

# Dungeons & Dragons 3.5 Edition Index – Clerical Spells

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## Cleric Spell List

## Wisdom-based Prepared Divine Spells

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

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

Conjuration*Create Water*(PH p215)

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

*Cure Minor Wounds*(PH p216)

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

Divination*Detect Magic*(PH p219)

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

- The caster can see the Magic Aura of a spell or item in a 60' Cone-shaped Emanation.

The information gained increases each round:

- 1<sup>st</sup> round – presence of magic.  
2<sup>nd</sup> round – number of magic auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.  
3<sup>rd</sup> round – strength & location of each aura. If an aura is within line-of-sight, the caster can identify its school with a Spellcraft check vs. DC 15 + spell level.

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

*Detect Poison*(PH p219)

- <Div, VS/DF, 1StdAct, Close-range, Instantaneous, no save, no SR>

- Determines if one creature, one object, or one 5' cube is poisonous, has been poisoned, or contains poison.

Identifying the type of poison requires a Wisdom check vs. DC 20. If the caster has ranks in Craft(alchemy), he/she may also make a check with that skill vs. DC 20.

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

*Guidance*(PH p238)

- <Div, VS, 1StdAct, Touch, until discharged up to 1min>

- Subject can designate one attack roll, saving throw, or skill check on which to receive a +1 Competence bonus, chosen before the roll.

*Read Magic*(PH p269)

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

Evocation*Light*(PH p248)

- <Evoc[light], VM(firefly)/DF, 1StdAct, 10min/lv(D)>  
– Object touched gives off bright light in a 20' radius & dim light for another 20'.

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

Illusion*Fleeting Fame*(DR326 p73)

- <Ill(glamer), VS, 1StdAct, Personal, until discharged up to 1rnd/lvl>

- Receive a +2 bonus on the next Bluff, Diplomacy, or Intimidate check.

Necromancy*Inflict Minor Wounds*(PH p244)

- <Necro(touch attack), VS, 1StdAct, Touch, WillNeg, SR applies>

- Target takes 1hp of Negative Energy Damage.

Transmutation*Mending*(PH p253)

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

*Purify Food and Drink*(PH p267)

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

*Virtue*(PH p298)

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

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

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

*Entropic Shield*(PH p227)

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

*Faith Healing*(MoF p93)

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

*Hide from Undead*(PH p241)

- <Abj, S/DF, 1StdAct, Touch, 10min/lvl(D), WillNeg, SR applies>  
 – One touched subject per level cannot be perceived by Undead. Only intelligent Undead are allowed a Will save. Effected senses include Blindsight, Blindsight, Scent, Tremorsense, Sight, Hearing, or Smell. If any of the spell's subject touches, attacks (including with spells) or attempts to turn any creature, the spell ends for all the subjects.

*Protection from Chaos*(PH p266)

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

*Protection from Evil*(PH p266)

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

*Protection from Good*(PH p266)

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

*Protection from Law*(PH p266)

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

*Remove Fear*(PH p271)

- <Abj, VS, 1StdAct, Close-range, 10min>  
 – One subject + 1 per 4 levels within a 30' area gains a +4 Morale bonus on saves vs. fear. This spell **Counters & Dispels Cause Fear**, and **Suppresses** all other fear effects.

*Resurgence*(CDiv p177)

- <Abj, VS/DF, 1StdAct, Touch, Instantaneous>  
 – The touched creature receives a new saving throw against one ongoing spell, spell-like ability, or supernatural ability affecting him/her. If the subject has more than one ongoing effect, the caster chooses which one the save applies to. Only effects which allow a save can be targeted by this spell.

*Sanctuary*(PH p274)

- <Abj, VS/DF, 1StdAct, Touch, 1rnd/lvl, no SR>  
 – When an opponent attempt to target the subject with a melee attack, ranged attack, or a targeted spell (as opposed to an area-of-effect spell), the opponent must make a Will save. If successful, the opponent continues its action. On a failure, the opponent cannot attack the subject & loses the action & cannot attempt to attack the subject again for the remainder of the duration. If the subject attacks anyone, the spell ends.

*Shield of Faith*(PH p278)

- <Abj, VSM(holy writings), 1StdAct, Touch, 1min/lvl>  
 – Touched subject is surrounded by a magical aura that grants a Deflection bonus to AC of 2 +1 per six levels (max total bonus is +5).

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

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

*Cure Light Wounds*(PH p215)

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

*Obscuring Mist*(PH p258)

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

*Summon Monster I*(PH p285)

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

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

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

*Touch of Jorasco*(RoE p190)

- <Conj(heal), VS/DF, 1StdAct, Personal, until discharged>  
 – The caster receives a 'pool' of 2hp per level (max 10hp) of **Positive Energy**. As a touch attack (which does not provoke an Attack of Opportunity), the caster may expend any number of the hp for healing (or possibly harming Undead) once the target is touched. A new casting of this spell ends a previous casting, even if all its hp have not been used. Note: This spell may only be cast by a Halfling.

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

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

**Divination***Comprehend Languages*(PH p212)

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

*Detect Chaos*(PH p218)

- <Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>  
 – The caster can see the **Alignment Aura** of Chaotic creatures, spells, or objects in a 60' **Cone-shaped Emanation**.

The information gained increases each round:  
 1<sup>st</sup> round – presence of evil.

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

3<sup>rd</sup> round – strength & location of each aura. This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, & any amount of lead. An "Overwhelming" aura may **Stun** a lawful-aligned caster for 1 round, ending the spell.

*Detect Evil*(PH p218)

- <Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>  
 – The caster can see the **Alignment Aura** of Evil creatures, spells, or objects in a 60' **Cone-shaped Emanation**.

The information gained increases each round:  
 1<sup>st</sup> round – presence of evil.

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

3<sup>rd</sup> round – strength & location of each aura. This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, & any amount of lead. An "Overwhelming" aura may **Stun** a good-aligned caster for 1 round, ending the spell.

*Detect Good*(PH p219)

- <Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>  
 – The caster can see the **Alignment Aura** of Good creatures, spells, or objects in a 60' **Cone-shaped Emanation**.

The information gained increases each round:  
 1<sup>st</sup> round – presence of evil.

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

3<sup>rd</sup> round – strength & location of each aura. This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, & any amount of lead. An "Overwhelming" aura may **Stun** an evil-aligned caster for 1 round, ending the spell.

**Detect Law**(PH p219)

<Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR>

– The caster can see the Alignment Aura of Lawful creatures, spells, or objects in a 60' Cone-shaped Emanation.

The information gained increases each round:

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

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

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

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

An "Overwhelming" aura may Stun a chaotic-aligned caster for 1 round, ending the spell.

**Detect Undead**(PH p220)

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

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

The information gained increases each round:

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

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

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

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

**Grave Strike**(CAAdv p150)

<Div[good], V/DF, 1 Swift Action, Personal, 1rnd>

– The caster treats Undead as if they were not immune to Sneak Attacks, though all requirements for Sneak Attacks still apply.

Note: This spell does not give the caster the ability to overcome Damage Reduction.

**Omen of Peril**(CDiv p171)

<Div, VF(25gp marked sticks), 1Round, Personal, Instantaneous>

– The caster gains a momentary vision which vaguely indicates the level of danger he/she is in for the next hour. The chance of the vision being correct is 70% + 1% per caster level (max 90%), rolled secretly by the DM.

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

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

**Vision of Glory**(MoF p131)

<Div, VS/DF, 1StdAct, Touch, until discharged up to 1min>

– Target gains +1 Morale bonus on one saving throw.

**Enchantment****Bane**(PH p203)

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

– All enemies within 50' radius Burst suffer a –1 Morale penalty to attacks & –1 Morale penalty on saves vs. fear.

This spell Counters and Dispels the spell Bless.

**Bless**(PH p205)

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

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

This spell Counters and Dispels the spell Bane.

**Command**(PH p211)

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

– A living target obeys one of the following one-word command on its turn for 1 round:

"Approach" – Moves (i.e., cannot attack, etc.) quickly & directly towards the caster.

"Drop" – Drops the objects it is holding & can't pick them up until next round.

"Fall" – Goes Prone for one round, though he/she can act normally (with the normal penalties) while on the ground.

"Flee" – Moves (i.e., cannot attack, etc.) quickly & directly away from the caster.

"Halt" – Take no actions, though he/she is not considered Helpless.

**Doom**(PH p225)

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

– Target living creature becomes Shaken.

**Ray of Hope**(BoED p105)

<Ench(comp)[good][mind], VS, 1StdAct, Close-range, 1rnd/lvl>

– The living subject receives a +2 Morale bonus on All Actions.

This spell Counters and Dispels Sorrow (from the Book of Vile Darkness).

**Vision of Heaven**(BoED p111)

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

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

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

**Evocation****Divine Favor**(PH p224)

<Evoc, VS/DF, 1StdAct, Personal, 1min>

– The caster gains a Luck bonus of +1 per 3 levels (min +1, max +6) to attacks & weapon damage.

**Ice Gauntlet**(DR312 p65)

<Evoc[cold], V/DF, 1StdAct, Personal, 1min/lvl(D)>

– One of the caster's hands is surrounded by a spiked sphere of ice. The caster may attack with that hand as if he/she were wearing a +1 Spiked Gauntlet that does standard damage +1 point of Cold damage.

If the caster suffers any Fire damage, the Ice Gauntlet melts & the spell ends.

**Lantern Light**(BoED p101)

<Evoc[good][light][ray], S, 1StdAct, Close-range, up to 1rnd/lvl, no save, SR applies>

– One 1d6 damage ray may be fired each round, up to one ray per two Caster levels.

Note: The caster may not have engaged in sexual intercourse for 24 hours before casting this spell.

**Nimbus of Light**(CDiv p170)

<Evoc[light], VS/DF, 1StdAct, Personal, until discharged up to 1min/lvl(D)>

– The caster is surrounded by radiance, which gives of bright light in a 30' radius and shadowy light 30' past that.

As a Move Action, the caster can concentrate the light around his/her arm, after which the caster can may a ranged touch attack at a target within 30' as a Standard Action. If it hits, the spell does 1d8 + 1 per round since the spell was cast (max 1d8 + caster level). Making the ranged attack ends the spell.

**Illusion****Glimpse of Fear**(DR333 p71)

<Ill(phantasm)[mind][fear], VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>

– The target living creature that can see and is vulnerable to fear becomes Shaken and receive a –4 penalty vs. other [fear] effects for the spell's duration.

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

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

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

This spell Counters and Dispels Remove Fear.

**Curse Water**(PH p216)

<Necro[evil], VSM(25gp silver), 1Minute, Touch>

– Transforms 1 flask of water into Unholy Water.

**Deathwatch**(PH p217)

<Necro[evil], VS, 1StdAct, Close-range, 10min/lvl, no save, no SR>

– The caster sees the level of health of all things within a 30' Cone-shaped Emanation. Choices are 'dead', 'Undead', 'fragile' (3 or less hp), 'fighting off dead' (4 or more hp), & 'object'.

This spell is not fooled by spells & abilities that allow a creature to fake being dead.

**Inflict Light Wounds**(PH p244)

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

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

**Transmutation****Bless Water**(PH p205)

<Trans[good], VSM(25gp silver), 1Minute, Touch>

– Transforms 1 flask of water into Holy Water.

**Eyes of the Avoral**(BoED p99)

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

– Subject gains +8 Racial bonus on Spot checks.

**Float**(DR334 p74)

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

– The caster may make one willing creature or a touched object of up to 50 pounds + 100 pounds per level float:

- a) gains a +5 bonus on Swim checks;
- b) even if a Swim check is missed by more than 5, the subject does not go underwater;
- c) the target cannot swim underwater.

**Magic Stone**(PH p251)

<Trans, VS/DF, 1StdAct, Touch, until discharged up to 30min>

– Up to 3 pebbles gain a +1 Enhancement bonus to attack & deal 1d6 +1 damage (double vs. Undead). Range increment is 20'.

**Magic Weapon**(PH p251)

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

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

**Snowshoes**(DR312 p65)

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

– The touched subject receives these benefits:

- a) Can walk on ice without a speed reduction;
- b) +5 bonus on Balance checks ore Reflex saves to walk on ice and/or snow & avoid falling through it;
- c) Does not leave trails any more noticeable than 'solid ground' for purposes of tracking.

2<sup>nd</sup> Level

**Abjuration**

*Aura against Flame*(MoF p78)

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

*Dispel Ward*(DR313 p90)

- <Abj, VS, 1StdAct, Medium-range, no SR>  
 – Cancels Abjuration spells & effects placed on objects and/or areas on a successful Dispel Check (max +5). This spell can be used in one of two ways:  
 a) Targeted Dispel – Each ongoing Abjuration spell effect on one target object or area gets a separate Dispel Check. If successful, the spell effect is ended.  
 b) Area Dispel – Each Abjuration spell on an object or area in a 20’ radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail.  
 A caster does not need to make a Dispel Check to end a spell he/she cast.

*Resist Energy*(PH p272)

- <Abj, VS/DF, 1StdAct, Touch, 10min/lvl>  
 – The touched subject & his/her equipment are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.
- | Lvl                   | #  | Lvl                                | #  | Lvl                | #  |
|-----------------------|----|------------------------------------|----|--------------------|----|
| up to 6 <sup>th</sup> | 10 | 7 <sup>th</sup> – 10 <sup>th</sup> | 20 | 11 <sup>th</sup> + | 30 |

*Shield Other*(PH p278)

- <Abj, VSF(two 50gp platinum rings that must be worn by caster & target), 1StdAct, Close-range, 1hr/lvl(D)>  
 – Target gains a +1 Deflection bonus to AC & a +1 Resistance bonus to saves. Half of all hit-point damage that the target takes is actually taken by the caster. The spell ends immediately if target leaves Close-range.

*Undetectable Alignment*(PH p297)

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

**Conjuration**

*Cure Moderate Wounds*(PH p216)

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

*Deific Vengeance*(CDiv p161)

- <Conj(sum), VS/DF, 1StdAct, Close-range, Instantaneous, Will½, SR applies>  
 – A single target takes 1d6 per two levels (max 5d6), unless it is Undead, in which it takes 1d6 per level (max 10d6).

*Delay Poison*(PH p217)

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

*Ease Pain*(BoED p97)

- <Conj(heal), S/DF, 1StdAct, Touch>  
 – The touched subject has any lingering pain effects ended, including those from *Symbol of Pain*, etc. It does not dispel ongoing magical pain effects.

*Estanna’s Stew*(BoED p99)

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

*Remove Addiction*(BoED p105)

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

*Remove Paralysis*(PH p271)

- <Conj(heal), VS, 1StdAct, Close-range, Instantaneous>  
 – Helps frees up to 4 creatures in a 30’ area from the effects of paralysis, being Held, or the effects of a *Slow* spell. Effect is based on the number of subjects.

#	Effect
1	Paralysis automatically removed
2	new save with +4 Resistance bonus
3-4	new save with +2 Resistance bonus

*Restoration, Lesser*(PH p272)

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

*Summon Monster II*(PH p286)

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

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

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

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

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

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

**Divination**

*Augury*(PH p202)

- <Div, VSF(25gp casting runes), 1Minute, Personal>  
 – Learn if an action to be taken in the next 30 minutes will result in “good results”, “bad results”, “both”, or “nothing”. Chance of information is 70% + 1%/level (90% max), with failure always resulting in “nothing”. Repeated castings by the same person within a 30 minute period always have the same result

*Divine Insight*(CAAdv p147)

- <Div, VS/DF, 1StdAct, Personal, until discharged up to 1hr/lvl>  
 – As an Immediate Action, the caster may receive an Insight bonus of (5 + Caster level) (max +15) on any single skill check (before the check is rolled). This discharges the spell. A creature may only have one *Divine Insight* in effect at a time.

*Find Traps*(PH p230)

- <Div, VS, 1StdAct, Personal, 1min/lvl>  
 – Caster can use the Search skill to locate traps whose DC is 20 or higher. The caster also gains an Insight bonus on Search checks of ½ Caster level (max +10).

*Healing Lorecall*(CAAdv p151)

- <Div, VSM(mint leaf), 1StdAct, Personal, 1min/lvl>  
 – When the caster casts healing spells while this spell is in effect, the following bonuses apply:  
 a) the caster may use his/her ranks in Heal as the caster level of healing spells;  
 b) if the caster has 5+ ranks in Heal, one of the following conditions may be removed from the target of a healing spell: Dazed, Dazzled, or Fatigued;  
 c) if the caster has 10+ ranks in Heal, one of the following conditions may be removed from the target of a healing spell: Exhausted, Nauseated, or Sickened (or one of the conditions listed above).

*Status*(PH p284)

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

**Enchantment**

*Aid*(PH p196)

- <Ench(comp)[mind], VS/DF, 1StdAct, Touch, 1min/lvl>  
 – Touched subject gains a +1 Morale bonus to attack & saving throws vs. fear and gains Temporary HP equal to 1d8 + 1/lvl (max 1d8+10).

*Calm Emotions*(PH p207)

- <Ench(comp)[mind], VS/DF, 1StdAct, Medium-range, Concentration up to 1rnd/lvl, WillNeg, SR applies>  
 – Calms all creatures in a 20’ radius Spread. Calmed creatures cannot attack, but are able to defend themselves. If a subject is attacked or threatened, the spell is broken.  
 This spell Suppresses (but doesn’t negate) Barbarian Rage, Bardic Music that Inspires Courage, Fear effects, Confusion effects, and any Morale bonuses.

*Elation*(BoED p98)

- <Ench[mind], VS, 1StdAct, 1rnd/lvl>  
 – All allies within an 80’ radius Spread of the caster become full of energy & joy:  
 a) +2 Morale bonus to Strength & Dexterity;  
 b) +5’ movement.

*Enthrall*(PH p227)

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

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

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

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

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

*Hold Person*(PH p241)

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

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

*Lastai's Caress*(BoED p102)

<Ench(comp)[good][mind][touch attack], VSM(peach seed), 1StdAct, Touch, 1rnd/lvl, no save, SR applies>

- The caster must know the touched subject to be Evil for this spell to take effect.

The caster has the option of having the target **Shaken** for the spell's duration, or to have a random effect occur each round:

d4	Effect	d4	Effect
1	<b>Cowering</b>	3	<b>Nauseated</b>
2	<b>Frightened</b>	4	<b>Shaken</b>

*Wave of Grief*(CDiv p188)

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

- All creatures within a **Cone-shaped Burst** receive a -3 Moral penalty on **All Actions**.

*Zone of Truth*(PH p303)

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

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

Evocation

*Consecrate*(PH p212)

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

- A 20' radius **Emanation** is filled with Positive Energy. The following applies in the area:
  - All Charisma checks to Turn and Destroy Undead gain a +3 Sacred bonus.
  - Undead cannot be created or summoned.
  - Undead in the area receive a -1 Sacred penalty on attacks, damage, & saves.

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

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

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

*Darkness*(PH p216)

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

- Touched object radiates shadowy illumination in a 20' radius. Creatures in the darkness have **Concealment** (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

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

*Desecrate*(PH p218)

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

- A 20' radius **Emanation** is filled with Negative Energy. The following applies in the area:
  - Undead created or summoned gain +1hp per HD.
  - Undead in the area receive a +1 Profane bonus on attacks, damage, & saves.
  - All Charisma checks to Turn and Destroy Undead gain a -3 Profane penalty.

If cast on an altar or other permanent fixture to the caster's deity, the Profane bonuses & penalties are doubled and an *Animate Dead* cast in the area can create (4 \* Caster lvl) HD of Undead. A caster cannot desecrate an area with a permanent fixture to another deity.

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

This spell **Counters & Dispels** *Consecrate*.

*Hand of Divinity*(MoF p98)(MoFe)+

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

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

*Shatter*(PH p278)

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

- Sonic vibration destroy objects in 1 of 3 ways:
  - All non-magic glass, crystal, etc., in a 5' radius **Burst** that weigh less than 1 lb/lvl are shattered. An attended object gets a Will save to negate. Otherwise, no save.
  - A single solid object weighing up to 10 lbs/lvl can be shattered. An attended object gets a Will save to negate.
  - A targeted crystalline creature takes 1d6 Sonic damage per level (max 10d6), Fortitude save for ½.

*Sound Burst*(PH p281)

<Evoc[sonic], VS/AF(musical instrument)/DF, 1StdAct, Close-range, Fort½, SR applies>

- All creatures in a 10' radius **Spread** take 1d8 Sonic damage (no save) and those that can hear are **Stunned** for 1 round (FortNeg).

*Spiritual Weapon*(PH p283)

<Evoc[force], VS/DF, 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>

- The caster summons a religiously appropriate weapon out of Force that does 1d8 +1 per three levels (max +5) damage. The weapon has the same threat range & critical multiplier as the base weapon.

