. Each 5' square has a Hardness of 10 & 20 hp per inch of thickness. A square can also be breached by making a Strength check vs. DC 20 + 2 per inch of thickness, but each attempted causes 1d6 damage from the spikes.

Any creature within 5' of the wall takes 3d6 damage (Ref/2) due to the animated chains.

Divination**Arcane Eye**(PH p175)

<Div, VSM(bat fur), 10Min, 1min/lvl>
 – Creates an invisible 'eye' under your control. By concentrating, you can see through the eye with your normal vision (including any spells you cast on yourself) & 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.

Detect Scrying(PH p193)

<Div, VSM(piece of mirror, tiny brass trumpet), 1StdAct, 24hrs, no SR>
 – The caster knows if any scrying (via spells, crystal balls, etc.) is occurring within a 120' radius & where the 'sensor' is located. On a successful opposed Scry check, the caster can get an image of the scryer, and its distance & direction.

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

<Div, VSM(dog fur)/DF, 1StdAct, Long-range, 10min/lvl>
 – 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 does *Mislead*, *Nondetection*, etc.

Scrying(PH p247)

<Div, VSM(see below)/F(see below)/DF, 1Hour, 1min/lvl, no SR>
 – Sends a magical 'sensor' to watch & listen to a target creature on a successful Scry check.

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

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

The following spells work through the 'sensor': *Comprehend Languages*, *Darkvision*, *Read Magic*, & *Tongues*.

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

Arcane Material Component – eye of a hawk, eagle, or roc; nitric acid; copper; & zinc.

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).

Zone of Revelation(MoP p40)

<Div, VSM(dust from an undead's clothes)/DF, 1StdAct, Close-range, 1min/lvl>
 – All creatures that are invisible, ethereal, on overlapping planes of existence, etc., within a 5'/lvl radius emanation become visible.
 Suppresses *Invisibility* & *Etherealness*.

Enchantment**Battle Hymn**(DR275 p87)

<Ench(charm)[mind], VS, 1StdAct, 1rnd/lvl>
 – All allies within 30' (but not the caster) gain +2 Morale bonus on Will saves.

Charm Monster(PH p183)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1day/lvl, WillNeg>
 – 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 p186)

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

Emotion(PH p199)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, Concentration, WillNeg>
 – All targets in a 15' radius burst feel an emotion of the caster's choice. Each emotion can cancel & is canceled by its opposite emotion (listed in pairs):
 1a) Despair: -2 Morale penalty to All Actions & damage rolls.
 1b) Hope: +2 Morale bonus to All Actions & damage rolls.
 2a) Fear: Flees from caster.
 2b) Rage: +2 Morale bonus to Strength & Constitution, +1 Morale bonus to Will saves, -1 penalty to AC, and compelled to fight.

3a) Friendship: Attitude towards others improves by 1 category (hostile → unfriendly → indifferent → friendly → helpful).

3b) Hate: Attitude towards others degrades by 1 category (helpful → friendly → indifferent → unfriendly → hostile).

Lesser Geas(PH p221)

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

– One subject with 7 HD or less obeys the caster's command "to the letter", though self-destructive acts break the spell.

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*.

Evocation**Acid Orb**(T&B p85)

<Evoc[acid][energy missile], VS, 1StdAct, Close-range, Fort½ or Ref½>

– Divide up 1d6 per level (max 15d6) 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 acid damage (Fortitude save for ½) and is Nauseated for 1 round (Fortitude save negates). If a missile misses, everyone in a 10' radius takes 2 points of acid damage per 'die' of that missile (Reflex save for ½).

Burning Sword(DR275 p85)

<Evoc[fire], VS, 1StdAct, Touch, 2min/lvl(D)>

– Weapon does +1d6 fire damage on each hit and gives off light for 30'. On a critical hit, x2 critical multiplier does +1d10 fire damage, a x3 does +2d10, & a x4 does +3d10.

Cold Orb(T&B p86)

<Evoc[cold][energy missile], VS, 1StdAct, Close-range, Fort½ or Ref½>

– Divide up 1d6 per level (max 15d6) 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 cold damage (Fortitude save for ½) and is Blinded for 1 round (Fortitude save negates). If a missile misses, everyone in a 10' radius takes 2 points of cold damage per 'die' of that missile (Reflex save for ½).

Damning Darkness(BoVD p89)

<Evoc[darkness][evil], VM(pitch, needle)/DF, 1StdAct, Touch, 10min/lvl(D)>

– Touched object emanates supernatural darkness in a 20' radius. All Good creatures in the emanation take 2d6 Unholy damage each round, while all Neutral creatures take 1d6 Unholy damage each round.

This spell counters or dispels Light spells of equal or lower level.

Electric Orb(T&B p87)

<Evoc[electricity][energy missile], VS, 1StdAct, Close-range, Fort½ or Ref½>

– Divide up 1d6 per level (max 15d6) 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 electrical damage (Fortitude save for ½) and is magnetized if in metal armor (target is considered Entangled, plus will adhere to metal surfaces, etc.) for 1 round (Fortitude save negates). If a missile misses, everyone in a 10' radius takes 2 points of electrical damage per 'die' of that missile (Ref/2).

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 Orb(T&B p89)

<Evoc[fire][energy missile], VS, 1StdAct, Close-range, Fort½ or Ref½>
 – Divide up 1d6 per level (max 15d6) 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 fire damage (Fortitude save for ½) and is Dazzled for 1 round (Fortitude save negates). If a missile misses, everyone in a 10' radius takes 2 points of fire damage per 'die' of that missile (Reflex save for ½).

Fire Shield(PH p204)

<Evoc[fire], VSM(phosphorous)/DF, 1StdAct, Personal, 1rnd/1vl(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 + 1/1vl 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], VSM(fireflies/glow worms)/DF, 1StdAct, Personal, 1rnd/1vl(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 + 1/1vl 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).

Fiery Aura(DR304 p33)

<Evoc[fire], VS, 1StdAct, 1rnd/1vl>
 – The caster is surrounded by extreme heat. Each creature within the area of effect must make a Fortitude save each round or suffer the listed damage:

Creature	Radius	Dmg
Magmin	30'	2d6
Fire Subtype	30'	1d6
all others	15'	1d4

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 fire damage (Fortitude save for ½) and is Dazzled for 1 round (Fortitude save negates). If a missile misses, everyone in a 10' radius takes 2 points of force damage per 'die' of that missile (Reflex save for ½).

Gullet of Fire(DR304 p33)

<Evoc[fire], VM(hot chili pepper), 1StdAct, Personal, 1min/1vl(D)>
 – Any creature swallowed by the caster takes fire damage in addition to the standard damage for being swallowed by that creature.

Size	Dmg	Size	Dmg
Large	+1d6	Gargantuan	+3d6
Huge	+2d6	Colossal	+4d6

As a Standard Action, the caster can end the spell by spitting up the equivalent of a flask of alchemist's fire.

Heroics(DR275 p86)

<Trans, VSM(fragment of a weapon used by a 15th+ level fighter), 1StdAct, Touch, 10min/1vl>
 – A touched subject with at least 1 level of Fighter gains a feat off the fighter list that he qualifies for.

Ice Storm(PH p216)

<Evoc[cold], VSM(dust, water)/DF, 1StdAct, Long-range, no save>
 – Hail deals 3d6 bludgeoning damage + 2d6 cold damage in a 20' radius by 40' high cylinder.

Mirror Sending(BoVD p99)

<Evoc, VSF(1,000gp wall mirror), 1StdAct+, Unlimited-range.>
 – The caster names a target & then looks into the focus mirror until the target looks into a mirror too. If the caster gives up before the target sees his/her own reflection, the spell ends without effect. Once the connection is made, the target sees the caster in his/her mirror & the caster sees the target & the surrounding area in the focus mirror. The image of the caster can say 1 word per level in the single round the image remains.

Otiluke's Resilient Sphere(PH p233)

<Evoc[force], VSM(hemisphere of crystal, hemisphere of gum arabic), 1StdAct, Close-range, 1min/1vl, RefNeg>
 – Force globe 1'/1vl in diameter protects but traps one subject small enough to fit within it.

Shout(PH p252)

<Evoc[sonic], V, 1StdAct, Close-range>
 – All targets within the Cone of effect take 2d6 sonic damage (Fortitude save for ½) and are Deafened (Fortitude save to negate). Crystalline creatures take 1d6 damage per level (max 15d6), with a Reflex save for half dmg.

Sonic Orb(T&B p96)

<Evoc[sonic][energy missile], VS, 1StdAct, Close-range, Fort½ or Ref½>
 – Divide up 1d6 per level (max 15d6) 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 sonic damage (Fortitude save for ½) and is Deafened for 1 round (Fortitude save negates). If a missile misses, everyone in a 10' radius takes 2 points of sonic damage per 'die' of that missile (Reflex save for ½).

Thunderlance(FR p75)

<Evoc[force], VSM(tiny metal spear), 1StdAct, 1rnd/1vl(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+1/1vl (max +15) when attacking & doing damage. If the 'spear' hits a force effect of 3rd level or less (such as *Shield* or *Mage Armor*), make a Dispell Check. If successful, the force effect is dispelled. The 'spear' is no 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/1vl, 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:
 a) 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.

b) 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 p269)

<Evoc[fire], VSM(phosphorus)/DF, 1StdAct, Medium-range, Concentrations + 1rnd/1vl>
 – Creates a opaque 20' tall wall of 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 + 1/1vl (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 will destroy 5' of wall.

Wall of Ice(PH p270)

<Evoc[cold], VSM(quartz), 1StdAct, Medium-range, 1min/1vl>
 – Creates an anchored sheet of ice. To breach a 10' section requires 3hp/1vl (everything except fire does ½ damage) –or– a Strength check vs. DC 15+Caster level. The wall has 2 forms:
 a) Ice Plane – one 10' square per level that can be stacked vertically or horizontally. Going through a breach does 1d6 +1/1vl cold damage.
 b) Hemisphere – maximum radius of 3' + 1'/1vl. Reflex save to keep from being trapped. No damage going through a breach.

Illusion

Hallucinatory Terrain(PH p212)

<Ill(glamer), VSM(stone, twig, piece of a green plant), 10Minutes, Long-range, 30' cube per level (S), 2hrs/1vl, WillDisbelief, no SR>
 – Makes one type of terrain look, sound, & smell like another (field into forest, etc.). Structures, equipment, & creatures are not disguised.

Illusory Pit(Sav p67)

<Ill(figurement), VS, 1StdAct, Close-range, Permanent, WillDisbelief, no SR>
 – Creates an illusory pit that is 10' by 10' at the mouth & 20' deep. The contents of the pit is designated by the caster when created. If cast on the floor, the pit can be walked over & any object dropped "into the pit" will seem to levitate at its mouth. If cast over an opening, a dropped object will fall through the bottom of the pit.

Illusory Wall(PH p216)

<Ill(figurement), VS, 1StdAct, Close-range, Permanent, WillDisbelief, no SR>
 – Creates an illusory wall, floor, or ceiling that looks real, but anything can pass through it.

Improved Invisibility(PH p217)

<Ill(glamer), VS, 1StdAct, Touch, 1min/1vl>
 – Subject is invisible, even if he/she attacks.

Phantasmal Killer(PH p235)

<Ill(phantasm)[fear][mind], VS, 1StdAct, Medium-range, WillNeg>
 – 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 p241)

- <Ill(pattern)[mind][sight], SMF, 1StdAct, Medium-range, Concentration+1rnd/lv(D), WillNeg>
- Up to 24HD of creatures in a 15' radius area 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.

Shadow Conjunction(PH p249)

- <Ill(shadow), VS, 1StdAct, WillDisbelieve>
- Mimics a Wizard/Sorcerer Conjunction spell of 3rd level or less, with any normal saving throw. The target gets a Will save to disbelieve if it interacts with the spell's creations, & if successful, the target only takes 1/5th damage –or– is only 20% likely to effect the target (such as a Shadow Web spell)
- Any shadow conjured creatures only have 1/5th hp under any circumstances, but all normal abilities & weaknesses. If disbelieved, the shadow creature only does 1/5th damage & only has 20% chance of any special abilities effecting the target, plus it only gets to keep 1/5th of its AC bonuses.

Shadow Radiance(DR291 p45)

- <Ill(shadow), VSM(torch-sized flame), Medium-range 1rnd/lvl, WillDisbelief>
- Create an illusionary area of bright light 25' + 5'/level radius. Anyone who fails their Will save is in 'Bright Light' and is **Blind** for 1 round & **Dazed** for the remainder of the duration, assuming they stay in the region of light. 'Bright Light' has a negative effect on Orcs & some other creatures.

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*Blood Drinker*(DR304 p36)

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

Contagion(PH p187)

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

Enervation(PH p199)

- <Necro[ray], VS, 1StdAct, Medium-range, no save>
- Target gains 1d4 **Negative Levels**.

Fear(PH p203)

- <Necro[fear][mind], VSM(feather), 1StdAct, Close-range, 1rnd/lvl, WillNeg>
- Subjects within the **Cone** become **Panicked**.

Liquid Pain(BoVD p98)

- <Necro, VSF(vial), 1Day, Touch, FortNeg>
- By casting this day-long spell on someone who is in great suffering, the caster fills the focus vial with 'Liquid Pain', a magic substance used in some evil spells.

Negative Energy Wave(T&B p94)

- <Necro, VS, 1StdAct, Instantaneous>
- 1d6HD/lvl of undead (max 15d6) are infused with negative energy. Closer undead are effected first, and none can be more than 50' from the caster. The energy has one of the following effect (chosen at casting time):
- Rebuke – targets are **Stunned** for 10rnds (WillNeg).
 - Bolster – targets gain Turn Resistance of 1d4 + the caster's Charisma modifier for 10rnds.

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.

Ray of Weakness(DR-A5 p26)

- <Necro[ray], VS, 1StdAct, Close-range, Fort½>
- 2d6 + 1 per 2 levels (max +10) Str damage.

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(BoVD p110)

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

Transmutation*Attune Form*(MoP p33)

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

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.

Bane Weapon(DR279 p47)

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

Bestow Curse(PH p177)

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

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.

Dancing Chains(BoVD p90)

- <Trans, VS, 1StdAct, Close-range, 1min/lvl>
- The caster animates up to 1 chain/lvl, with the following effects (each is a Standard Action):
 - Enlarge each chain by 15';
 - Cause each chain to sprout spikes;
 - Cause the chains to move;
 - Have the chains attack as if they were 'spiked chains', either to damage or to grapple, using the caster's ranged attack bonus.
 - The caster can climb any of the chains without having to make a Climb check.

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 3rd 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).

Dolorous Blow(DR275 p87)

- <Trans, VS, 1StdAct, Touch, 1min/lvl>
- The touched weapon glows dull red & has its threat range doubled. Any Threatened Critical automatically becomes a Critical.

Dimension Door(PH p195)

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

Earth Reaver(Sav p65)

- <Trans[fire], VS, 1StdAct, Medium-range>
- A 20' + 10'/lvl radius spread of ground explodes upward, doing 4d6 impact & 3d6 fire damage to every creature standing on it (no save) and knocking them **Proned** (RefNeg)

Extend Tentacles(Sav p66)

- <Trans, V, 1StdAct, Personal, 1rnd/lvl>
- The caster's tentacles grow 5' longer. If cast by a Medusa, its snakes grow 5' longer, allowing them to attack with a 10' reach & gaining the ability to grapple opponents.

Far Gaze(DR304 p39)

- <Trans[sight], VS, 1FullRound, Medium-range, WillNeg>
- On a failed Will save, the targeted creature that can see becomes effected by the caster's Gaze attack, even if target is beyond normal range or averting his/her eyes. The target is still allowed to save against the Gaze attack itself (if there is a save).

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 p202). The tentacle can even be killed as if it were a Giant Constrictor with no negative effect on the caster.

Ice Cloud(DR307 p25)

<Trans[cold], VSM(silver of glass)/DF, 1StdAct, Medium-range, 1hr/lvl(D)>

- One 20' cube per level of pre-existing fog, cloud, or haze becomes filled with razor-sharp ice crystals. Any creature moving through the cloud takes 1d8 cold damage per 5' of movement. If the cloud is dispersed, this effect ends.

If this spell is targeted on a *Cloudbank* spell, any creature moving into the cloud must also make a Reflex save. Success means that the creature is at half movement in the area of effect only. Failure means that the creature's feet & legs were injured enough to reduce its movement to $\frac{1}{3}$ rd for 24 hours (unless magically cured or someone takes 10 minutes & makes a Heal check vs. the DC of the spell).

Improved Blindsight(Sav p67)

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

- Touched subject gains the Blindsight quality, allowing it to sense creatures within 60' even if they are Invisible or cloaked in darkness.

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.

Mass Darkvision(T&B p93)

<Trans, VSM(carrot/agate), 1StdAct, 1hr/lvl>

- All creatures within 10' gain the ability to see up to 60' in non-magical darkness, but in black & white only.

Master Shape(DR304 p40)

<Trans, VS, 1FullRound, Personal, 1hr/lvl>

- Gain **Feat: Improved Control Shape**, which allows afflicted lycanthropes to have better control over their shapeshifting.

Polymorph Other(PH p236)(T&B p94 or DR280 p45)+

<Trans, VSM(cocoon), 1StdAct, Medium-range, Permanent, FortNeg>

- Gives one subject a new form permanently.

The new form

- can be from Diminutive-size to one size larger than its original form;
- cannot have more HD than either the caster or the target;
- cannot be a construct, elemental, outsider, or undead (unless it was originally);
- cannot be incorporeal or gaseous; and
- must be a typically example of the species (i.e., no Templates).

The subject gets the following from the new form:

- Strength, Dexterity, & Constitution;
- natural armor & weapons; and
- natural movement, like swimming & flying

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

- breath weapons, petrification, poison;
- supernatural movement, such as *Blink*;
- ability to use extra limbs in combat; and
- extraordinary, spell-like, or supernatural abilities.

The 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;
- if slain, return to original form;
- shapeshifters can return to the original form as a Standard Action.

Polymorph Self(PH p237)(T&B p94)

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

- Take a new form which:

- can be from Diminutive-size to one size larger than the original form;
- cannot have more HD than the caster;
- cannot be a construct, elemental, outsider, or undead (unless it was originally);
- cannot be incorporeal or gaseous; and
- must be a typically example of the species (i.e., no Templates).

The caster gets the following from the new form:

- Strength, Dexterity, & Constitution;
- natural armor & weapons; and
- natural movement, like swimming & flying.

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

- breath weapons, petrification, poison;
- supernatural movement, such as *Blink*;
- ability to use extra limbs in combat; and
- 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.

Rary's Mnemonic Enhancer(PH p242)

<Trans, VSF(string, ink from black dragon blood & squid ink)M(50gp ivory), 10Minutes, Personal>

- Either

- Prepare 3 levels of spells normally; or
- Restore a spell up to 3rd level that was cast in the round before this spell was started.

Only usable by casters who prepare spells.

Repair Critical Damage(T&B p95)

<Trans, VS, 1StdAct, Touch>

- “Cures” 4d8 +1 per level (max +20) damage to a construct.

Scramble Portal(MoIP p39)

<Trans, VSM(cracked mirror), 1StdAct, Close-range, 1rnd/lvl>

- The targeted ‘Portal’ sends those going through it to a different destination than normal (WillNeg). All creatures who fail their save go to the same destination.

Spell Enhancer(MoF p121)

<Trans, V, Free-Action, Personal, 1rnd>

- The next spell you cast this round receives a +2 bonus to its DC.

Strength of the Beast(DR304 p41)

<Trans, VF(hair from the caster’s animal form), 1StdAct, Personal, 1rnd/lvl>

- The caster who is a lycanthrope in its humanoid form gains characteristics from its animal form:
 - a) the animal form’s Damage Reduction;
 - b) Scent Ability;
 - c) any feats that are normally gained in the animal form;
 - d) ½ the ability score bonuses (rounded down) of the animal form; &
 - e) –4 penalty on Control Shape checks.

Superior Darkvision(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.

Weapon of Energy(Sav p72)

<Evoc[variable energy], VS/DF, 1StdAct, Touch, 1rnd/lvl>

- The touched weapon does extra ‘acid’, ‘cold’, ‘electricity’, ‘fire’, or ‘sonic’ damage (chosen at casting time. On a normal hit, the weapon does +1d6 damage. On a critical hit, it does an additional +1d10 damage if it is x2, +2d10 if it is x3, etc.

Energies of the same type do not stack (casting this spell set for ‘fire’ would not do +2d6 fire damage on a hit, but ‘fire’ & ‘cold’ would do +1d6 fire & +1d6 cold).