The weapon attacks a designated opponent with the caster's base attack bonus (including multiple attacks if high enough level). On the first round and any round it changes targets, the weapon only gets 1 attack. The caster must spend a Standard Action to change targets, but otherwise does **not** have to concentrate on the weapon.

The weapon must attack from the caster's direction, gets no flanking bonuses, cannot give someone else a flanking bonus, & cannot be damaged. An opponent with Spell Resistance receives **one** SR check the first time attack by the spell.

*Venomous Volley*(DR330 p73)

<Evoc, VSF(living snake), 1StdAct, Instantaneous, SR applies>

- Every creature within a 15' **Cone-shaped Burst** receives the following:
  - 1d6 damage per two Caster levels (max 5d6) (Ref½, SR applies); &
  - 4 penalties on Fortitude saving throws vs. Poison for 1 minute per Caster level (no save, SR applies).

Illusion

*Phade's Fearsome Aspect*(DR333 p72)

<Ill(glamer), VS, 1StdAct, Touch, 1min/lvl, WillNeg, SR applies>

- The touched creature's face is covered with an illusionary demonic face. Anyone who physically interacts with the illusion is allowed a save to know it is not real.

Neither the caster nor the target are allowed to choose the specifics of the face. For purposes of masking the target's appearance, the spell grants a +10 bonus on Disguise checks. The target gains a +5 bonus on Intimidate checks and may attempt a Demoralize a foe as a Swift Action.

*Silence*(PH p279)

<Ill(glamer), VS, 1StdAct, Long-range, 1min/lvl(D)>  
 – The caster creates a 20' radius Emanation that negates sound, including [sonic] & [language] spells & effects.

This spell can be targeted on a creature, objects, or a point in space. If targeting an unwilling creature or an object in its possession, it gets a Will save to negate (SR applies). If cast on a point in space, the effect is immobile.

Necromancy*Death Knell*(PH p217)

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

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

*Gentle Repose*(PH p234)

<Necro, VSM(salt, copper piece per eye)/DF, 1StdAct, Touch, 1day/lvl>

– Prevents the touched corpse from rotting. Time spells under the effect of this spell does not count towards the time limit of the corpse being brought back by *Raise Dead*, etc.

*Inflict Moderate Wounds*(PH p244)

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

– Target takes 2d8 + 1/lvl (max +10) Negative Energy Damage.

Transmutation*Align Weapon*(PH p197)

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

– A single manufactured weapon or 50 grouped projectiles does [chaotic], [evil], [good], or [lawful] damage for the spell's duration. This only has a noticeable effect if used to attack an opponent vulnerable to one of those types of damage (i.e., a demon is vulnerable to [good] and / or [lawful] damage).

*Bear's Endurance*(PH p203)

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

– +4 Enhancement bonus to Constitution.

*Brambles*(CDiv p156)

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

– Touched wooden Bludgeoning melee weapon gains +1 Enhancement bonus to attack rolls & +1 damage per level (max +10). Its damage is the better of Bludgeoning or Piercing.

*Body Blades*(MoF p82)

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

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

*Bull's Strength*(PH p207)

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

*Curse of Ill Fortune*(CDiv p160) (MoF p86)(MoFe)+

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

– A living subject suffers a –3 penalty on All Actions.

*Eagle's Splendor*(PH p225)

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

– +4 Enhancement bonus to Charisma.

*Iron Silence*(CAAdv p153)

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

– One touched suite of armor per three levels does not apply its Armor Check penalty to the proficient wearer's Hide and Move Silently checks.

*Make Whole*(PH p252)

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

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

*Mark of the Outcast*(Und p59)

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

– The target's face is marred by a mark visible to normal, low-light, and dark vision. The target receives a –5 Circumstance penalty on Bluff and Diplomacy checks and a –2 penalty to AC.

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

*Owl's Wisdom*(PH p259)

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

– +4 Enhancement bonus to Wisdom.

*Stone Bones*(MoF p123)

<Trans, VSF(tiny skull carved from stone), 1StdAct, Touch, 10min/lvl>

– Touched corporeal Undead gains +3 Natural Armor bonus due to a hardened skeleton.

*Stonemantle*(DR314 p29)

<Trans[earth], VSM(powdered marble), 1StdAct, Close-range, 10min/lvl>

– One or more target objects within range gain the resilience of stone (i.e., Hardness 8, 15 hp per inch). The caster can effect 1 Tiny-sized object per level or the Object Equivalence. All effected object have a dull-gray tint for the spell's duration.

*Unseen Crafter*(RoE p191)

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

– Creates invisible force that makes Craft checks using the caster's ranks in the appropriate skill plus the caster's Primary Stat modifier. The 'crafter' must be provided with tools and raw materials. The spell ends when a single assigned task is completed. Once instructed to repair a Warforged, the 'crafter' receives a +10 bonus on its check. If ordered, the crafter will "Take 10" or work quickly (by increasing its DC by 10 – see the Skills Index for details). The crafter has a movement of 15', but it must stay in range.

The crafter cannot attack, nor can it be the direct target of attacks, but if it takes 6hp of damage from area-of-effect attacks, it is dissipated.

3<sup>rd</sup> Level

**Abjuration**

*Cloak of Bravery*(CWar p117)

- <Abj[mind], VS, 1StdAct, 10min/lvl>
- The caster & all allies within a 60’ radius Emanation gain a Morale bonus to saves vs. Fear equal to the Caster level (max +10).

*Dispel Magic*(PH p223)(PH3.5e)+

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

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

*Glyph of Warding*(PH p236)

- <Abj, VSM(200gp diamond dust, incense), 10Minutes, Touch, until discharged>
- Caster inscribes a one-use almost invisible rune upon an object or area (up to 5 square feet per level) which is set off when anyone (visible or otherwise) touches or passes it. The caster can set criteria which will keep the glyph from discharging, such as a password, the creature’s race or alignment, or even religion (though the spell can be fooled by *Nondetection*, *Polymorph Self*, etc.). If noticed, a *Read Magic* along with Spellcraft check vs. DC 13 will identify the effect contained by the glyph. A glyph can either
  - a) inflict 1d8 per 2 levels (max 5d8) in a 5’ radius of one energy type (acid, cold, electricity, fire, or sonic) (Ref½) and SR applies; or
  - b) store one harmful spell up to 3<sup>rd</sup> level.

*Magic Circle against Chaos*(PH p249)

- <Abj[law], VSM(silver)/DF, Touch, 10min/lvl>
- All creatures within a 10’ radius Emanation around the touched subject gain the following
  - a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Chaotic creatures;
  - b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &
  - c) Keeps non-Lawful Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

- <Abj[law], VSM(silver)/DF, 1day/lvl, SR applies>
- The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Lawful creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

*Magic Circle against Evil*(PH p249)

- <Abj[good], VSM(silver)/DF, Touch, 10min/lvl>
- All creatures within a 10’ radius Emanation around the touched subject gain the following
  - a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Evil creatures;
  - b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &
  - c) Keeps non-Good Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

- <Abj[good], VSM(silver)/DF, 1day/lvl, SR applies>
- The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Good creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

*Magic Circle against Good*(PH p250)

- <Abj[evil], VSM(silver)/DF, Touch, 10min/lvl>
- All creatures within a 10’ radius Emanation around the touched subject gain the following
  - a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Good creatures;
  - b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &
  - c) Keeps non-Evil Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

- <Abj[evil], VSM(silver)/DF, 1day/lvl, SR applies>
- The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Evil creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

*Magic Circle against Law*(PH p250)

- <Abj[chaos], VSM(silver)/DF, Touch, 10min/lvl>
- All creatures within a 10’ radius Emanation around the touched subject gain the following
  - a) +2 Deflection bonus to AC & +2 Resistance bonus to saves against the attacks & magic of Lawful creatures;
  - b) Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed; &
  - c) Keeps non-Chaotic Summoned creatures 3’ away unless they make a Spell Resistance check or the subject attacks.

-or-

- <Abj[chaos], VSM(silver)/DF, 1day/lvl, SR applies>
- The caster casts this spell while drawing a 3’ diameter circle with silver dust and then casts a Conj(call) spell to call a non-Chaotic creature within 1 round. The target is trapped within the circle, though it is allowed one Spell Resistance check per day to break the spell. The trapped creature cannot cross the circle’s boundary or interfere with the circle itself, but it can attack with spells & ranged

attacks, teleport away, etc., unless this spell is augmented with *Dimensional Anchor*.

*Obscure Object*(PH p258)

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

*Protection from Energy*(PH p266)

- <Abj, VS/DF, 1StdAct, Touch, until depleted up to 10min/lvl>
- Touched creature is immune to a total of 12 damage per level (max 120 hp) from one Energy Type. Once all the damage has been taken, the spell ends.

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

*Remove Curse*(PH p270)

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

*Resist Energy, Mass*(CArc p120)

- <Abj, VS/DF, 1StdAct, Close-range, 10min/lvl>
- The one subject (& his/her equipment) per level within a 30’ area are protected from one Energy Type. Each attack doing damage of that type has the hp of damage reduced by the amount listed below.

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

**Conjuration**

*Create Food and Water*(PH p214)

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

*Cure Serious Wounds*(PH p216)

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

*Ring of Blades*(CArc p121)(CArcErrata)+

- <Conj(creat), VSM(dagger), Personal, 1min/lvl>
- All hexes adjacent to the caster are filled with moving metal blades that move with the caster. Anything within the blades area at the end of the caster’s turn (starting the round the spell was cast) takes 1d6 + 1 per level (max 1d6+10) damage.

The caster’s alignment determines the type of metal of which the blades are composed:

Alignment	Material
Lawful	Cold Iron
Chaotic	Silver
Neutral	Steel

*Refreshment*(BoED p105)

- <Conj(heal)[good], VS, 1StdAct>
- All creatures within a 20’ radius Burst of the caster are healed of all non-lethal damage, including damage cause by starvation, thirst, environmental conditions, etc.

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

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

*Remove Blindness/Deafness*(PH p270)

- <Conj(heal), VS, 1StdAct, Touch>
- Cures either Blindness or Deafness in the touched target (magical or otherwise). This spell will repair damaged eyes & ears, but will not replace them if actually missing.

*Remove Disease*(PH p271)

&lt;Conj(heal), VS, 1StdAct, Touch, Instantaneous&gt;

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

*Remove Nausea*(BoED p105)

&lt;Conj(heal), V/DF, 1StdAct, Touch, Instantaneous&gt;

- The touched subject is no longer Nauseated or Sickened.

*Summon Monster III*(PH p286)

&lt;Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)&gt;

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

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

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

&lt;Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl&gt;

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

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

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

*Updraft*(DR314 p40)

&lt;Conj(creat)[air], VSM(tiny propeller), 1Free-Action, Personal, 1min/lvl(D)&gt;

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

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

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

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

&lt;Conj(heal), VS, 1StdAct, Touch, 10md + 1rnd per level (max 25rnds total)&gt;

- Touched living creature gains Fast Healing 2.

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

&lt;Conj(heal), VS, 1StdAct, 20' range, 10md + 1rnd per level (max 25rnds total)&gt;

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

Divination*Blessed Aim*(CDiv p154)

&lt;Div, VS, 1StdAct, Concentration&gt;

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

*Blessed Sight*(BoED p92)

&lt;Div, VS, 1StdAct, Personal, 1min/lvl(D)&gt;

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

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

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

*Chain of Eyes*(CDiv p158)

&lt;Div, VS, 1StdAct, Touch, 1hr/lvl, WillNeg, SR applies&gt;

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

*Detect Metal and Minerals*(RoF p189)

&lt;Div, VSM(10 lbs of sample metal / mineral), 1StdAct, 60' range, Concentration up to 10min/lvl(D)&gt;

- The caster locates metal or minerals within 60' in a 90 degree arc, even through walls, etc. A 10 pound sample of the material must be available, though as a Standard Action, the caster can switch to a different sample (i.e., scan for gold first, and then silver) as long as Concentration is maintained. A worked sample (e.g., coins, weapons, etc.) can only help in the detection of a worked target, and a raw sample (e.g., iron ore) can only help in the detection of an unworked target.

The information gained increases the more rounds spent focusing:

- 1<sup>st</sup> rnd – detect presence or absence of the target metal or mineral.
- 2<sup>nd</sup> rnd – approximate weight of the target material that was detected.
- 3<sup>rd</sup> rnd – the distance & direction to the target

*Locate Node*(Und p58)

&lt;Div[earth], VSF(pebble from an earth node)/DF, 1StdAct, 1min/lvl&gt;

- The caster may detect the distance and direction all Earth Nodes(Und p49) within 1 mile per level –or– the distance and direction to a specific, previously visited Earth Node within 2 miles per level.

This spell cannot detect Earth Nodes warded by lead or the spell *Node Lock*.

*Locate Object*(PH p249)

&lt;Div, VSF(forked twig)/DF, 1StdAct, Long-range, 1min/lvl, no save, no SR&gt;

- Senses direction toward object (specific or type) within range. A unique object can only be located if the caster has personally viewed it (using a scrying spell does not count). This spell is blocked by lead.

*Telepathic Bond, Lesser*(CDiv p183)

&lt;Div[mind], VS, 1StdAct, 10min/lvl&gt;

- The caster becomes telepathically connected to one willing creature within 30' that has an Intelligence of at least 6.

Once connected, the subjects can communicate at any range & language is not an issue.

*Vision of Fear*(DR333 p73)

&lt;Div, VS, 1 Full Round, 60' range, Instantaneous, WillNeg, SR applies&gt;

- Learn either the 'greatest' or 'most recent' fear (chosen at casting time) of the target (who must be vulnerable to fear and have at least a 3 Intelligence). If the fear was the result of magic, the caster knows this.

For 24 hours, the caster has a very clear image of the 'fear', after which it becomes hazy.

The caster may use the image as follows:

Spell	within 24 hrs	after 24 hrs
<u>Scry</u>	First-Hand	Second-Hand
<u>Teleport</u>	Studied Carefully	Viewed Once

any [fear] –2 penalty on Will n/a  
"any [fear]" indicates the target's penalty on Will saves vs. the caster's fear spells.

Enchantment*Heart's Ease*(BoED p100)

&lt;Ench(comp)[mind], VS/DF, 1StdAct, Close-range, Permanent&gt;

- Once touched subject per level has 'emotional wounds' healed:
  - a) ends Fear & Despair effects, including any similar [mind] effects (but not (charm) or (comp) effects);
  - b) Dispels Confusion and Insanity;
  - c) restores 2d4 Wisdom damage (but not drain);
  - d) removes the lingering effects of torture; &
  - e) generally makes the subject feel good.

*Inspired Aim*(BoED p101)

&lt;Ench(comp)[mind][language], V, 1StdAct, Concentration&gt;

- All allies within a 40' radius Emanation gains a +2 Insight bonus on all ranged attacks.

*Prayer*(PH p264)

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

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

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

Evocation*Continual Flame*(PH p213)

&lt;Evoc[light], VSM(50gp ruby dust), 1StdAct, Touch, Permanent&gt;

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

*Darkfire*(MoF p86) (LoD p186)

&lt;Evoc[fire][energy missile][touch attack], VS, 1StdAct, Personal, 1rnd/lvl(D)&gt;

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

*Daylight*(PH p216)

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

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

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

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

*Deeper Darkness*(PH p217)

<Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 1day/lvl(D), no SR>  
 – Touched object radiates shadowy illumination in a 60' radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.  
 This spell Counters and Dispels spells with the [light] category of equal or lower level.  
 This spell Suppresses *Daylight* and is suppressed by it, leaving only the natural illumination in the overlapping area.

*Flame of Faith*(CDiv p166)

<Evoc, VSM(phosphorus), 1StdAct, Touch, 1rnd/lvl>  
 – Touched non-magical weapon gains the 'Flaming Burst' ability, which causes it to do +1d6 Fire damage. On a critical hit, the weapon does an extra +1d10 Fire damage if x2, +2d10 if x3, etc.

*Frostbite*(DR312 p64)

<Evoc[cold], VS, 1StdAct, Close-range, Fort½, SR applies>  
 – The target creature becomes extremely cold:  
 a) 1d6 per 2 levels lethal Cold damage (max 10d6) (no save);  
 b) 1d4 per 2 levels non-lethal Cold damage (max 10d4) (FortNeg);  
 c) becomes Fatigued (FortNeg).

*Furnace Within*(RoE p185)

<Evoc[fire][mindset], VS/DF, 1StdAct, Instantaneous, Ref½, SR applies>  
 – Everything within a 10' radius Burst of the casting Dwarf takes 1d8 per two levels (max 5d8) of Fire damage. Everything within the area of effect may also Catch Fire.  
 If any barrier within the area of effect is destroyed by this spell, anything beyond that barrier within the area of effect also takes fire damage.  
 Mindset – While this spell is prepared, but not yet cast, the caster's natural attacks, unarmed attacks, and melee attacks with metallic weapons do +1hp of Fire damage.  
 Note: This spell may only be cast by a Dwarf.

*Handfire*(MoF p98)(PGFe)+

<Evoc[light][touch attack], VS, 1StdAct, until discharged up to 1min/lvl>  
 – The caster's hand glow like a candle and can make one touch attack per level.

Target	Damage
Living Creatures	1d4 + 1/lvl (max +5)
Undead	1d6 + 1/lvl (max +5)
Constructs	—

*Helping Hand*(PH p239)

<Evoc, VS/DF, 1StdAct, 1hr/lvl, no save, no SR>  
 – A ghostly hand appears in front of the caster, who describes a person (or creature) to it. The hand then searches for a target matching that description. The distance the hand has to travel determines how long it takes:  

Distance	Time	Distance	Time
100'	1 round	3 miles	2 hours
1,000'	1 minute	4 miles	3 hours
1 mile	10 minutes	5 miles	4 hours
2 miles	1 hour		

  
 If no creature within 5 miles matches the description, the hand returns to the caster, gestures with an open hand to show it did not find anyone, and the spell ends.  
 Once the hand locates the closest target matching the description, it beckons for the target to follow it, though the target is under no compulsion to do so. The hand remains

10' in front of the target & matches its speed (up to 240'). Even if it is ignored, the hand will not search for a second target.

The hand is Invisible to everyone except the caster & the subject. It can pass through cracks, but not solid objects.

*Ice Axe*(DR312 p64)

<Evoc[cold], VSM(shard of ice or glass), 1StdAct, 1min/lvl(D), SR applies>  
 – A battleaxe-like shard of ice appears in the caster's hands, which he/she uses as a proficient weapon. The weapon does 1d8 Slashing damage plus 1d8 + (1 per 2 lvls) Cold damage (max 1d8+10). The axe is considered magic, cannot be disarmed or sundered. The caster's Strength modifier does not apply to the attack or damage rolls.

*Invisibility Purge*(PH p245)

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

*Irian's Light*(RoE p188)

<Evoc, VS/DF, 1StdAct, Medium-range, Instantaneous, no save, SR applies>  
 – The caster generates up to 3 Rays of (3 rays at 11<sup>th</sup>, 2 rays at 7<sup>th</sup>, otherwise 1 ray) that deal 2d8 hp of Positive Energy to one or more targets in a 30' area.  
 Note: Aerenal Elf cast this spell at +1 level.

*Phantom Plow*(LoD p187)

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

*Searing Light*(PH p275)

<Evoc[ray], VS, 1StdAct, Medium-range, no save, SR applies>  
 – Deals divine damage based on target:  
 a) if an Undead vulnerable to sunlight, target takes 1d8/lvl (max 10d8);  
 b) all other Undead take 1d6/lvl (max 10d6);  
 c) Constructs & inanimate objects take 1d6/2lvls (max 5d6);  
 d) all other targets take 1d8/2lvls (max 5d8).

*Snake Shield*(DR330 p72)

<Evoc, VSF(a living snake), 1StdAct, Personal, 1rnd/lvl(D)>  
 – The caster is surrounded by a cloud of ghostly snakes. Any creature that attempts a melee attack on the caster is attacked by the equivalent of the focus snake using its normal bite attack, plus any special abilities, such as poison, constriction, etc. Note that the effect will only grapple and constrict for one round at a time, then will release.  
 Any number of attackers may be affected by this spell, but each can only be attacked once per round.

*Tremor*(DR314 p29)

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

*Wind Wall*(PH p302)

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

Illusion

*Dark Way*(MoF p87)

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

*Misrepresent Alignment*(RoE p188)

<Ill[glamer], VSF(25gp tiny, wavy mirror)/DF, 1StdAct, Close-range, 1hr/lvl(D), WillNeg, SR applies>  
 – The target creature or object is assigned an alignment by the caster, which can be observed with *Detect Evil*, etc.

*Screen of Heat*(DR331 p73)

<Ill[glamer], VS/DF, 1StdAct, Medium-range, 1min/lvl, no save, no SR>  
 – Creates a curtain of visual distortion 1" thick and up to 10' long per level. The curtain does not damage and does not impede any movement.  
 At casting time, the caster decides if the curtain causes distortion on both sides or only one. Looking through a distorted side results in Concealment.

Necromancy

*Affliction*(BoED p89)

<Necro[good], VS, 1StdAct, Touch, FortNeg, SR applies>  
 – Infects touched Evil target with chosen *Affliction*(BoED p34) which takes effect without an incubation period.

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

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

*Animate Dead*(PH p198)

<Necro[evil], VSM(25gp/HD black onyx), 1StdAct, Touch>  
 – Permanently animates skeletons and/or zombies from one or more touched corpses. (2 \* Caster level) HD of Undead may be animated in one casting & a caster may only have 4HD/lvl Undead under control (if exceeded, caster chooses which are "freed"). Undead controlled via Clerical "Rebuke / Control" ability don't count against this total

**Bestow Curse**(PH p203)

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

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

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

**Blindness/Deafness**(PH p206)

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

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

**Contagion**(PH p213)

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

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

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

**Handfang**(LoD p187)(RoF p190)

<Necro[evil], VS, 1StdAct, Personal, 1rnd/lvl>

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

**Inflict Serious Wounds**(PH p244)

<Necro[touch attack], VS, 1StdAct, Touch, Will/2, SR applies>

- Target takes 3d8 + 1/lvl (max +15) Negative Energy Damage.

**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.

**Skull Watch**(PGF p111)

<Necro, VSF(humanoid skull), 1StdAct, Touch, until discharged up to 1hr/lvl, no SR>

- The touched skull levitates 5' off the ground and faces a direction of the caster's choice. If any living creature comes into an area 20' wide by 90' long in front of the skull's face, the following happens:
  - The caster knows the skull was triggered;
  - The skull gives off a loud shriek that can be heard within ¼ mile;
  - Everyone within 60' of the skull becomes Deaf for 1d6 rounds (FortNeg);
  - The spell then ends.

An untriggered skull can be moved from 'behind', which does not trigger it.

The skull has AC12, Hardness 1, and 1hp/lvl. Destroying the skull does not trigger it.

**Speak with Dead**(PH p281)

<Necro[language], VS/DF, 10Minutes, 10' range, 1min/lvl, no SR>

- The caster may ask a mostly intact corpse one question per two levels within the spell's duration. If the corpse's original alignment is different from the caster's, it gets a Will save (equal to its Will save when it was alive) to avoid answering. The corpse only knows what it did while it was alive & only speaks languages it knew.

Any given corpse can only be targeted with this spell once per week. Corpses that have been turned into Undead are immune.

**Wrack**(CDiv p190)

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

- Target humanoid is Blind and Helpless due to pain for 1 round per level.

For the 3d10 minutes after the spell ends, the target receives a –2 penalty on All Actions.

**Transmutation****Amanuensis**(MoF p77)

<Trans, VSM(paper, ink), 1StdAct, Close-range, 10min/lvl>

- Transcribes non-magical text to blank 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.

**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.

**Blindsight**(PGF p100)(Und p56)

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

- Touched subject gains the Blindsight quality, allowing it to sense creatures within 30' even if they are Invisible or cloaked in darkness.

**Briar Web**(CDiv p156)

<Trans, VS/DF, 1StdAct, Long-range, 1min/lvl, RefNeg, no SR>

- Plants Entangle everyone in 20' radius Spread who fails a Reflex save. An entangled target may spend a Full Round Action to gain a new Reflex save to become unentangled (though failing the save results in the target taking 2d6 Piercing damage).

An entangled target to take any action except trying to get free or holding still takes 2d6 Piercing damage each round.

Anyone not entangled may move at ½ speed through the area of effect (taking no damage). Plants provide Cover 5', and Full Cover at 20'.

**Burrow**(Und p56)

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

- Touched subject gains claws that do 1d6 damage and are treated as an armed attack.

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

**Circle Dance**(MoF p84)

<Div, VS, 1Min, Personal>

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

**Cold Fire**(DR312 p62)

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

- Change a fire source (including magical fires) up to a 20' cube into 'Cold Fire', which is blue & white and does Cold damage.

-or-

<Trans[cold], VS/DF, 1StdAct, Close-range, Instantaneous, Fort/2, SR applies>

- The targeted creature with either the 'Fire' subtype or Cold Vulnerability takes 1d6 damage per two levels (max 5d6).

**Energize Potion**(BoED p98)

<Trans, VSM(a magic potion), 1StdAct, Ref/2, SR applies>

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

**Humanoid Essence, Lesser**(RoE p187)

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

- The touched Construct (including a Living Construct) gains the following benefits:
  - gains full benefit from Conjuraction(heal) spells.

This spell Counters and Dispels *Lesser Construct Essence*.

This spell is negated if cast upon a target under the effect of *Construct Essence* or *Greater Construct Essence*.

**Magic Vestment**(PH p251)

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

- Armor, shield, or clothes gain +1 per four levels Enhancement bonus to AC (max +5).

**Meld into Stone**(PH p252)

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

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

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

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

**Snowshoes, Mass**(DR312 p65)

<Trans, VS, 1StdAct, Close-range, 1hr/lvl(D)>

- One subject per level within a 30' area receives the following benefits:
  - Can walk on ice without a speed reduction;
  - +5 bonus on Balance checks or Reflex saves to walk on ice and/or snow & avoid falling through it;
  - Does not leave trails any more noticeable than 'solid ground' for purposes of tracking.

*Spikes*(CDiv p181)

&lt;Trans, VSM(thorn), 1StdAct, Touch, 1hr/lvl&gt;

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

*Stone Shape*(PH p284)(PH3.5e)+

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

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

*Visage of the Deity, Lesser*(CDiv p187)

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

- The caster becomes more like his/her deity:
  - +4 Enhancement bonus to Charisma;
  - Acid Resistance 10;
  - Cold Resistance 10; &
  - Electricity Resistance 10.

-or-

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

- The caster becomes more like his/her deity:
  - +4 Enhancement bonus to Charisma;
  - Cold Resistance 10; &
  - Fire Resistance 10.

*Water Breathing*(PH p300)

&lt;Trans, VSM(straw)/DF, 1StdAct, Touch&gt;

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

*Water Walk*(PH p300)

&lt;Trans[water], VS/DF, 1StdAct, Touch, 10min/lvl(D)&gt;

- The caster can effect 1 touched creature per level. Each subject will hover 1" above any liquid (such as snow, oil, quicksand, etc.) & can treat it as walking on normal ground. If cast underwater, the subject rises to the surface at 60' per round.

*Weapon of Impact*(MoF p134)

&lt;Trans, VS, 1StdAct, Close-range, 10min/lvl&gt;

- One bludgeoning weapon or 50 grouped pieces of bludgeoning ammunition have their threat range doubled.

4<sup>th</sup> Level

**Abjuration**

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

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

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

–or–

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

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

–or–

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

– Target creature within a *Magic Circle against Good*, etc., cannot leave it or travel extradimensionally for the remainder of the Magic Circle’s duration. This includes spells & spell-like abilities such as *Astral Projection*, *Blink*, *Etherealness*, *Gate*, *Maze*, *Shadow Walk*, *Teleport*, etc. It does not extend the duration of Summoning spells.

*Dismissal*(PH p222)

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

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

*Freedom of Movement*(PH p233)

<Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>

– Subject moves normally despite magical impediments (*Web*, *Hold Person*, etc.). The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin.

While under the effect of this spell, the subject can fight underwater.

*Hand of Torm*(MoF p99)

<Abj[variable alignment], VS/DF, 1Minute, 1hr/lvl>

– Creates an immobile 10’ radius area with a glowing border & a representation of the appropriate deity’s hand above it. Any creature who worships that deity or it wearing its holy symbol can freely enter, but others must make a Fortitude save each round or become Stunned (those trying to leave the warded do not need to save).

*Night’s Mantle*(LoD p187)

<Abj, VSM(1,000gp ruby dust), 1StdAct, Touch, 10min/lvl(D)>

– The touched creature is protected from the damaging effects of sunlight (i.e., a Vampire would be save from the sun).

Countered or dispelled by a light spell of higher level.

*Repel Vermin*(PH p271)

<Abj, VS/DF, 1StdAct, 10min/lvl(D), SR applies>

– Creates a 10’ radius area around the caster that causes insects & other vermin to stay away. Vermin whose HD are 1/3<sup>rd</sup> of the caster level

or greater are allowed a Will save to enter the area, but even then they take 2d6 damage.

*Resurgence, Mass*(CDiv p177)

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

– Once subject per level in a 30’ area receives a new saving throw against one ongoing spell, spell-like ability, or supernatural ability affecting him/her. The caster chooses one common effect that the new save applies to (i.e., if some subjects are effected by *Baleful Polymorph* and others are effected by *Charm Person*, the caster must choose the targets of one spell or the other to receive the new save) One effects which allow a save can be targeted by this spell.

*Shield of Faith, Legion*’s(Eb p115)

<Abj, VSM(holy writings), 1StdAct, Medium-range, 1min/lvl>

– All allies within a 20’ radius Burst are surrounded by a magical aura that grants a Deflection bonus to AC of 2 +1 per six levels (max total bonus is +5).

*Spell Immunity*(PH p281)

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

– Touched subject gains unbeatable Spell Resistance to one spell per four caster levels. The spell must be 4<sup>th</sup> level or less & allow an SR check. The subject gains immunity to a spell whether is cast as a spell or used as a spell-like ability.

A given subject may only have a single *Spell Immunity* or *Greater Spell Immunity* in effect at one time.

*Wall of Chaos*(MoF p131)

<Abj[chaos], VSM/DF, Close-range, 10min/lvl>

– Creates a magical barrier of one 10’ square per level –or– a sphere/hemisphere of 5’ radius per 2 levels. The caster designates a ‘hostile’ side. Crossing from the ‘hostile’ side to the ‘non-hostile’ side has the following effects:  
a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Lawful creatures;  
b) hedges out non-Chaotic Summoned & Conjured creatures unless they make a Spell Resistance check.

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

<Abj[evil], VSM/DF, Close-range, 10min/lvl>

– Creates a magical barrier of one 10’ square per level –or– a sphere/hemisphere of 5’ radius per 2 levels. The caster designates a ‘hostile’ side. Crossing from the ‘hostile’ side to the ‘non-hostile’ side has the following effects:  
a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Good creatures;  
b) hedges out non-Evil Summoned & Conjured creatures unless they make a Spell Resistance check.

*Wall of Good*(MoF p131)

<Abj[good], VSM/DF, Close-range, 10min/lvl>

– Creates a magical barrier of one 10’ square per level –or– a sphere/hemisphere of 5’ radius per 2 levels. The caster designates a ‘hostile’ side. Crossing from the ‘hostile’ side to the ‘non-hostile’ side has the following effects:  
a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Evil creatures;  
b) hedges out non-Good Summoned & Conjured creatures unless they make a Spell Resistance check.

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

<Abj[law], VSM/DF, Close-range, 10min/lvl>

– Creates a magical barrier of one 10’ square per level –or– a sphere/hemisphere of 5’ radius per 2 levels. The caster designates a ‘hostile’ side. Crossing from the ‘hostile’ side to the ‘non-hostile’ side has the following effects:  
a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Chaotic creatures;  
b) hedges out non-Lawful Summoned & Conjured creatures unless they make a Spell Resistance check.

**Divination**

*Weather Eye*(DotF p92)

<Div, VSM(incense)(scrying device)/ DF, 1Hour>

– Accurately predict natural weather in a (1 + 1/lvl) mile radius for the next 7 days. If the weather is currently under the effect of magic, this spell identifies that fact in the same way as *Detect Magic*.

**Conjuration**

*Aerial Summoning Dance*(RoF p189)

<Conj(sum)[air], VSF(bag, candle)/DF, 3Full-Rounds, Close-range, 1md/lvl>

– Summons a Large Air Elemental, who fights the caster’s enemies. This spell must be cast by a someone flying, along with the help of at least 4 Aarakocra (i.e., bird-men). Every member of the group is susceptible to Attacks of Opportunity & Concentration checks.

*Cure Critical Wounds*(PH p215)

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

– Cures 4d8 +1/level damage (max +20) with Positive Energy.

*Planar Ally, Lesser*(PH p261)

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

– The caster requests his/her deity send an Elemental or Outsider of up to 6HD (a specific one may be requested by name). Once the ‘ally’ arrives, the caster must negotiate what task it should do & what it gets in return. The following table gives an idea of the cost in money, items, etc.

Time Required	Payment
up to 1min/lvl	100gp / HD
up to 1hr/lvl	500gp / HD
up to 1day/lvl	1,000 / HD
Difficulty	Modifier
Matches Alignment	50% less
Non-hazardous	50% less
Very Dangerous	100% more
Suicidal	no deal

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

*Neutralize Poison*(PH p257)

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

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

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

**Recitation**(CDiv p176)(UE p52)

<Conj(creat), VSF(sacred text)/DF, 1StdAct, 1rnd/lvl, no save, SR applies>

- All allies within a 60’ radius **Burst** of the caster gain a +2 (or +3 if they worship the caster’s deity) Luck bonus on attacks & saving throws, while any enemies in the burst suffer a –2 penalty on attacks & saves.

**Restoration**(PH p272)

<Conj(heal), VSM(100gp diamond dust), 3Rounds, Touch, Instantaneous>

- Touched creature is restored as follows:
  - a) all **Negative Energy Level** are removed;
  - b) one lost Experience Level is restored if it was drained within 1/day per level;
  - c) removes all ability penalties and temporary ability **Damage**;
  - d) restores all permanently **Drained** points from one ability score; and
  - e) eliminates **Fatigue** and **Exhaustion**.

**Revenge**(CDiv p178)(MoF p113)

<Conj(heal), VSM(500gp diamond dust)/DF, 1FullRound, Touch, 1min/lvl>

- The touched ally that was killed within 1rnd/lvl is restored to life for the spell’s duration, and then dies again. The target does not loose a level & is at ½ hp. Against the creature that killed it, the target receives a +1 Morale bonus on **All Actions**. The spirit must be willing, cannot have died of old age, have been killed by a ‘death effect’, or have been an Undead, Construct, Elemental, or an outsider. The body must be intact.

**Rogue Wave**(DR314 p46)

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

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

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

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

**Shark Bolt**(DR334 p76)

<Conj(creat)[water], VSM(shark teeth), 1StdAct, Medium-range, 1rnd/lvl(D), no save, SR applies>

- Creates 1 Medium-sized Shark made from water for each 5 caster levels (max 5 at 20<sup>th</sup>). Each ‘shark’ appears next to a target designated at casting time. The ‘shark’ attacks its target once per round at the caster’s highest base attack bonus. A successful hit does 1d6 + 1 per three caster levels (max 1d6 +6 at 18<sup>th</sup>).

One or more of the ‘sharks’ may be retargeted by the caster with a Move Action. If the shark only moved 30’ to its new target, it may attack the round it moved.

A ‘shark’ may not be damaged, but is dispelled by any [fire] spell that touches it (AC 11). Also, each time a shark hits a creature with Spell Resistance, it must overcome the SR or be dispelled.

**Summon Monster IV**(PH p286)

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

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

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

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

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

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

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

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

**Wall of Sand**(PGF p118)

<Conj(creat)[earth], VSM(sand)/DF, 1StdAct, Medium-range, Concentration + 1rnd/lvl, no save, no SR>

- Creates an opaque wall made from sand, up to one contiguous 5’ square per level, arranged as the caster wishes. The wall has the following properties:

- a) Blocks ranged attacks;
- b) May be moved through by taking a Full-Round Action to make a Strength check. For each 5 points the check exceeds 15, the target may move 5’.
- c) Any creature within the wall is considered **Blind**, **Deaf**, cannot speak or breath, and must hold its breath or start to suffocate.
- d) It is possible to attack with a melee weapon at a creature within the wall, but the target has **Cover** and **Total Concealment**.

**Divination**

**Assay Resistance**(CARC p97)

<Div, VS, Swift Action, Personal, 1rnd/lvl>

- Gain a +10 bonus on Caster checks to overcome Spell Resistance against one target, which must be visible when this spell is cast.

**Discern Lies**(PH p221)

<Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR>

- Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.

**Divination**(PH p224)

<Div, VSM(incense, 25gp offering), 10Minutes, Personal>

- Learn a useful piece of information concerning a specific goal, event, or activity that will occur within 7 days. Chance of information is 70% + 1%/level, with the caster knowing if the spell failed.

**Know Vulnerabilities**(MoF p104)

<Div, VS, 1StdAct, Close-range, WillNeg>

- Determine target’s vulnerabilities and resistances.

**Status, Greater**(BoED p100)

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

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

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

**Tongues**(PH p294)

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

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

**Enchantment**

**Merrshaulk’s Kiss**(DR330 p71)

<Ench, VSF(at least one living snake), 1StdAct, Touch, 1min/lvl>

- Up to one Snake per two levels within a 30’ area receive the following:
  - a) +1 Morale bonus on attacks, saves, and skill checks;
  - b) a snake with Poison receives a +2 Morale bonus to the poison’s DC;
  - c) a snake with the Constriction special ability receives a +2 Morale bonus on Grapple checks.

**Sword of Conscience**(BoED p109)

<Ench(comp)[good][mind], V/DF, 1StdAct, Close-range, Instantaneous, WillNeg, SR applies>

- Target Evil creature takes Ability Damage to its **Wisdom & Charisma** determined by it HD and/or Level (as listed below):

Creature	1d6	1d8	2d6	2d8
Cleric of Evil God	0-1	2-4	5-10	11+
Evil Outsider	0-1	2-4	5-10	11+
Evil Elemental	0-2	3-8	9-20	21+
any Undead	0-2	3-8	9-20	21+
other Evil Creature	0-10	11-25	26-50	51+

**Evocation**

**Castigate**(CDiv p158)

<Evoc[sonic], V, 1StdAct, Instantaneous, Fort½, SR applies>

- Enemies within 10’ of the caster are effected by a sermon, even if they do not understand the language:

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

**Celestial Brilliance**(BoED p94)

<Evoc[good][light], VS, 1StdAct, Touch, 1day/lvl(D)>

- The touched object gives off very bright light in a 60’ radius & dim light for another 60’.
  - a) Creatures with Light Sensitivity take 2x their normal penalty;
  - b) Undead within the 60’ radius take 1d6 damage per round;
  - c) Undead & Evil Outsiders that take damage from sunlight take 2d6 damage per round that they are within 60’ of the target object

This spell is **Suppressed** and suppresses any magical darkness within its area of effect.

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

*Corona of Cold*(DR312 p63)

&lt;Evoc[cold], VS/DF, 1StdAct, 1rnd/lvl(D)&gt;

– The caster is surrounded by a 10' radius Emanation of cold:

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

*Divine Power*(PH p224)

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

– The caster gains a +6 Enhancement bonus to Strength, 1 Temporary HP per level, & a Base Attack Bonus as if the caster was a fighter of his/her Character level.*Energy Vortex*(CDiv p164)

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

– All creatures within a 20' radius Burst of the caster take damage from one Energy Type chosen at casting time. There are two options:

- The caster takes no damage and all creatures in the area of effect take 1d8 + 1 per caster level (max 1d8+20); or
- The caster and all creatures in the area of effect take 2d8 + 2 per caster level (max 2d8+20). In this case, the caster does not get a Reflex save, but SR applies.

*Frost Bite*(DR312 p64)

&lt;Evoc[cold], VS, 1StdAct, Close-range, Fort½, SR applies&gt;

– The target creature becomes extremely cold:

- 1d6 per 2 levels lethal Cold damage (max 10d6) (no save);
- 1d4 per 2 levels non-lethal Cold damage (max 10d4) (FortNeg);
- becomes Fatigued (FortNeg).

*Imbue with Spell Ability*(PH p243)

&lt;Evoc, VS/DF, 10Minutes, Touch, until discharged(D)&gt;

– The caster transfers his/her ability to cast one or more spells into another creature. The subject must have an Intelligence of at least 5 and a Wisdom of at least 9. Only cleric spells from the schools of Abjuration, Divination, and Conjunction(healing) can be transferred. Until the subject casts the imbued spell(s), the caster does not regain the spell slot corresponding to this spell (typically a 4<sup>th</sup> level slot).

The spells that can be imbued on a subject is based on the subject's HD:

HD Spells Imbued1-2 one 1<sup>st</sup> level spell3-4 up to two 1<sup>st</sup> level spells5+ up to two 1<sup>st</sup> level & one 2<sup>nd</sup> level spells

The imbued spells are cast at the caster's level &amp; the caster is responsible to his/her deity for how the spells are used.

*Nchaser's Glowing Orb*(PGF p107)

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

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

If the caster dies, then any Cleric, Sorcerer, or Wizard able to cast 4<sup>th</sup> level spells can become an orb's controller by touching it.*Sending*(PH p275)

&lt;Evoc, VSM(copper wire)/DF, 10Minutes, no SR&gt;

– Sends a message of 25 words or less to a familiar subject anywhere, who may send back a 25 word response immediately. If the subject is on another plane of existence, there is a 5% chance of the message being lost.