Universal*Fortify Familiar*(T&B p89)

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

- The caster’s familiar gains a +2 Enhancement bonus to its Natural Armor, has a 25% chance to avoid extra damage due to critical hits & sneak attacks, & gains 2d8 temporary hp.

5th Level

Abjuration

Dismissal(PH p196)

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

Energy Buffer(T&B p87)

- <Abj, VS, 1StdAct, Personal, until discharged up to 24hrs>
- Absorbs 1d6hp/lvl (max 15d6) of the first kind of energy damage the caster takes (i.e., acid, cold, electricity, or sonic). Once any damage is taken, the energy buffer will only absorb that kind of energy for the rest of its duration.

Greater Shadow Tentacle(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.

Lesser Ironguard(FR p71)

- <Abj, VSM(tiny shield of wood or crystal), 1StdAct, Touch, 1rnd/lvl>
- The touched subject's body passes through non-magical metal.

Imprison Possessor(BoVD p98)

- <Abj, VS, 1StdAct, Close-range, Permanent(D), WillNeg>
- Any possessing creature (e.g., a ghost, caster using *Magic Jar*, etc.) in the targeted body is trapped within that body.

Indomitability(DR275 p87)

- <Abj, VS, 1StdAct, Touch, 1min/lvl>
- The first single damage dealing event that would put the touched subject to 0 hit points or less only does enough damage to bring the subject to 1 hp. Death effects, such as *Slay Living*, are not effected. At the end of the spell's duration, the balance of the damage is taken by the subject.

Mordenkainen's Private Sanctum(T&B p93)

- <Abj, 10Min, Close-range, 24hours>
- Creates an area of 30 cubic feet per level, shaped however the caster desires. The area cannot be seen into from the outside, nor can sound from the inside be heard. Divinations cannot enter the area, including *Arcane Eye*. Anyone can enter or leave the area at will.

Superior Resistance(Sav p71)

- <Abj, VSM(cloth)/DF, 1StdAct, Touch, 1hr/lvl>
- Subject gains +6 Resistance bonus on all saves.

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

Cloudbank(DR307 p25)

- <Conj(creat), VSM(cotton)/DF, 1StdAct, Medium-range, 1hr per 2lvls(D)>
- Creates a 30' radius by 10' high **Cloud** that is solid enough to Climb (DC 10) or walk upon. The cloud can only be moved by winds stronger than 31mph, which move it 25'/rnd. The cloud has Hardness 0 & 1hp per inch.

Cloudkill(PH p185)

- <Conj(creat), VS, 1StdAct, Medium-range, 1min/lvl>
- Creates a 30' radius by 20' high **Cloud** of yellowish fog that moves 10' per round away from its caster. The cloud can be dispersed by strong wind. Living creatures in the cloud take the following effect each round.
- 7+ HD: 1d10 poison damage.
- 4-6 HD: Death (Fortitude save for 1d10).
- 0-3 HD: Death (no save).

Leomund's Secret Chest(PH p220)

- <Conj(sum), VSF(5,000gp chest & a 50gp replica), 10Minutes, Until discharged>
- You may place 1 cubic foot of material per level in the your 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, you may summon the chest back to your current location. Each day the chest spends in the Ethereal Plane after the 60 days, there is a cumulative 5% chance that the replica will loose its connection to the original chest, resulting in the later being lost. Note that the items in the chest are not in stasis, so they age normally.

Lesser Planar Binding(PH p221)

- <Conj(call)[variable alignment/element], VS, 10Min, Close-range, WillNeg>
- Calls & traps a named type or specific Outsider of up to 8HD until it performs a task. The Caster create a 'holding area' within range with either an inward-focused *Magic Circle* or have a *Calling Diagram*.

Steps in a binding:

- 1) Target gets a Will save 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 1st & the generosity of the 2nd 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.

Major Creation(PH p225)

- <Conj(creat), VSM(tiny piece of substance to be created), 10Min, Close-Range>
- Creates one object of up to 1 cubic foot per level. Duration is based on the material creates:

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

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 p230)

- <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. If any creature of at least Small size comes within 30' (not counting creatures already in the area when the spell was cast), the watch-dog is triggered & begins to bark. If the creatures 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.

Summon Monster V(PH p259)

- <Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Full-Round, 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(MoF p126)(MoFe+)

- <Conj(sum)[evil], VSF(bag, candle, bone), 1FullRound, Close-range, 1rnd/lvl>
- Summons 1 Undead from Table #5 or 1d3 Undead from Table #4 to fight whomever you direct it to. It can attack on your initiative starting its first round.

Wall of Iron(PH p270)

<Conj(creat), VSM(iron, 50gp gold), 1StdAct, Medium-range, no SR>
 – Creates a permanent wall of iron that is one 5' square per level & 1" thick per 4 levels. The wall must be vertical & can merge into adjoining non-living surfaces. The iron has Hardness 10 & each 5' square has 30 hit points per inch of thickness. 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).

Wall of Ooze(BoVD p109)

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

Wall of Stone(PH p270)

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

Divination*Contact Other Plane*(PH p187)

<Div, V, 10Minutes, Personal, 1round/question>
 – The caster may ask one question per two level of extraplanar entity. At the start, the caster must make a saving throw 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 p240)

<Div, VSM(crystal marbles), 1Minute, 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, Hide checks @ +16, & 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 p242)

<Div, VSM(eggshells), 1StdAct, Close-range, 10min/lvl>
 – One creature per 3 levels in a 30' area can be telepathically connected. Each subject must be willing & have an Intelligence of 6 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*Dominate Person*(PH p197)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 1day/lvl, WillNeg>
 – Telepathically control a humanoid of up to Medium-size, though control is very limited if the two do not share a language. Actions against the target's nature result in a new save with a bonus of up to +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.

Feeblemind(PH p203)

<Ench(comp)[mind], VSM(marbles), 1StdAct, Medium-range, WillNeg>
 – Target's Intelligence 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 p214)

<Ench(comp)[mind], VSM(iron nail)/DF, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg>
 – One living creature is Held.

Mind Fog(PH p228)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 30min, WillNeg>
 – All targets who enter the 20' cube 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.

Evocation*Ball Lightning*(MoF p80)(MoFe)(UE p48)

<Evoc[electricity], VSM(copper & iron pellets), 1StdAct, Medium-Range, 1rnd/lvl, Ref½>
 – Create one 3' diameter sphere per 2 levels (max 15). Each sphere does 2d6 electricity damage if it touches a target or the target tries to move through it. The spheres have a movement of 100' & perfect maneuverability. The spheres can be directed by the caster as a Standard Action, including programming them to follow passages & attack targets out of view based on visual clues (spheres have "normal" vision & give off light as a candle). If a sphere ever goes out of range, it dissipates. If a programmed sphere completes its "mission", it stops moving.

Bigby's Interposing Hand(PH p178)

<Evoc, VSF(glove), 1StdAct, Medium-range, 1rnd/lvl(D)>
 – Creates a magical 10'x10' hand which stays in between the creator & a designated target, providing $\frac{9}{10}$ cover for the caster against that target. The target can be changed as a Standard Action. The hand has the caster's normal hit points & saving throw, is AC 20. A target of up to 2,000 lbs. is at ½ movement approaching the caster.

Cacophonous Burst(Sav p64)

<Evoc[sonic], VS, 1StdAct, Long-range, Ref½>
 – All creatures in a 20' radius burst take 1d6/lvl sonic damage (max 15d6).

Cone of Cold(PH p186)

<Evoc[cold], VSM(crystal cone)/DF, 1StdAct, Close-range, Ref½>
 – Cone deals 1d6/lvl cold dmg (max 15d6).

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.

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.

Sending(PH p248)

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

Sonic Wave(DR304 p33)

<Evoc[sonic], V, 1StdAct, Close-range, Ref½>
 – A 15' wide wave of sound travels from the caster out to the end of the spell's range in one direction, doing 1d6/lvl sonic dmg (max 15d6) to all creatures & objects. Creatures with a natural sonic attack (e.g., a cloaker) add their HD to their caster level for determining the range & damage of this spell.

Wall of Force(PH p269)(FAQ+)

<Evoc[force], VSM(clear gem), 1StdAct, Close-range, 1min/lvl(D), no SR>
 – Creates an invisible, immobile vertical wall of up to one 10' square per level –or– a sphere or hemisphere of 1' radius per level. The wall is immune to all damage & most magic (including *Dispel Magic*). Spells cannot go through the wall, but gaze attacks can. Dispelled by *Disintegrate* & *Mordenkainen's Disjunction*. Immune to *Dispel Magic*.

Wall of Limbs(Sav p72)

<Evoc, VS, 1FullRound, Medium-range, 1rnd/lvl(D)>
 – Creates an immobile, 20' tall, vertical wall of moving arms either 20' long per level –or– a ring with a radius of 5' per 2 levels. The wall provides One-Half Cover. The wall does 1d6/lvl bludgeoning damage (max 15d6) to any creature bisecting it. Creatures in its path when it is created get a Reflex save to avoid damage & end up on the side of the wall they choose. Creatures going through the wall get a Reflex save for ½ dmg. The arms in the wall look like the caster's arms.

Illusion**Dream**(PH p198)

<Ill(phantasm)[mind], VS, 1Minute, Touch>

- The touched subject gains the ability to enter a target's dream & deliver a predetermined message of any length (i.e., no 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 p202)

<Ill(glamer), VSM(250gp jade powder), 1StdAct, 1min/lvl, no SR>

- Creates a fixed area of Close-range radius around the point where the spell was cast which cannot be Scryed into. If the caster becomes aware of a scrying attempt, he/she may create a visual/sound illusion for the 'sensor' to see by maintaining Concentration.

Greater Shadow Conjunction(PH p211)

<Ill(shadow), VS, 1StdAct, WillDisbelieve>

- Mimics a Wizard/Sorcerer Conjunction spell of 4th level or less, with any normal saving throw. The target gets a Will save to disbelieve if it interacts with the spell's creations, & if successful, the target only takes 2/5th damage –or– is only 40% likely to effect the target (such as a Shadow Web spell)

Any shadow conjured creatures only have 2/5th hp under any circumstances, but all normal abilities & weaknesses. If disbelieved, the shadow creature only does 2/5th damage & only has 40% chance of any special abilities effecting the target, plus it only gets to keep 2/5th of its AC bonuses.

Illusory Feast(DR291 p46)

<Ill(pattern)[mind], VSM(food), 1StdAct, Long-range, Concentration + 1rnd/lvl, WillNeg>

- All creature in a 40' radius area start to eat a "feast" of their favorite foods & are considered Dazed. Creatures that don't eat are immune.

Mirage Arcana(PH p229)

<Ill(glamer), VS, 1StdAct, Long-range, 20' cube per level (S), Concentration + 1hr/lvl, WillDisbelieve>

- Makes an area 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 p232)

<Ill(phantasm)[mind][evil], VS, 10Minutes, WillNeg>

- Cause a sleeping target to have hideous nightmares which deals 1d10 damage and prevents restful sleep. Any sleep in the 24 hour period after the spell is cast will result in nightmares. Arcane spell casters do not regain spells. 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) until the target does, at which time the spell acts normally. If the caster chooses not to go into a trance, the spell is still used up.

Persistent Image(PH p252)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, 1min/lvl(D), WillDisbelieve>

- Creates an illusion with visuals, sound, smells, & heat within an area of (4 + 1 per level) 10³ cubes. The illusion follows a "script" designated when the spell is cast.

Seeming(PH p248)

<Ill(glamer), VS, 1StdAct, Close-range, 12hours, WillDisbelieve>

- Makes minor visual changes to the appearance (+10 on Disguise checks) of 1 target per 2 levels in a 30' area. Unwilling targets are allowed a Will save to negate & Spell Resistance applies.

Shadow Evocation(PH p250)

<Ill(shadow), VS, 1StdAct, WillDisbelieve>

- Mimics an Evocation spell of 4th level or less, with any normal saving throw. If the spell is disbelieved, the target only takes 1/5th damage.

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:
 - provide 1/2 Cover by placing itself between the caster and a designated target;
 - carry up to 100 pound per level;
 - 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.);
 - point & gesture as a normal hand.

Shadowfade(MotP p40)

<Ill(shadow), VS, 1StdAct, Touch, 1min/lvl>

- Opens an invisible gateway from an area of deep shadow to the Plane of Shadows. The caster and one touched creature per level can go through the gateway freely, all others must make a Will save.

Necromancy**Animate Dead**(PH p174)

<Necro[evil], VSM(50gp black onyx), 1StdAct, Touch>

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

Atrophy(DR300 p53)

<Necro[evil], VSM(dry skin), 1StdAct, Close-range, Fort½>

- Target living creature's limbs wither with the following effects:
 - 1d8 Dexterity damage & 1d8 Constitution damage (Fortitude save for half);
 - 1/2 movement until all ability damage has healed (Fortitude save to negate); and
 - caster gains a +2 Enhancement bonus to one ability, skill, or saving throw for 1min/lvl (negated if the target's Fortitude save was successful).

Beltyn's Burning Blood(UE p48)

<Necro, VSM(blood, saltpeper), 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.

Bone Spurs(DR300 p54)

<Necro[evil], VS, 1StdAct, Close-range, 1rnd/4lvls, Fort½>

- Target living creature's bones begin to grow sharp, bony growths. On a successful Fortitude save, the target still takes 2d6 hp of damage. On a failure, the target is knocked Proned, is Dazed from pain, takes 4d6 hp damage & 2 points of Dexterity damage each round. Anyone within 5' of the target during the spell's duration takes 1d6 Vile damage. The growing bone spurs also do 4d6 damage to the target's armor & clothing.

Once the duration has finished, the target remains infected with a disease that does 1 point of Charisma damage each day. The target gets one Fortitude save per day & if successful, the disease ends.

Chanel the Void(DR304 p36)

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

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

Disanimate(DR304 p36)

<Necro, VS, 1StdAct, Touch, Will½>

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

Greater Spectral Hand(DR304 p36)

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

- Creates a disembodied glowing hand to deliver Touch spells of up to 6th level (as a normal attack). The caster transfers 3d4hp into the hand (which are restored when the spell ends if the hand isn't "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.
 - if the caster has a supernatural touch attack, then the target is affected by it when touched by the hand.

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 attack 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/+1.
 - 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 | Panicked | 10+Cha mod |
| Destroyed | Stunned | 15+Cha mod |
| Rebuked | Cowering | 10+Cha mod |
| Commanded | Charmed | 15+Cha mod |

Magic Jar(PH p224)

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

- The caster transfers his/her ‘soul’ into an object (known as the ‘jar’), leaving its 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).
- 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. 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.

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) natural armor & weapons; and
- c) natural movement, like swimming & flying

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

- a) breath weapons, petrification, poison;
- b) supernatural movement, such as *Blink*;
- c) ability to use extra limbs in combat; &
- d) extraordinary, spell-like, or supernatural abilities.

The caster keeps the following from its original form:

- a) Intelligence, Wisdom, & Charisma;
- b) hit points (ignore new Constitution);
- 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, 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, hands for somatic, etc.);

If the target body is slain, or if the caster takes a Standard Action, the caster’s soul is transferred back into the ‘jar’ & the target’s soul is returned to body (assuming it is still living). Once back in the jar, the caster can attempt to take over a new target, or will itself back to its own body (ending the spell). If at any time the caster’s soul attempts to transfer to the jar –or– from the jar into the caster’s body –and– the two end points are more than Medium-range apart, the caster dies.

Ray of Entropy(DR-A5 p26)

<Necro[ray], VS, 1StdAct, Close-range, 1min/lvl, Fort½>

- Target receives a –4 penalty to Strength, Constitution, & Dexterity.

Soul Shackles(BoVD p104)

<Necro[evil], VSF(talisman), 1StdAct, Close-range>

- The caster pulls the soul of a dead creature back from the afterlife and traps it in a talisman that is custom to this spell. For the spell to be successfully cast, the following conditions must be met:

- a) the target must have had the talisman on his/her body when killed; and
- b) the spell must be cast in within the area of effect of a *Desecrate* or *Unhallow* spell.

Once per day, the caster can call forth the soul from the talisman and ask it one question per level about information it knew. The soul appears as a translucent version of itself on the day it died. If the soul is hostile or if it is asked about a secret important to it, the soul gets a Will save. If it resists, the soul breaks free and the spell ends

Spiritwall(T&B p96)

<Necro, VSM(faceted 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 targets within 60’ of the side you designate must make a Will save or be Panicked for 1d4 rounds. The wall provides $\frac{9}{10}$ th Cover, Full Concealment, is opaque, & blocks magical effects. Touching the wall deals 1d10 damage, while stepping through it also requires a Fortitude save to avoid getting one Negative Level.

Transmutation*Animal Growth*(PH p173)

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

- One animal per two levels in a 30’ area doubles in HD (with the appropriate increases in Base Attack Bonus & Base Saves) and increases one size category (which improves the creature’s Strength & Constitution). At the end of the spell, any damage the creature has taken is divided in half as it returns to normal size. The caster has no special influence over the target animals.

Cloak of the Sea(MotW p85)

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

- Makes a subject touching water seemed to be made out of liquid. While underwater, the subject is under the effect of *Blur*, *Freedom of Movement*, *Water Breathing*, is immune to subdual damage due to water pressure or hypothermia. Leaving water suppresses the effects, though the return when the subject is submerged again.

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*.

Extra Ability(DR304 p39)

<Trans, VSM(sand), FreeAction, Personal>

- In the round that this spell is cast as a Free Action, the caster can use one of its Spell-Like Abilities without using a ‘charge’. The ability only works with Spell-Like Abilities that mimic spells of 4th level or lower.

This spell counts the round’s ‘Quickened’ spell.

Fabricate(PH p202)

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

- 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.

Ghostform(T&B p90)

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

- The caster become incorporeal. Only magical weapons, spells, & supernatural-abilities can effect the caster, and even then there is a 50% chance than that any damage can be ignored (other than force damage).

Improved Blink(DR278 p95)(UE p50)

<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 an 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) ½ dmg 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), which misses (unless it can effect incorporeal).

ImprovedEnlarge(Sav p67)

<Trans, VSM(powdered iron), 1StdAct, Touch, 10min/lvl>
 – One creature or object (up to 10 cubic feet / lvl) grows +10% per level (max +50%). Unwilling targets get a Fortitude save.

Lvl	Height	Weight	Bonus to Str
1	+10%	+30%	0
2	+20%	+70%	+1
3	+30%	+120%	+1
4	+40%	+170%	+2
5	+50%	+240%	+2

Counters & dispels *Reduce* & *Improved Reduce*.

Improved Reduce(Sav p673)

<Trans, VSM(powdered iron), 1StdAct, Touch, 10min/lvl>
 – One creature or object (up to 10 cubic feet / lvl) shrinks -10% per level (max -50%). Unwilling targets get a Fortitude save.

Lvl	Height	Weight	Penalty to Str
1	90%	70%	0
2	80%	50%	-1
3	70%	40%	-1
4	60%	20%	-2
5	50%	10%	-2

Counters & dispels *Enlarge* & *Improved Enlarge*.

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.

Minor Servitor(Sav p68)

<Trans, VSM(piece of the same material as the target)X(250 per cubic foot of material targeted), 1Day, Touch, Permanent(D)>
 – Transforms one object no more than 1 cubic foot per level into an Animated Object. The object must be made from non-magical material, but can be as simple as a pool of water or a pile of dirt. For each cubic foot, the Animated Object has 1HD. The caster commands the object, but has no empathetic connection to it.

Passwall(PH p234)

<Trans, VSM(sesame seeds), 1StdAct, Close-range, 1hr/lvl(D)>
 – Creates a 5' x 8' passage through wood, plaster, or stone. The passage is 1' per level deep. If dispelled, anything in the passage is pushed out.

Poison Weapon(DR304 p41)

<Trans, SF(poisonous creature), 1StdAct, Touch, 1rnd/lvl>
 – The caster imbues the natural injury or contact poison from a willing, living creature onto the target weapon. For the spell's duration, any hit by the target weapon inflicts the imbued poison too (same save DC & damage). The focus creature does not lose its poison.

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(MoF p118)

<Trans, VSF(500gp amber), 1StdAct, Personal, 10min/lvl(D)>
 – Creates a magical container for spells. For the four rounds after the matrix is created, the caster can transfer one spell per round of up to 3rd level whose casting time is no more than 1 full round into the container. Each transferred spell causes the caster to lose 1d6hp which cannot be healed until this spell ends.

The caster may cast one spell out of the matrix each round as a Free Action (as if the spell were Quickened). Once all the spells have been cast, this spell ends.