*Stars of Arvandor*(BoED p108)

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

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

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

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

Illusion*Doomtide*(CDiv p163)(MoF p90)

&lt;Ill(pattern), VS/DF, 1StdAct, 80', 1rnd/lvl, WillNeg, SR applies&gt;

– Create eight 10' cubes Clouds of black mist.The caster decides if the mist is stationary or moves away at a rate of 10'. Any creature in the mist who fails its Will save is Dazed until clear of the mist. The caster & up to one other touched person can see through the mist freely & are immune to its daze effect.Necromancy*Blood of the Martyr*(BoED p92)

&lt;Necro(heal)[good], VS, 1StdAct, Medium-range&gt;

– The caster transfers his/her own hit-points (minimum 20) to a willing or unconscious creature. The subject is healed as per a Cure Wounds spell, so any excess hp are lost. The caster loses the hp as if he/her had taken damage.

*Death Ward*(PH p217)

&lt;Necro, VS/DF, 1StdAct, Touch, 1min/lvl&gt;

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

*Inflct Critical Wounds*(PH p244)

&lt;Necro[touch attack], VS, 1StdAct, Touch, Will½, SR applies&gt;

– Target takes 4d8 + 1/lvl (max +20) Negative Energy Damage.*Poison*(PH p262)

&lt;Necro[touch attack], VS/DF, 1StdAct, Touch, Instantaneous, FortNeg, SR applies&gt;

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

Transmutation*Air Walk*(PH p196)

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

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

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

A mount that knows the Air Walk Trick will not panic under the effect of this spell.*Beast Claws*(CDiv p151)

&lt;Trans, VSM(bird claw), 1StdAct, Personal, 1rnd/lvl&gt;

– The caster's hands become 1d6 Slashing weapons (critical threat 19-20/x2) & are an armed attack. The claws do not interfere with spell casting.

*Camel's Tenacity*(DR331 p71)

&lt;Trans, VSM(camel hair), 1StdAct, Touch, 1day/3lvs&gt;

– Up to one touched subject per level does not need to eat or drink for the spell's duration.

This is not protection from magical dehydration.

*Control Water*(PH p214)

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

– Effects 10<sup>7</sup>/lvl x 10<sup>7</sup>/lvl x 2<sup>7</sup>/lvl (shapeable) of water by either:a) lowering the water by 2<sup>7</sup>/lvl (min of 1").In large / deep bodies of water, this forms a whirlpool. This effect will Slow water-based creatures / elements (WillNeg); or,b) raising the water by 2<sup>7</sup>/lvl. Boats will slide off the "hump" of the water.*Fang Blade*(DR330 p71)

&lt;Trans, VSF(living snake no more than one size category larger than the caster), 1StdAct, Touch, 1min/lvl(D)&gt;

– The focus snake is transformed into the equivalent of a Longsword sized for the caster. The caster is considered proficient with the weapon. On a hit, the foe is affected by the snake's poison (if any) in addition to the normal Longsword damage.

If anyone other than the caster attempts to wield the weapon, the snake attacks its holder.

The weapon has a Hardness of 8 &amp; the snake's hp at the time of the casting with regards to Sunder attempts.

At the spell's end, the snake returns to normal.

*Giant Vermin*(PH p235)

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

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

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

*Iron Bones*(MoF p102)

&lt;Trans, VSF(tiny skull made from iron), 1StdAct, Touch, 10min/lvl&gt;

– Touched corporeal Undead gains +5 Natural Armor bonus due to a hardened skeleton.

*Magic Weapon, Greater*(PH p251)

&lt;Trans, VSM(powdered lime, carbon)F(weapon)/DF, 1StdAct, Close-range, 1hr/lvl&gt;

– Targeted manufactured weapon –or– a bundled group of 50 projectiles gain an Enhancement bonus to attack & damage of +1 per four levels (max +5).

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

*Remove Fatigue*(BoED p105)

&lt;Trans, S, 10Min, Touch, Instantaneous&gt;

– Up to one living subject per two levels gains the benefit of 8 hours of sleep.

If a subject is Exhausted, it is now Fatigued (& 1 hour of rest will remove this state).If a subject is Fatigued, it is now rested.

If a subject is rested, it does not need to sleep again for 24 hours.

Note: This spell has no effect on restoring spells.

*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.

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

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

*Sustain*(BoED p109)

<Trans, VSM(wine, bread), 1Round, Touch, 6hrs/lvl>  
 – One living subject per two levels does not need to eat or drink for the spell's duration & has any current penalties from starvation removed. The subjects can be of any size. When the spell ends, a subject's appetite returns normally (i.e., is not immediately starving). A subject may eat & drink while under the effect of this spell without penalty.

*Weapon of the Deity*(CDiv p188)

<Trans, V/DF, 1StdAct, Personal, 1rnd/lvl>  
 – When the caster wields his/her deity's favored weapon, it gains a +1 Enhancement bonus to attack & damage for every 3 levels starting at 6<sup>th</sup> (i.e., +2 at 9<sup>th</sup>, etc.). The caster is considered proficient with the weapon. Only one end of a double weapon is effected.  
 The weapon gains an additional magical enhancement, such as 'defending' or 'flaming' that is appropriate for the deity.  
 See Weapons of the Deity Table for the list.

5<sup>th</sup> Level**Abjuration****Atonement**(PH p201)

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

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

- <Abj, VS, 1Minute, Close-range, no SR>
- Attempts to free 1 subject per level within a 30' area from all Curses, Enchantments, Transmutations, and Petrification. Each effect is subject to a **Dispel Check** (max +15). Cursed items typically have a DC of 25. If petrification is removed from a creature, it does not need to make a saving throw to survive. Effects that cannot be removed by *Dispel Magic* can be removed by this spell if their level is no more than 5<sup>th</sup>. This spell breaks effects on creatures. A cursed item still have its curse, it just may no longer apply to the subject.

**Dispel Chaos**(PH p222)

- <Abj[law][touch attack], VS/DF, 1StdAct, Personal, Until Discharged up to 1rnd/lvl>
- The caster gains a blue glow, which provides a +4 Deflection bonus to AC against Chaotic creatures. The spell can run for its full duration, or it can be discharged in 2 ways:
    - a) touch attack on a Chaotic creature from another plane will force it home if it fails its SR check (if any) and its Will save.
    - b) touching a Chaotic spell or an enchantment cast by a Chaotic caster ends the spell as per a successful casting of *Dispel Magic*.

**Dispel Evil**(PH p222)

- <Abj[good][touch attack], VS/DF, 1StdAct, Personal, until discharged up to 1rnd/lvl>
- The caster gains a white radiance, which provides a +4 Deflection bonus to AC against Evil creatures. The spell can run for its full duration, or it can be discharged in 2 ways:
    - a) touch attack on an Evil creature from another plane will force it home if it fails its SR check (if any) and its Will save.
    - b) touching an Evil spell or an enchantment cast by an Evil caster ends the spell as per a successful casting of *Dispel Magic*.

**Dispel Good**(PH p222)

- <Abj[evil][touch attack], VS/DF, 1StdAct, Personal, Until Discharged up to 1rnd/lvl>
- The caster gains a dark nimbus, which provides a +4 Deflection bonus to AC against Good creatures. The spell can run for its full duration, or it can be discharged in 2 ways:
    - a) touch attack on a Good creature from another plane will force it home if it fails its SR check (if any) and its Will save.
    - b) touching a Good spell or an enchantment cast by a Good caster ends the spell as per a successful casting of *Dispel Magic*.

**Dispel Law**(PH p222)

- <Abj[chaotic][touch attack], VS/DF, 1StdAct, Personal, Until Discharged up to 1rnd/lvl>
- The caster gains a flickering aura, which provides a +4 Deflection bonus to AC against Lawful creatures. The spell can run for its full duration, or it can be discharged in 2 ways:
    - a) touch attack on a Lawful creature from another plane will force it home if it fails its SR check (if any) and its Will save.
    - b) touching a Lawful spell or an enchantment cast by a Lawful caster ends the spell as per a successful casting of *Dispel Magic*.

**Spell Resistance**(PH p282)

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

**Telepathy Block**(BoED p109)

- <Abj, VS, 1StdAct, Close-range, 1rnd/lvl(D), no save, no SR>
- All telepathic communicated, including telepathic speech, is blocked in a 80' radius **Emanation** from the target. If the spell is cast on a creature or object, the effect moves with the target. If cast on a point in space, the effect is immobile.

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

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

**Conjuration****Crawling Darkness**(Sav p64)(MoF p86)(MoFe)+

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

**Cure Light Wounds, Mass**(PH p216)

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

**Energetic Healing**(BoED p98)

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

**Freeze**(DR312 p63)

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

**Insect Plague**(PH p244)

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

**Monstrous Regeneration**(MoF p109)(MoFe)+

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

**Plane Shift**(PH p262)

- <Conj(teleport), VSF(plane-specific tuning fork), 1StdAct, Touch, Instantaneous, WillNeg, SR applies>
- Either 1 unwilling target –or– 8 willing targets are sent to another plane of existence.

**Raise Dead**(PH p268)

- <Conj(heal), VSM(5,000gp diamond)/DF, 1Minute, Touch>
- Restores life to an intact corpse who died up to 1 day per level ago, assuming the spirit is willing. Subject cannot have died of old age, been killed by a 'death effect', or have been turned into an Undead. When raised, the subject heals to 1 hp per its HD, plus any ability score at 0 becomes 1. Normal diseases & poisons are also cured. Subject loses a **Non-Recoverable Level**. This spells cannot be used on Constructs, Elementals, or Outsiders.

**Summon Monster V**(PH p287)

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

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

**Summon Undead V**(PGF p114)(PGFe)+  
 <Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>  
 – Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.  

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

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

**Vigor, Greater**(CDiv p186)(DR324 p103)+  
 <Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd per level (max 35rnds total)>  
 – Touched living creature gains **Fast Healing 4**.

**Wall of Stone**(PH p299)  
 <Conj(creat)[earth], VS/AM(granite)/DF, 1StdAct, Medium-range, Instantaneous, no SR>  
 – Creates a wall of stone that is one 5’ square per level & 1” thick per 4 levels. The area can be doubled by halving the thickness. The stone has a Hardness 8 & each 5’ square has 15 hit points per inch of thickness. The wall can be of any shape & will merge into adjoining stone surfaces.

**Warding Gems**(BoED p111)  
 <Conj(heal), VSM(one 500gp gem per warding gem), 1StdAct, Close-range, 1hr/lvl>  
 – The caster creates up to one Warding Gem per three levels. Each gem then floats around the head of its subject (who must be within Close-range). A floating gem has AC 24, Hardness 10, & 10 hp. If destroyed, its magic is lost.

As a Free Action, a subject with a Warding Gem floating around his/her head can discharge it & be healed exactly 10 hp. The gem then turns to dust.

At the end of the spell’s duration, any unused Warding Gem loses its magic & falls to the ground undamaged (i.e., it can be reused).

**Divination**

**Commune**(PH p211)  
 <Div, VSM(holy/unholy water, incense)X(100)/DF, Personal, 1rnd/lvl>  
 – The caster’s deity answers one yes-or-no question per level. The topic must be within the deity’s area of interest.

**Commune with Earth**(RoF p189)  
 <Div, VS, 10Minutes, Personal>  
 – By becoming “one with the earth”, the caster can know up to 3 facts about the surrounding hills, mountains, or underground areas (e.g., location of water, animal population, presence of powerful unnatural creatures). The caster can learn about an area of ½ mile per level radius above ground & to a depth of ¼ mile per level. Construction, including towns & dungeons, obstructs this spell.

**Scrying**(PH p274)(PH3.5e)+  
 <Div(scry), VSF(see below)/AM(eye of an eagle, nitric acid, copper, zinc)/DF, 1Hour, 1min/lvl, WillNeg, SR applies>  
 – Sends a **Magical Sensor** to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

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

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

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day. Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor.

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

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

**True Seeing**(PH p296)

<Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl>  
 – Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur & Displacement*, not effected by *Invisibility*, sees through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane.

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

**Enchantment**

**Chaav’s Laugh**(BoED p94)

<Ench(comp)[good][mind], V, 1StdAct, 1min/lvl, WillNeg, SR applies>

– All creatures within a 40’ radius **Spread** around the caster that can hear the spell are effected based on their alignment:

- Good only:**
- a) +2 Morale bonus on attack rolls & saves vs. Fear; &
- b) 1d8 + 1/lvl (max 1d8+20) **Temporary HP**.

- Evil only:**
- a) –2 Morale penalty on attack rolls & saves vs. Fear.

**Command, Greater**(PH p211)

<Ench(comp)[language][mind], V, 1StdAct, Close-range, 1rnd, WillNeg(retry), SR applies>

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

Each target receives the same one-word command. Targets may attempt their Will save each round until they succeed, ending the effect.

**Symbol of Sleep**(PH p291)

<Ench(comp)[mind], VSM(1,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures with up to 10HD within a 60’ radius **Emanation** fall into a catatonic sleep for 3d6x10minutes. Targets cannot be waken without magic. The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol **must be in plain sight** and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

- a) target looks at the symbol;
- b) target reads the symbol;
- c) target touches the symbol (including covering it);
- d) target passes over the symbol;
- e) target passes through the portal marked with the symbol;
- f) custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

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

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

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

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

**Evocation**

**Blistering Radiance**(CaRE p99)

<EvoC[fire][light], VSM(lens, tinder), 1StdAct, Long-range, 1rnd/lvl, SR applies>

– A brilliant sphere hovers at the target location for 1 round per level. All creatures within it on the caster’s initiative are **Dazzled** (no save) and take 2d6 Fire damage (Fort½).

**Dancing Web**(BoED p96)

<EvoC[good], VSM(spider’s web)/DF, 1StdAct, Medium-range, Instantaneous, Ref½, SR applies>

– All creatures in a 20’ radius **Burst** take 1d6 per level non-lethal damage (max 10d6) (Ref½). Evil creatures within the area of effect become **Entangled** for 1d6 rounds (RefNeg).

**Downdraft**(DR314 p40)

<EvoC[air], VSM(wooden bird), 1StdAct, Long-range, Instantaneous, Ref½, SR applies>

– The caster creates a 20’ radius **Spread** column of downward moving air that is 100’ tall. Any flying creature caught in the column is forced down 100’ (Reflex save to only fall 50’). If a creature hit the ground, it takes 1d6 damage per 10’ it fell.

Any creature on the ground under the column is knocked Prone (RefNeg, save is modified by x4 the target’s size category bonus/penalty (i.e., –4 for Small, +0 for Medium, +4 for Large, etc.).

*Dragon Breath*(CDiv p164)

<Evoc[good/evil], VS/DF, 1StdAct, Personal, 1rnd/lvl>

– The caster gains one breath weapon (listed below) for the spell’s duration. After it is use, the caster must wait 1d4 rounds before the breath weapon can be used again.

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

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

*Flame Strike*(PH p231)

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

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

*Hallow*(PH p238)

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

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

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

This spell Counters Hallow.

*Stalwart Pact*(CDiv p181)

<Evoc, VS/DF/X(250), 10Minutes, Touch, until discharged then 1rnd/lvl>

– When the touched, willing, living creature is reduced to half his/her hit-points (or less), the target receives the following benefits for 1 round per caster level:

- 5 Temporary hit-points per caster level;
- Damage Reduction 5 / magic; &
- +4 Luck bonus on all saving throws.

*Unhallow*(PH p297)

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

– Designates a 40’ radius Emanation from touch spot as Unholy. For 1 year, everyone within the Unhallowed area has the following benefits:

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

Necromancy

*Contagion, Mass*(RoF p190)

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

– Infects one or more targets within a 30’ area with chosen disease which takes effect without an incubation period. Disease choices are Blinding Sickness, Cackle Fever, Filth Fever, Mind Fire, Red Ache, The Shakes, or Slimy Doom.

*Fallen Soul*(DR312 p22)

<Necro[evil], VS/DF, 1StdAct, Touch, Permanent, WillNeg, SR applies>

- The touched living, intelligence creature (which cannot be an Outsider or have the Good subtype) is marked, plus the spell tempts (but does not force) the target to commit evil acts:
- becomes Nauseated for 1 minute;
  - has an invisible mark on his/her forehead that can automatically be seen by any creatures that gives off a Moderate Alignment Aura of Evil or who can see Invisible. Many such creatures will try to tempt the target into committing evil acts.
  - if the target has a non-Evil alignment, then each time the target willingly commits an evil act, he/she gains a +4 Profane bonus to Strength, Constitution, and Charisma for 1 hour. With enough evil acts, the target’s alignment will change to Evil & this bonus will no longer apply.
  - if the target has an Evil alignment, then each time the target willingly commits a good act, he/she takes 4 points of Strength, Constitution, & Charisma Drain.

This spell can be removed with *Dispel Evil*, *Limited Wish*, *Miracle*, *Wish*, or *Break Enchantment*.

This spell is not effected by *Remove Curse* and cannot be dispelled.

While a creature is under the effect of this spell, *Atonement* will automatically fail on him/her.

*Inflict Light Wounds, Mass*(PH p244)

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

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

*Mark of Justice*(PH p252)

<Necro, VS/DF, 10Minutes, Touch, Permanent, no save, SR applies>

– The caster draws an indelible mark on the target & states the behavior that will activate a curse. The caster may choose one of the following curses:

- 6 on one ability (minimum 1);
- 4 penalty on attacks, saves, and skill checks; or
- 50% chance of losing each action.

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

This spell can be removed with *Remove Curse* only if its caster level is at least as high as this spell’s caster level.

*Slay Living*(PH p280)

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

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

*Soul Scour*(UE p52)

<Necro[touch attack], VSM(lich dust), 1StdAct, Touch>

- The living target’s soul is corrupted:
- The target must immediately make a Will save or take 2d6 Charisma Damage and 1d6 Wisdom Damage.
  - One minute after being touched, the target must make another Will save or take 1d6 Charisma Damage.

*Symbol of Pain*(PH p290)

<Necro[evil], VSM(1,000gp of diamond, 1,000gp of opal, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation suffer from wracking pain, receiving a –4 penalty to attacks, skill checks, & ability checks for 1 hour after they leave the area of effect. The triggered symbol remains active for 10min/lvl. Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

- target looks at the symbol;
- target reads the symbol;
- target touches the symbol (including covering it);
- target passes over the symbol;
- target passes through the portal marked with the symbol;
- custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

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

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

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

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

*Touch of the Pharaoh*(DR331 p73)

<Necromancy[evil], VS, 1StdAct, Touch, Instantaneous, FortNeg, SR applies>

- The touched living creature contracts Mummy Rot, taking 1d6 Constitution & 1d6 Charisma damage immediately. This disease does not heal naturally. Magical healing must succeed with a Caster Level check vs. DC 20.

Transmutation*Convert Wand*(BoED p95)

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

- The touched wand becomes a healing wand for the spell's duration. Spells cast from the wand are deducted from the wand's charges as usual. The specific spell is determined by the level of spell in the wand normally:

Lvl	Spell
1	<i>Cure Light Wounds</i>
2	<i>Cure Moderate Wounds</i>
3	<i>Cure Serious Wounds</i>
4	<i>Cure Critical Wounds</i>

*Divine Agility*(CDiv p162)

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

- The touched living subject gains the following:
  - +4 Enhancement bonus to Dexterity;
  - his/her Base Reflex Save raised to that of a Rogue of the Caster's total character level (if currently lower); and
  - Gains Feat: Spring Attack.

*Disrupting Weapon*(PH p223)

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

- The touched melee weapon gains the 'Disrupting' property. If an Undead with HD equal or less than the Caster level is hit with the weapon, it must make a Will save or be destroyed (no SR).

*Incarnation of Set*(DR313 p90)

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

- The caster's body changes into a non-unique Animal or Vermin from Tiny-size to Huge-size that is sacred to Set. This list includes Normal, Giant, & Dire varieties of Bears (Black & Brown), Boars, Crocodiles, Donkeys, Hippopotami, Hyenas (treat Dire Hyenas as Dire Wolves), Jackals (treat as Dogs), Saluki (treat as Riding Dogs with the Run feat instead of Alertness), Snakes (Constrictors and Vipers) and Monstrous Scorpions.

The new creature can have a base HD no more than the Caster level (max 15HD). The caster retains his/her Intelligence, Wisdom, & Charisma, but takes the creature's Strength, Dexterity, and Constitution. It gains the creature's Extraordinary Special Attacks (such as poison), but not its Extraordinary Special Qualities, Supernatural, or Spell-Like abilities. Also, the caster receives hit-points as if he/she had a night of rest.

*Humanoid Essence*(RoE p186)

<Trans, VS, 1StdAct, Touch, 1min/lvl, WillNeg, SR applies>

- The touched Construct (including a Living Construct) gains the following benefits & penalties:
  - gains full benefit from Conjunction(heal) spells;
  - Subject to critical hits, Sneak attacks, nonlethal damage, stunning, ability damage, ability drain, death effects, and Necromancy effects;
  - a Warforge targeted with this spell loses its Racial Fortification.

If cast on a target under the effect of *Lesser Construct Essence*, that spell is Dispelled and this one takes effect.

Can Counters and Dispel *Lesser Construct Essence* and *Construct Essence*.

This spell is negated if cast upon a target under the effect of *Greater Construct Essence*.

*Righteous Might*(PH p273)

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

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

*Sacred Circle*(DR314 p73)

<Trans, VS/DF, 10Minutes, Touch, 10min/lvl, no save, no SR>

- The caster creates an immobile 10' radius circle around the casting point. All attack generate from this area of effect (melee or ranged) receives a +2 Enhancement bonus & all weapons are considered 'magic' for purposes of overcoming Damage Reduction.

*Stone Shape, Greater*(Und p62)

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

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

*Subvert Planar Essence*(CDiv p183)

<Trans, VSM(100gp adamantine statuette)/DF, 1StdAct, Medium-range, 1rnd/lvl, FortNeg, SR applies>

- An Outsider within this spell's immobile 20' radius Emanation have its Damage Reduction and Spell Resistance reduced by 10 points if its fails its initial Spell Resistance check and saving throw.

A creature that resists the spell in either way can enter and exit its area of effect freely, while one that fails both checks is effected again every time it enters the area of effect within a single occurrence of the spell.

6<sup>th</sup> Level

**Abjuration**

*Antilife Shell*(PH p199)

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

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

*Banishment*(PH p202)

- <Abj, VS/AF(object or substance hated by the target), Close-range, WillNeg, SR applies>
- Banishes up to 2 HD per level of Extraplanar creatures in a 30' area away from the current plane. Extra hated objects give a +1 on SR Checks and +2 to the spell's DC.

*Celestial Blood*(BoED p94)

- <Abj[good], VSM(holy water), 1Round, Touch, 1min/lvl>
- The touched non-Evil creature gains the following protections:
  - a) Acid Resistance 10;
  - b) Cold Resistance 10;
  - c) Electricity Resistance 10;
  - d) +4 bonus to saves vs. poison; &
  - e) Damage Reduction 10 / evil.

*Dispel Magic, Greater*(PH p223)(PH3.5e+)

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

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

*Energy Immunity*(CArc p105)

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

*Forbiddance*(PH p232)

- <Abj, VSM(1,500gp of holy water & incense + 1,500gp per 60' cube, 1,000gp of additional incense + 1,000gp per 60' cube if a password is to be added)/DF, 6Rounds, Medium-range, Permanent>
- The caster designated an area of one contiguous 60' cube per level. Although permanent, the caster has the option of including a password that allows the speaker to avoid effect 'b').
  - a) The area is sealed against planar travel, blocking *Dimensional Door*, *Teleport*, *Plane Shift*, *Astral Travel*, *Ethereal Travel*, and all *Summon* spells.
  - b) When attempting to enter, each creature is effected based on how close their alignment is to the caster's alignment:

- 1) same – no save needed to enter.
- 2) different along the law-chaos axis -or- the good-evil axis – 6d6 damage & cannot enter (Will½ & SR applies).
- 3) different along the law-chaos axis -and- the good-evil axis – 12d6 damage & cannot enter (Will½ & SR applies).

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

*Gate Seal*(FR p70)

- <Abj, VSM(50gp silver), Close-range, Permanent>
- The targeted *Gate* or *Portal* cannot no longer be used unless this spell is dispelled.

*Glyph of Warding, Greater*(PH p237)

- <Abj, VSM(400gp diamond dust, incense), 10Minutes, Touch, until discharged>
- Caster inscribes a one-use almost invisible rune upon an object or area (up to 5 square feet per level) which is set off when anyone (visible or otherwise) touches or passes it. The caster can set criteria which will keep the glyph from discharging, such as a password, the creature's race or alignment, or even religion (though the spell can be fooled by *Nondetection*, *Polymorph Self*, etc.). If noticed, a *Read Magic* along with Spellcraft check vs. DC 13 will identify the effect contained by the glyph. A glyph can either a) inflict 1d8 per 2 levels (max 10d8) in a 5' radius of one energy type (acid, cold, electricity, fire, or sonic) (Ref½) and SR applies; or
- b) store one harmful spell up to 6<sup>th</sup> level.

*Vengeance Halo*(BoED p111)

- <Abj[good], VS/DF, 1StdAct, Close-range, 1min/lvl>
- The Good subject has a halo over his/her head for the spell's duration.
- If the subject is killed, his/her slayer takes 1d6 per level damage (max 20d6) (Ref½, no SR) & the spell ends.
- Note: The caster must abstain from alcohol for one week prior to casting this spell.

**Conjuration**

*Call Faithful Servants*(BoED p93)

- <Conj(call)[good], VS, 1Minute, Close-range, Instantaneous>
- The caster calls 1d4 Lantern Archons (LG), 1d4 Coure Eladrins (CG), or 1d4 Musteval Guardinals (NG) to server as guards, soldiers, spies, etc., for up to 1 year. Only 2HD per Caster level of Celestials can be controlled at any time.
- Note: This spell can only be cast by Celestials, and the caster may not have cast a Conjuration spell for 3 days prior to casting this spell.

*Cometfall*(CDiv p159) (CDivErrata+)

- <Conj(create), VS/DF, 1StdAct, Medium-range, Instantaneous, Ref½, no SR>
- A 400 pound ball of rock and ice appears 10' per level above a 10' by 10' target square (height is limited by the ceiling, if any). Everything in the target square takes 2d6 per 10' that the comet fell (max 20d6) (Ref ½) & are targeted by a Trip check at +11 (RefNeg). In addition, the broken comet fills the target square with Dense Rubble.

*Cure Moderate Wounds, Mass*(PH p216)

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

*Heal*(PH p239)

- <Conj(heal), VS, 1StdAct, Touch>
- Touched subject is infused with Positive Energy, healing 10hp per level (max 150hp) and being immediately cured of the following: Ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, Diseased, Exhausted, Fatigued, Feeblemind, Insanity, Nauseated, Sickened, Stunned, and / or being Poisoned.

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

If an Undead is the target of this spell, it takes 10hp per level (max 150hp) of Positive Energy damage (SR applies). On a successful save, the target only takes ½ damage and cannot be brought to less than 1hp.

*Heroes' Feast*(PH p240)

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

*Planar Ally*(PH p261)

- <Conj(call)[variable alignment/element], VS/DF/X(250), 10Minutes, no SR>
- The caster requests his/her deity send Outsiders or Elementals: either one of up to 12HD or two of the same type whose total HD are not more than 12. Specific ones may be requested by name.
- Once the 'allies' arrives, the caster must negotiate what task they should do & what they get in return. The following table gives an idea of the cost in money, items, etc.

Time Required	Payment
up to 1min/lvl	100gp / HD
up to 1hr/lvl	500gp / HD
up to 1day/lvl	1,000 / HD
Difficulty	Modifier
Matches Alignment	50% less
Non-hazardous	50% less
Very Dangerous	100% more
Suicidal	no deal

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

*Sarcophagus of Stone*DR313 p91)

- <Conj(create)[earth], VSM(piece of a sarcophagus)/DF, 1StdAct, Close-range, Instantaneous, RefNeg, no SR>
- Creates an air-tight stone sarcophagus around one target of up to Medium-size. The stone has Hardness 8 and is 1" thick per four Caster levels.

The target must hold its breath or begin to suffocate (DMG p304). The target can attempt to escape by making a Strength check vs. DC 26 or using Natural or Light weapons that were already in hand when the spell was cast. Also, the sarcophagus can be broken from the outside, but the target takes any excess damage beyond what was needed to break the stone.

*Summon Monster VI*(PH p287)

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

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

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

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

*Word of Recall*(PH p303)

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

Divination

*Find the Path*(PH p230)

<Div, VSF(rune stones), 3Rounds, 10min/lvl>  
 – The touched subject knows the shortest, most direct route to the specified location (not objects or people).

The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a *Glyph of Warding*. It does not predict the actions of guardians. This spell will get a subject out of a *Maze* spell in 1 round.

Enchantment

*Geas/Quest*(PH p234)

<Ench(comp)[mind][language], V, 10Minutes, Close-range, until discharged(D), no save, SR applies>  
 – One subject obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

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

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

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

*Symbol of Persuasion*(PH p290)

<Ench(charm)[mind], VSM(5,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation become charmed by the caster (i.e., consider him a good friend) for 1 hour per level. The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

- target looks at the symbol;
- target reads the symbol;
- target touches the symbol (including covering it);
- target passes over the symbol;
- target passes through the portal marked with the symbol;
- custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

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

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

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

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

Evocation

*Blade Barrier*(PH p205)

<Evoc[force], VS, 1StdAct, Medium-range, 1min/lvl(D), SR applies>

– Creates a 20’ tall wall of spinning blades either of 20’ long per level –or– a ringed wall 5’ radius per two levels. Going through the barrier causes 1d6/lvl (max 15d6) (Ref½).

If the barrier is created on top of a creature, it is allowed a Reflex save to get out before it finishes forming (i.e., no damage).

The barrier proves a +4 Cover bonus to AC & a +2 Cover bonus to Reflex saves against attacks made through it.

*Serpent Storm*(DR330 p71)

<Evoc, VSF(living snake no larger than the caster’s size category), 1StdAct, Medium-range, 1rnd/lvl(D), SR applies>

– A 20’ radius Spread has a “snakes” rain down and form a layer on the ground. This is considered Difficult Terrain.

Each round, any creature in the area of effect takes 1d6 per two level (Ref½) and, if it took at least 1hp of damage, 1d4 Constitution damage (FortNeg).

Note that this is a magical effect. The snakes cannot be injured, charmed, paralyzed, etc. When the spell ends, the “snakes” disappear.

*Zealot Pact*(CDiv p191)

<Evoc, VS/DF/X(500), 10Minutes, Touch, until discharged then 1rnd/lvl>

– When the touched, willing, living creature hits a creature whose alignment is exactly opposite to that of the deity of the Cleric who cast this spell, the target receives the following benefits for 1 round per caster lvl:

- +4 bonus on melee attack rolls;
- double damage;
- all threatened criticals are automatically confirmed;
- melee damage receives alignment descriptors that match the deity (i.e., a pact with a Lawful Good deity result in the target’s damage being [lawful][good];

- the target can see which creatures within 60’ have the opposite alignment of the deity (as per *Detect Evil*, etc.).
- for the spell’s duration, the target must attack a foe of the opposite alignment each round if possible.

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

Necromancy

*Create Undead*(PH p215)

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

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

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

This spell must be cast at night.

*Harm*(PH p239)

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

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

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

*Inflict Moderate Wounds, Mass*(PH p244)

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

– One living target per level within a 30’ area takes 2d8 + 1/lvl (max +30) Negative Energy Damage.

*Secure Corpse*(BoED p106)

<Necro, VS/DF, 1StdAct, Close-range, 1day/lvl(D)>

– A target corpse is transformed into divine energy and stored inside the caster’s holy symbol. During this time, the corpse is considered in Stasis.

*Symbol of Fear*(PH p290)

<Necro[fear][mind], VSM(1,000gp diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation are Panicked for 1rnd/lvl, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not effect 150hp worth of creatures when triggered, it remains active until it effects the remaining hp of creatures, up to 10min/lvl.

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

- target looks at the symbol;
- target reads the symbol;
- target touches the symbol (including covering it);
- target passes over the symbol;

e) target passes through the portal marked with the symbol;  
 f) custom triggering condition based on target's name, alignment, a visual quality, or a visual action.

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

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

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

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

**Undeath to Death**(PH p297)  
 <Necro[death], VSM(500gp of diamond power)/DF, 1StdAct, Medium-range, WillNeg, SR applies>  
 – Destroys 1d4 HD per level (max 20d4) of Undead in a 40' radius **Burst**. The lowest HD creatures in the area are effected first & creatures with 9 or more HD are immune.

**Transmutation**

**Animate Objects**(PH p199)  
 <Trans, VS, 1StdAct, Medium-range, 1rnd/lvl>  
 – Animates the equivalent of one Small-sized, non-magical, unattended (i.e., not carried or worn) object per level, which can be used to immediately attack an opponent. Use the Animated Object creature(MM p13) for the items effected by this spell.

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

The caster may animate larger objects in place of a number of Small objects.  
 1 Medium = 2 Small    1 Gargantuan = 16 Small  
 1 Large = 4 Small    1 Colossal = 32 Small  
 1 Huge = 8 Small

**Auril's Flowers**(DR312 p62)  
 <Trans[cold], VS, 1StdAct, Long-range, Ref½, no SR>  
 – The targeted area of ground freezes & explodes in a 30' radius **Burst**, causing 1d6 per level damage (max 15d6), half of which is Cold damage. The targeted area becomes Dense Rubble (see DMG3.5 p90).

If there is no moisture within 3' of the surface (such as desert sand or solid stone), this spell has no effect.

**Azuth's Exalted Triad**(MoF p78)  
 <Trans, VS, 1StdAct, Personal>  
 – One target prepared spell of up to 3<sup>rd</sup> level is modified so that there are a total of 3 copies in the caster's memory (as if the caster had 2 extra slots at the target spell's level). The copies of the target spell are cast normally. When a new spell is prepared in the target spell's slot, any extra copies that were not used are lost.

**Bear's Endurance, Mass**(PH p203)  
 <Trans, VS/DF, 1StdAct, Close-range, 1min/lvl>  
 – One subject per level in a 30' area gains a +4 Enhancement bonus to Constitution.

**Bull's Strength, Mass**(PH p207)  
 <Trans, VSM(bull hair)/DF, 1StdAct, Close-range, 1min/lvl>  
 – One subject per level in a 30' area gains a +4 Enhancement bonus to Strength.

**Eagle's Splendor, Mass**(PH p225)  
 <Trans, VSM(eagle feather/dung)/DF, 1StdAct, Close-range, 1min/lvl>  
 – One subject per level in a 30' area gains a +4 Enhancement bonus to Charisma.

**Owl's Wisdom, Mass**(PH p259)  
 <Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1min/lvl>  
 – One subject per level in a 30' area gains a +4 Enhancement bonus to Wisdom.

**Stone Body**(PGF p113)  
 <Trans, VSM(stone from a stone golem, a greater earth elemental, or a castle's outer wall)/DF, 1StdAct, Personal, 1min/lvl(D)>  
 – The caster's body becomes living stone, which has the following benefits & penalties:  
 a) Damage Reduction 10 / adamantine;  
 b) Immune to Blindness, Criticals, Ability Score Damage, Deafness, Disease, Drowning, Electricity, Poison, & Stunning;  
 c) Immune to any effects that modify a target's physiology or respiration. Since the caster cannot breath or drink, he/she cannot play woodwind instruments or drink potions;  
 d) ½ damage from Acid & Fire;  
 e) +4 Enhancement bonus to Strength;  
 f) –4 penalty to Dexterity (min Dex 1) ;  
 g) ½ movement;  
 h) –8 Armor Check penalty;  
 i) 50% Arcane spell failure;  
 j) 3x normal weight & cannot swim;  
 k) Fists to 1d6 normal damage (1d4 if Small);  
 l) If targeted with *Transmute Rock to Mud*, the caster is *Slow'd* fro 2d6 rnds (no save).  
 m) If targeted with *Stone to Flesh*, the caster loses the spell's Damage Reduction for one round.

**Stone Metamorphosis, Greater**(Und p61)(Und p103)+  
 <Trans[earth], VSM(grain of talc, chip of obsidian), 1StdAct, Touch, Instantaneous>  
 – 10 cubic feet + 10 cubic feet per level of touched stone is permanently changed into another type of stone. Typically this means changing the stone's Hardness anywhere from 6 to 9 (see Underdark page 103 for examples).

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

**Suppress Glyph**(MoF p126)  
 <Trans, VS, 1StdAct, 1min/lvl>  
 – All magical writing traps (including *Glyph of Warding*, *Explosive Runes*, *Sepia Snake Sigil*, & *Symbol*) within 100' radius of the caster glow blue and are suppressed. For the spells duration, they can be passed, the book they guard can be read, etc. At the end of this spell's duration, the blue light fades & all the traps become active again.

**Touch of Adamantine**(BoED p110)  
 <Trans, VS, 1StdAct, Touch, 1min/lvl>  
 – A single touched weapon is considered to be Adamantine. It gains a +1 Enhancement bonus on attacks (as if Masterwork), bypasses Hardness of less than 20, has 30% extra hp, & bypasses certain types of Damage Reduction. If the weapon is already made from a special material (such as Cold Iron or Adamantine), it loses the benefit from the original material for the spell's duration.

**Visage of the Deity**(CDiv p187)  
 <Trans[good], VS/DF, 1StdAct, Personal, 1rnd/lvl>  
 – The caster becomes a 'Celestial':  
 a) appearance becomes metallic;  
 b) gain Darkvision 60';  
 c) Damage Reduction 10 / magic;  
 d) Spell Resistance 20;  
 e) Acid Resistance 20;  
 f) Cold Resistance 20;  
 g) Electricity Resistance 20; &  
 h) Smite Evil (1/day): +Cha bonus on attack roll & +level on damage vs. Evil.

-or-  
 <Trans[evil], VS/DF, 1StdAct, Personal, 1rnd/lvl>  
 – The caster becomes 'Fiendish':  
 a) appearance becomes fearsome (horns, fangs, etc);  
 b) gain Darkvision 60';  
 c) Damage Reduction 10 / magic;  
 d) Spell Resistance 20;  
 e) Cold Resistance 20;  
 f) Fire Resistance 20; &  
 g) Smite Good (1/day): +Cha bonus on attack roll & +level on damage vs. Good.

**Wind Walk**(PH p302)  
 <Trans[air], VS/DF, 1StdAct, Touch, 1hr/lvl(D)>  
 – The caster and one subject per three levels are transformed into a gaseous form, which grants the following:  
 a) Fly 10'/Perfect;  
 b) able to slip through any opening;  
 c) gains Damage Reduction 10/magic;  
 d) immune to poison & criticals;  
 e) has an AC based only on Dexterity, size, Deflection bonuses, & armor bonuses due to Force effects;  
 f) cannot attack  
 g) can only cast spells with no Verbal, Somatic, Material, or Focus components (due to Metamagics);  
 h) if wearing white, most viewers will think the subject is a cloud / mist;  
 i) may invoke a magic wind, which makes the subject Fly speed increase to 60mph with Poor maneuverability;  
 j) each subject may independently spends 5 rounds to shift back to solid form. At any time before the end of the duration, the subject may spend 5 more rounds shifting back to the wind walk form.

The caster can dismiss the spell for any or all subject at will.  
 If the spell is within 1 minute of its duration ending, all remaining subjects automatically descend at 60' per round (or faster if desired) before the spell expires.

7<sup>th</sup> Level

**Abjuration**

*Azuth's Spell Shield*(MoF p79)

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

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

*Bastion of Good*(BoED p92)

<Abj[good], VS, 1StdAct, 1rnd/lvl, no SR>

- The caster is surrounded by a 20' radius spherical Emanation that protect him/her and anyone else within it.
  - +4 Deflection bonus to AC & +4 Resistance bonus to saves against the attacks & magic of Evil creatures;
  - Any mind control (such as *Magic Jar*, *Dominate Person*, etc.) is Suppressed;
  - Keeps non-Good Summoned creatures 3' away unless they make a Spell Resistance check or the subject attacks.
  - Any 0<sup>th</sup> – 3<sup>rd</sup> level spell or spell-like abilities cannot enter the sphere, though those already in effect are merely Suppressed while in the area. Area of effect spells do not effect anything within the sphere either, though the rest of the area of effect is targeted normally. Spells can be cast out of the sphere or through the sphere without penalty.

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

Note: The caster must fast for 24 hours before being able to cast this spell.

*Repulsion*(PH p271)

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

- Creatures cannot approach the caster within an invisible circle of up to 10' radius per level Emanation. The circle moves with the caster, but cannot push creatures back. The caster can still be attacked with spells & ranged weapons.

*Spell Resistance, Mass*(CDiv p181)

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

- Up to one subject per caster level within a 30' area gains Spell Resistance of 12 + 1 per Caster level.

The spell lasts for 1 round per level total, divided evenly between all subjects.

As a Standard Action, a subject can willingly lower his/her Spell Resistance to receive a beneficial spell.

**Conjuration**

*Cure Serious Wounds, Mass*(PH p216)

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

- Cures 3d8 +1/level damage (max +35) to one creature per level in a 30' area with Positive Energy.