Stone Shape(PH p257)

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

Swarm Form(DR280 p42)

<Trans, V, 1StdAct, Personal, 1hr/lvl(D)>
 – Transform your body into numerous Tiny-sized (or smaller) vermin, such as rats, bats, spiders, centipedes, or flying beetles. While in this form, you still act as a single entity, such as moving together in a 5' radius swarm at 30' walking / 90' flying. Just like *Summon Swarm*, you may engulf target in your area. They can either spend the round "swatting" & only take 1 hp, or can act normally & take 1d4 + 1/3lvls. While in the swarm, it is impossible to cast or concentrate on spells. While in this form, you cannot be targeted with weapons, but are vulnerable to fire, area of effect attacks, & any spell that can target your new form (such as *Repel Swarm*).

Telekinesis(PH p264)

<Trans, VS, 1StdAct, Long-range>
 – The caster can mentally move an object weighing up to 25 pound per level, either with sustained force or with a violent thrust: 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. Violent Thrust: One or more target objects (up to the weight allowance) are hurled in a desired direction rapidly, expending the

spell instantly. 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 + 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.

Teleport(PH p264)

<Trans[teleport], V, 1StdAct, Touch>
 – The caster & up to 50 pounds per level are instantly transported to anywhere the caster pictures in the current plane of existence. Note that any subjects must be willing.

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
Described	01-52	53-76	77-92
False Dest.—	—	—	01-60

Transmute Mud to Rock(PH p266)

<Trans, VSM(sand, lime, water)/DF, 1StdAct, Medium-range, Permanent>
 – Transforms two 10' cubes per level of mud or quicksand into sandstone. The cubes must be contiguous. Anyone in the mud is allowed a Reflex save to escape before it hardens. Counters & dispels *Transmute Rock to Mud*.

Transmute Rock to Mud(PH p266)

<Trans, VSM(clay, water)/DF, 1StdAct, Medium-range, Permanent>
 – Transforms two 10' cubes per level of non-magical, unworked stone into mud. The cubes must be contiguous.
 a) If cast on the ground, the depth of mud cannot exceed 10'. Creatures moving through the mud are reduced to 5'.
 b) If cast on the ceiling, the mud falls (doing 8d6 Ref^{1/2}) & pools 5' deep on the floor. If the spell is not dispelled, the mud dries naturally into dirt.

Counters & dispels *Transmute Mud to Rock*.

Xorn Movement(MotP p40)

<Trans, VSF(xorn scale), 1StdAct, Touch, 1rnd/lvl+>
 – The touched subject may phase through natural earth and stone at a rate of 20'. The movement does not leave a trailing tunnel. While traveling through the earth, the subject may breath normally. Even if the subject is still moving through the earth when 1rnd/lvl expires, the spell does not end until the subject moves into an open area large enough for the subject to fit into.

Universal

Permanency(PH p234)(T&B p84)+

<Univ, VSX(see below), 2FullRounds, Touch>
 – The targeted spell gains a duration of "Permanent". See the Permanency Table for spells that are allowed to become permanent.

6th Level**Abjuration****Antimagic Field**(PH p175)

<Abj, VSM(iron powder)/DF, 1StdAct, 10min/lvl(D)>

- Almost all magical effects, spells, spell-like abilities, supernatural abilities, and magic items are suppressed (but not dispelled) within 10' of the caster. Summoned, conjured, & incorporeal creatures 'wink out' until the antimagic field stops overlapping with their last location, at which point they return. Time spent suppressed counts against duration. Note that the field is invisible & moves with the caster. Some spells, such as *Wall of Force & Prismatic Sphere* are specifically immune to this spell.

Globe of Invulnerability(PH p209)

<Abj, VSM(glass bead), 1StdAct, 1rnd/lvl, no SR>

- An immobile 10' radius sphere appears around the caster. Any 0th – 4th level spell or spell-like abilities cannot enter the sphere, though those already in effect are merely suppressed while in the area. 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.

Gate Seal(FR p70)

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

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

Greater Dispelling(PH p210)

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

Greater Spell Resistance(DR304 p32)

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

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

Guards and Wards(PH p211)

<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 Cloud.
 - 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.
 - 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*.**Impotent Possessor**(BoVD p98)

<Abj, VS, 1StdAct, Close-range, Permanent(D), WillNeg>

- Any possessing creature (e.g., a ghost, caster using *Magic Jar*, etc.) in the targeted body cannot take any actions except to leave the body it is possessing.

Repulsion(PH p245)

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

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

Seal Portal(MoTP p39)

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

- The targeted 'Portal' ceases to function.

Snare Astral Traveler(BoVD p104)

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

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

Conjuration**Acid Fog**(PH p172)

<Conj(creat)[acid], VSM(peas, powdered hoof)/DF, 1StdAct, Medium-range, 1rnd/lvl, no save>

- 30' radius by 20' high Cloud deals 2d6 acid damage per round.

Alert Bebilith(BoVD p84)

<Conj(call)[evil], VSM(iron, demon flesh), 1StdAct, Close-range, Instantaneous>

- Summons a Bebilith, a 12HD Outsider which typically hunts other demons, to deal with a nearby demon. Once the Bebilith has been summoned, the caster makes a Caster check + 12 (for the Bebilith's HD) – the target demon's HD.

Roll Effect

up to 9 Bebilith & target demon attack caster.

10-12 Bebilith grabs a random creature & takes it back to the Abyss.

13-18 Bebilith returns to the Abyss.

19-21 Target demon flees, Bebilith grabs a random creature & takes it back to the Abyss.

22-30 Target demon flees & Bebilith goes after it.

31+ Bebilith grabs the target demon & takes it back to the Abyss.

Fire Spiders(MoF p94)

<Conj(sum)[fire], VSM(500gp ruby dust), 1StdAct, Close-range, 1rnd/lvl>

- Summon 240 Fine-sized Fire Elementals who initially fill a 20' radius spread. The elementals maintain a density of 6 "spiders" per hex (redistricting 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 p235)

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

– Calls & traps 1 or more type or specific Outsiders of up to 16HD total until they performs a task. The Caster create a ‘holding area’ within range with either an inward-focused *Magic Circle* or have a Calling Diagram.

Steps in a binding:

- 1) Each Target gets a Will save to avoid being Called into the ‘holding area’.
- 2) Each 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 1st & the generosity of the 2nd results in a bonus of 0 - +6. The Caster & each Target then make an opposed Charisma check, with success meaning that 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.

Spore Cloak(RoF p191)

<Conj(create), VS, 1StdAct, Personal, 1min/1vl>

– The caster is surrounded by a cloud of Yellow Mold spores.

- a) Gain One-Half Concealment.
- b) Anyone who enters the caster’s hex (due to a Grapple attack, an Overrun attack, etc.) is effected 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 p259)

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

Wall of Maggots(DR300 p57)

<Conj(creat)[evil], VSM(maggot), 1StdAct, Medium-range, 10min/1vl>

– Creates a wall of maggots that is one 5’ cube per 2 levels, arrange in any contiguous way the caster wants. Each cube is immune to Piercing weapons, has Damage Reduction 15/+2 & 10hp/1vl.

Attempting to move through the wall requires an Escape Artist or Strength check. For every 5 full points that the check exceeds 15, the subject moves 5’.

Anyone inside the wall (either due to failing to move all the way through it or having it created in their hex) takes bite damage of 1d4 per 2 levels (max 10d4) (Ref ½), is considered Entangled, has Total Cover, cannot see, & cannot speak. Attempting a spell without a verbal component requires a Concentration check vs. DC 20.

Divination

Analyze Dweomer(PH p172)

<Div, VSF(tiny lens made from ruby/sapphire and gold worth 1,500gp), 8Hours, Close-range, 1rnd/1vl, no SR>

– Determines the magical properties or spells of a single person or object. One magical aspect can be detected each round (weakest to strongest) on a Caster Check (1d20 + Caster Level) vs. effect’s caster level. If the check fails, the caster can try again the following round. At the spell’s completion, the caster must make a Fortitude save vs. DC 21 or be Exhausted for 1d8 hours.

Legend Lore(PH p219)

<Div, VSM(250gp incense)F(200gp ivory strips), Personal>

– By only meditating, sleeping, & eating for the listed casting time, you “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(DoF p88)

<Div[mind], VS, 1Minute, Close-range, Concentration, FortNeg>

– 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. If the target is sleeping, it gets a Will save each round to wake.

True Seeing(PH p267)

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

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

Enchantment

Geas/Quest(PH p208)

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

– One subject obeys the caster’s command “to the letter”, though self-destructive acts automatically are saved against.

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

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

Mass Suggestion(PH p226)

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

– 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 or may activate immediately. At the end of the duration, the instructions loose their power, triggered or otherwise.

Evocation

Acid Storm(MoF p76)

<Evoc[acid], VSM(flask of acid), 1StdAct, Medium-range, Ref½>

– 1d6 acid damage per level (max 15d6) in a 20’ radius by 20’ high cylinder.

Bigby’s Forceful Hand(PH p178)

<Evoc, VSF(leather glove), 1StdAct, Medium-range, 1rnd/1vl(D)>

– 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 ¼th cover for the caster against that target. The target can be changed as a Standard Action. The hand has the caster’s normal hit points & saving throw, is AC 20.

Cacophonous Shield(MoF p83)

<Evoc[sonic], VS, 1StdAct, 1min/1vl>

– 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 +1/1vl (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 p182)

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

– Primary target takes 1d6 electrical damage per level (max 20d6). Up to one secondary target per level within 30’ of the primary target takes 1d6 per 2 levels (max 10d6).

Contingency(PH p187)

- <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 $\frac{1}{3}$ rd the caster’s level (rounded up, max 6th).
 - A caster may have only one *Contingency*-class spell at any given time.

Otiluke’s Freezing Sphere(PH p233)

- <Evoc[cold], VSF(1” square of crystal), 1StdAct, Long-range, 1rnd/lvl>
- Freezes water (or a similar liquid) 6” deep in a 100 square foot per level area.
- or-
- <Evoc[cold][ray], VSF(small crystal cone), 1StdAct, Close-range, no save>
- 1d6/lvl (max 20d6) cold damage.
- or-
- <Evoc[cold], VSF(small crystal sphere), 1StdAct, no range, Ref $\frac{1}{2}$ >
- Creates a sling stone-sized sphere that can be thrown (20’ range increment), launched with a sling, etc. On impact, it explodes for 6d6 cold damage in a 10’ radius. Even without an impact, the sphere automatically explodes in a number of rounds designated by its creator (max 1rnd/lvl).

Prismatic Eye(MoF p112)

- <Evoc, VSF(abalone shell), 1StdAct, Long-range, 1rnd/lvl>
- Creates a visible 6” orb which can make ray attacks starting the round it was created. The orb has +6 attack bonus, 50’ range, AC 18, 9 hp, & 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.
 - 20 hp of fire damage (Ref $\frac{1}{2}$)
 - 40 hp of acid damage (Ref $\frac{1}{2}$)
 - 80 hp of electrical damage (Ref $\frac{1}{2}$)
 - Death from poison (Fort save for 20hp)
 - 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**Dream Casting**(Sav p65)

- <Ill(phantasm)[mind], VS, 1Hour, Touch>
- The subject gains the ability to enter a target’s dream & deliver a predetermined message of any length (i.e., no Q&A). The target must be unambiguously identified by name or title & must be able to dream.
 - The subject may also try to modify the target’s dream to generate one of the following emotional reactions:

Dream Casting (fear)

- <Ill(phantasm)(compulsion)[mind][fear], 1day/lvl, WillNeg>
- When the target sees the subject or knows he/she is present, the target is **Shaken**.

Dream Casting (charm)

- <Ill(phantasm)(charm)[mind], 1day/lvl, WillNeg>
- The target considers the subject its ally & will consider anything he/she says or does as if done by a close friend. Any attack by the subject or his/her allies breaks this effect.

Dream Casting (rage)

- <Ill(phantasm)(compulsion)[mind], 1day/lvl, WillNeg>
- The target will attempt to physically attack the subject if in his/her presence. The target gains a +2 Morale bonus on All Actions and damage rolls.

Dream Casting (harrow)

- <Ill(phantasm)[mind], 1day/lvl, WillNeg>
- The target acts in an unusual manner for the duration of the effect (use DMG Table 5-5 to randomly generate 2 non-physical traits the target gains). If in the subject’s presence, the target is bewildered.
 - 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 Sending(BoVD p95)

- <Ill(glamer), VSM(copper wire)DF, 10Minutes, Unlimited-range, WillNeg>
- Sends a message of 25 words or less to a familiar target anywhere, who may send back a 25 word response immediately. When sending the message, the caster is able to impersonate someone with whom he/she is familiar.

Greater Shadow Evocation(PH p211)

- <Ill(shadow), VS, 1StdAct, WillDisbelief>
- Mimics an Evocation spell of 5th level or less, with any normal saving throw. If the spell is disbelieved, the target only takes $\frac{2}{5}$ th damage.

Illusory Pit(DR291 p46)

- <Ill(phantasm)[fear][mind], VS, 1FullRound, Medium-range, Concentration + 1rnd/lvl, Will $\frac{1}{2}$ >
- A “bottomless pit” of 10’ cube per level appears. Those who fail their Will save think they are falling and go prone. If attacked, they are **Stunned** for 1 round, but the illusion ends. Those who make their save or can fly are still **Stunned** for 1 round.

Mislead(PH p230)

- <Ill(figment)(glamer), S, 1StdAct, Close-range, 1rnd/lvl(D), no SR>
- Simultaneously, the caster becomes **Invisible** and an illusionary copy (sight, sound, smell, & touch) of the caster appears within range (with the option of it appearing superimposed on the caster). The illusionary copy will then do whatever it was programmed to do at cast time, with no requirement that it stays in range. A Will save is required to realize the copy isn’t the original. The caster stays **Invisible** even if he/she attacks.

Permanent Image(PH p235)

- <Ill(figment), VSF(fleece, 100gp jade), 1StdAct, Long-range, Permanent(D), WillDisbelief>
- Creates a static, permanent illusion with visuals, sound, smells, & heat within an area of a 20’ cube + one 10’ cube per level. By concentrating, the caster can change the image, but when done, the image becomes static again.

Programmed Image(PH p239)

- <Ill(figment), VSF(fleece, 25gp jade), 1StdAct, Long-range, 1rnd/lvl once triggered, WillDisbelief>
- Creates an illusion with visuals, sound (including speech), smells, & heat within an area of a 20’ cube + one 10’ cube per level. The illusion follows the “script” which is set when the spell is cast.

Project Image(PH p239)

- <Ill(shadow), VSM(doll of the caster), 1StdAct, Medium-range, 1rnd/lvl(D), WillDisbelief, no SR>
- An insubstantial, but otherwise real double of the caster is created. As a Free Action, the caster can choose to see through the double’s eyes & hear through its ears. By concentrating, the caster can take direct control of the double, otherwise it mimics the caster. Spells can be cast through the double.

Shades(PH p249)

- <Ill(shadow), VS, 1StdAct, WillDisbelieve>
- Mimics a Wizard/Sorcerer Conjunction spell of 5th level or less, with any normal saving throw. The target gets a Will save to disbelieve if it interacts with the spell’s creations, & if successful, the target only takes $\frac{3}{5}$ th damage –or– is only 60% likely to effect the target (such as a *Shadow Web* spell). Any shadow conjured creatures only have $\frac{3}{5}$ th hp under any circumstances, but all normal abilities & weaknesses. If disbelieved, the shadow creature only does $\frac{3}{5}$ th damage & only has 60% chance of any special abilities effecting the target, plus it only gets to keep $\frac{3}{5}$ th of its AC bonuses.

Veil(PH p269)

- <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.

Necromancy**Animate Dread Warrior**(UE p48)

<Necro[evil], VSM(piece of a sword blade broken in battle)X(250/HD), Touch, 10Minutes>
 – Permanently animates one humanoid corpse that was killed within the last 10 days. The reanimated humanoid must have had at least 3HD, but not more than the spell's Caster lvl. Apply the Dread Warrior Template(UE p62) for the statistics of the resulting undead. The Dread Warrior is under the caster's control until he/she dies, then it is independent.

Breath of Contagion(DR304 p36)

<Necro, S/DF, 1StdAct, FortNeg>
 – Creatures within a 30' Cone become infected with a disease the caster already has:
 a) the caster is infected with the disease;
 b) the caster has a natural attack that is diseased (such as mummy rot);
 c) the caster casts *Contagion*, which is delivered by this spell as a cone (which consumes the casting of *Contagion*).
 If the caster has more than one disease, the targets must save against each of them.

Circle of Death(PH p184)

<Necro[death], VSM(500gp black pearl), 1StdAct, Medium-range, FortNeg>
 – Kills 1d4 HD per level (max 20d4) of living creatures in a 50' radius burst. The lowest HD creatures in the area are effected first & creatures with 9 or more HD are immune.

Ectoplasmic Enhancement(BoVD p93)

<Necro[evil], VS, 1FullRound, Close-range, 24hrs>
 – One incorporeal undead per level gains the following:
 a) Deflection bonus to AC of 1 + 1 per 3 lvls;
 b) +1d8 +1 per 3 lvls temporary hp;
 c) Turn Resistance bonus of +2 + 1 per 3 lvls;
 d) Enhancement bonus to attacks of +1 + 1 per 3 lvls.

Graft Flesh(DR304 p36)

<Necro, VSF(fresh or preserved corpse), 3FullRounds, Touch>
 – Using the available corpse for replacement parts, the touched undead is repaired 1d8 + 1/lvl damage.

Mass Contagion(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.

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

<Necro[death], VSM(500gp of diamond power)/DF, 1StdAct, Medium-range, WillNeg>
 – Slays 1d4 HD per level (max 20d4) of undead in a 50' radius burst. The lowest HD undead in the area are effected first.

Transmutation**Call upon Draconic Heritage**(DR304 p38)

<Trans, VSF(dragon scale), 1StdAct, Personal, 1min/lvl(D)>
 – The caster who has draconic ancestry (i.e., a Sorcerer, a Draconic creature, or a Half-Dragon) becomes more of a Dragon:
 a) immunity to sleep & paralysis effects;
 b) gain Low-Light Vision & Darkvision 120';
 c) gain Spell Resistance of 10 + Caster level;

Control Water(PH p188)

<Trans, VSM(dust (to lower) -or- water (to raise))/DF, 1StdAct, Long-range, 10min/lvl(D)>
 – Effects 10'/lvl x 10'/lvl x 2'/lvl of water by either:
 a) lowering the water by 2'/lvl (min of 1"). In large / deep bodies of water, this forms a whirlpool. This effect also acts like a *Slow* on water-based creatures; or,
 b) raising the water by 2'/lvl. Boats will slide off the "hump" of the water.

Control Weather(PH p188)

<Trans, VS, 10Minutes, 4d12hours>
 – The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season	Weather Choices
Spring	Tornado, Thunderstorm, Hot Summer
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).

Dhulark's Glasstrike(MoF p89)(MoFe)+

<Trans, VSF(glass from a mirror), 1StdAct, Close-range, 1hr/lvl, FortNeg>
 – This spell either
 a) 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–
 b) 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 p195)(FAQ)+

<Trans[ray], VSM(loadstone, dust)/DF, 1StdAct, Medium-range, Fort½>
 – The ray dissolved 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 collected, the resulting dust is enough to be used with *Resurrection*.

Empower Venom(DR304 p38)

<Trans, SM(90+ gp dose of poison)/DF, 1StdAct, Touch, 1rnd/lvl>
 – Touched creature with a natural poison attack has the ability damage / drain dealt by its poison increased by 50%.

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*.

Eyebite(PH p202)

<Trans, VS, 1StdAct, Close-range, Personal, 1rnd/3lvls>
 – The caster gains the ability to do a gaze attack against a single target once per round as a Free Action. The gaze's effect must be chosen at cast time from the following list:

Eyebite(charm)

<Ench(charm)[mind], FreeAction, 1day/lvl, WillNeg>
 One living creature considers you its ally & will consider anything you say or do as if done by a close friend. If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from you or your allies after the spell is in effect breaks it.

Eyebite(fear)

<Ench(comp)[mind], FreeAction, 10min/lvl, WillNeg>
 Target flees for 1d4 round & won't face the caster for another 10min/lvl. If confronted by the caster, target has a 50% chance of Cowering, otherwise goes for cover.

Eyebite(sicken)

<Necro, FreeAction, 10min/lvl, FortNeg>
 Target is at ½ movement, loses all Dexterity bonuses to AC, & receives a –2 penalty to attacks.