*Fortunate Fate*(MoF p95)

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

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

*Restoration, Greater*(PH p272)

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

- Touched creature is restored as follows:
  - all Negative Energy Level are removed;
  - all lost Experience Level are restored if that were drained within 1/week per level;
  - removes all ability penalties and temporary ability Damage;
  - restores all permanently Drained points;
  - eliminates Fatigue and Exhaustion; and
  - removes insanity, *Confusion*, & similar mental effects.

*Refuge*(PH p270)

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

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

*Regenerate*(PH p270)

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

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

*Renewal Pact*(CDiv p177)

<Conj(heal), VSX(500)/DF, 10Minutes, Touch, until triggered>

- The touched, willing, living creature becomes the target of a *Heal* spell when one or more of the following conditions apply to the subject: Ability Damage, Blinded, Confused, Dazed, Dazzled, Deafened, Diseased, Exhausted, Fatigued, Feebleminded, Insanity, Nauseated, Sickened, Stunned, or Poisoned.

Any given creature may only have one *Renewal Pact* in effect on him/her at a given time.

*Resurrection*(PH p273)

<Conj(heal), VSM(holy water, 10,000gp diamond)/DF, 10Minutes, Touch>

- Restores life to someone who died up to 10 years per level ago, assuming the spirit is willing. Subject cannot have died of old age. When resurrected, the subject has all his/her hp and ability scores restored & is cured of diseases & poisons.

Subject loses a Non-Recoverable Level.

This spells cannot be used on Constructs, Elementals, or Outsiders.

*Slime Wave*(CDiv p180) (CDivErrata)+

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

- A 15' radius Spread is splattered with Green Slime. Each creature or object receives one Patch of Green Slime.

A Green Slim Patch does 1d6 Constitution damage to flesh –or– 2d6 damage to wood & metal (whose Hardness it ignores) each round. If not scraped off on its 1<sup>st</sup> round, the slime must be destroyed with heat, cold, sunlight, *Remove Disease*, or being cut away.

At the end of the spell's duration, the Green Slime disappears.

*Summon Monster VII*(PH p287)

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

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

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

**Divination**

*Scrying, Greater*(PH p275)(PH3.5e)+

<Div(scry), VS, 1Hour, 1hr/lvl, WillNeg, SR applies>

- Sends a Magical Sensor to watch & listen to a target creature. This spell's DC is adjusted by the caster's knowledge and connection to the target.

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

If the spell is successful, the caster can see in a 10' radius around the target & the Sensor follows the target up to a rate of 150'.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day.

Spells that improve the caster's vision (such as *Darkvision*) apply when he/she is looking through the Sensor. In addition, the caster can use the following: *Detect Chaos*, *Detect Evil*, *Detect Good*, *Detect Law*, *Detect Magic*, *Message*, *Read Magic*, and *Tongues*.

**Enchantment**

*Righteous Wrath of the Faithful*(CDiv p178)(CDivErrata)+

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

- All allies within a 30' radius Burst of the caster are filled with a divine fury whose strength depends on the subject's religion:

- Subjects who worship the same deity as the caster:
  - One extra attack per round at his/her highest attack bonus.
  - +2 Morale bonus to attacks, damage, & saves.
  - +3 Morale bonus on saves vs. Mind-Affecting spells & effects.
  - 2d8 Temporary HP.
  - At the end of the spell, the subject is Fatigued for 10 minutes.
- Others:
  - +1 Morale bonus on attacks & saving throws vs. Fear spells & effects.
  - 1d8 Temporary HP.

*Symbol of Stunning*(PH p291)

<Ench(comp)[mind], VSM(5,000gp diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60' radius Emanation are Stunned for 1d6rnds, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not effect 150hp worth of creatures when triggered, it remains active until it effects the remaining hp of creatures, up to 10min/lvl.

Any creature who saves is safe until it leaves the 60' radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60' (chosen at cast time):

- target looks at the symbol;
- target reads the symbol;
- target touches the symbol (including covering it);
- target passes over the symbol;
- target passes through the portal marked with the symbol;
- custom triggering condition based on target's name, alignment, a visual quality, or a visual action.

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

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

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

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

Evocation*Blasphemy*(PH p205)(PH3.5e)+

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

– Any non-Evil creatures within a 40' radius Spread who can hear the 'blasphemy' & that has no more HD than the caster suffer from the following effects (no save):  
up to Caster lvl: Dazed for 1 round.  
up to Caster lvl - 1: Weakened for 2d4 rounds & above.  
up to Caster lvl - 5: Held for 1d10 minutes & above.  
up to Caster lvl - 10: Dead & above.

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

*Dictum*(PH p220)

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

– Any non-Lawful creatures within a 40' radius Spread who can hear the 'dictum' & that has no more HD than the caster suffer from the following effects (no save):  
up to Caster lvl: Deafened for 1d4rnds.  
up to Caster lvl - 1: Slowed for 2d4 rounds & above.  
up to Caster lvl - 5: Held for 1d10 minutes & above.  
up to Caster lvl - 10: Dead & above.

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

*Holy Word*(PH p242)

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

– Any non-Good creatures within a 40' radius Spread who can hear the 'holy word' & that has no more HD than the caster suffer from the following effects (no save):  
up to Caster lvl: Deafened for 1d4rnds.  
up to Caster lvl - 1: Blinded for 2d4 rounds & above.  
up to Caster lvl - 5: Held for 1d10 minutes & above.  
up to Caster lvl - 10: Dead & above.

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

*Righteous Smite*(BoED p106)

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

– All creatures within a 20' radius Spread are affected as per their alignment / creature type:  
Evil Outsider: 1d8/lvl (max 20d8) (Will½) & Blind for 1d4rnd (WillNeg)  
other Evil: 1d6/lvl (max 20d6) (Will½) & Blind for 1d4rnd (WillNeg)  
Neutral: 1d4/lvl (max 20d4) (Will½).  
Good: No effect.

*Word of Chaos*(PH p303)

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

– Any non-Chaotic creatures within a 40' radius Spread who can hear the 'word of chaos' & that has no more HD than the caster suffer from the following effects (no save):  
up to Caster lvl: Deafened for 1d4rnds.  
up to Caster lvl - 1: Stunned for 1 round & above.  
up to Caster lvl - 5: Confused for 1d10 min & above.  
up to Caster lvl - 10: Dead / Destroyed.

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

Necromancy*Blood to Water*(DR314 p45)

<Necro[water], VS, 1StdAct, Close-range, Instantaneous, Fort½, SR applies>

– The caster transmutes a portion of up to three living creature's blood into water. The spell does (1d6 \* (Caster level / 2)) Constitution Damage. The dice are distributed evenly to all targets (i.e., an 8 dice attack on three creatures must be distributed as 3d6, 3d6, & 2d6), all targets must be within a 20' area, and no target may have the [fire] or [water] subtype.

If a target makes its Fortitude save, it is Neutered for 1d6 rounds.

*Death Dragon*(MoF p88)

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

– The caster is surrounded by the image of a Dragon made from bone & negative energy with the following benefits:  
a) +4 Natural Armor bonus to AC;  
b) +4 Deflection bonus to AC;  
c) +1 Temporary hp per level (max +20);  
d) Can make armed attacks as if wielding short shorts in one or both hands;  
e) Inflict Critical Wounds as a Touch Attack by using a Standard Action; and  
f) *Fear*, as a Standard Action;

The caster cannot cast spells with Somatic, Material, or Focus requirements (Verbal & Divine Focus are alright).

*Destruction*(PH p218)

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

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

*Inflict Serious Wounds, Mass*(PH p244)

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

– One living target per level within a 30' area takes 3d8 + 1/lvl (max +35) Negative Energy Damage.

*Righteous Glare*(BoED p105)

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

– The caster gets a Gaze attack with a 60' range: Evil creatures with 5HD or less: Make a Will save or die. On a successful save, Panicked for 2d10 rounds.

Evil creatures with more than 5HD –or– Neutral creatures: Panicked for 2d10 rounds (WillNeg).

*Symbol of Weakness*(PH p291)

<Necro, VSM(5,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>

– Creates a magical trap by drawing a symbol.

When triggered (see below), the symbol glows & creatures within a 60' radius Emanation take 3d6 Strength Damage.

Targets cannot be waken without magic. The

triggered symbol remains active for 10min/lvl. Any creature who saves is safe until it leaves the 60' radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60' (chosen at cast time):

- target looks at the symbol;
- target reads the symbol;
- target touches the symbol (including covering it);
- target passes over the symbol;
- target passes through the portal marked with the symbol;
- custom triggering condition based on target's name, alignment, a visual quality, or a visual action.

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

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

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

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

*Withering Palm*(Eb p117)(CArc p130)

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

Instantaneous, FortNeg, SR applies>

– The touched living subject takes damage to his/her Strength and Constitution equal to one per two levels.

If the touch attack was a Critical Hit, the ability loss is a Drain instead of Damage.

Transmutation

*Bestow Curse, Greater*(CDiv p153)(CDivErrata)+

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

– Touched subject is inflicted with one of the following:

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

The caster must designate a task which, if completed, will cause the curse to be lifted.

The task must be some that the target could do in a 1 year time-frame.

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

*Control Weather*(PH p214)

<Trans, VS, 10Minutes, 4d12hours>

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

Season      Weather Choices

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

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

*Ethereal Jaunt*(PH p227)

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

– The caster become ethereal, along with his/her equipment.

*Humanoid Essence, Greater*(RoE p186)

<Trans, VS, 1StdAct, Touch, 1min/lvl, WillNeg, SR applies>

– The touched Construct (including a Living Construct) gains the following benefits & penalties:

- creature type changes from Construct to Humanoid;
- gains full benefit from Conjuraton(heal) spells;
- Subject to critical hits, sneak attacks, nonlethal damage, stunning, ability damage, ability drain, death effects, Necromancy effects, fatigue, exhaustion, energy drain, mind-affecting spells & effects, poison, paralysis, disease;
- a Warforge targeted with this spell loses its Racial Fortification;
- can be targeted with spells that effect Humanoids (such as *Charm Person*)

If cast on a target under the effect of *Lesser Construct Essence* or *Construct Essence*, that spell is Dispelled and this one takes effect.

Can Counters and Dispel *Lesser Construct Essence*, *Construct Essence*, and *Greater Construct Essence*.

This spell is negated if cast upon a target under the effect of *Greater Construct Essence*.

*Tomb of Light*(BoED p110)

<Trans[good], VSM(50gp clear gem), 1Round, Touch, Concentration, Fort½, SR applies>

– The touched Evil Extraplanar Creature is Paralyzed if it fails its initial Fortitude save.

Each round that the caster maintains the spell after the first, the target gets a new Fortitude save. If successful, the spell ends & the target is no longer paralyzed. Otherwise, the target takes 1d6 Constitution Drain & the caster takes 1d6 non-lethal damage.

8<sup>th</sup> LevelAbjuration*Antimagic Field*(PH p200)

<Abj, VSM(iron powder)/DF, 1StdAct, 10min/lvl(D), no save>

- Almost all magical effects, spells, spell-like abilities, supernatural abilities, and magic items are suppressed (but not dispelled) within 10' radius Emanation of the caster. Summoned, conjured, & incorporeal creatures 'wink out' until the antimagic field stops overlapping with their last location, at which point they return. Time spent suppressed counts against duration. The field is invisible & moves with the caster.

Magical creatures, such as Elementals & Golems, can enter the field & even fight, but they cannot use their supernatural & spell-like abilities

Some spells, such as *Wall of Force & Prismatic Sphere* are specifically immune to this spell.

*Cloak of Chaos*(PH p210)

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

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

*Dimensional Lock*(PH p221)

<Abj, VS, 1StdAct, Medium-range, 1day/lvl, no save, SR applies>

- An immobile 20' radius Emanation with a glowing green border is blocked from extradimensionally into or out of that area. Spells & spell-like abilities such as *Astral Projection*, *Blink*, *Etherealness*, *Gate*, *Maze*, *Shadow Walk*, *Teleport*, etc., are blocked. It does not extend the duration of Summoning spells.

*Holy Aura*(PH p241)

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

- One subject per level within a 20' radius Burst of the caster gains a radiance, which provides the following:
  - +4 Deflection bonus to AC.
  - +4 Resistance bonus to saving throws.
  - Spell Resistance 25 against Evil spells & spells cast by Evil creatures.
  - Blocks any mind control.
  - If an Evil creatures successfully hits someone with the aura in melee, the attacker becomes permanently Blind (FortNeg).

*Shield of Law*(PH p278)

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

- One subject per level within a 20' radius Burst of the caster is surrounded by a blue glow, which provides the following:
  - +4 Deflection bonus to AC.
  - +4 Resistance bonus to saving throws.
  - Spell Resistance 25 against Chaotic spells & spells cast by Chaotic creatures.
  - Blocks any mind control.
  - If a Chaotic creatures successfully hits someone with the aura in melee, the attacker becomes Slowed for 1rnd/lvl (WillNeg).

*Spell Immunity, Greater*(PH p281)

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

- Touched subject gains unbeatable Spell Resistance to one spell per four caster levels. The spell must be 8<sup>th</sup> level or less & allow an SR check. The subject gains immunity to a spell whether is cast as a spell or used as a spell-like ability.

A given subject may only have a single *Spell Immunity* or *Greater Spell Immunity* in effect at one time.

*Unholy Aura*(PH p297)

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

- One subject per level within a 20' radius Burst of the caster is shrouded in gloom, which provides the following:
  - +4 Deflection bonus to AC.
  - +4 Resistance bonus to saving throws.
  - Spell Resistance 25 against Good spells & spells cast by Good creatures.
  - Blocks any mind control.
  - If a Good creatures successfully hits someone with the aura in melee, the attacker takes 1d6 Strength Damage (FortNeg).

*Wall of Greater Dispel Magic*(Und p63)

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

- Creates an transparent wall whose area is one 10' square per level.

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

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

Conjuration*Cure Critical Wounds, Mass*(PH p215)

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

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

*Planar Ally, Greater*(PH p261)

<Conj(call)[variable alignment/element], VS/DF/X(500), 10Minutes, no SR>

- The caster requests his/her deity send Outsiders or Elementals: either one of up to 18HD or up to three of the same type whose total HD are not more than 18. Specific ones may be requested by name.

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

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

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

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

*Summon Monster VIII*(PH p287)

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

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

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

Divination*Brain Spider*(CDiv p156)

<Div[mind], VSM(spider)/DF, 1Round, Long-range, 1min/lvl, WillNeg, SR applies>

- The caster may eavesdrop on the thoughts of up to 8 targets who fail their Will save & SR check. It is not necessary to know the target's language to use this spell. Each round as a Standard Action, the caster may do one of the following:
  - View the group's surface thoughts;
  - View trains of thoughts;
  - Gain information about one topic across all the minds; or
  - Study the thoughts & memories of one target.

If the caster does a) – c) during the round, then he/she can also attempt a *Suggestion* on one of the targets, though it gets an additional saving throw.

*Discern Location*(PH p222)

<Div, VS/DF, 10Minutes, no save, no SR>

- Finds a named creature or object, no matter where it is located (even on other planes!). The caster must have either seen the target creature or have an object that belonged to him/her. To find an object, the caster must have touched it at least once.

This spell bypasses most anti-scraying protections and can only be blocked *Mind Blank*.

Enchantment

*Spread of Contentment*(BoED p107)

<Ench(comp)[mind], VSM(feather of a lammasu), 1Hour, Long-range, 1hr/lv(D), no save, SR applies>

– Non-summoned creatures in a 10’ per level radius Burst become calm & more pleasant.

Old Attitude	New Attitude
Hostile	Indifferent
Unfriendly	Indifferent
Indifferent	Friendly
Friendly	Helpful

Creatures that have been magically enrages & forced to attack have that effect cancelled.

This spell Counters *Spread of Savagery* (from Book of Vile Darkness).

*Symbol of Insanity*(PH p290)

<Ench(comp)[mind], VSM(5,000gp of diamond & opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation become permanently Confused (see *Insanity* for methods of removing this effect). The triggered symbol remains active for 10min/lvl

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

- target looks at the symbol;
- target reads the symbol;
- target touches the symbol (including covering it);
- target passes over the symbol;
- target passes through the portal marked with the symbol;
- custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

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

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

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

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

*Symbol of Spell Loss*(MoF p127)

<Ench[mind], VSM(5,000gp of diamond powder, 5,000gp of opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, WillNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation loose their high level prepared spell or spell slot (WillNeg), up to 30 spell levels. Until it depletes 30 spell levels, the symbol remains active, up to 10min/lvl.

Any creature within the 60’ radius must make a new save every round.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

- target looks at the symbol;
- target reads the symbol;
- target touches the symbol (including covering it);
- target passes over the symbol;
- target passes through the portal marked with the symbol;
- custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

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

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

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

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

Evocation

*Earthquake*(PH p225)

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

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

Terrain Effect

Cave	Roof collapses [8d6 damage to anyone below & ‘pinned beneath rubble’].
Cliff	Landslide that goes horizontally as far as it fell vertically [8d6 damage & ‘pinned beneath rubble’].
Open	[Fall down]. 25% chance of falling in a fissure (Reflex save vs. DC 20 to get out before it closes & kills anyone still trapped).
Building	Takes 100hp damage (no Hardness) [8d6 damage to all within & ‘pinned beneath rubble’].
Marsh	Fissures drain the water. [Sink in mud / quicksand].

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

*Fire Storm*(PH p231)

<Evoc[fire], VS, 1Round, Medium-range, Ref½, SR applies>

– The caster designates 2 contiguous 10’ cubes per level are filled with flame, doing 1d6 fire damage per level (max 20d6). Natural vegetation & any other plant life are not effected by the flames, and the caster has the option of making Plant Creatures immune too.

*Illusion Purge*(RoE p187)

<Evoc, VS, 1StdAct, Personal, 1min/lvl(D), no SR>

– All Illusions of 7<sup>th</sup> level or lower within 5’ per level of the caster are negated.

Necromancy

*Create Greater Undead*(PH p215)

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

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

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

This spell must be cast at night.

*Death Pact*(CDiv p161)(MoF p88)

<Necro[evil], VSM(500gp diamond)(250)/DF, 10Minutes, Touch, until discharged>

– When killed, the touched, living, willing subject is teleported to a safe location (designated at casting time), subject to a *Raise Dead* spell, followed by a *Heal*. The subject must sacrifice 2 points of Constitution (non-recoverable) when targeted by this spell. The Constitution is still lost even if this spell is dispelled before it discharges.

*Death Symbol of Bane*(MoF p127)

<Necro[death][evil], VSM(30HD of Intelligence creatures must be sacrificed, 5,000gp of diamond powder, 5,000gp of opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then until depleted, FortNeg, SR applies>

– Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60’ radius Emanation die, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not slay 150hp worth of creatures when triggered, it remains active until it slays the remaining hp of creatures, however long that takes.

Each creature also takes 1d12 Cold damage (FortNeg) and suffers a –2 Morale penalty on All Actions and damage rolls (FortNeg).

Any creature who saves is safe until it leaves the 60’ radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60’ (chosen at cast time):

- target looks at the symbol;
- target reads the symbol;
- target touches the symbol (including covering it);
- target passes over the symbol;
- target passes through the portal marked with the symbol;
- custom triggering condition based on target’s name, alignment, a visual quality, or a visual action.

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

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

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

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

*General of Undeath*(PGF p103)

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

*Heat Leech*(DR312 p64)

<Necro[cold], VS/DF, 1StdAct, Close-range, FortNeg, SR applies>  
 – All living targets within a 30' area (except the caster) take 1d4 per 4 levels Cold damage (max 5d4).

The caster absorbs all the hit-point damage that is done as healing. If there are hit-points in excess to the caster's full hp, the remainder become Temporary HP for 1 minute per level

*Inflict Critical Wounds, Mass*(PH p244)

<Necro, VS, 1StdAct, Close-range, Will½, SR applies>  
 – One living target per level within a 30' area takes 4d8 + 1/lvl (max +40) Negative Energy Damage.

*Symbol of Death*(PH p289)

<Necro[death], VSM(5,000gp of diamond powder, 5,000gp of opal powder, mercury, phosphorus), 10Minutes, Touch, until triggered then 10min/lvl, FortNeg, SR applies>  
 – Creates a magical trap by drawing a symbol. When triggered (see below), the symbol glows & creatures within a 60' radius Emanation die, up to 150hp total (calculate starting from the closest to the symbol & skipping any with too many hp). If the symbol does not slay 150hp worth of creatures when triggered, it remains active until it slays the remaining hp of creatures, up to 10min/lvl.

Any creature who saves is safe until it leaves the 60' radius. Reentering requires a new save.

The symbol must be in plain sight and is triggered by one or more of following actions is performed within 60' (chosen at cast time):

- target looks at the symbol;
- target reads the symbol;
- target touches the symbol (including covering it);
- target passes over the symbol;
- target passes through the portal marked with the symbol;
- custom triggering condition based on target's name, alignment, a visual quality, or a visual action.