Eyebite(sleep)

<Ench(comp)[mind], FreeAction, 10min/lvl, WillNeg>
 Target falls asleep, but can be woken as a Standard Action.

Fiendform(MoF p93)(MoFe)+ (UE p49)

<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 V*. Spells that effect Outsiders now effect the caster. The spell *Banish* will end this spell & *Stagger* the caster 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 p206)

<Trans, VSM(lime, water, earth), 1StdAct, Medium-range, FortNeg>
 – Turns target creature into a stone.

Ghorus Toth's Magnetism(UE p49)

<Trans[ray], VSM(loadstone), 1StdAct, Medium-range, 1min/lvl(D)>

– Any metal on the target creature or object becomes magnetized.

- All metal within 30' of the target is pulled towards the target with a Strength of 10 + Caster level (Strength 25 maximum). Each round, an opposed Strength check occurs between the holder of the object within the area of attraction & the spell. If the spell 'wins', the object is pulled 10' + 1' per point the Strength check was won by towards the magnetized target.
- Unattended metal objects within 30' of the target are pulled more quickly. If the object weighs less than 50 pounds, it flies towards the target, doing 1d6 per 5 pounds. Heavier objects slide 10' per round closer to the target.
- If a metal object is more than twice as heavy as the target, the target is moved towards the object.
- When object become stuck to the target, both are considered Grappled & must break free as normal, except using the spell's Strength.

Hardening(MoF p99)(D&D p216)

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

– Touched object's hardness is increased by 1 per 2 levels.

Mass Fly(T&B p93)

<Trans, VSF(feather)/DF, 1StdAct, 10min/lvl>

– One subject per level in a 30' area gains the ability to fly at a speed of 90' (60' if in medium or heavy armor) with average maneuverability. ½ speed going up, 2x speed going down. If spells expires/is dispelled, subject descends at 60' per round for 1d6 rounds before falling. Each subject must stay within 30' of another target, or the spell is broken on that subject.

Mass Haste(PH p226)(FAQ)+

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

– The subject per level within a 30' area gains:

- an extra partial action each round, either before or after its normal action;
- +4 Haste bonus to AC (which is lost any time a Dex bonus would be lost);
- jumps 50% farther.

Counters & dispels *Slow*.

Suppresses & is suppressed by *Languor*.

Mass Strength(DR275 p85)

<Trans, VSM(hair from a giant), 1StdAct, Close-range, 10min/lvl>

– One subject per 2 levels within 30' gains 1d4+1 Enhancement bonus to Strength.

Mordenkainen's Lucubration(PH p231)

<Trans, VS, 1StdAct, Personal>

– Restores a Prepared spell of 5th 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. Wizards only.

Move Earth(PH p231)

<Trans, 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.

Stone Body(~~Sav~~ p74)(RoF p191)

<Trans, VSM(stone from a stone golem, a greater earth elemental, or a castle)/DF, 1StdAct, Personal, 1rnd/lvl(D)>

– The caster's body becomes living stone, which has the following benefits & penalties:

- Damage Reduction 10/—;
- 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 you cannot breath or drink, you cannot play woodwind instruments or drink potions;
- ½ damage from Cold & Fire;
- +4 Enhancement bonus to Strength;
- 4 penalty to Dexterity (min Dex 1) ;
- ½ movement;
- 8 Armor Check penalty;
- 50% Arcane spell failure;
- 3x normal weight & cannot swim;
- Fists to 1d6 normal damage (1d4 if Small);
- If targeted with *Transmute Rock to Mud*, the caster is *Slow* for 2d6 rounds (no save).
- If targeted with *Transmute Mud to Rock*, the caster is fully healed.
- If targeted with *Stone to Flesh*, the caster loses Damage Reduction for 1 round.

Stone to Flesh(PH p257)

<Trans, VSM(earth, blood), 1StdAct, Medium-range>

– Restores a petrified creature to its original state, though a Fortitude save vs. DC 15 is needed to survive. Alternatively, a volume of stone up to 3' is diameter & up to 10' long can also be turned permanently to "flesh".

Tenser's Transformation(PH p265)

<Trans, VSM(potion of Strength), 1StdAct, Personal, 1rnd/lvl>

– The caster becomes a fighting machine, gaining the following:

- 1d6 Temporary Hit-Points per level;
- +4 Natural Armor bonus to AC;
- +2d4 Enhancement bonus to Strength;
- +2d4 Enhancement bonus to Dexterity;
- +5 Competence bonus to Fortitude saves;
- +1 Base Attack Bonus per 2 levels; &
- Proficiency in all Simple & Martial weapons.

For the duration, the caster cannot cast spells & must attack opponents.

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**(T&B p91)

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

– The caster transfers the ability to cast 1 spell per 3 levels into his/her familiar. The spell's level may be no more than 1/3rd of the caster level (max 5th). Until the subject casts the imbued spell(s), the caster does not regain the spell slot corresponding to this spell.

7th 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 p177)

<Abj, VSF(object or substance hated by the target), Close-range, WillNeg>
 – Banishes up to 2 HD per level of Extraplanar creatures in a 30' area away from current plane. Extra hated objects give a +1 on SR Checks and +2 to the spell's DC.

Energy Immunity(T&B p88)

<Abj, VS, 1StdAct, Touch, 24hrs>
 – Subject is immune to damage from one kind of energy damage.

Greater Ironguard(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(T&B p94)

<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.

Sequester(PH p249)

<Abj, VSM(basilisk eyelash, gum arabic, whitewash), 1StdAct, Touch, 1day/lvl(D)>
 – Touched creature or object (up to 2' cube per level) becomes Invisible & immune to divination magics. Unwilling targets receive a Will save to negate. Living targets are placed in Suspended Animation for the spell's duration.

Spell Turning(PH p255)

<Abj, VSM(small silver mirror)/DF, 1StdAct, Personal, Until expended up to 10min/lvl>
 – Reflects targeted spells (i.e., not area of effect spells) back at their caster. 1d4+6 spell levels are reflected total. If a spell is partially reflected, the ratio of 'reflected levels' to the spell's level determines how much each caster is effected.

Conjuration

Drawmij's Instant Summons(PH p198)

<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 must have the caster's *Arcane Mark* on it. When this spell is cast, the target object's name is invisible marked on the sapphire. At any point in the future, the sapphire can be broken by the caster while he/she speaks a word of activation. At that point, one of two things happens:
 a) If the target object is in the possession of a creature, the caster immediately knows the name and location of the possessor.
 b) Otherwise, the target object is teleported into the caster's grasp, even if it was on another plane of existence.

Mordenkainen's Magnificent Mansion(PH p231)

<Conj(creat), VSF(small ivory portal, piece of marble, tiny silver spoon), 1StdAct, Close-range, 2hrs/lvl>
 – Creates an extra-dimensional space of up to three 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.

Phase Door(PH p235)

<Conj(creat), V, 1StdAct, Touch, 1use/2lvls>
 – Creates an ethereal passage 5' wide by 8' high by 1'/lvl deep 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.

Power Word, Stun(PH p237)

<Conj(creat), V, 1StdAct, Close-range, no save>
 – One target creature is Stunned.

Current HP	Duration
151 or greater	no effect
150 – 101	1d4 rounds
100 – 51	2d4 rounds
50 or less	4d4 rounds

Summon Monster VII(PH p259)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Full-Round, 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

Vipergout(MoF p131)(Sav p72)

<Conj(sum)[variable alignment], VSM(snakeskin), 1StdAct, Personal, 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-Equivalent action, for a total of 1d4 + 3. Once out, the snakes move to the desired target and attack. Until the full number of snakes are "spat out", the caster cannot speak.

Wall of Eyes(BoVD p108)

<Conj(creat), VSM(humanoid eye), 1StdAct, Medium-range, Instantaneous>
 – Creates a wall made of eyes from many types of creatures. The wall can be up to one 5' square per level & adheres to non-living material at its edges, making it ideal for blocking passages. Each 5' square is 1" thick, has a Hardness of 5, & 10 hp. The wall can be made 2" thick by using extra squares, effectively giving it 20 hp per square. Any creature touching the wall must make a Will save (no SR) or become Paralyzed. In 10 rounds, a paralyzed creature is dissolved by the wall.
 As a Standard Action, the caster may look out of the wall no matter what the distance (even from other planes of existence).

Divination

Fiendish Clarity(BoVD p95)

<Div[evil], VS, 1StdAct, Personal, 10min/lvl>
 – The caster gains the following visions:
 a) Darkvision 60'. This special version can even see through magical darkness;
 b) See Invisible objects & creatures within a Medium-range Concealment;
 c) Reveals good creatures, spells, or objects in a 90 degree arc within 60'. First round shows their presence, second round the number of distinct auras, & third round their relative strengths.

Greater Scrying(PH p211)

<Div, VS, 1StdAct, 1hr/lvl, no SR>
 – Sends a magical 'sensor' to watch & listen to a target creature on a successful Scry check.

Knowledge	DC
Familiar	5
Met at least once	10
Has had target described	15
No Knowledge, but a Connection	20

Connections	Bonus
Lock of hair, etc.	+10
Possession, clothing	+8
Likeness	+5

Misc.	Penalty
On another plane of existence	-5

The 'sensor' can be noticed by a Scry check vs. DC 20.
 The following spells work through the 'sensor': *Comprehend Languages, Darkvision, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic, Message, Read Magic, & Tongues.*

Vision(PH p269)

<Div, VSM(250gp incense)/F(200gp ivory strips)X(100), 1StdAct, Personal>
 – The caster "remembers" legends about a target creatures, place, or object by making a Scry check:

Connection to Target	DC	Info Gained
Touching	10	Good
Detailed Information	15	Incomplete
Rumors Only	20	Vague

Enchantment

Insanity(PH p217)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, Permanent, WillNeg>
 – One target becomes permanently Confused. Only curable by *Greater Restoration, Limited Wish, Miracle, or Wish*.

Nybor's Stern Reproof(MoF p114)(UE p51)

<Ench(comp)[mind], VSF(1,000gp adamantite rod), 1StdAct, Close-range, 1rnd/lvl(D), Fort½>
 – 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.

Evocation**Bigby's Grasping Hand**(PH p178)

<Evoc, VSF(leather glove)/DF, 1StdAct, Medium-range, 1rnd/lvl(D)>
 – Creates a magical 10'x10' hand which stays in between the creator & a designated target and either
 a) tries to push the target away (treat as a Bull's Rush at +16) up to the spell's range;
 b) attempts to grapple to target (Touch check: +9+caster's level+ the caster's primary stat bonus; Grapple check: +14+caster's level+ the caster's primary stat bonus)
 The hand also provide $\frac{9}{10}$ th cover for the caster against that target. The target can be changed as a Standard Action. The hand has the caster's normal hit points & saving throw, is AC 20.

Delay Blast Fireball(PH p191)(FAQ+)

<Evoc[fire], VSM(bat guano, sulfur), 1StdAct, Long-range, Ref½>
 – All creatures in a 20' radius burst take 1d8/lvl fire damage (max 20d8). 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.

Forcecage(PH p207)

<Evoc[force], VSM(1,500gp ruby powder when the spell is prepared), 1StdAct, Close-range, 2hrs/lvl, no save, no SR>
 – Creates a six-sided box of invisible force walls. The walls is immune to all damage & most magic (including *Dispel Magic*). The cube can be of two configurations:
 a) Barred Cage – 20' cube with 6" bands of force alternating with 6" gaps; or
 b) Windowless Cell – 10' cube with six solid walls.

Great Thunderclap(MoF p98)

<Evoc[sonic], VSF(bell), 1StdAct, Medium-range>
 – All creatures in a 5'/lvl radius spread take the following effects:
 a) Stunned for 1 round (WillNeg);
 b) Deafened for 1 minute (FortNeg); and
 c) knocked prone (RefNeg).

Mordenkainen's Sword(PH p231)

<Evoc[force], VSF(250gp tiny platinum sword), 1StdAct, Close-range, 1rnd/lvl(D)>
 – 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 p238)

<Evoc, VS, 1StdAct, Close-range>
 – Everyone within the Conc 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 (Ref½)
2	Orange	40hp acid damage (Ref½)
3	Yellow	80hp electricity damage (Ref½)
4	Green	Poison – Death (Fort½ 20hp)
5	Blue	Turned to Stone (FortNeg)
6	Indigo	Insanity (as spell) (WillNeg)
7	Violet	Plane Shift (as spell) (WillNeg)
8	2 colors	Roll twice, ignoring '8's.

Reality Maelstrom(MoP p38)

<Evoc, VSM(1" gold hoop), 1StdAct, Medium-range, 1rnd/lvl>
 – Create a 5'/lvl radius tear to a random plane of existence. Each round, any creature within the tear must make a Will save or be shunted through to the other plane. Any object within the area of effect that weighs up to 100 lbs. is automatically pulled through the tear.
 Any creature or object weighing up to 50 lbs. that is within 5'/lvl of the tear must make a Reflex save each round or be pulled into the area of the tear.
 The tear is one-way, so nothing on the other side can enter the caster plane of existence.

Whirlwind of Teeth(BoVD p110)

<Evoc[evil], VSM(handful of bloody teeth)/DF, 1StdAct, Medium-range, 1rnd/lvl, Ref½>
 – Creates a cylinder 5'/lvl radius by 10'/lvl tall made of biting mouths. Any creature within the area takes 1d8 damage per 2 levels (max 10d8) each round. As a Free Action, the caster can move the whirlwind 40'.

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. The target takes 1d8 cold dmg/rnd while grappled.

Illusion**Mass Invisibility**(PH p226)

<Ill(glamer), VSM(eyelash,gum arabic)/DF, 1StdAct, Long-range, 10min/lvl>
 – 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.

Shadow Walk(PH p250)

<Ill(shadow), VS, 1StdAct, Touch, 1hr/lvl>
 – The caster and up to 1 touched subject per level travel into the Plane of Shadows (unwilling subjects receive a Will save to negate). Travel can be in two different ways:
 a) Movement in the Plane of Shadows is faster than in the Material Plane, so the party can effectively travel 42 miles/hour. When the desired destination is reached, the party returns to the Material Plane.
 b) The party can travel to a plane of existence that borders the Plane of Shadows. This takes 1d4 hours.

Simulacrum(PH p252)

<Ill(shadow), VSM(snow/ice, piece of target's hair or flesh, 100gp ruby powder)X(1,000), 12Hrs, no SR>
 – A partially real replica of a person is made from snow. It has 51-60% of the original's hit points, skills, & personality. It does its creator's bidding, but there is no telepathic link. If slain, the replica melts into snow. It cannot naturally heal, but requires a lab, 1 day, and 100gp/hp in materials.

Necromancy**Awaken Undead**(Sav p63)

<Trans, VSM(humanoid finger bone)X(200), 1StdAct, Close-range, Permanent(D)>
 – All undead with an Intelligence of 0 within Close-range gain the following:
 a) 1d6+4 Intelligence up to the typical value of their animated body (i.e., a skeletal dog would be limited to an Int of 2, while a zombie orc could have an Int up to 8).
 b) All weapon and armor proficiencies known in life are restored.
 c) Gain a +2 Profane bonus on Will saves to avoid being controlled.
 d) Are able to gain skill points & feats over time.
 The subjects do not regain any previously known skills, feats, or extraordinary abilities.

Control Undead(PH p188)

<Necro, VSM(bone, meat), 1StdAct, Close-range, 1min/lvl, WillNeg>
 – 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 p203)

<Necro[death], VS, 1StdAct, Close-range, Fort½>
 – The living target dies on a failed saving throw. On success, target takes 3d6 + 1/level.

Semblance of Life(DR304 p37)

<Necro, VSM(100gp gem carved to look like a face), 1StdAct, Personal, 10min/lvl(D)>
 – The undead caster partially restores its connection with the living, with some advantages & disadvantages:
 a) appears living to mundane & magical inspection (e.g., *Detect Undead*).
 b) cannot be Turned or Rebuked.
 c) not effected by spells that specifically target undead (e.g., *Invisibility to Undead*);
 d) does not take extra damage for being an undead (e.g., *Searing Light*).
 e) not harmed by sunlight;
 f) a vampiric caster is not repelled by garlic, mirrors, or holy symbols, nor is it impeded by running water, not being invited into a home, etc.;
 g) healed by positive energy & damaged by negative energy (but still immune to energy & ability drain);
 h) subject to Mind-Affecting spells;
 i) loose all attacks involving energy drain, ability drain, & ability damage;
 j) loose any Damage Reduction;
 k) incorporeal & ethereal casters become fully solid & material.
 The material component gem does not shatter until the spell's end. If it leaves the caster's possession early, the spell ends.

Vile Rebellion(DR300 p57)

<Necro[evil], VSM(severed finger), 1StdAct, Close-range, Fort½>
 – On a successful save, the target is Nauseated for 1d4rnds, but has no other negative effects. If the save fails, the target is Stunned for 1d4 rounds. At the end of this time, the target's legs, arms, & torso separate from the head & become undead under the caster's control. The head remains alive due to magic, but takes 1d3 Wisdom damage per round until it goes insane. Once the limbs have separated, the spell can only be dispelled by using *Dispel Evil* followed by *Regeneration*.

Whirlwind of Bones(DR284 p75)

<Necro, VSM(bones), 1StdAct, Long-range, 1rnd/lvl, Ref½>
 – Creates a 20' radius of flying bones that can be moved 80' per round as a move-equivalent action. Any round it spends "at rest", it does 1d6 + 1 per level (max +10) damage to everyone in the area (Reflex save for half). 50% of the damage is bludgeoning & the rest is Negative Energy Damage.

Transmutation

Call upon Celestial Heritage(DR304 p38)

<Trans, VSF(silver holy symbol)/DF, 1StdAct, Personal, 1min/lvl(D)>
 – The caster who has celestial ancestry (i.e., an Aasimar, a Celestial creature, or a Half-Celestial) becomes a full Celestial for a while:
 a) +4 Sacred bonus on saves vs. poison;
 b) gain Low-Light Vision & Darkvision 60';
 c) Damage Reduction 10 / +1; &
 d) able to speak with any creature.

Elemental Body(MotP p34)

<Trans[variable element], VSM(something from the desired elemental plane), 1StdAct, Personal, 1rnd/lvl>
 – The caster's body transforms into air, earth, fire, or water. While in this form, the caster has the following benefits:
 a) Able to survive on the appropriate elemental plane;
 b) Become immune to poisons, paralysis, sleep, stunning, critical hits, & flanking;
 c) Gain Darkvision 60'.
 Note that the caster does not actually become an elemental, so is not subject to 'Elemental-Bane' weapons, etc.
 In addition, the caster gains extra benefits based on the new form:
 Air:
 1) Can to fly at normal movement with perfect maneuverability;
 2) Airborne creatures receive a –1 penalty on attacks & damage against the caster.

Earth:

- +3 Natural Armor bonus to AC;
- +1 bonus on attacks & damage if both the caster & its opponent are touching the ground;
- able to start a Bull's Rush without generating an Attack of Opportunity.

Fire:

- Gains 'Fire Immunity';
- Any opponent that the caster hits or that hits the caster with natural weapons Catches Fire (RefNeg, DC 11 for a Small caster, DC 14 for a Medium).

Water:

- Can to swim at normal movement;
- +1 bonus on attacks & damage if both the caster & its opponent are touching water;
- able to put out non-magical fires automatically & magical fires by making a Dispel Check.

Ethereal Jaunt(PH p201)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>
 – The caster become ethereal, along with his/her equipment.

Eye of the Beholder(BoVD p94)

<Trans[evil][ray], VS, 1StdAct, Personal, 1rnd/lvl>
 – One of the caster's eyes grows an eye-stalk:
 a) gain a +2 Circumstance bonus on Spot checks; &
 b) gain one random Beholder eye effect. As a Standard Action, the caster can use the eye to make a ray attack within a range of 150', a Caster lvl of 13, & a DC of 18:
 1) *Charm Person* (WillNeg);
 2) *Charm Monster* (WillNeg);
 3) *Sleep* (single target & no max HD) (WillNeg);
 4) *Flesh to Stone* (FortNeg);
 5) *Disintegrate* (FortNeg);
 6) *Fear* (single target) (WillNeg);
 7) *Slow* (single target) (WillNeg);
 8) *Inflict Moderate Wounds* (Will½);
 9) *Finger of Death* (Fort½);
 10) *Telekinesis* (WillNeg);

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.

Heighten Venom(DR304 p40)

<Trans, SM(90+ gp dose of poison)/DF, 1StdAct, Touch, 1rnd/lvl>
 – Touched creature with a natural poison attack has its poison's DC increased.

Level	Bonus to DC
Up to 15 th	+2
16 th – 19 th	+3
20 th +	+4

Make Manifest(MotP p36)

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

Mass Teleport(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>
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
Described	01-52	53-76	77-92
False Dest.	—	—	01-60
			61-100

Mirror Walking(MotP p205)

<Trans, VSF(mirror or other reflective surface large enough for the subject to step through), 1FullRound, Touch>
 – The touched subject can step through a mirror or other reflective surface into the Plane of Mirrors. This plane of existence allows the subject to look out of mirrors connected to it (usually ones connected to great events). The subject may try to pull someone or something into the Plane of Mirrors. Once the subject (or anyone pulled into the plane) step out of a mirror, the effect ends.
 Entering the Plane of Mirrors produces a copy of the creature. The copy disappears when its other self exits the Plane unless it can kill its other self and take its place.

Plane Shift(PH p235) (FAQ+)

<Trans, VSF(plane-specific tuning fork), 1StdAct, Touch, WillNeg>
 – Either 1 unwilling target –or– 8 willing targets are sent to another plane of existence.

Reverse Gravity(PH p246)

<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(MoF p118)

<Trans, VSF(1,000gp sapphire), 1StdAct, Personal, 10min/1vl(D)>

– Creates a magical container for spells. For the four rounds after the matrix is created, the caster can transfer one spell per round of up to 5th level whose casting time is no more than 1 full round into the container. Each transferred spell causes the caster to loose 1d6hp which cannot be healed until this spell ends.

The caster may 'link' two or more spells of up to 2nd level together. The linked spells are cast out of the matrix as a single spell.

The caster may cast one spell out of the matrix each round as a Free Action (as if the spell were Quicken). Once all the spells have been cast, this spell ends.

Simbul's Synostodweomer(MoF p119)

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

– This spell allows the caster to transform a spell cast on the following round into 1d6 per spell level of healing, which can be used on the caster or a touched target.

Statue(PH p256)

<Trans, VSM(sand, lime, water, iron rod), 1StdAct, Touch, 1hr/1vl(D)>

– Touched subject is transformed into stone 1FullRound after being touched (gaining Harness 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.

Teleport without Error(PH p265)

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

– The caster & up to 50 pounds per level are instantly transported to anywhere the caster pictures in the current plane of existence. If the caster's information is somehow false, the teleport returns to the starting place. Note that any subjects must be willing.

Vanish(PH p269)

<Trans[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. There is a 1% chance that the object is be disintegrated.

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
Described	01-52	53-76	77-92
False Dest.	—	—	01-60

Alternatively, the caster can send the object deep into the Ethereal Plane. The object can then only be brought back by casting *Dispel Magic* successfully on its point of departure.

Universal

Limited Wish(PH p222)

<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 th	5 th
prohibited	5 th	4 th

The spell has all the normal restrictions, such as allowing a saving throw, except that it is treated as a 7th 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*.

8th Level**Abjuration****Dimensional Lock**(T&B p87)(MoF p89)(MoFe)+

<Abj, 1StdAct, Medium-range, 1day/lvl>

- All extradimensional travel (in or out) is blocked in a 15' radius, including *Teleport*, *Blink*, *Gate*, *Plane Shift*, *Etherealness*, etc.

Mind Blank(PH p228)

<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 p238)

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

- Creates an opaque, vertical wall 4' wide by 2' tall per level. Anyone within 20' of the wall who has less than 8HD is **Blind** for 2d4 rounds. 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 wall is immune to *Dispel Magic*, *Greater Dispelling*, and *Antimagic Sphere*, but not *Mordenkainen's Disjunction*. The colors, in order, are the following:

Color **Negated by** **Effect**Red *Cone of Cold* 20hp fire (Ref½)Orange *Gust of Wind* 40hp acid (Ref½)Yellow *Disintegrate* 80hp electricity (Ref½)Green *Passwall* Death (Fort½ 20hp)Blue *Magic Missile* *Flesh to Stone* (FortNeg)Indigo *Daylight* *Insanity* (WillNeg)Violet *Dispel Magic* *Plane Shift* (WillNeg)**Protection from Spells**(PH p240)

<Abj, VSM(500gp diamond)F(1,000gp diamond per target that they must carry), 1StdAct, Touch, 10min/lvl>

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

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(MoF p128)

<Abj, VSF(piece of slate), 1StdAct, Personal, until discharged up to 10min/lvl>

- The caster may "pick up" an untriggered *Glyph of Warding* or *Symbol* by making a **Caster check** vs. DC (20 + the spell's level). Failure means the rune goes off, but only against the caster. 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.

Conjuration**Greater Planar Binding**(PH p211)

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

- Calls & traps 1 or more type or specific Outsiders of up to 24HD total until they performs a task. The Caster create a 'holding area' within range with either an inward-focused *Magic Circle* or have a **Calling Diagram**.

Steps in a binding:

- 1) Each Target gets a Will save to avoid being Called into the 'holding area'.
- 2) Each 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 1st & the generosity of the 2nd results in a bonus of 0 - +6. The Caster & each Target then make an opposed Charisma check, with success meaning that 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.

Incendiary Cloud(PH p217)

<Conj(creat)[fire], VS, 1StdAct, Medium-range, 1md/lvl, Ref½>

- Creates a 30' 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. The cloud can be dispersed by strong wind.

Lava Spikes(DR294 p104)

<Conj(creat), VS, 1StdAct, Close-range, 1rnd/3lvls, RefNeg>

- Red-hot stone spikes rise from the earth and surround 1 creature on the ground per 3 levels within a 60' area. Each target must make a save or be surrounded by the spikes, taking 3d6 normal damage & 10d6 fire damage. The spikes then immediately cool & pin the target (but provide **Three-Quarters Cover**) for the spell's duration. To escape early, the target must make an Escape Artist check vs. DC 30 or a Strength check vs. DC 35. Alternatively, the spikes can be destroyed as 1" stone (hardness 8, 15hp).

Maze(PH p226)

<Conj(creat)[force], VS, 1StdAct, Close-range, 10minutes, no save, no SR>

- A single target becomes trapped in an extradimensional maze. The target cannot escape with teleport magics, but can use *Plane Shift*. The target is harmlessly returned to its starting location at the spell's end, or can find its way out based on its intelligence.

Int	Time	Int	Time
0-2	2d4min	9-12	4d4rnds
3	1d6min	13-15	3d4rnds
4-5	1d4min	16-17	2d4rnds
6-8	5d4rnds	18+	1d4rnds

Phantasmal Thief(BoVD p100)

<Conj(creat), VSM(green thread), 1StdAct, Close-range, 1rnd/lvl, no save, no SR>

- Creates an **Invisible** force that can steal. As a Free Action, the caster can silently direct the 'thief' on which object within range it should grab. The object must be in a creature's possession (including a 'Bag of Holding') & not in a locked container. The 'thief' has the following statistics:

- a) +20 on Hide checks (only needed against creatures who can see invisible);
- b) +20 on Move Silently checks;
- c) cannot be damaged, only Dispelled;
- d) can only hold 1 object at a time.

The 'thief' can only take the following actions, each of which takes 1 Full Round:

Steal Object: Always successful if the 'thief' was not detected by the target. If detected, the 'thief' may try again the following round. Once in the 'thief's' possession, the object becomes **Invisible**.

Bring Object to Caster: After giving the object to its caster, the 'thief' can be ordered to steal again the next round.

Return Object to Target: The 'thief' can be ordered to steal again the next round.

Steal Object from the Target's Hand: The 'thief' attempts to forcefully take the desired object from the target's hand by using Improved Disarm & its +20 Strength bonus. If the attempt is successful & the 'thief' brings the object to its caster, the spell ends immediately.

Power Word, Blind(PH p237)

<Conj(creat), V, 1StdAct, Close-range, no save>

- Up to 200 hp of targets within a 15' sphere are struck **Blind**. Start with the lowest hp & count up.

Total Affected HP	Duration
200 – 101	1d4+1 rounds
100 – 51	1d4+1 minutes
50 or less	Permanent

Summon Monster VIII(PH p259)

<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Full-Round, 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	#
Summon Monster VIII	1
Summon Monster VII	1d3
Summon Monster VI (or lower)	1d4+1

Trap the Soul(PH p266)

<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.

-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 p195)(FAQ+)

<Div, VS/DF, 10Minutes, no save, no SR>

– Finds a named creature or object, no matter where it is located (even on other planes!). The spell can only be blocked by anti-Scrying magics of 8th level or higher (such as *Mind Blank*).

Enchantment**Antipathy**(PH p175)

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

– 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 p179)

<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, it **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*
- +1/3 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), 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), 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), 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), 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), 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), 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.

Demand(PH p191)

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

– Sends instructions of 25 words or less to a familiar subject anywhere, who may send back a 25 word response immediately. If the subject fails its Will save, the subject is compelled to follow the instructions, if reasonable. The instructions may contain a trigger to activate them or may activate immediately. At the end of the duration, the instructions loose their power, triggered or otherwise.

Mass Charm(PH p226)

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

– Up to (3 * Caster level) HD of creatures (or 1 creature of any HD) within a 30' area believe the caster is their ally & will consider anything the caster says or does as if done by a close friend. If the targets are in a threatening situation when the spell is cast, each one gets a +5 on the saving throw & any threats from the caster or the caster's allies after the spell is in effect breaks it.

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 p234)

<Ench(comp)[mind], V, 1StdAct, Touch, 1d4+1rnds, no save>

– Touched target starts to dance uncontrollably & cannot take any actions, receives a –4 AC penalty, can only make Reflex saves on a Natural 20, & cannot effectively use a shield.

Sympathy(PH p263)

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

– 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 p178)

<Evoc, VSF(leather glove, brass knuckles)/DF, 1StdAct, Medium-range, 1rnd/lvl(D)>

– Creates a magical 10'x10' hand which attacks a target designated by the caster once per round. The caster chooses the target as a Free Action, and the hand may move 60' and attack each round. The hand's attack bonus is (+10+caster's level+ the caster's primary stat bonus). Its damage is 1d8+12 & Fortitude save or become **Stunned** for 1 round. The hand has the caster's normal hit points & saving throw, is 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).

Great Shout(FR p70)(T&B p90)(FR)

<Evoc[sonic], VSM(small metal horn), 1StdAct, Close-range>

– This spell has several effects:

- All stone, crystal, & metal in a 5' wide by 5' high line out to the end of range takes 20d6 sonic damage. Creatures holding such an item may make a Reflex save to negate. If successful, the item does not take damage from effects b) & c).
- All creatures within a Cone take 10d6 damage, are Stunned for 1 round, & are Deaf for 4d6 rounds. A successful Fortitude save halves the damage & the time of deafness, and negates the stunning.
- All brittle or crystalline objects (or creatures) take 1d6 sonic damage per level (max 20d6). Creatures holding such an item may make a Reflex save to negate.

Otiluke's Telekinetic Sphere(PH p233)

<Evoc[force], VSM(crystal, gum arabic, magnets), 1StdAct, Close-range, 1'/1vl diameter sphere, 1min/1vl(D), RefNeg>

– Force globe protects but traps one subject small enough to fit within it. Anything within the sphere weighs $\frac{1}{16}$ th of normal. The caster can telekinetically move the sphere anywhere within Medium-range at a rate of 30' assuming the contents of the sphere weighed no more than 5,000 pounds. The caster can move the sphere from within.

Sunburst(PH p261)

<Evoc, VSM(sunstone, fire)/DF, 1StdAct, Long-range>

– A 10'/1vl burst of light & heat is centered on the caster. Damage is based on creature type:

Type	Effect
Undead	1d6/1vl (max 20d6) (Ref $\frac{1}{2}$) & destroyed if vulnerable to sunlight (RefNeg).
Oozes	1d6/1vl (max 20d6) (Ref $\frac{1}{2}$).
others	3d6 (Ref $\frac{1}{2}$) & <u>Blind</u> (RefNeg).

Zajimarn's Field of Icy Razors(MoF p135)

<Evoc[cold], VSF(50gp silver shuriken shaped like a snowflake), 1StdAct, Medium-range, 1min/1vl>

– One 10' square per level is filled with razor sharp ice shards. Any creature in the area of effect takes 2d4 damage + 1d6 +1/1vl cold damage (no save) and suffer leg & foot injuries which reduce the creature's movement to $\frac{2}{3}$ 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**Screen**(PH p247)

<Ill[glamer], VS, 10Min, Close-range, 1day, no SR>

– The caster can make any or all objects Invisible in an area of one 30' cube per level (laid out in any way desired by the caster). Scrying always sees the illusion, while local onlookers get a Will save to disbelieve if there is a reason to doubt what is seen.

Shifting Paths(DR291 p46)

<Ill[figment](glam), VS, 10Minutes, Medium-range, 1hr/1vl, WillNeg>

– Hides the real path and creates an illusionary path in a 1 mile + 1 mile per level area. Will save to see the actual path & know the other if fake.

Stalking Spell(DR291 p46)(Sav p71)

<Ill[glamer], VS, 10Minutes, Touch, 1hr/1vl(D)>

– Makes the subject Invisible, silent, scentless, doesn't set of tremor-sense, and immune to *Faerie Fire*, *Glitter Dust*, & *See Invisible*. Attacking doesn't break this spell.

Necromancy**Clone**(PH p184)

<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 new body rots away (unless preserved).

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.

Horrid Wilting(PH p215)

<Necro, VSM(sponge)/DF, 1StdAct, Long-range, Fort $\frac{1}{2}$ >

– All living creatures in a 60' area takes 1d8 damage per level (max 25d8) from dehydration. Water Elements & Plants get a –2 penalty on their save.

Negative Energy Aura(DR304 p37)

<Necro[evil], VSM(bone from an undead), 1StdAct, Personal, 1rnd/1vl(D)>

– The caster is surrounded by a negative energy aura that has the following effects:

- the caster receives 5hp per round of Negative Energy Damage.
- any attacker who hits the caster with a non-reach melee weapon takes 1d6 +1/1vl Negative Energy Damage.

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.

Steal Life(BoVD p106)

<Necro[evil], VS, 1StdAct, Close-range, Concentration, FortNeg>

– Each round the caster maintains concentration, the target living humanoid takes 1 ability Drain. The caster chooses which ability to drain first, but cannot drain any single ability again until the other 5 have been drained too (i.e., in each 6 round period, all 6 ability scores will be drained by 1). When the target's Constriction drops to 0, the target is dead & no more draining can be done.

If the caster is slain while still concentrating on the spell, all drained ability scores are restored.

If cast on the night of the full moon, the caster's body loses 1 week of age for each point of ability score he/she drains.

This spell can only be cast in an area under the effect of a *Desecrate* or *Unhallow* spell.

Transmutation**Bestow Greater Curse**(BoVD p85)

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

– 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*, or *Remove Curse*. It can be removed with a *Wish* or *Miracle*.

Blackstaff(MoF p81)

<Trans, VS, 1StdAct, Touch, 1rnd/1vl(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 loose 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.

Call upon Fiendish Heritage(DR304 p38)

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

– The caster who has fiendish ancestry (i.e., a Tiefeling, a Fiendish creature, or a Half-Fiend) becomes a full Fiend for a while:

- immunity to poison;
- gain Darkvision 60';
- Damage Reduction 10 / +1;
- able to communicate telepathically with any creature within 60'; &
- Acid Resistance 20, Cold Resistance 20, & Fire Resistance 20.

Dream Travel(MotP p202)

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

– The caster and up to 1 additional touched subject per level physically travel to the Region of Dreams. Unwilling subjects are allowed a Will save to resist. In addition to experiencing the variety of images generated by all the dreamers in the area, travel in the Region of Dreams is faster than traveling in the waking world, allowing the caster to end the spell in a distant place from where he/she started.

Etherealness(PH p201)

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

– The caster & up to 1 subject per 3 levels becomes ethereal, along with their equipment.

Flame Whips(Sav p66)

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

– The caster's hands & arms become flaming whips which do 5d6 + 1/1vl (max +20) fire damage. While this spell is in effect, the caster cannot cast spells with material component, use natural attacks with those limbs, & any magic items worn on the changed body locations are suppressed.

Greater Extra Ability(DR304 p39)

<Trans, VSM(sand), FreeAction, Personal>

- In the round that this spell is cast as a Free Action, the caster can use one of its Spell-Like Abilities without using a “charge”. The ability only works with Spell-Like Abilities that mimic spells of 7th level or lower.

This spell counts the round’s “Quickened” spell.

Iron Body(PH p218)

<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 50/+3;
- 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 you cannot breath or drink, you 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.

Mass Manifest(MotP p36)

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

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

Maximize Venom(DR304 p38)

<Trans, SM(700+ gp dose of poison)/DF, 1StdAct, Touch, 1rnd/lvl>

- Touched creature with a natural poison attack has the ability damage / drain dealt by its poison always do the maximum.

Polymorph Any Object(PH p236)

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

- 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). The spell can also mimic the following spells: *Flesh to Stone*, *Polymorph Other*, *Stone to Flesh*, *Transmute Mud to Rock*, *Transmute Rock to Mud*, *Transmute Water to Dust*.

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.

Soul’s Treasure Lost(BoVD p104)

<Trans, VSM(500gp ruby), 1StdAct, Close-range, Instantaneous, FortNeg>

- The most valuable object in the target’s creature’s possession is disintegrated.

Universal**Symbol**(PH p261)(MoF p127)+

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

-or-

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

- Creates one of the following “quickly scribed” symbols in the air that effects all creatures within 60’, except those the caster exempts (must be within 60’ at the casting time):

Fear[mind][fear] – All creatures become Panicked (WillNeg).

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

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

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

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

9th Level**Abjuration****Absorption**(T&B p85)

- <Abj, VS, 1StdAct, Personal, until expended up to 10min/lvl>
- 1d4+6 levels of spells that personally target the caster at a range are absorbed. This spells does not absorb ‘area effect’ or ‘touch’ spells. If only partial spell levels are absorbed, damage spells loose the appropriate number of damage dice & other spells have a chance of taking effect proportional to the percentage of its levels absorbed. The caster may use the absorbed levels to power his/her own spells without consuming a slot.

Elminster’s Effulgent Eputation(MoF p91)

- <Abj, VS, 1StdAct, until discharged up to 10min/lvl>
- Creates one small, floating, silvery sphere per level which may be moved independently as a Standard Action (by default, they surround & follow the caster). Any hostile spell or spell-like effect that comes in contact with the spheres is negated, though for each spell level of the negated spells, 1 sphere is discharged. If not enough spheres are available to totally negate a spell, the spell goes off normally & no spheres are negated.

Freedom(PH p207)

- <Abj, VS, 1StdAct>
- Releases target creature from any magics restricting its movement. 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 p217)

- <Abj[touch attack], VS, 1StdAct, Touch, no save>
- Touched target goes into Suspended Animation & is hidden within a sphere deep below the earth. 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:
 - a) non-chaotic creatures take 1hp/lvl force damage (Will½);
 - b) 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 p230)

- <Abj, V, 1StdAct, Close-range, Instantaneous>
- All magical effects & items in a 30’ radius burst are disrupted.
 - a) The caster’s spells & items are safe;
 - b) There is a 1% per caster level chance of destroying an *Antimagic Field*. If destroyed, all spells & items within it are effected, otherwise they are immune.
 - c) Spells & magical effects vulnerable to *Dispel Magic* are dispelled;
 - d) Magic items must make a Will save or loose all their magic. Items in a creature’s possession may use its Will base if better;
 - e) There is a small chance that any Artifact in the area will have its magic destroyed, but this usually results in the destruction of the spellcaster too.

Prismatic Sphere(PH p238)

- <Abj, V, 1StdAct, 10min/lvl>
- 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 sphere is immune to *Dispel Magic*, *Greater Dispelling*, and *Antimagic Sphere*, but not *Mordenkainen’s Disjunction*. 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 20hp)
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)

Unbinding(DotF p91)

- <Abj, VSM(loadstone, saltpeter)/DF, 1FullRound>
- All binding spells within 180’ 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*. Pending magical effects, such as *Magic Mouth* & *Imbue with Spell Ability*, are discharged. *Geas/Quest* spells whose caster level is lower are negated. 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 +5 weapon for bypassing Damage Reduction;
 - f) Considered a Force effect for hitting ethereal & incorporeal creatures;
 - g) Can bypass magical barriers (not including *Antimagic Field*) of a lesser level than itself;
 - h) Does not get or help give flanking bonuses
 Countered by *Gate*.
 Dispelled by *Dimensional Anchor*.