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

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

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

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

Transmutation*Brilliant Blade*(CArc p100)

<Trans, V, 1StdAct, Close-range, 1min/lvl>  
 – One melee, one thrown, or 50 grouped pieces of ammunition gain the Brilliant Energy weapon enhancement:  
 a) gives off 20' radius of light;  
 b) ignores nonliving matter (ignore an opponent's Armor bonus to AC).  
 c) cannot harm Undead, Construct, or objects

*Golem Immunity*(RoE p186)

<Trans, VS, 1StdAct, Touch, 1min/lvl, WillNeg, SR applies>  
 – The touched Construct gains the immunities of a Golem chosen at casting time. In addition to being covered by a think layer of the material listed below, it has the following benefits:

Clay – gain the following:

- unless listed below, the target is immune to any spell or spell-like ability that allows Spell Resistance;
- for each 3 hp of magically-generated Acid damage the target would have taken, it is healed 1 hp. If already at full hp, the excess becomes Temporary HP;
- a *Move Earth* spell deals 3d12 damage and moves the target back 120' (no save);
- a *Disintegrate* spell deals 1d12 damage and Slowed for 1d6 rounds (no save);
- an *Earthquake* spell cast directly at the target deals 5d10 damage and the target cannot move next turn (no save).

Flesh – gain the following:

- unless listed below, the target is immune to any spell or spell-like ability that allows Spell Resistance;
- for each 3 hp of magically-generated Electrical damage the target would have taken, it is healed 1 hp & ends any Slow effect caused by Cold or Fire damage. If already at full hp, the excess becomes Temporary HP;
- magically generated Cold or Fire damage instead causes the target to be Slowed for 2d6 rounds (no save).

Iron – gain the following:

- unless listed below, the target is immune to any spell or spell-like ability that allows Spell Resistance;
- for each 3 hp of magically-generated Fire damage the target would have taken, it is healed 1 hp & ends any Slow effect caused by Electricity damage. If already at full hp, the excess becomes Temporary HP;
- magically generated Electricity damage instead causes the target to be Slowed for 3 rounds (no save);
- effected by *Rusting Grasp* and a Rust Monster's attack as if it were iron.

Stone – gain the following:

- unless listed below, the target is immune to any spell or spell-like ability that allows Spell Resistance;
- a *Transmute Mud to Rock* spell causes the target to be effected with a *Total Repair* spell;
- a *Transmute Rock to Mud* spell causes the target to be Slowed for 2d6 rmds (no save);
- a *Stone to Flesh* spell causes the target to lose its immunity to magic for 1 Full Round.

*Stormrage*(CDiv p182)(MoF p125)

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

- The caster embodies the power of a storm:
- Caster Flies at a speed of 90' (60' if in medium or heavy armor) with Average maneuverability. ½ speed going up, 2x speed going down. If spells expires/is dispelled, subject descends at 60' per round for 1d6 rounds before falling.
  - An invisible wall of air 2' wide is created around the caster on all sides. The wall is total protection from arrows, bolts, gases (including some breath weapons), gaseous forms, birds, etc. Larger ranged weapons have a 30% miss chance, but large weapons, such as giant's boulders, are not effected. The wall may be walked through normally.
  - Caster is unaffected by normal & magical winds.
  - Has a pool of one 1d6 per Caster level (max 20d6). As a Standard Action, the caster may strike a single opponent within 100' with a stroke of electricity by making a ranged touch attack (+3 bonus if the target has a large amount of metal). The caster expends the dice in the pool to do the damage, allowing many little attacks, one big one, etc.

9<sup>th</sup> Level

Abjuration

*Sublime Revelry*(BoED p109)

- <Abj, VS/DF, 1Round, Close-range, 1min/lvl(D)>  
 – One subject per level in a 30’ area feels extremely good:  
 a) Any lingering pain effects are ended, including those from *Symbol of Pain*, etc. It does not dispel ongoing magical pain effects.  
 b) Becomes immune to new [mind] spells & effects. Any already in effect are Suppressed;  
 c) Only takes ½ damage from melee & ranged attacks.

Conjuration

*Feast of Champions*(Eb p111)

- <Conj(create), VS/DF, 10Min, Close-range, 1hr>  
 – Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, heals 2d8 +1 per level (max +20), gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to magical fear & gains a +1 Morale bonus to attacks, saving throws, skill checks and ability checks.

*Gate*(PH p234)

- <Conj(creat), VS, 1StdAct, Medium-range, Concentration up to 1rnd/lvl>  
 – Opens a portal to a different plane of existence that is 5’ to 20’ wide. Creatures on both sides can see through & can travel freely through the opening.  
 -or-  
 <Conj(call)[variable alignment/element], VSX(1,000), 1StdAct, Medium-range, Instantaneous, no save, no SR>  
 – Calls & controls one or more Outsiders to perform a task. The caster may target:  
 a) 2 or more Outsiders of the same type whose total HD is no more than the Caster level are called & controlled.  
 b) a single non-unique / divine Outsider of up to 2x the Caster level can be called & controlled.  
 c) a single non-unique / divine Outsider of more than 2x the Caster level can be called but not controlled.  
 d) a unique / divine Outsider can be called, but it decides whether or not to arrive & it is never controlled.

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

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

*Heal, Mass*(PH p239)

- <Conj(heal), VS, 1StdAct, Close-range>  
 – One subject per level within a 30’ area is infused with Positive Energy, healing 10hp per level (max 250hp) and being immediately cured of the following: ability Damage, Blindness, Confusion, Dazed, Dazzled, Deafened, diseased, Exhausted, Fatigued, Feeblemind, insanity, Nauseated, Sickened, Stunned, and / or being poisoned.  
 This spells does not remove Negative Levels, ability Drain, & lost levels.  
 If an Undead is a target of this spell, it takes 10hp per level (max 250hp) of Positive Energy damage (SR applies). On a successful save, the target only takes ½ damage and cannot be brought to less than 1hp.

*Storm of Vengeance*(PH p285)

- <Conj(sum), VS, 1Round, Long-range, Concentration up to 10rnds, SR applies>  
 – Creates a storm cloud that is 360° radius wide. Unless indicated otherwise, everyone in the area takes the following effects on the specified round:  
 Rnd 1 – Thunder: Deaf 1d4x10min (FortNeg)  
 Rnd 2 – Acid Rain: 1d6 Acid dmg (no save)  
 Rnd 3 – Lightning: 6 targets of the caster’s choice take 10d6 Electrical dmg (Ref ½)  
 Rnd 4 – Hail: 5d6 bludgeoning dmg (no save)  
 Rnd 5-10 – Downpour: Concealment at 5’, Total Concealment at 10’, movement at ¼, no ranged attacks, spells require Concentration checks vs. DC (spell DC + level of spell being cast).

*Summon Elemental Monolith*(CArc p124)

- <Conj(sum)[variable element], VSM(100gp gem)/DF, 1Round, Medium-range, Concentration up to 1rnd/lvl>  
 – Summons one Elemental Monolith (CArc p156), a CR17 Gargantuan Elemental, of Air, Earth, Fire, or Water. It attacks immediately on the turn that the caster finishes the spell under the verbal direction of the caster.  
 The material component determines which type of elemental is summoned: Aquamarine for Air, Tourmaline for Earth, Garnet for Fire, & Pearl for Water.

*Summon Monster IX*(PH p288)

- <Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>  
 – Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.
- | Table                                | #     |
|--------------------------------------|-------|
| <u>Summon Monster IX</u>             | 1     |
| <u>Summon Monster VIII</u>           | 1d3   |
| <u>Summon Monster VII</u> (or lower) | 1d4+1 |

*True Resurrection*(PH p296)

- <Conj(heal), VSM(holy water, 25,000gp diamond)/DF, 10Minutes, Touch>  
 – Restores life to someone who has been dead for up to 10 years per level, assuming the spirit is willing. Subject cannot have died of old age. No body parts are needed as long as the person is unambiguously identified.  
 When resurrected, the subject has all his/her hp and ability scores restored & is cured of diseases & poisons.  
 Subject does not loses a Non-Recoverable Level.  
 This spells cannot be used on Constructs, Elementals, or Outsiders.

Enchantment

*End to Strife*(BoED p98)

- <Ench(comp)[mind], VS/DF, 1StdAct, 1rnd/lvl, no save, SR applies>  
 – All intelligent creatures in an 80’ radius Emanation from the caster are under the following effects:  
 a) Know that if they attack anything, they will suffer “dire consequences”;  
 b) For each attack a creature within the area of effect makes, it takes 20d6 damage.  
 The caster determines if damage taken will be lethal or non-lethal at casting time.

Evocation

*Implosion*(PH p243)

- <Evoc, VS, 1StdAct, Close-range, Concentration up to 4 rounds, FortNeg, SR applies>  
 – One targeted corporal creature per round must save or die from its body imploding. A given creature can only be targeted once per casting

*Miracle*(PH p254)

- <Evoc, VSX(up to 5,000XP), 1StdAct>  
 – The caster requests his/her deity’s intercession, which it has the option of rejecting. Requested effects can include:  
 a) duplicating a clerical spell of up to 8<sup>th</sup> level  
 b) duplicating any spell of up to 7<sup>th</sup> level,  
 c) removing a permanent harmful effect,  
 d) asking for a favor in line with the deity’s philosophy. This costs 5,000XP.

Necromancy

*Astral Projection*(PH p201)

- <Necro, VSM(1,000gp jacinth, 5gp silver per subject), 30Minutes, Touch>  
 – The caster and up to 1 willing, touched subject per 2 levels have their souls projected into the Astral Plane. While traveling, their bodies are in Suspended Animation. The travelers have astral copies of all their equipment. Travel can continue until a subject decides to return to his/her body, the effect is ended with *Dispel Magic*, or the subject’s body is slain (which kills the subject).

*Energy Drain*(PH p226)

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

*Soul Bind*(PH p281)

- <Necro, VSF(black sapphire worth 1,000gp per HD of target), 1StdAct, Close-range, Permanent, WillNeg, no SR>  
 – When cast on a body which has been dead no more than 1rnd/lvl, the body’s soul becomes trapped in the focus gem. If the gem is not worth 1,000gp per HD of the target, it shatters & the spell fails.  
 Once the soul is trapped, the spells *Clone*, *Raise Dead*, *Reincarnation*, *Resurrection*, etc., cannot be successfully cast on the target until this spell is Dispelled, or the gem is shattered.

Transmutation

*Etherealness*(PH p228)

- <Trans, VS, 1StdAct, Touch, 1min/lvl(D)>  
 – The caster & up to 1 subject per 3 levels becomes ethereal, along with their equipment.

*Raise from the Deep*(DR314 p46)

<Trans[water], V, 1Minute, Long-range, 1hr/1vl,  
FortNeg, SR applies>

- The targeted creature or object becomes magically buoyant for the spells duration. If it is underwater, the target rises at a rate of 150' & is immune to damage due to water pressure changes. Water breathing creatures can still breath water while on the surface.

This spell is specially designed for raising sunken ships. If the history of the targeted ship is known, the vertical distance to the ship is not a factor & all the surviving ship's fragments are brought to the surface, along with any loose objects within the ship.

*Visage of the Deity, Greater*(CDiv p187)

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

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

-or-

<Trans[evil], VS/DF, 1StdAct, Personal, 1rnd/1vl>

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

## Spell Tables

Summon Monster

Creatures with Templates include the creature's page first, followed by the template's page.  
List Constructed from the table on PH3.5 p287.

Summon Monster I

Celestial Badger [good] (MM p268) & (MM p31)	Celestial Porpoise [good] (MM p278) & (MM p31)	Fiendish Monstrous Spider, Small [evil] (MM p288) & (MM p107)
Celestial Dog [good] (MM p271) & (MM p31)	Fiendish Dire Rat [evil] (MM p64) & (MM p107)	Fiendish Octopus [evil] (MM p276) & (MM p107)
Celestial Giant Fire Beetle [good] (MM p285) & (MM p31)	Fiendish Hawk [evil] (MM p273) & (MM p107)	Fiendish Raven [evil] (MM p278) & (MM p107)
Celestial Monkey [good] (MM p276) & (MM p31)	Fiendish Monstrous Centipede, Medium [evil] (MM p287) & (MM p107)	Fiendish Snake, Small Viper [evil] (MM p279) & (MM p107)
Celestial Owl [good] (MM p277) & (MM p31)	Fiendish Monstrous Scorpion, Small [evil] (MM p287) & (MM p107)	

Summon Monster II

Celestial Giant Bee [good] (MM p284) & (MM p31)	Devil, Lemure [evil][lawful] (MM p57)	Fiendish Monstrous Scorpion, Medium [evil] (MM p287) & (MM p107)
Celestial Giant Bombardier Beetle [good] (MM p284) & (MM p31)	Fiendish Squid [evil] (MM p281) & (MM p107)	Fiendish Shark, Medium [evil] (MM p279) & (MM p107)
Celestial Riding Dog [good] (MM p272) & (MM p31)	Fiendish Wolf [evil] (MM p283) & (MM p107)	Fiendish Monstrous Spider, Medium [evil] (MM p288) & (MM p107)
Celestial Eagle [good] (MM p272) & (MM p31)	Fiendish Monstrous Centipede, Large [evil] (MM p287) & (MM p107)	Fiendish Snake, Medium Viper [evil] (MM p279) & (MM p107)

Summon Monster III

Celestial Bison [good] (MM p269) & (MM p31)	Elemental, Fire (small) [fire] (MM p98)	Fiendish Monstrous Centipede, Huge [evil] (MM p287) & (MM p107)
Celestial Black Bear [good] (MM p269) & (MM p31)	Elemental, Water (small) [water] (MM p98)	Fiendish Snake, Constrictor [evil] (MM p279) & (MM p107)
Celestial Dire Badger [good] (MM p62) & (MM p31)	Fiendish Ape [evil] (MM p268) & (MM p107)	Fiendish Snake, Large Viper [evil] (MM p279) & (MM p107)
Celestial Hippogriff [good] (MM p152) & (MM p31)	Fiendish Boar [evil] (MM p270) & (MM p107)	Fiendish Wolverine [evil] (MM p283) & (MM p107)
Demon, Dretch [evil] (MM p42)	Fiendish Crocodile [evil] (MM p271) & (MM p107)	Hell Hound [evil][lawful][fire] (MM p151)
Elemental, Air (small) [air] (MM p95)	Fiendish Dire Bat [evil] (MM p62) & (MM p107)	
Elemental, Earth (small) [earth] (MM p98)	Fiendish Dire Weasel [evil] (MM p282) & (MM p107)	

Summon Monster IV

Archon, Lantern [good][lawful] (MM p16)	Fiendish Monstrous Spider, Large [evil] (MM p288) & (MM p107)	Mephit, Ice [air][cold] (MM p182)
Celestial Giant Eagle [good] (MM p93) & (MM p31)	Fiendish Shark, Large [evil] (MM p279) & (MM p107)	Mephit, Magma [fire] (MM p183)
Celestial Giant Owl [good] (MM p205) & (MM p31)	Fiendish Snake, Huge Viper [evil] (MM p279) & (MM p107)	Mephit, Ooze [water] (MM p183)
Celestial Lion [good] (MM p274) & (MM p31)	Howler [evil][chaotic] (MM p154)	Mephit, Salt [earth] (MM p184)
Elemental, Storm (small) [air] (MM3 p48)	Mephit, Air [air] (MM p181)	Mephit, Steam [fire] (MM p184)
Fiendish Dire Wolf [evil] (MM p65) & (MM p107)	Mephit, Dust [air] (MM p181)	Mephit, Water [water] (MM p184)
Fiendish Giant Praying Mantis [evil] (MM p285) & (MM p107)	Mephit, Earth [earth] (MM p182)	Yeth Hound [evil] (MM p260)
Fiendish Giant Wasp [evil] (MM p285) & (MM p107)	Mephit, Fire [fire] (MM p182)	

Summon Monster V

Achaierai [evil][lawful] (MM p9)	Elemental, Air (med.) [air] (MM p95)	Fiendish Dire Boar [evil] (MM p63) & (MM p107)
Archon, Hound [good][lawful] (MM p16)	Elemental, Earth (med.) [earth] (MM p98)	Fiendish Dire Wolverine [evil] (MM p66) & (MM p107)
Celestial Brown Bear [good] (MM p269) & (MM p31)	Elemental, Fire (med.) [fire] (MM p98)	Fiendish Monstrous Scorpion, Large [evil] (MM p287) & (MM p107)
Celestial Giant Stag Beetle [good] (MM p285) & (MM p31)	Elemental, Water (med.) [water] (MM p98)	Fiendish Shark, Huge [evil] (MM p279) & (MM p107)
Celestial Griffon [good] (MM p139) & (MM p31)	Fiendish Crocodile, Giant [evil] (MM p271) & (MM p107)	Fiendish Tiger [evil] (MM p281) & (MM p107)
Celestial Sea Cat [good] (MM p220) & (MM p31)	Fiendish Deinonychus [evil] (MM p60) & (MM p107)	Shadow Mastiff (MM p222)
Devil, Bearded [evil][lawful] (MM p52)	Fiendish Dire Ape [evil] (MM p62) & (MM p107)	

**Summon Monster VI**

Celestial Dire Lion [good] (MM p63) & (MM p31)	Elemental, Air (large) [air] (MM p95)	Fiendish Monstrous Centipede, Gargantuan [evil] (MM p287) & (MM p107)
Celestial Orca Whale [good] (MM p283) & (MM p31)	Elemental, Earth (large) [earth] (MM p98)	Fiendish Monstrous Spider, Huge [evil] (MM p288) & (MM p107)
Celestial Polar Bear [good] (MM p269) & (MM p31)	Elemental, Fire (large) [fire] (MM p98)	Fiendish Rhinoceros [evil] (MM p278) & (MM p107)
Chaos Beast [chaotic] (MM p33)	Elemental, Storm (med.) [air] (MM3 p48)	Fiendish Snake, Giant Constrictor [evil] (MM p279) & (MM p107)
Devil, Chain [evil][lawful] (MM p53)	Elemental, Water (large) [water] (MM p98)	Janni (MM p116)
Eladrin, Bralani [good][chaotic] (MM p93)	Fiendish Elasmosaurus [evil] (MM p60) & (MM p107)	Xill [evil][lawful] (MM p259)

**Summon Monster VII**

Celestial Baleen Whale [good] (MM p282) & (MM p31)	Elemental, Air (huge) [air] (MM p95)	Fiendish Megaraptor [evil] (MM p60) & (MM p107)
Celestial Elephant [good] (MM p272) & (MM p31)	Elemental, Earth (huge) [earth] (MM p98)	Fiendish Monstrous Scorpion, Huge [evil] (MM p287) & (MM p107)
Demon, Arrow [evil][chaotic] (MM3 p35)	Elemental, Fire (huge) [fire] (MM p98)	Fiendish Octopus, Giant [evil] (MM p276) & (MM p107)
Demon, Babau [evil][chaotic] (MM p40)	Elemental, Storm (large) [air] (MM3 p48)	Guardinal, Avoral [good] (MM p141)
Devil, Bone [evil][lawful] (MM p52)	Elemental, Water (huge) [water] (MM p98)	Invisible Stalker [air] (MM p160)
Djinni [air] (MM p114)	Fiendish Girallon [evil] (MM p126) & (MM p107)	Slaad, Red [chaotic] (MM p228)

**Summon Monster VIII**

Celestial Cachalot Whale [good][chaotic] (MM p283) & (MM p31)	Elemental, Earth (great) [earth] (MM p98)	Fiendish Monstrous Spider, Gargantuan [evil] (MM p288) & (MM p107)
Celestial Dire Bear [good][chaotic] (MM p62) & (MM p31)	Elemental, Fire (great) [fire] (MM p98)	Fiendish Squid, Giant [evil] (MM p281) & (MM p107)
Celestial Triceratops [good][chaotic] (MM p61) & (MM p31)	Elemental, Storm (huge) [air] (MM3 p48)	Fiendish Tyrannosaurus [evil] (MM p61) & (MM p107)
Demon, Vrock [evil][chaotic] (MM p48)	Elemental, Water (great) [water] (MM p98)	Lillend [good][chaotic] (MM p168)
Devil, Hellcat [evil] (MM p54)	Fiendish Dire Tiger [evil] (MM p65) & (MM p107)	Slaad, Blue [chaotic] (MM p229)
Elemental, Air (great) [air] (MM p95)	Fiendish Monstrous Centipede, Colossal [evil] (MM p287) & (MM p107)	