Gate(PH p207)

- <Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>
- Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.
 - or–
 - <Conj(call)[variable alignment/element], VS, 1StdAct, Medium-range, Instantaneous, no save, no SR>
 - Calls & controls one or more Outsiders to perform a task. The caster may target:
 - a) 2 or more Outsiders of the same type whose total HD is no more than the caster level are called & controlled.
 - b) a single non-unique / divine Outsider of up to 2x the caster level can be called & controlled.
 - c) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is never controlled.
 A controlled creature may not attack the caster & may not leave until a task is at least discussed. The assigned task can be “short” or “long” term:
 - a) Any task which requires no more than 1rnd/lvl to complete can be assigned without a ‘contract’ (i.e., no payment).
 - b) A “long term” task requires a ‘contract’, which entitles the summoned creature(s) to be fairly paid when the task is completed.

Power Word, Kill(PH p237)

- <Conj(creat)[death], V, 1StdAct, Close-range, no save>
- This spell either
 - a) kills one target with 100 hp or less; or
 - b) kills up to 200 hp of creatures in a 15’ sphere who each have 20 hp or less.

Sphere of Ultimate Destruction(UE p52)

- <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-Equivalent action, the caster can have the sphere fly up to 30’ and attempt a touch attack on a creature or object. If successful, the target must make a Fortitude save or be disintegrated (5d6 damage on a successful save). The sphere can also destroy one 5’ cube of matter each round.

Summon Monster IX(PH p259)

- <Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Full-Round, 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 |

Utterdark(BoVD p108)

- <Conj(creat)[evil], VSM(6’ black stick, humanoid blood), 1Hour, 1hr/lvl>
- Magical darkness fills a 100’/lvl radius spread around the caster. Evil creatures may see through the darkness as if the area was just shadowy. The darkness cannot be dispelled by any light spells.

Vile Death(Sav p71)

<Conj[call][evil], VSM(brimstone)/DF, 1Hour, Touch, Permanent(D), WillNeg>

- The caster binds a fiendish spirit into body of a corporeal undead, granting the undead the Fiendish Template. Both the fiend and the undead are allowed Will saves to negate the spell, but both have the option of voluntarily failing the save if caster makes the terms pleasing (such as a guarantee to end the spell after a certain period of time, etc.).

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 Prone, but take no extra damage

Divination**Foresight**(PH p207)

<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, 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 p197)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 1day/lvl, WillNeg>

- Telepathically control any one creature, though control is very limited if the two do not share a language. Actions against the target's nature result in a new save with a bonus of up to +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.

Mindraper(BoVD p99)

<Ench[mind][evil], VS, 1StdAct, Medium-range, Instantaneous, WillNeg>

- The caster enters the target's mind & learns everything he/she knows. In addition, the caster can do the following:
 - Add or erase memories. The target's original memories can only be restored with a *Wish* or a *Miracle*.
 - Alter emotions & opinions, even change the target's alignment. These changes can be removed with a *Break Enchantment*.

Evocation**Bigby's Crushing Hand**(PH p178)

<Evoc, VSF(egg shell)M(snakeskin glove)/DF, 1StdAct, Medium-range, 1rnd/lvl(D)>

- 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's level+ the caster's primary stat bonus; Grapple check: +16+caster's level+ the caster's primary stat bonus; Damage: 2d6+12 normal damage)
- The hand also provide $\frac{9}{10}$ th cover for the caster against that target. The target can be changed as a Standard Action. The hand has the caster's normal hit points & saving throw, is AC 20.

Chain Contingency(T&B p86)

<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 up to 3 spells to be cast automatically upon himself when a condition (set at cast time) occurs. The 3 spells can all be cast simultaneously, or can be cast 1/rnd. The preset spell can be no higher than $\frac{1}{3}$ rd the caster's level (rounded up, max 6th).
- A caster may have only one *Contingency*-class spell at any given time.

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 $\frac{1}{3}$ rd the caster's level (rounded up, max 6th).

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.

Meteor Swarm(PH p227)

<Evoc[fire], VS, 1StdAct, Long-range>

- Sends either 8 small –or– 4 large spheres of fire in a straight line to a point where they explode.
 - Any creature in the path of the spheres takes 24d6 fire damage (no save).
 - Each small sphere explodes for 3d6 fire damage in a 7½' radius (Ref½).
 - Each large sphere explodes for 6d6 fire damage in a 15' radius (Ref½).

In each case, the exploding spheres overlap at the target point, causing cumulative damage. See the table at (PH p227) for the full display of overlapping damage.

Illusion**Weird**(PH p272)

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

- 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, & loses 1d4 Strength for 10 minutes.

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

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

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

Energy Drain(PH p199)

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

- Target gains 2d4 Negative Levels.

Hide Life(T&B p91)

<Necro, VSM(small silver sickle)X(5,000), 1Day, Personal>

- The caster locks away his/her life force into the left little finger, which is then removed with a silver sickle. As long as the finger is intact, the caster is only Staggered when normally damage and/or a spell would make the caster disabled, dying, or dead.

Soul Bind(PH p254)

<Necro, VSF(gem worth 1,000gp per HD of target), 1StdAct, Close-range, Permanent, WillNeg, no SR>

- When cast on a body which has been dead no more than 1rnd/lvl, the body's soul becomes trapped in the focus gem. If the gem is not worth 1,000gp per HD of the target, it shatters & the spell fails. Once the soul is trapped, the spells *Clone*, *Raise Dead*, *Reincarnation*, *Resurrection*, etc., cannot be successfully cast on the target until the spell is dispelled, or the gem is shattered.

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 p269)

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

- One living creature per level in a 30' area dies, counted from the point of origin outward.

Transmutation

Alamanther'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 8th level or less that he/she has observed. The duplicated magic can be arcane or divine & be from any school of magic.

Awaken Construct(Sav p63)

<Trans, VSM(fresh humanoid brain)X(5,000), 8Hours, Touch, Instantaneous>

- The touched humanoid-shaped Construct gains human-like sentience. It is independent of both the caster and its original creator, but initially it feels friendly toward both.

Incarnate Construct(Sav p67)

<Trans, VSM(fresh humanoid heart)X(5,000), 8Hours, Touch, Instantaneous>

- The touched humanoid-shaped Construct becomes a living creature by gaining the Incarnate Construct Template(Sav p120). It is independent of both the caster and its original creator, but initially it feels friendly toward both.

Planar Pocket(DR304 p40)

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

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

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

Refuge(PH p243)

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

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

Shapechange(PH p250)(T&B p94)+

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

- Take a new form, which can be changed each round as Free Action. The new form:

- can be from flea-sized to 200' in diameter;
- can be any non-unique creature or object;

The caster gets the following from the new form:

- Strength, Dexterity, & Constitution;
- natural armor & weapons;
- natural movement, like swimming & flying;
- extraordinary abilities.

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

- breath weapons, petrification;
- supernatural movement, such as *Blink*;
- ability to use extra limbs in combat; and
- 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 on Disguise checks;
- gain 1 day's natural healing; and
- if slain, return to original form.

Simbul's Spell Trigger(MoF p118)

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

- Creates a magical container for spells. For the four rounds after the matrix is created, the caster can transfer one spell per round of up to 7th level whose casting time is no more than 1 full round into the container. Each transferred spell causes the caster to loose 1d6hp which cannot be healed until this spell ends.

The caster may 'link' two or more spells of up to 4th level together. The linked spells are cast out of the matrix as a single spell.

The caster may designate any spell or linked spells in the matrix 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 caster may cast one spell out of the matrix each round as a Free Action (as if the spell were cast, this spell ends).

Teleportation Circle(PH p265)

<Trans[teleport], VM(1,000gp amber), 10Minutes, Touch, 10min/lvl(D)>

- Create an invisible circle up to 5' radius on the floor, ground, etc. Anyone stepping into the circle is teleported safely to a familiar destination chosen at casting time. Note that any subjects must be willing.

Temporal Stasis(PH p265)

<Trans[touch attack], VSM(5,000gp of diamond, emerald, ruby, & sapphire powder), 1StdAct, Touch, Permanent, no save>

- Puts touched target into Suspended Animation.

Time Stop(PH p265)

<Trans, V, 1StdAct, Personal>

- The caster steps out of time, gaining 1d4+1 rounds. During this time, the caster cannot harm others & any spells targeting others don't take effect until time takes effect. The caster cannot pass through antimagic fields or magic circles.

Universal

Wish(PH p273)(FAQ)+

<Univ, VSX(5,000), 1StdAct>

- The Caster may do any one of the following:

- Caster may do any one of the following:
 - Caster may do any one of the following:
 - Caster may do any one of the following:

	Wizards Spell	Any Class
non-prohibited	8 th	6 th
prohibited	7 th	5 th

The spell has all the normal restrictions, such as allowing a saving throw, except that it is treated as a 9th level spell & any material components worth less than 10,000gp can be ignored;

- This spell can be used to break harmful spells, such as *Insanity* and *Geas/Quest*;
- 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;
- Remove one type of injury or affliction (such as poison) from 1 subject/lvl;
- Recreate a creature's body so that it can be resurrected.
- Transport 1 subject/lvl to any location in any plane of existence;
- Undo misfortune (i.e., force a reroll) of an event within the last round;
- 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.

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

Augmented with the monsters listed in DR306 p42, DR307, and the Fiend Folio.

Summon Monster I (up to CR1)

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

Summon Monster II (CR1)

Battleloth, Arrow [evil] (DR306 p39)	Fiendish Hyena (as Wolf) [evil] (MM p204) & (MM p211)	Fiendish Wolf [evil] (MM p204) & (MM p211)	Planetouched, Chaond [n/a] (MM2 p170)
Bladeling [lawful] (MM2 p31)	Fiendish Octopus [evil] (MM p199) & (MM p211)	Githyanki [evil] (MotP p174)	Planetouched, Zenythri [n/a] (MM2 p171)
Celestial Eagle [good] (MM p196) & (MM p211)	Fiendish Shark (medium) [evil] (MM p200) & (MM p211)	Githzerai [n/a] (MotP p176)	
Devil, Lemure [evil][lawful] (MM p48)	Fiendish Squid [evil] (MM p201) & (MM p211)	Kaorti [evil] (FF p108)	
Ether Scarab [n/a] (MM2 p94)	Fiendish Snake, Viper (tiny) [evil] (MM p201) & (MM p211)	Nerra, Varoot [n/a] (FF p130)	

Summon Monster III (CR2)

Azer [lawful][fire] (MM p22)	Demon, Dretch [evil][chaotic] (MM p41)	Fiendish Crocodile [evil] (MM p195) & (MM p211)	Paraelemental, Magma (small)[earth][fire] (MotP p181)
Baccae [n/a] (FF p18)	Demon, Abyssal Maw [evil][chaotic] (MM2 p57)	Fiendish Dire Bat [evil] (MM p57) & (MM p211)	Paraelemental, Ooze (small)[earth][water] (MotP p183)
Battleloth, Axe [evil] (DR306 p40)	Demon, Abyssal Skulker [evil][chaotic] (MM2 p57)	Fiendish Dire Weasel [evil] (MM p56) & (MM p211)	Paraelemental, Smoke (small)[air][fire] (MotP p184)
Battleloth, Crossbow [evil] (DR306 p40)	Devil, Imp [evil][lawful] (MM p48)	Fiendish Giant Lizard [evil] (MM p198) & (MM p211)	Planetouched, Fey'ri [n/a] (MMF p72)
Battleloth, Pick [evil] (DR306 p40)	Elemental, Air (small) [air] (MM p81)	Fiendish Ape [evil] (MM p193) & (MM p211)	Planetouched, Tanarukk [n/a] (MMF p72)
Celestial, Lantern Archon [good][lawful] (MM p29)	Elemental, Earth (small) [earth] (MM p82)	Fiendish Leopard [evil] (MM p198) & (MM p211)	Salamander, Flamebrother [fire] (MM p159)
Celestial Bison [good] (MM p194) & (MM p211)	Elemental, Fire (small) [fire] (MM p83)	Fiendish Wolverine [evil] (MM p204) & (MM p211)	Stone Spike [earth] (MM2 p191)
Celestial Bear, Black [good] (MM p193) & (MM p211)	Elemental, Water (small) [water] (MM p84)	Fiendish Shark (large) [evil] (MM p201) & (MM p211)	Thoqqua [earth][fire] (MM p175)
Celestial Dire Badger [good] (MM p56) & (MM p211)	Fiendish Boar [evil] (MM p194) & (MM p211)	Fiendish Snake, Viper (small) [evil] (MM p202) & (MM p211)	Vargouille [evil] (MM p182)
Celestial Wilora [good] (DR307 p34) & (MM p211)	Fiendish Snake, Constrictor (medium) [evil] (MM p201) & (MM p211)	Paraelemental, Ice (small) [air][cold] (MotP p181)	

Summon Monster IV (CR3)

Arrowhawk, Juvenile [air] (MM p19)	Demon, Skulvyn [evil][chaotic] (FF p54)	Fire Bat [fire] (MM2 p102)	Imp, Euphoric [evil][law] (FF p98)
Aoa, Droplet [n/a] (FF p15)	Devil, Advessa [evil][lawful] (MM2 p67)	Formian, Warrior [lawful] (MM p90)	Imp, Filth [evil][law] (FF p99)
Battleloth, Spiked Chain [evil] (DR306 p41)	Devil, Sand [evil][lawful][earth] (DR306 p37)	Giant Eagle [n/a] (MM p102)	Magmin [fire] (MM p130)
Battleloth, Sword [evil] (DR306 p42)	Ephemera, Dusk Beast [n/a] (MotP p169)	Giant Owl [n/a] (MM p103)	Nerra, Kalareem [n/a] (FF p128)
Celestial, Cervidal [good] (MM2 p43)	Fiendish Dire Ape [evil] (MM p57) & (MM p211)	Hell Hound [evil][lawful][fire] (MM p118)	Tojanida, Juvenile [water] (MM p177)
Celestial Lion [good] (MM p198) & (MM p211)	Fiendish Dire Wolf [evil] (MM p57) & (MM p211)	Howler [evil][chaotic] (MM p121)	Xorn, Minor [earth] (MM p187)
Demon, Abyssal Ravager [evil][chaotic] (MM2 p57)	Fiendish Snake, Viper (med.) [evil] (MM p202) & (MM p211)	Ice Serpent [air][cold] (MMF p62)	Yeth Hound [evil] (MM p188)
Demon, Quasit [evil][chaotic] (MM p41)	Fiendish Splinterwaif [evil] (DR307 p31) & (MM p211)	Imp, Bloodbag [evil][law] (FF p98)	Yugoloth, Skeroloth (FF p197)

Summon Monster V (CR4-5)

Abishai, Black [evil][lawful] (MMF p12)	Demon, Jovoc [evil][chaotic] (MM2 p58)	Fiendish Snake, Viper (large) [evil] (MM p202) & (MM p211)	Nightmare [evil] (MM p140)
Abishai, White [evil][lawful] (MMF p12)	Demon, Yochlol [evil][chaotic] (MMF p34)	Fiendish Dire Wolverine [evil] (MM p57) & (MM p211)	Paraelemental, Ice (med.) [air][cold] (MotP p181)
Achaierai [evil][lawful] (MM p15)	Demon, Water [evil][chaotic][water] (DR306 p32)	Fiendish Crocodile, Giant [evil] (MM p195) & (MM p211)	Paraelemental, Magma (med) [earth][fire] (MotP p181)
Arrowhawk, Adult [air] (MM p19)	Devil, Glass [evil][lawful][earth] (DR306 p34)	Fiendish Tiger [evil] (MM p203) & (MM p211)	Paraelemental, Ooze (med) [earth][water] (MotP p183)
Barghest, Greater [evil][lawful] (MM p22)	Devil, Spinagon [evil][lawful] (MotP p167)	Fiendish Griffon [evil] (MM p113) & (MM p211)	Paraelemental, Smoke (med.) [air][fire] (MotP p184)
Celestial, Hound Archon [good][lawful] (MM p29)	Elemental, Air (med.) [air] (MM p81)	Fiendish Girallon [evil] (MM p104) & (MM p211)	Rast [evil] (MM p154)
Celestial, Lupinal [good] (MM2 p43)	Elemental, Earth (med.) [earth] (MM p82)	Fiendish Snake, Giant Constrictor [evil] (MM p201) & (MM p211)	Ravid [n/a] (MM p154)
Celestial Bear, Brown [good] (MM p193) & (MM p211)	Elemental, Fire (med.) [fire] (MM p83)	Genie, Djinni [good][chaotic][air] (MM p94)	Salamander, Average [fire] (MM p159)
Celestial Dire Lion [good] (MM p57) & (MM p211)	Elemental, Water (med.) [water] (MM p84)	Genie, Janni [n/a] (MM p94)	Shadow Mastiff [evil] (MM p162)
Celestial Pegasus [good] (MM p148) & (MM p211)	Energon, Xag-Ya [n/a] (MotP p168)	Half-Fiend Draegloth [evil][chaotic] (MMF p59)	Sylph [air] (MM2 p192)
Celestial Whale, Orca [good] (MM p204) & (MM p211)	Energon, Xeg-Yi [n/a] (MotP p168)	Half-Fiend, Durzagon [evil][lawful] (MM2 p124)	Tojanida, Adult [water] (MM p177)
Demon, Air [evil][chaotic][air] (DR306 p27)	Fiendish Dire Boar [evil] (MM p57) & (MM p211)	Marrash [evil][lawful] (MM2 p145)	Triton [water] (MM p178)
Demon, Ash [evil][chaotic][fire] (DR306 p29)	Fiendish Rhinoceros [evil] (MM p201) & (MM p211)	Mercane [lawful] (MotP p179)	
Demon, Earth [evil][chaotic][earth] (DR306 p29)	Fiendish Shark (large) [evil] (MM p200) & (MM p211)	Myrlochar [evil][chaotic] (MMF p66)	

Summon Monster VI (CR6-7)

Abishai, Blue [evil][lawful] (MMF p13)	Devil, Amnizu [evil][lawful] (MM2 p67)	Elemental, Fire (large) [fire] (MM p83)	Paraelemental, Magma(large)[earth][fire] (MotP p181)
Abishai, Green [evil][lawful] (MMF p12)	Devil, Barbazu [evil][lawful] (MM p48)	Elemental, Water (large) [water] (MM p84)	Paraelemental, Ooze (large) [earth][water] (MotP p183)
Belker [air] (MM p26)	Devil, Coal [evil][lawful][fire] (DR306 p33)	Fiendish Snake, Viper (huge) [evil] (MM p202) & (MM p211)	Paraelemental, Smoke (large) [air][fire] (MotP p184)
Breathdrinker [evil][air] (MM2 p39)	Devil, Erinyes [evil][lawful] (MM p49)	Formian, Taskmaster [lawful] (MM p90)	Slaad, Mud [chaotic] (FF p157)
Celestial Dire Bear [good] (MM p58) & (MM p211)	Devil, Hellcat [evil][lawful] (MM p48)	Formian, Winged Warrior [law] (FF p78)	Slaad, Red [chaotic] (MM p166)
Celestial Unicorn [good] (MM p181) & (MM p211)	Devil, Kyton [evil][lawful] (MM p48)	Genie, Dao [evil][earth] (MotP p172)	Xill [evil][lawful] (MM p187)
Chaos Beast [chaotic] (MM p34)	Devil, Obsidian [evil][lawful][earth] (DR306 p36)	Invisible Stalker [air] (MM p123)	Xorn, Average [earth] (MM p187)
Demon, Armanite [evil][chaotic] (MotP p164)	Devil, Osyluth [evil][lawful] (MM p48)	Lillend [good][chaotic] (MM p128)	Yugoloth, Canoloth [evil] (MotP p187)
Demon, Fire [evil][chaotic][fire] (DR306 p30)	Devil, Spiked [evil][lawful][earth] (DR306 p38)	Nerra, Sillit [n/a] (FF p129)	Yugoloth, Mezzoloth [evil] (MotP p187)
Demon, Ice [evil][chaotic][cold] (DR306 p31)	Elemental, Air (large) [air] (MM p81)	Nishruu [chaotic] (MMF p67)	
Demon, Urdezu [evil][chaotic] (MotP p164)	Elemental, Earth (large) [earth] (MM p82)	Paraelemental, Ice (large) [air][cold] (MotP p181)	

Summon Monster VII (CR8-9)

Abishai, Red [evil][lawful] (MMF p13)	Devil, Malebranche [evil][lawful] (MM2 p67)	Galeb Duhr [earth] (MM2 p107)	Rilmani, Ferrumach [n/a] (FF p143)
Arrowhawk, Elder [air] (MM p19)	Devil, Narzugon [evil][lawful] (MotP p167)	Genie, Efreeti [evil][lawful][fire] (MM p94)	Salamander, Noble [fire] (MM p159)
Celestial, Avoral [good] (MM p29)	Dune Stalker [evil][earth] (MM2 p88)	Genie, Marid [chaotic][water] (MotP p173)	Slaad, Blue [chaotic] (MM p166)
Celestial Dweomervore [good] (DR307 p28) & (MM p211)	Elemental, Air (huge) [air] (MM p81)	Glimmerskin [n/a] (MM2 p114)	Slaad, Green [chaotic] (MM p166)
Celestial Elephant [good] (MM p197) & (MM p211)	Elemental, Earth (huge) [earth] (MM p82)	Immoth [air][water][cold] (MM2 p127)	Tojanida, Elder [water] (MM p177)
Demon, Bebilith [evil][chaotic] (MM p41)	Elemental, Fire (huge) [fire] (MM p83)	Night Hag [evil] (MM p140)	Vaporighu [evil] (MM2 p197)
Demon, Palrethee [evil][chaotic] (MM2 p58)	Elemental, Water (huge) [water] (MM p84)	Paraelemental, Ice (huge) [air][cold] (MotP p181)	Xorn, Elder [earth] (MM p187)
Demon, Succubus [evil][chaotic] (MM p41)	Ephemera, Ecalypse [n/a] (MotP p170)	Paraelemental, Magma (huge)[earth][fire] (MotP p183)	Yugoloth, Pisoloth (FF p196)
Demon, Zovvut [evil][chaotic] (MM2 p58)	Fiendish Dire Tiger [evil] (MM p58) & (MM p211)	Paraelemental, Ooze (huge)[earth][water] (MotP p183)	
Deva, Movani [good] (FF p57)	Fiendish Octopus, Giant [evil] (MM p199) & (MM p211)	Paraelemental, Smoke (huge) [air][fire] (MotP p184)	
Devil, Hamatula [evil][lawful] (MM p49)	Formian, Armadon [law] (FF p77)	Rakshasa [evil][lawful] (MM p153)	

Summon Monster VIII (CR10-11)

Celestial, Firre [good][chaotic] (MotP p162)	Elemental, Fire (great) [fire] (MM p83)	Paraelemental, Ice (greater) [air][cold] (MotP p181)	Yugoloth, Marraenoloth [evil] (MM2 p203)
Couatl [good][lawful] (MM p38)	Elemental, Water (great) [water] (MM p84)	Paraelemental, Magma (great)[earth][fire] (MotP p183)	Yugoloth, Yagnoloth [evil] (MM2 p203)
Devil, Cornugon [evil][lawful] (MM p49)	Fiendish Squid, Giant [evil] (MM p202) & (MM p211)	Paraelemental, Ooze (great)[earth][water] (MotP p183)	
Elemental, Air (great) [air] (MM p81)	Formian, Myrmarch [lawful] (MM p90)	Paraelemental, Smoke (great) [air][fire] (MotP p184)	
Elemental, Earth (great) [earth] (MM p82)	Maelephant [evil][lawful] (FF p120)	Slaad, Gray [chaotic] (MM p167)	

Summon Monster IX (CR12-13)

Celestial, Ghaele [good][chaotic] (MM p30)	Demon, Wastrilith [evil][chaotic] (FF p55)	Elemental, Fire (elder) [fire] (MM p83)	Paraelemental, Ooze (elder)[earth][water] (MotP p183)
Celestial, Leonal [good] (MotP p162)	Deva, Monadic [good] (FF p56)	Elemental, Water (elder) [water] (MM p84)	Paraelemental, Smoke (elder) [air][fire] (MotP p184)
Demon, Jarilith [evil][chaotic] (MM2 p60)	Devil, Lead [evil][lawful][earth] (DR306 p36)	Ethereal Slayer [evil][chaotic] (MM2 p96)	Rilmani, Cuprilach [n/a] (FF p142)
Demon, Ghour [evil][chaotic] (MMF p33)	Devil, Gelugon [evil][lawful] (MM p49)	Formian, Observer [law] (FF p77)	Slaad, Death [chaotic] (MM p167)
Demon, Goristro [evil][chaotic] (MotP p164)	Elemental, Air (elder) [air] (MM p81)	Paraelemental, Ice (elder) [air][cold] (MotP p181)	Yugoloth, Nycaloth [evil] (MotP p187)
Demon, Vrock [evil][chaotic] (MM p41)	Elemental, Earth (elder) [earth] (MM p82)	Paraelemental, Magma (elder)[earth][fire] (MotP p183)	

Summon Undead

Summon Undead I

Skeleton (medium) (MM p165)	Zombie (small) (MM p191)
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Summon Undead II

Skeleton (large) (MM p165)	Zombie (medium) (MM p191)
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Summon Undead III

Ghoul (MM p67)	Skeleton (huge) (MM p165)	Zombie (large) (MM p192)
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Summon Undead IV

Allip (MM p16)	Ghast (MM p67)	Zombie (huge) (MM p192)
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Summon Undead V

Mummy (MM p138)	Shadow (MM p161)	Vampire Spawn (MM p182)	Wight (MM p183)
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Permanency Table

Spell that can be made Permanent	Reference	Legal Target	Min Lvl	XP Cost
<i>Alarm</i> (PH p172) <Abj, VSF(tiny bell, silver wire)/DF, 1StdAct, Close-range, 2hrs/lvl(D), no SR> – If any creature of Tiny-size or larger passes through the warded 25' radius area without saying the password, an audible (bell) or mental (will wake caster) chime will occur.	PH p234	Location	9	500
<i>Comprehend Languages</i> (PH p186) <Div, VSM(soot, salt)/DF, 1StdAct, Personal, 10min/lvl> – Understands all spoken and written languages of the person or object touched.	PH p234	Self only	9	500
<i>Dancing Lights</i> (PH p190)(DR277 p119)+ <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 p234	Location	9	500
<i>Detect Magic</i> (PH p193)(FAQ)+ <Univ, VS, 1StdAct, 60'range, Concentration up to 1min/lvl, no SR> – Detects spells and magic items within 60'. A quarter circle can be checked each round.	PH p234	Self only	9	500
<i>Enlarge</i> (PH p200) <Trans, VSM(powdered iron), 1StdAct, Close-range, 1min/lvl> – One creature or object (up to 10 cubic feet / lvl) grows +10% per level (max +50%). Unwilling targets get a Fortitude save to negate. For each 20% enlargement, the target gains a +1 Enlargement bonus to Strength. Counters & dispels <i>Reduce</i> .	PH p234	Creature or Object	9	500
<i>Ghost Sound</i> (PH p209) <Ill(figment), VSM(wool/wax), 1StdAct, Close-range, 1rnd/lv(D), WillNeg> – Sounds of 4 people per level (max 20 people).	PH p234	Location	9	500
<i>Low-Light Vision</i> (MoF p106)(Sav p68)(UE p51) <Trans, VSM(small candle), 1StdAct, Touch, 1hr/lvl> – Subject sees twice as far under poor light.	Sav p60	Creature	9	500
<i>Magic Fang</i> (PH p223) <Trans, VS/DF, 1StdAct, Touch, 1min/lvl> – One natural weapon of touched creature gets +1 Enhancement bonus to attack and damage. This spell can be used on a humanoid to give it a bonus with either punching or kicking. If cast by a good druid, the natural weapon is also considered <u>Blessed</u> .	PH p234	Creature	9	500
<i>Read Magic</i> (PH p243) <Univ, VSF(prism), 1StdAct, Personal, 10min/lvl> – Reads scrolls & spellbooks at 1 page per min.	PH p234	Self only	9	500
<i>Resistance</i> (PH p245) <Abj, VSM(cloth)/DF, 1StdAct, Touch, 1min> – Subject gains +1 Resistance bonus on all saves.	PH p234	Creature or Object	9	250
<i>Darkvision</i> (PH p190) <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 p234	Self only	10	1,000
<i>Familiar Pocket</i> (T&B p88) <Univ, VSM(gold needle, cloth)F(garment/container), 1StdAct, Touch, 1hr/lvl(D)> – Creates an extradimensional hiding place for your familiar where it has <u>Full Cover & Full Concealment</u> . The pocket can be sealed or unsealed by your or your familiar (the pocket contains 1 hour of air).	T&B p84	Object	10	1,000
<i>Invisibility</i> (PH p217) <Ill(glamer), VSM(eyelash,gum arabic)/DF, 1StdAct, Touch, 10min/lvl> – Subject is <u>Invisible</u> until it attacks. Can effect an object of up to 100 lbs/lvl.	PH p234	Object	10	1,000
<i>Magic Mouth</i> (PH p224) <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 trigger must be within the spell's range in line-of-sight. The conditions must be based on visual and/or audible triggers, so the spell can be fooled by disguises, silence, etc.	PH p234	Location or Object	10	1,000
<i>See Invisibility</i> (PH p248) <Div, VSM(pinch of talc & silver powder), 1StdAct, Personal, 10min/lvl(D), no SR> – Reveals <u>Invisible</u> creatures or objects in a Medium-range <u>Cone</u> .	PH p234	Self only	10	1,000
<i>Web</i> (PH p271) (FAQ)+ <Conj, VSM(spider web), 1StdAct, Medium-range, 20' radius, 10min/lvl, RefNeg (see below)> – Fills 20' radius with sticky webs. If the Reflex save fails, the target is <u>Entangled</u> & can't move. To break free from the webs, make a Strength check vs. DC 20 or an Escape Artist check vs. DC 25. A <u>non-entangled</u> creature can move through the webs by making a Strength or Escape Artist check as a Full-Round action. The target can move 5' per 5 points the check <u>exceeds</u> 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.	PH p234	Location	10	1,000

Spell that can be made Permanent	Reference	Legal Target	Min Lvl	XP Cost												
<i>Arcane Sight</i> (T&B p85) <Div, VS, 1StdAct, Personal, 1min/lvl> – Able to see magic aura within 120', allowing you to know strength & school of all magic effects & items. By spending a full-round action scrutinizing a target, you 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. Note: The caster's eyes glow blue for the spell's duration.	T&B p84	Self only	11	1,500												
<i>Blindsight</i> (MoF p82)(MoFe)+ (Sav p63) <Trans, VS, 1StdAct, Touch, 1min/lvl> – Touched subject gains the Blindsight quality, allowing it to sense creatures within 30' even if they are <u>Invisible</u> or cloaked in darkness.	Sav p60	Creature	11	1,500												
<i>Cloud Wings</i> (Sav p64) <Trans, VS, 1StdAct, Touch, 1min/lvl> – The touched subject who can fly has its Flying speed increased by 30'.	Sav p60	Creature	11	1,000												
<i>Durability</i> (DR305 p67) <Trans, VS, 1StdAct, Touch, 1min/lvl> – The touched object of up to 10 cubic feet per level gains a Harness of 10. If the touched object is non-metallic armor, it receives the following changes: a) Armor bonus to AC increased by 1; b) Armor check penalty worsens by 1; & c) Arcane Spell Failure chance increases 5%.	DR305 p67	Object	11	1,500												
<i>Enhance Familiar</i> (T&B p88) <Univ, VS, 1StdAct, Touch, 1hr/lvl> – The caster's familiar gains a +2 Competence bonus on attacks, saves, & damage, and a +2 Dodge bonus on AC.	T&B p84	Creature	11	1,500												
<i>Fins to Feet</i> (Sav p66) <Trans, VS, 1Minute, Touch, 10min/lvl> – The touched subject's tail or finned feet are transformed into humanoid legs & feet. <table style="margin-left: 20px; border-collapse: collapse;"> <tr> <td style="text-align: center;">Size</td> <td style="text-align: center;">Movement</td> <td style="text-align: center;">Size</td> <td style="text-align: center;">Movement</td> <td style="text-align: center;">Size</td> <td style="text-align: center;">Movement</td> </tr> <tr> <td style="text-align: center;">up to Small</td> <td style="text-align: center;">20'</td> <td style="text-align: center;">Medium</td> <td style="text-align: center;">30'</td> <td style="text-align: center;">Large+</td> <td style="text-align: center;">40'</td> </tr> </table>	Size	Movement	Size	Movement	Size	Movement	up to Small	20'	Medium	30'	Large+	40'	Sav p60	Self Only	11	1,000
Size	Movement	Size	Movement	Size	Movement											
up to Small	20'	Medium	30'	Large+	40'											
<i>Gust of Wind</i> (PH p212) <Evoc, VSF(tiny bellows), 1StdAct, Medium-range, 1rnd, FortNeg> – Creates a powerful blast of air 10' wide by 10' high starting at the caster to the end of range.	PH p234	Location	11	1,500												
<i>Major Resistance</i> (Sav p68) <Abj, VSM(cloth)/DF, 1StdAct, Touch, 1hr/lvl> – Subject gains +3 Resistance bonus on all saves.	Sav p60	Creature or Object	11	1,000												
<i>Protection from Arrows</i> (PH p239) <Abj, VSF(turtle shell), 1StdAct, Touch, until discharged up to 10min/lvl> – Subject gains 10/+1 damage resistance to ranged weapons. The minimum magic to bypass the damage reduction goes up every 5 th level (10/+2 @ 5 th , up to 10/+5 @ 20 th). The spell discharges once it has prevented 10 hp per level (max 100 hp). A permanent <i>Protection from Arrows</i> never discharged due to excessive damage.	PH p234	Self only	11	1,500												
<i>Rapid Burrowing</i> (Sav p69) <Trans, VS/DF, 1StdAct, Touch, 1min/lvl> – The touched subject who can burrow has its Burrowing speed increased by 30'.	Sav p60	Creature	11	1,000												
<i>Scent</i> (MoF p115)(Sav p69) <Trans, VSM(herbs), 1StdAct, Touch, 1hr/lvl> – Subject gains the <u>Scent Ability</u> .	Sav p60	Creature	11	1,000												
<i>Shrink Item</i> (PH p252) <Trans, VS, 1StdAct, Touch, 1day/lvl(D)> – Shrink touched non-magical object of up to 2 cubic feet per level to 1/12 th its normal size & optionally turn it into cloth. A permanent <i>Shrink Item</i> can be enlarged & shrunk by the caster as often as desired by touch.	PH p234	Object	11	1,500												
<i>Stinking Cloud</i> (PH p256) <Conj(creat), VSM(rotten eggs/skunk cabbage leaves), 1StdAct, Medium-range, 1rnd/lvl, FortNeg> – Creates a 30' radius by 20' high <u>Cloud</u> of noxious fog. Everyone within the cloud must make a Fortitude save each round or be <u>Nauseated</u> , which remains until the target has been out of the cloud for 1d4+1 rounds. The cloud can be dispersed by strong wind.	PH p234	Location	11	1,500												
<i>Tongues</i> (PH p265) <Div, VM(small clay ziggurat)/DF, 1StdAct, Touch, 10min/lvl, no SR> – The touched subject can understand & speak any intelligent creature's language.	PH p234	Self only	11	1,500												
<i>Transparency</i> (DR305 p67) <Trans, VS, 1StdAct, Close-range, 1min/lvl> – Up to 10 cubic feet per level of contiguous material becomes transparent. It is not necessary to make an entire object transparent. Although it can be seen through, the object still blocks 'line of effect'.	DR305 p67	Object	11	1,500												
<i>Wings of the Sea</i> (Sav p72) <Trans, SM(water), 1StdAct, Touch, 1min/lvl> – The touched subject that has a swim speed already has it increased by 30'.	Sav p60	Creature	11	1,000												

Spell that can be made Permanent	Reference	Legal Target	Min Lvl	XP Cost												
<i>Fortify Familiar</i> (T&B p89) <Univ, VS, 1StdAct, Touch, 1hr/lvl> – The caster’s familiar gains a +2 Enhancement bonus to its Natural Armor, has a 25% chance to avoid extra damage due to critical hits & sneak attacks, & gains 2d8 temporary hp.	T&B p84	Creature	12	2,000												
<i>Solid Fog</i> (PH p253) <Conj(creat), VSM(powdered peas, powdered hoof), 1StdAct, Medium-range, 1min/lvl> – Creates a 30’ radius by 20’ high <u>Cloud</u> of fog. Movement in the cloud is slowed to $\frac{1}{10}$ th of normal. Melee attacks & damage have a –2 penalty & prevent ranged attacks. The cloud can only be dispersed by severe wind.	PH p234	Location	12	2,000												
<i>Wall of Fire</i> (PH p269) <Evoc[fire], VSM(phosphorus)/DF, 1StdAct, Medium-range, Concentrations + 1rnd/lvl> – Creates a opaque 20’ tall wall of 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 will destroy 5’ of wall.	PH p234	Location	12	2,000												
<i>Air Breathing</i> (Sav p63) <Trans, SM(straw)/DF, 1StdAct, Touch> – The touched living subjects of the spell can breathe air freely (the subject also keeps any ability to breath underwater it previously had). 2hrs/lvl duration is evenly split between all the subjects. Counters and dispels <i>Water Breathing</i> .	Sav p60	Creature	13	1,500												
<i>Bridge of Sound</i> (Sav p63) <Conj(creat)[sonic], VS/DF, 1StdAct, Close-range, Concentration + 1rnd/lvl> – Creates an invisible, unbreakable bridge 5’ wide, 1” thick, & 10’/lvl long. It must be anchored at each end, but may be at any angle. Any object that weighs more than 200 pounds per caster level sinks through the bridge, but does not break it. Suppressed by <i>Silence</i> .	Sav p60	Location	13	1,500												
<i>Fuse Arms</i> (Sav p66) <Trans, VS, 1StdAct, Touch, 10min/lvl> – Touched subject with at least 4 arms or tentacles ends up with 2 arms / tentacles. For every <u>pair</u> of limbs that are “removed”, the resulting limbs gain +4 Strength (but not the body as a whole).	Sav p60	Creature	13	1,500												
<i>Girallon’s Blessing</i> (Sav p66) <Trans, VSM(girallon hair), 1StdAct, Touch, 10min/lvl> – The touched subject gains an extra pair of arms for every 4 levels up to the maximum allowed by its body size: <table style="margin-left: 20px; border: none;"> <tr> <td><u>Size</u></td> <td><u>Max Limbs</u></td> <td><u>Size</u></td> <td><u>Max Limbs</u></td> </tr> <tr> <td>Small</td> <td>1 extra pair</td> <td>Large</td> <td>3 extra pairs</td> </tr> <tr> <td>Med.</td> <td>2 extra pairs</td> <td>Huge+</td> <td>4 extra pairs</td> </tr> </table> Extra limbs <u>do not</u> allow extra attacks, but the subject could use a two-handed weapon & a shield, etc.	<u>Size</u>	<u>Max Limbs</u>	<u>Size</u>	<u>Max Limbs</u>	Small	1 extra pair	Large	3 extra pairs	Med.	2 extra pairs	Huge+	4 extra pairs	Sav p60	Creature	13	1,500
<u>Size</u>	<u>Max Limbs</u>	<u>Size</u>	<u>Max Limbs</u>													
Small	1 extra pair	Large	3 extra pairs													
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<i>Mordenkainen’s Private Sanctum</i> (T&B p93) <Abj, 10Min, Close-range, 24hours> – Creates an area of 30 cubic feet per level, shaped however the caster desires. The area cannot be seen into from the outside, nor can sound from the inside be heard. Divinations cannot enter the area, including <i>Arcane Eye</i> . Anyone can enter or leave the area at will.	T&B p84	Location	13	2,500												
<i>Otiluke’s Dispelling Screen</i> (T&B p94)(DR306 p69) <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.	T&B p84	Location	13	2,500												
<i>Spiritwall</i> (T&B p96) <Necro, VSM(faceted 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 targets within 60’ of the side you designate must make a Will save or be <u>Panicked</u> for 1d4 rounds. The wall provides $\frac{9}{10}$ th <u>Cover</u> , <u>Full Concealment</u> , is opaque, & blocks magical effects. Touching the wall deals 1d10 damage, while stepping through it also requires a Fortitude save to avoid getting one <u>Negative Level</u> .	T&B p84	Location	13	2,500												
<i>Wall of Force</i> (PH p269)(FAQ)+ <Evoc[force], VSM(clear gem), 1StdAct, Close-range, 1min/lvl(D), no SR> – Creates an invisible, immobile vertical wall of up to one 10’ square per level –or– a sphere or hemisphere of 1’ radius per level. The wall is immune to all damage & most magic (including <i>Dispel Magic</i>). Spells cannot go through the wall, but gaze attacks can. Dispelled by <i>Disintegrate</i> & <i>Mordenkainen’s Disjunction</i> . Immune to <i>Dispel Magic</i> .	PH p234	Location	13	2,500												
<i>Extend Tentacles</i> (Sav p66) <Trans, V, 1StdAct, Personal, 1rnd/lvl> – The caster’s tentacles grow 5’ longer. If cast by a Medusa, its snakes grow 5’ longer, allowing them to attack with a 10’ reach & gaining the ability to grapple opponents.	Sav p60	Self Only	15	2,000												