**Summon Monster IX**

Celestial Roc [good] (MM p215) & (MM p31)	Elemental, Earth (elder) [earth] (MM p98)	Fiendish Monstrous Spider, Colossal [evil] (MM p288) & (MM p107)
Couatl (MM p37)	Elemental, Fire (elder) [fire] (MM p98)	Guardinal, Leonal [good][chaotic] (MM p142)
Demon, Bebilith [evil][chaotic] (MM p42)	Elemental, Storm (greater) [air] (MM3 p48)	Night Hag [evil] (MM p193)
Demon, Hezrou [evil][chaotic] (MM p44)	Elemental, Water (elder) [water] (MM p98)	Slaad, Green [chaotic] (MM p230)
Devil, Barbed [evil][lawful] (MM p51)	Fiendish Dire Shark [evil] (MM p279) & (MM p107)	
Elemental, Air (elder) [air] (MM p95)	Fiendish Monstrous Scorpion, Gargantuan [evil] (MM p287) & (MM p107)	

Summon Undead

## Summon Undead I

Skeleton, Medium  
(MM p226)Zombie, Small  
(MM p266)

## Summon Undead II

Skeleton, Large  
(MM p226)Zombie, Medium  
(MM p266)

## Summon Undead III

Ghoul  
(MM p118)Skeleton, Large  
(MM p226)Zombie, Medium  
(MM p266)

## Summon Undead IV

Allip  
(MM p10)Ghost  
(MM p119)Zombie, Huge  
(MM p266)

## Summon Undead V

Mummy  
(MM p190)Vampire Spawn  
(MM p253)Shadow  
(MM p221)Wight  
(MM p255)

## Hallow/Unhallow Table

Spell that can be added to a Hallow(PH p238) / Unhallow(PH p297) Spell	GP Cost
<p><i>Detect Magic</i>(PH p219) &lt;Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR&gt; – The caster can see the <u>Magic Aura</u> of a spell or item in a 60' <u>Cone-shaped Emanation</u>. The information gained increases each round: 1<sup>st</sup> round – presence of magic. 2<sup>nd</sup> round – number of magic auras &amp; the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction. 3<sup>rd</sup> round – strength &amp; location of each aura. If an aura is within line-of-sight, the caster can identify its school with a Spellcraft check vs. DC 15 + spell level. This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, &amp; any amount of lead.</p>	500
<p><i>Bane</i>(PH p203) &lt;Ench(comp)[mind][fear], VS/DF, 1StdAct, 1min/lvl, WillNeg, SR applies&gt; – All enemies within 50' radius <u>Burst</u> suffer a –1 Morale penalty to attacks &amp; –1 Morale penalty on saves vs. fear. This spell <u>Counters</u> and <u>Dispels</u> the spell <i>Bless</i>.</p>	1,000
<p><i>Bless</i>(PH p205) &lt;Ench(comp)[mind], VS/DF, 1StdAct, 1min/lvl&gt; – All allies within a 50' radius <u>Burst</u> gain a +1 Morale bonus on attacks &amp; +1 Morale bonus on saves vs. fear. This spell <u>Counters</u> and <u>Dispels</u> the spell <i>Bane</i>.</p>	1,000
<p><i>Cause Fear</i>(PH p208) &lt;Nero[fear][mind], VS, 1StdAct, Close-range, Will½, SR applies&gt; – One living target with up to 5HD is <u>Frightened</u> for 1d4 rounds unless it makes its saving throw. On a successful save, the target is <u>Shaken</u> for 1 round. This spell <u>Counters</u> and <u>Dispels</u> <i>Remove Fear</i>.</p>	1,000
<p><i>Detect Evil</i>(PH p218) &lt;Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR&gt; – The caster can see the <u>Alignment Aura</u> of Evil creatures, spells, or objects in a 60' <u>Cone-shaped Emanation</u>. The information gained increases each round: 1<sup>st</sup> round – presence of evil. 2<sup>nd</sup> round – number of evil auras &amp; the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction. 3<sup>rd</sup> round – strength &amp; location of each aura. This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, &amp; any amount of lead. An "Overwhelming" aura may <u>Stun</u> a good-aligned caster for 1 round, ending the spell.</p>	1,000
<p><i>Detect Good</i>(PH p219) &lt;Div, VS/DF, 1StdAct, Concentration up to 10min/lvl, no save, no SR&gt; – The caster can see the <u>Alignment Aura</u> of Good creatures, spells, or objects in a 60' <u>Cone-shaped Emanation</u>. The information gained increases each round: 1<sup>st</sup> round – presence of evil. 2<sup>nd</sup> round – number of evil auras &amp; the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction. 3<sup>rd</sup> round – strength &amp; location of each aura. This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, &amp; any amount of lead. An "Overwhelming" aura may <u>Stun</u> an evil-aligned caster for 1 round, ending the spell.</p>	1,000
<p><i>Endure Elements</i>(PH p226) &lt;Abj, VS, 1StdAct, Touch, 24hrs&gt; – Touched subject takes no harm (i.e., no Fortitude saves) from being in heat up to 140 degrees Fahrenheit –and– cold down to –50.</p>	1,000
<p><i>Remove Fear</i>(PH p271) &lt;Abj, VS, 1StdAct, Close-range, 10min&gt; – One subject + 1 per 4 levels within a 30' area gains a +4 Morale bonus on saves vs. fear. This spell <u>Counters</u> &amp; <u>Dispels</u> <i>Cause Fear</i>, and <u>Suppresses</u> all other fear effects.</p>	1,000
<p><i>Aid</i>(PH p196) &lt;Ench(comp)[mind], VS/DF, 1StdAct, Touch, 1min/lvl&gt; – Touched subject gains a +1 Morale bonus to attack &amp; saving throws vs. fear and gains <u>Temporary HP</u> equal to 1d8 + 1/lvl (max 1d8+10).</p>	2,000
<p><i>Darkness</i>(PH p216) &lt;Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 10min/lvl(D), no SR&gt; – Touched object radiates shadowy illumination in a 20' radius. Creatures in the darkness have <u>Concealment</u> (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container. This spell <u>Counters</u> and <u>Dispels</u> spells with the [light] category of equal or lower level.</p>	2,000
<p><i>Daylight</i>(PH p216) &lt;Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR&gt; – Touched object gives off bright light in a 60' radius &amp; dim light for another 60'. The light may be blocked by putting the object in a container. Treated as 'sunlight' for creatures who receive penalties in those conditions, but is not real sunlight so certain Undead are not destroyed. This spell <u>Suppresses</u> <i>Deeper Darkness</i> and is suppressed by it, leaving only the natural illumination in the overlapping area. This spell <u>Counters</u> and <u>Dispels</u> spells with the [darkness] category of equal or lower level.</p>	2,000

Spell that can be added to a Hallow(PH p238) / Unhallow(PH p297) Spell	GP Cost												
<p><i>Resist Energy</i>(PH p272)            &lt;Abj, VS/DF, 1StdAct, Touch, 10min/lvl&gt;            – The touched subject &amp; his/her equipment are protected from one <u>Energy Type</u>. Each <u>attack</u> doing damage of that type has the hp of damage reduced by the amount listed below.</p> <table style="margin-left: 40px;"> <tr> <td>Lvl</td> <td>#</td> <td>Lvl</td> <td>#</td> <td>Lvl</td> <td>#</td> </tr> <tr> <td>up to 6<sup>th</sup></td> <td>10</td> <td>7<sup>th</sup> – 10<sup>th</sup></td> <td>20</td> <td>11<sup>th</sup> +</td> <td>30</td> </tr> </table>	Lvl	#	Lvl	#	Lvl	#	up to 6 <sup>th</sup>	10	7 <sup>th</sup> – 10 <sup>th</sup>	20	11 <sup>th</sup> +	30	2,000
Lvl	#	Lvl	#	Lvl	#								
up to 6 <sup>th</sup>	10	7 <sup>th</sup> – 10 <sup>th</sup>	20	11 <sup>th</sup> +	30								
<p><i>Silence</i>(PH p279)            &lt;Ill(glamer), VS, 1StdAct, Long-range, 1min/lvl(D)&gt;            – The caster creates a 20' radius <u>Emanation</u> that negates sound, including [sonic] &amp; [language] spells &amp; effects. This spell can be targeted on a creature, objects, or a point in space. If targeting an unwilling creature or an object in its possession, it gets a Will save to negate (SR applies). If cast on a point in space, the effect is immobile.</p>	2,000												
<p><i>Zone of Truth</i>(PH p303)            &lt;Ench(comp)[mind], VS/DF, Close-range, 1min/lvl, WillNeg, SR applies&gt;            – Creatures in a 20' radius <u>Emanation</u> that fail their save cannot lie. All subject know that the zone is in effect &amp; have the option of not speaking or being evasive.</p>	2,000												
<p><i>Deeper Darkness</i>(PH p217)            &lt;Evoc[darkness], VM(bat fur, coal)/DF, 1StdAct, Touch, 1day/lvl(D), no SR&gt;            – Touched object radiates shadowy illumination in a 60' radius. Creatures in the darkness have <u>Concealment</u> (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container. This spell <u>Counters</u> and <u>Dispels</u> spells with the [light] category of equal or lower level. This spell <u>Suppresses</u> <i>Daylight</i> and is suppressed by it, leaving only the natural illumination in the overlapping area.</p>	3,000												
<p><i>Dispel Magic</i>(PH p223)(PH3.5e)+            &lt;Abj, VS, 1StdAct, Medium-range, no SR&gt;            – Cancels magical spells and effects on a successful <u>Dispel Check</u> (max +10). This spell can be used in one of three ways:            a) Counterspell – Acts like a standard counterspell except it works against any spell, but a <u>Dispel Check</u> must be made.            b) Targeted Dispel – Each ongoing spell effect on one target gets a separate <u>Dispel Check</u>. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).            c) Area Dispel – Each target in a 20' radius <u>Burst</u> gets a <u>Dispel Check</u> against each spell in turn (highest caster level spell checked first) until <u>one</u> is dispelled or all checks fail. Items are not effected.            A caster does <u>not</u> need to make a Dispel Check to end a spell he/she cast.</p>	3,000												
<p><i>Invisibility Purge</i>(PH p245)            &lt;Evoc, VS, 1StdAct, Personal, 1min/lvl(D), no SR&gt;            – <u>Invisibility</u> within 5' per level is <u>Suppressed</u>.</p>	3,000												
<p><i>Death Ward</i>(PH p217)            &lt;Necro, VS/DF, 1StdAct, Touch, 1min/lvl&gt;            – Grants immunity to death spells &amp; effects, gaining <u>Negative Levels</u>, and <u>Negative Energy</u> damage &amp; ability loss.</p>	4,000												
<p><i>Dimensional Anchor</i>(PH p221)(PH p250)+            &lt;Abj[ray], VS, 1StdAct, Medium-range, 1min/lvl, no save, no SR&gt;            – Target creature or object is encased in a green glow &amp; cannot travel extradimensionally. This includes spells &amp; spell-like abilities such as <i>Astral Projection</i>, <i>Blink</i>, <i>Etherealness</i>, <i>Gate</i>, <i>Maze</i>, <i>Shadow Walk</i>, <i>Teleport</i>, etc. It does <u>not</u> extend the duration of Summoning spells.            -or-            &lt;Abj, VSF(calling diagram), 1StdAct, Medium-range, 24hrs/lvl, no save, no SR&gt;            – Target creature within the <u>Calling Diagram</u> cannot leave it or travel extradimensionally. This includes spells &amp; spell-like abilities such as <i>Astral Projection</i>, <i>Blink</i>, <i>Etherealness</i>, <i>Gate</i>, <i>Maze</i>, <i>Shadow Walk</i>, <i>Teleport</i>, etc. It does <u>not</u> extend the duration of Summoning spells.            -or-            &lt;Abj, VS, 1StdAct, Medium-range, no save, no SR&gt;            – Target creature within a <u>Magic Circle against Good</u>, etc., cannot leave it or travel extradimensionally for the remainder of the Magic Circle's duration. This includes spells &amp; spell-like abilities such as <i>Astral Projection</i>, <i>Blink</i>, <i>Etherealness</i>, <i>Gate</i>, <i>Maze</i>, <i>Shadow Walk</i>, <i>Teleport</i>, etc. It does <u>not</u> extend the duration of Summoning spells.</p>	4,000												
<p><i>Discern Lies</i>(PH p221)            &lt;Div, VS/DF, 1StdAct, Close-range, Concentration up to 1rnd/lvl, WillNeg, no SR&gt;            – Each round, the caster may concentrate on one target within range. If the target knowingly tells a lie, the caster can see the disturbance in its aura, though not the truth.</p>	4,000												
<p><i>Freedom of Movement</i>(PH p233)            &lt;Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl&gt;            – Subject moves normally despite magical impediments (<i>Web</i>, <i>Hold Person</i>, etc.). The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin. While under the effect of this spell, the subject can fight underwater.</p>	4,000												
<p><i>Tongues</i>(PH p294)            &lt;Div, VM(small clay ziggurat)/DF, 1StdAct, Touch, 10min/lvl, no SR&gt;            – The touched subject can understand &amp; speak any intelligent creature's language.</p>	4,000												

## Weapons of the Deity

Deity	Weapon
Bahamut	+n Frost Heavy-Pick
Boccob	+n Spell-Storing Quarterstaff
Corellon Larethian	+n Keen Longsword
Ehlonna	+n Frost Longsword
Erythnul	+n Mighty-Cleaving Morningstar
Fharlanghn	+n Defending Quarterstaff
Garl Glittergold	+n Returning Battleaxe
Gruumsh	+n Returning Shortspear
Heironeous	+n Shock Longsword
Hextor	+n Mighty-Cleaving Heavy-Flail
Kord	+n Mighty-Cleaving Greatsword
Kurtulmak	+n Shock Shortspear
Lolth	+n Keen Whip
Moradin	+n Throwing Warhammer
Nerull	+n Keen Scythe
Obad-Hai	+n Defending Quarterstaff
Olidammara	+n Keen Rapier
Pelor	+n Flaming Heavy-Mace
St. Cuthbert	+n Mighty-Cleaving Heavy-Mace
Vecna	+n Frost Dagger
Wee Jas	+n Dagger of Venom
Tiamat	+n Flaming Heavy-Pick
Yondalla	+n Defending Short-Sword
-default good-	+n Frost Warhammer
-default evil-	+n Mighty-Cleaving Light-Flail
-default neutral-	+n Defending Heavy-Mace
-default law-	+n Flaming Longsword
-default chaos-	+1 Shock Battleaxe

The value of 'n' is determined by the Caster level.

Caster Level	Enhancement bonus
up to 8 <sup>th</sup>	+1
9 <sup>th</sup> – 11 <sup>th</sup>	+2
12 <sup>th</sup> – 14 <sup>th</sup>	+3
15 <sup>th</sup> – 17 <sup>th</sup>	+4
18 <sup>th</sup> and higher	+5

## Glossary

### Auras

#### Alignment Aura(PH p219)

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

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

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

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

#### Magic Aura(PH p219)

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

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

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

#### Undead Aura(PH p220)

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

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

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

### Ranges

Close-range – 25’ + 5’ per 2 levels.

Medium-range – 100’ + 10’ per level.

Long-range – 400’ + 40’ per level.

Levels of Concealment

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

<u>Cover, Hard (such as walls)</u> (PH p150) +4 Cover bonus to AC & +2 Cover bonus to Reflex saves for spell's whose point of origin is on the other side of the cover. Not subject to Attacks of Opportunity through the cover.	<u>Cover, Soft (such as opponents)</u> (PH p150)(PH3.5e)+ +4 Cover bonus to AC against Ranged Attacks. Not subject to Attacks of Opportunity through the cover	<u>Full Cover</u> (PH p150) Can't be targeted
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Level of Exhaustion

<u>Fatigued</u> (PH p308) Subject cannot move run or change and suffers a -2 penalty of Strength & Dexterity. Any action that would cause 'Fatigue' instead causes the subject to become <u>Exhausted</u> . After 8 hours of complete rest, fatigue is removed.	<u>Exhausted</u> (PH p308) Subject can only move at ½ speed and suffers a -6 penalty of Strength & Dexterity. After one hour of complete rest, the subject becomes <u>Fatigued</u> .
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Levels of Fear

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

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

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

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

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

All Actions

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

Attitude Categories(PH p72)

See table on PH3.5 p72.

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

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

Blind(PH p305)

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

Calling Diagram(PH p249)

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

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

Caster Check(PH p305)

Caster level + 1d20 vs. the indicated DC.

Catch Fire

Reflex save vs. DC 15 to avoid catching fire.

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

Cloud

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

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

Comatose(PH p228)

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

Confused(PH p212)

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

01-10: Attack the caster.

11-20: Act normally.

21-50: Do nothing.

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

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

Cowering

See above

Creature Equivalent

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

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

Crippled

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

Dazed(PH p307)

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

Dazzled(PH p307)

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

<ability> Damage

Target loses an ability score which heals normally.

<ability> Drain

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

Deafened(PH p307)

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

Defenseless(PH p257)

Helpless, plus always fail saving throws.

Dismissible (D)(PH p176)

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

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

Dispel Check(PH p307)

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

Energy Type

Acid, Cold, Electricity, Fire, or Sonic.

Entangled(PH p308)

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

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

Exhausted(PH p308)

See above.

Fascinated(PH p308)

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

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

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

Fast Healing N

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

Fatigued(PH p308)

See above.

Frightened

See above.

Held

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

Helpless(PH p309)

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

Incorporeal(PH p309)

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

Invisible(PH p309)

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

Magical Sensor

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

Nauseated(PH p310)

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

Negative Energy Damage

Harms the living (& the Deathless) and heals the Undead.

Negative Level(PH p310)

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

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

Non-Recoverable Level

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

Object Equivalent(PH p300)

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

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

Panicked(PH p311)

See above.

Primary Stat

For Artificers & Wizards, use Intelligence.

For Bards & Sorcerers, use Charisma.

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

Positive Energy

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

Prone(PH p311)

The subject is lying on the ground.

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

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

Rubble, Dense(DMG p90)

TBD

Scent Ability(MM p314)

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

Shaken(PH p312)

See above.

Sickened(PH p228)

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

Slowed(PH p280)

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

Staggered(PH p313)

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

Stunned(PH p313)

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

Suspended Animation

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

Untyped Damage

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

Weakened

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

Wind, Moderate (DMG p95)

11 – 20 mph

Wind, Strong (DMG p95)

21 – 30 mph

Wind, Severe (DMG p95)

31 – 50 mph

Temporary HP

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

Vile Damage

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

## Appendix

### Revision History

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October 1, 2003	– Creation of the new D&D 3.5 Spell Index. Contains Player’s Handbook 3.5.
March 12, 2004	– Added Complete Warrior & the Book of Exalted Deeds. Added Dragon #309 – Dragon #313.
August 12, 2004	– Added Dragon #314. Added Player’s Guide to Faerûn.
October 12, 2004	– Added Complete Divine.
November 12, 2004	– Added Eberron Campaign Setting. Added Dragon #325. Added Monster Manual 3. Change the abbreviation of Monster Manual v3.5 from “MM3.5” to “MM” to avoid confusion with “MM3”
April 1, 2005	– Added Complete Arcane. Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”. Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.
September 7, 2005	– Added Races of Eberron. Added Complete Adventurer. Added Dragon #330 – #335.

### Key to Sourcebooks

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PH	–	Player’s Handbook v.3.5	
DMG	–	Dungeon Master’s Guide v.3.5	
MM	–	Monster Manual v.3.5	
MM3	–	Monster Manual	
CWar	–	Complete Warrior	
CDiv	–	Complete Divine	
CArc	–	Complete Arcane	
CAdv	–	Complete Adventurer	
RoE	–	Races of Eberron	
BoED	–	Book of Exalted Deeds	
UA	–	Unearthed Arcana	
FR	–	Forgotten Realms Campaign Setting	
MoF	–	Magic of Faerûn	
LoD	–	Lords of Darkness	
RoF	–	Races of Faerûn	
SM	–	Silver Marches	
Und	–	Underdark	
PGF	–	Player’s Guide to Faerûn	
Eb	–	Eberron Campaign Setting	
DR###	–	Dragon Magazine (with issue number)	
DU##	–	Dungeon Magazine (with issue number)	
3.5up	–	D&D v.3.5 Accessory Update	– <a href="http://www.wizards.com/dnd/files/DnD35_update_booklet.zip">http://www.wizards.com/dnd/files/DnD35_update_booklet.zip</a>
PH3.5e	–	Player’s Handbook v.3.5 Errata	– <a href="http://www.wizards.com/dnd/files/PHB_Errata09242003.zip">http://www.wizards.com/dnd/files/PHB_Errata09242003.zip</a>
PGFe	–	Player’s Guide to Faerûn Errata	– <a href="http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip">http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip</a>
CDivErrata	–	Complete Divine Errata	– <a href="http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip">http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip</a>
CArcErrata	–	Complete Arcane Errata	– <a href="http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip">http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip</a>
EbErrata	–	Eberron Errata	– <a href="http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip">http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip</a>

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