Spell that can be made Permanent	Reference	Legal Target	Min Lvl	XP Cost
<p><i>Illusory Pit</i>(Sav p67) <Ill(figurement), VS, 1StdAct, Close-range, Permanent, WillDisbelief, no SR> – Creates an illusory pit that is 10' by 10' at the mouth & 20' deep. The contents of the pit is designated by the caster when created. If cast on the floor, the pit can be walked over & any object dropped "into the pit" will seem to levitate at its mouth. If cast over an opening, a dropped object will fall through the bottom of the pit.</p>	Sav p60	Location	15	2,000
<p><i>Improved Blindsight</i>(Sav p67) <Trans, VS, 1StdAct, Touch, 1min/lvl> – Touched subject gains the Blindsight quality, allowing it to sense creatures within 60' even if they are <u>Invisible</u> or cloaked in darkness.</p>	Sav p60	Creature	15	2,500
<p><i>Otiluke's Greater Dispelling Screen</i>(T&B p94) <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.</p>	T&B p84	Location	15	3,500
<p><i>Phase Door</i>(PH p235) <Conj(creat), V, 1StdAct, Touch, 1use/2lvls> – Creates an ethereal passage 5' wide by 8' high by 1'/lvl deep 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. A permanent <i>Phase Door</i> never runs out of uses & is often has an object as a trigger.</p>	PH p234	Location	15	3,500
<p><i>Weapon of Energy</i>(Sav p72) <Evoc[variable energy], VS/DF, 1StdAct, Touch, 1rnd/lvl> – The touched weapon does extra 'acid', 'cold', 'electricity', 'fire', or 'sonic' damage (chosen at casting time). On a normal hit, the weapon does +1d6 damage. On a critical hit, it does an additional +1d10 damage if it is x2, +2d10 if it is x3, etc. Energies of the same type do not stack (casting this spell set for 'fire' would not do +2d6 fire damage on a hit, but 'fire' & 'cold' would do +1d6 fire & +1d6 cold).</p>	Sav p60	Object	15	2,000
<p><i>Dimensional Lock</i>(T&B p87)(MoF p89)(MoFe)+ <Abj, 1StdAct, Medium-range, 1day/lvl> – All extradimensional travel (in or out) is blocked in a 15' radius, including <i>Teleport</i>, <i>Blink</i>, <i>Gate</i>, <i>Plane Shift</i>, <i>Etherealness</i>, etc.</p>	T&B p84	Location	16	4,000
<p><i>Symbol</i>(PH p261)(MoF p127)+ <Univ, VSM(5,000gp of diamond & opal, mercury, phosphorus), 10Minutes or more, Touch, until discharged then 10min/lvl> – Creates one of the following "carefully engraved" symbols. The symbol must be in plain sight and is triggered when it is looked at, touched, walked under, etc. The caster can also set other visual-based triggering conditions, such as not triggering on people wearing a specific holy symbol, or when they use a password. The caster can 'attune' a group of creatures to never trigger the symbol or be effected by it once triggered at the cost of extra casting time (free for the caster, 1hr for 10 creatures, 1 day for 25 creatures, etc.). Once triggered, the symbol glows & effects all creatures within 60': Death_[death] – One or more creatures whose total hp do not exceed 150hp die (FortNeg). This symbol lasts until all 150hp are depleted. Death Symbol of Bane_{[death][evil]} – One or more creatures whose total hp do not exceed 150hp suffer the following: a) death (FortNeg); b) 1d12 hp of cold damage (FortNeg); c) suffer a –2 Morale penalty on <u>All Actions</u> & damage rolls (FortNeg). This symbol cannot be triggered by anyone wearing Bane's Holy Symbol, requires the sacrifice of 30HD of intelligent creatures, & lasts until all 150hp are depleted. Discord_[mind] – All intelligent creatures argue loudly for 5d4rnds. After 1d4rnds, those with different alignments have a 50% chance of fighting for 2d4rnds Fear_{[mind][fear]} – All creatures become <u>Panicked</u> (WillNeg, DC has a +4 bonus). Hopelessness_[mind] – All creatures become hopeless for 3d4 x 10 minutes & will follow simple demands from their foe, typically surrender (WillNeg, DC has a +4 bonus). Insanity_[mind] – One or more creature whose total hp to not exceed 150hp become <u>Confused</u>. Pain – All creatures receive a –2 penalty to Dexterity, and a –4 penalty to attacks, skill checks & ability checks for 2d10 x 10 minutes (FortNeg, DC has a +4 bonus). Persuasion_[mind] – All creatures become the same alignment as the caster & treat him/her as a close friend (WillNeg, DC has a +4 bonus). Sleep_[mind] – All creatures with 8HD or less fall asleep & cannot be waken for 3d6 x 10 minutes (WillNeg). Spell Loss – All casters loose their highest level prepared spell / spell slot, up to a total of 30 spell levels (WillNeg). A new save must be made each round the target is in the area of effect. Stunning – One or more creatures whose total hp do not exceed 250hp become <u>Stunned</u> (FortNeg). A permanent <i>Symbol</i> resets ever 10 minutes (i.e., a Symbol of Death can kill 150hp per 10min).</p>	PH p234	Location or Object	16	4,000

Spell that can be made Permanent	Reference	Legal Target	Min Lvl	XP Cost																								
<p><i>ImprovedEnlarge</i>(Sav p67) <Trans, VSM(powdered iron), 1StdAct, Touch, 10min/lvl> – One creature or object (up to 10 cubic feet / lvl) grows +10% per level (max +50%). Unwilling targets get a Fortitude save.</p> <table border="1"> <thead> <tr> <th>Lvl</th> <th>Height</th> <th>Weight</th> <th>Bonus to Str</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>+10%</td> <td>+30%</td> <td>0</td> </tr> <tr> <td>2</td> <td>+20%</td> <td>+70%</td> <td>+1</td> </tr> <tr> <td>3</td> <td>+30%</td> <td>+120%</td> <td>+1</td> </tr> <tr> <td>4</td> <td>+40%</td> <td>+170%</td> <td>+2</td> </tr> <tr> <td>5</td> <td>+50%</td> <td>+240%</td> <td>+2</td> </tr> </tbody> </table> <p>Counters & dispels <i>Reduce & Improved Reduce</i>.</p>	Lvl	Height	Weight	Bonus to Str	1	+10%	+30%	0	2	+20%	+70%	+1	3	+30%	+120%	+1	4	+40%	+170%	+2	5	+50%	+240%	+2	Sav p60	Creature or Object	17	2,500
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5	+50%	+240%	+2																									
<p><i>Improved Reduce</i>(Sav p673) <Trans, VSM(powdered iron), 1StdAct, Touch, 10min/lvl> – One creature or object (up to 10 cubic feet / lvl) shrinks -10% per level (max -50%). Unwilling targets get a Fortitude save.</p> <table border="1"> <thead> <tr> <th>Lvl</th> <th>Height</th> <th>Weight</th> <th>Penalty to Str</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>90%</td> <td>70%</td> <td>0</td> </tr> <tr> <td>2</td> <td>80%</td> <td>50%</td> <td>-1</td> </tr> <tr> <td>3</td> <td>70%</td> <td>40%</td> <td>-1</td> </tr> <tr> <td>4</td> <td>60%</td> <td>20%</td> <td>-2</td> </tr> <tr> <td>5</td> <td>50%</td> <td>10%</td> <td>-2</td> </tr> </tbody> </table> <p>Counters & dispels <i>Enlarge & Improved Enlarge</i>.</p>	Lvl	Height	Weight	Penalty to Str	1	90%	70%	0	2	80%	50%	-1	3	70%	40%	-1	4	60%	20%	-2	5	50%	10%	-2	Sav p60	Creature or Object	17	2,500
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4	60%	20%	-2																									
5	50%	10%	-2																									
<p><i>Prismatic Sphere</i>(PH p238) <Abj, V, 1StdAct, 10min/lvl> – 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 sphere is immune to <i>Dispel Magic</i>, <i>Greater Dispelling</i>, and <i>Antimagic Sphere</i>, but not <i>Mordenkainen's Disjunction</i>. The colors, in order, are the following:</p> <table border="1"> <thead> <tr> <th>Color</th> <th>Negated by</th> <th>Effect</th> </tr> </thead> <tbody> <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 20hp)</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> </tbody> </table>	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 20hp)	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 p234	Location	17	4,500
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<p><i>Superior Resistance</i>(Sav p71) <Abj, VSM(cloth)/DF, 1StdAct, Touch, 1hr/lvl> – Subject gains +6 Resistance bonus on all saves.</p>	Sav p60	Creature or Object	17	2,500																								
<p><i>Teleportation Circle</i>(PH p265) <Trans[teleport], VM(1,000gp amber), 10Minutes, Touch, 10min/lvl(D)> – Create an invisible circle up to 5' radius on the floor, ground, etc. Anyone stepping into the circle is teleported safely to a familiar destination chosen at casting time. Note that any subjects must be willing.</p>	PH p234	Location	17	4,500																								
<p><i>Wall of Limbs</i>(Sav p72) <Evoc, VS, 1FullRound, Medium-range, 1rnd/lvl(D)> – Creates an immobile, 20' tall, vertical wall of moving arms either 20' long per level –or– a ring with a radius of 5' per 2 levels. The wall provides One-Half Cover. The wall does 1d6/lvl bludgeoning damage (max 15d6) to any creature bisecting it. Creatures in its path when it is created get a Reflex save to avoid damage & end up on the side of the wall they choose. Creatures going through the wall get a Reflex save for ½ dmg. The arms in the wall look like the caster's arms.</p>	Sav p60	Location	17	2,500																								

Psychic Poison Table

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

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

Arcane Schools

Only Wizards may Specialize in a Magic School (and only at 1st level). Those that do receive one extra spell per day per spell level, though the extra spell must be from their Specialized school.

To Specialize, you must take as many ranks of Restricted Schools (or greater) as you Specialize in.

Rank 4 – Conjuraton, Evocation, Transmutation

Rank 2 – Abjuration, Enchantment, Illusion

Rank 1 – Divination, Necromancy

Abjuration – magics that protect, or banish.

Examples: *Hold Portal, Protection from Evil, Shield.*

If Specialized, Restricted School(s) are:

- Conjuraton
- Enchantment
- Evocation
- Illusion
- Transmutation
- Divination and Necromancy

Conjuraton – magics that summon.

Examples: *Mage Armor, Summon Monster, Unseen Servant.*

If Specialized, Restricted School(s) are:

- Evocation
- Transmutation
- Abjuration and Enchantment
- Abjuration and Illusion
- Enchantment and Illusion
- any 3 schools

Divination – magics that reveal information.

Examples: *Comprehend Languages, Identify.*

If Specialized, Restricted School(s) are:

- Abjuration
- Conjuraton
- Enchantment
- Evocation
- Illusion
- Necromancy
- Transmutation

Enchantment – magics that effect the mind.

Examples: *Charm Person, Sleep.*

If Specialized, Restricted School(s) are:

- Abjuration
- Conjuraton
- Evocation
- Illusion
- Transmutation
- Divination and Necromancy

Evocation – magics that manipulate energy.

Examples: *Magic Missile, Tenser's Floating Disk, Fireball.*

If Specialized, Restricted School(s) are:

- Conjuraton
- Transmutation
- Abjuration and Enchantment
- Abjuration and Illusion
- Enchantment and Illusion
- any 3 schools

Illusion – magics that alter perceptions.

Examples: *Change Self, Color Spray, Ventriloquism.*

If Specialized, Restricted School(s) are:

- Abjuration
- Conjuraton
- Enchantment
- Evocation
- Transmutation
- Divination and Necromancy

Necromancy – magics that effect the life force.

Examples: *Disrupt Undead, Cause Fear, Ray of Enfeeblement, Animate Dead.*

If Specialized, Restricted School(s) are:

- Abjuration
- Conjuraton
- Divination
- Enchantment
- Evocation
- Illusion
- Transmutation

Transmutation – magics that transform.

Examples: *Mending, Burning Hands, Enlarge, Feather Fall, Jump, Spider Climb.*

If Specialized, Restricted School(s) are:

- Conjuraton
- Evocation
- Abjuration and Enchantment
- Abjuration and Illusion
- Enchantment and Illusion
- any 3 schools

Universal – basic magics.

Examples: *Arcane Mark, Detect Magic, Read Magic.*

It is not possible to specialize in the Universal school.

Glossary

Ranges

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

Levels of Concealment

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

Levels of Cover

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

Level of Exhaustion

<u>Fatigued</u> Subject cannot move run or change and suffers a –2 penalty of Strength & Dexterity. Any action that would cause 'Fatigue' instead causes the subject to become <u>Exhausted</u> . After 8 hours of complete rest, fatigue is removed.	<u>Exhausted</u> Subject can only move at ½ speed and suffers a –6 penalty of Strength & Dexterity. After one hour of complete rest, the subject becomes <u>Fatigued</u> .
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Levels of Fear

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

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

Other Definitions

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

Confused

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

Cowering

See above

Crippled

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

Dazed

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

Dazzled

Sighted creatures are at -1 attack.

<ability> Damage

Target loses an ability score which heals normally.

<ability> Drain

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

Deafened

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

Dispel Check

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

Energy Type

Acid, Cold, Electricity, Fire, or Sonics.

Entangled

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

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

Exhausted

See above.

Fast Healing N

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

Fatigued

See above.

Frightened

See above.

Held

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

Helpless

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

Incorporeal

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

Invisible

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

Nauseated

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

Negative Energy Damage

Harms the living & heals the undead.

Negative Level

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

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

Panicked

See above.

Primary Stat

For Wizards, use Intelligence.

For Bards & Sorcerers, use Charisma.

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

Prone

The subject is lying on the ground. Attackers gain a +4 bonus with melee attacks, but receive a -4 penalty with ranged attacks. The prone creature receives a -4 penalty on melee attacks & cannot make most ranged attacks.

Scent Ability

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

Shaken

See above.

Sickened

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

Slowed

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

Staggered

Subject can only take one partial action each round.

Stunned

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

Suspended Animation

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

Weakened

Subject loses 2d6 Strength.

Vile Damage

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

Appendix

Revision History

- March 15, 2003 – Initial release of the Spell Summary.
Contains spells from the Player's Handbook, Manual of the Planes, Deities and Demigods, Defenders of the Faith, Tome and Blood, Song and Silence, Masters of the Wild, Forgotten Realms Campaign Book, Monster Compendium: Monsters of Faerûn, Magic of Faerûn, Faiths and Pantheons, Lords of Darkness, Return to the Temple of Elemental Evil, Dragon Magazine #274 - #305, and Dungeon Magazine #82 - #95.
- July 22, 2003 – Added Savage Species & Races of Faerûn.
Added Dragon #306 - #308.

Skipped Spells

Corrupt

Absorb Mind(BoVD p84)
Absorb Strength(BoVD p84)
Apocalypse from the Sky(BoVD p85)
Claws of the Bebilith(BoVD p88)
Consume Likeness(BoVD p88)
Curse of Pain Eternal(DR300 p55)
Death by Thorns(BoVD p91)
Devil's Tongue(BoVD p92)
Evil Weather(BoVD p94)
Fangs of the Vampire King(BoVD p95)
Forbidden Speech(BoVD p96)
Lahm's Finger Darts(BoVD p98)
Love's Pain(BoVD p98)
Plague of Nightmares(BoVD p100)
Power Leech(BoVD p100)
Putrefaction(DR300 p56)
Rapture of Rupture(BoVD p101)
Red Fester(BoVD p102)
Rotting Curse of Urfestra(BoVD p102)
Searing Seed(DR300 p56)
Seething Eyebane(BoVD p102)
Serpents of Theggeron(BoVD p102)
Touch of Juiblex(BoVD p107)
Vileblade(DR300 p56)
Writhing Ruin(DR300 p57)

Only available to Drugged Casters

Addiction(BoVD p84)
Bodak Birth(BoVD p86)

Control Blood(DR300 p54).
Corpsebond(DR300 p55).
Glimpse of Truth(BoVD p96)
Identify Transgressor(BoVD p97)
Stop Heart(BoVD p106)
Stunning Screech(BoVD p106).
Tongue of Baalzebul(BoVD p107)
Unheavened(BoVD p107)

Only available to Diseased Casters

Cloud of the Achaierai(BoVD p88)
Crushing Fist of Spite(BoVD p88)
Hearthclutch(BoVD p96)
Pestilence(BoVD p100)
Shriveling(BoVD p103)

Only available to Fiendish Casters

Aberate(BoVD p84)
Abyssal Might(BoVD p84)
Fiendish Quickening(BoVD p95)
Flesh Ripper(BoVD p96)
Hell's Power(BoVD p97)
Resonating Resistance(BoVD p102)

Only available to Undead Casters

Boneblade(BoVD p86)
Boneblast(BoVD p86)
Flesh Ripper(BoVD p96)
Grim Revenge(BoVD p97)
Gutwrench(BoVD p97)

Caster must use a Soul as a Component

Call Dretch Horde(BoVD p86)
Call Lemure Horde(BoVD p86)
Call Nightmare(BoVD p87)

Caster must have the Dragon Magic Feat

Burden(DR308 p23)
Burning Water(DR308 p24)
Cheat Death(DR308 p24)
Deadly Spray(DR308 p24)
Electrified Lair(DR308 p22)
Everlasting Terror(DR308 p23)
Expel from Lair(DR308 p24)
Familiarity of Place(DR308 p23)
Fly like an Arrow(DR308 p24)
Freezing Cloud(DR308 p22)
Greater Familiarity of Place(DR308 p23)
Identify with Flame(DR308 p23)
Roaring Wall(DR308 p23)
Scales of Energy(DR308 p24)
Shield Companion(DR308 p25)
Shifting Sanctum(DR308 p25)
Small Enough(DR308 p25)
Summoning Pact(DR308 p22)
Unstoppable Energy(DR308 p25)
Vorpal Claws(DR308 p25)

Key to Sourcebooks

PH	– Player's Handbook	– TRS 11550
DMG	– Dungeon Master's Guide	– TSR 11551
DMGe	– Dungeon Master's Guide errata	– http://shadow.wizards.com/dnd/files/DMGerrata.pdf
MM	– Monster Manual	– TSR 11552
MM2	– Monster Manual II	– 882680000
MotP	– Manual of the Planes	– WTC11850
D&D	– Deities and Demigods	– 881650000
BoVD	– Book of Vile Darkness	– 881610000
Sav	– Savage Species	– 881580000
FF	– Fiend Folio	
A&E	– Arms & Equipment	
S&F	– Sword and Fist	– WTC 11829
S&Fe	– Sword and Fist Errata	– http://www.wizards.com/dnd/files/SnFEerrataV2.pdf
DotF	– Defenders of the Faith	– WTC 11840
T&B	– Tome and Blood	– WTC 11844
T&Be	– Tome and Blood errata	– http://www.wizards.com/dnd/files/TB_Enh.zip
S&S	– Song and Silence	– WTC 11857
MotW	– Masters of the Wild	– 881640000
FR	– Forgotten Realms Campaign Book	
FRc	– Forgotten Realms Campaign Book errata	– http://www.wizards.com/dnd/files/FRCerrata.pdf

MMF – Monster Compendium: Monsters of Faerûn – WTC 11832
MoF – Magic of Faerûn
MoFe – Magic of Faerûn errata – <http://www.wizards.com/dnd/files/MoFerrataV3012002.zip>
F&P – Faiths and Pantheons
LoD – Lords of Darkness
SM – Silver Marches
SMw – Silver Marches web enhancement – http://www.wizards.com/dnd/files/WE_More_Marches.zip
RoF – Races of Faerûn – 885780000
UE – Unapproachable East – 176650000

RTEE – Return to the Temple of Elemental Evil – WTC 11843

DR### – Dragon Magazine (with issue number)
DR-A# – Dragon Magazine Annual (with issue number)
DU## – Dungeon Magazine (with issue number)
DU100w – Dungeon Magazine 100 Web Enhancement – <http://www.paizopublishing.com/dungeonissues/100/Dungeon100Enhancement.pdf>

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

Abjuration
Conjuration
Divination
Enchantment
Evocation
Illusion
Necromancy
Transmutation
Universal