## 0. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Create Water | Conjuration (Creation) | Water | V, S | 1 standard | Close | 2 gallons water/lvl. | Instantaneous | None | No | Creates 2 gallons(4 l)/lvl. of pure water |
| Cure Minor Wounds | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 Creature | Instantaneous | Will half (harml.) | Yes | Heals 1 Point of damage (or deals 1 point to undead) |
| Dawn | Abjuration | - | V | 1 swift | 15 ft. | Burst centered on you | Instantaneous | Fort neg (harm) | Yes | Awakens sleeping creatures (and those unconscious from lethal damage as staggering) |
| Detect Magic | Divination | - | V, S | 1 standard | 60 ft. | Cone-shaped emanation | Concentration; up to 1 min./lvl | None | No | Detects spells and magic items within 60 ft. |
| Detect Poison | Divination | - | V, S | 1 standard | Close | 1 creature/ object or  5 ft. cube | Instantaneous | None | No | DC 20 Wisdom/Craft(alchemy) check to determine exact type |
| Flare | Evocation | Light | V | 1 standard | Close | Burst of light | Instantaneous | Fort neg. | Yes | Can dazzle creature 1 minute |
| Guidance | Divination | - | V, S | 1 standard | Touch | 1 Creature | 1 min or discharge | Will neg (harml.) | Yes | +1 competence bonus on single attack roll, saving throw or skill check |
| Know Direction | Divination | - | V, S | 1 standard | Personal | You | Instantaneous | - | - | You discern north |
| Light | Evocation | Light | V, M | 1 standard | Touch | Object | 10 min./lvl (D) | None | No | Light in 20 ft. radius + Dim light in 20 ft from there; Material: firefly or piece of phosphorescent moss |
| Mending | Transmutation | - | V, S | 1 standard | 10 ft. | 1 object, max 1 lb. | Instantaneous | Will neg.(obj. harm.) | No | Makes minor repairs on an object. |
| Naturewatch | Necromancy | - | S | 1 standard | 30 ft. | Cone-Shaped Emanation | 10 min/lvl | None | No | Reveals how near to death animals and plants within 30 ft. are, and other mundane information (e. g. if plants are dehydrated) |
| Preserve Organ | Necromancy | - | V, S | 10 minutes | Touch | 1 organ | 24 hours | Fort neg (harml.) | Yes | Protects one detached organ from decay for 24 hours. |
| Purify Food and Drink | Transmutation | - | V, S | 1 standard | 10 ft. | 1 cu. ft./lvl | Instantaneous | Will neg (obj) | Yes | Purifies 1 cu. ft./lvl of food or water |
| Read Magic | Divination | - | V, S, F | 1 standard | Personal | You | 10 min./lvl | - | - | Read scrolls and spellbooks, Focus: Clear Crystal or mineral prism; Read 250 words/min |
| Resistance | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | 1 minute | Will neg (harml) | No | +1 Resistance Bonus to saves |
| Virtue | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature | 1 minute | Fort neg (harml) | Yes | Subject gains 1 temporary hitpoint |

## 1. Level Spells

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Animate Fire | Transmutation | Fire | V, S, M | 1 round | Close | 1 small fire | Concentration, max 1 round/lvl (D) | None | No | Animate Fire (approximately campfire size), has statistics of small fire elemental, can’t move farther than spell range from fire; Material: charcoal, sulfur and soda ash |
| Animate Water | Transmutation | Water | V, S, M | 1 round | Close | Up to 5 ft. cube water | Concentration, max 1 round/lvl (D) | None | No | Animate water (min 4 cu. ft. (110 l)) into small water elemental, can’t move farther than spell range; Material: A vial of pure spring water mixed with cinnabar oil |
| Animate Wood | Transmutation | - | V, S, M | 1 round | Touch | 1 small or smaller wooden object | Concentration, max 1 round/lvl (D) | None | No | Animate object, has hardness 5;  Material: cinnabar and ground peach pit |
| Aquatic Escape | Transmutation (Polymorph) | - | V, S | 1 swift | Personal | You | 1 round/lvl (D) | - | - | Take form of a diminutive fish |
| Aspect of the Wolf | Transmutation | - | V, S, DF | 1 standard | Personal | You | 10 min/lvl (D) | - | - | Change into Wolf and gain most abilities and physical traits; Material: whisker from a wolf |
| Aura against Flame | Abjuration | - | V, S | 1 standard | Personal | You | 1 round/lvl | - | - | Grants fire resistance 10 and extinguishes fires that deal max. 10 damage. Can be used to dispel one bigger fire |
| Babau Slime | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature | 1 min/lvl | Fort neg (harm) | Yes | Secrete a body-covering acid that damages attackers (unarmed, touch or natural weapon) for 1d8 damage |
| Beast Claws | Transmutation | - | V, S, M | 1 standard | Personal | You | 1 hour/lvl | - | - | Gain 2 claw attacks (1d4 slash, 19-20/x2) as natural weapons;  Material: Claw of a bird of prey |
| Beastland Ferocity | Enchantment (Compulsion) | Mind-Affecting | V, S, DF | 1 standard | Touch | 1 creature | 1 min/lvl | Fort neg (harm) | Yes | Subject fights even if disabled or dying (and gains +4 ST when hp are between -1 and -9) |
| Beget Bogun | Conjuration (creation) | - | V, S, **M**, XP | 1 standard | Touch | Tiny construct | Instantaneous | None | No | Create Tiny nature servant (Bogun, see SC26);  Material: Vegetable mannequin; XP: 25 |
| Blockade | Conjuration (creation) | - | V, S, M | 1 swift | 0 ft. | 5 ft. cube of wood | 3 rounds | None | No | Fill 5 ft. square with cube of wood (2000 lb.);  Material: Tiny cube of wood (3- inch) |
| Branch to Branch | Transmutation | - | V, S | 1 standard | Personal | You | 1 hour/lvl (D) | - | - | +10 to climb in trees; Allows brachiating (min 10 ft. above ground in dense or medium forest give +10 ft. to land speed) |
| Breath of the Jungle | Transmutation | - | V, S, DF | 1 standard | Medium | Mist in 40 ft. radius, 20 ft. high | 1 min/lvl | None | No | Thin mist increases DC of poison and diseases by 2 |
| Briar Web | Transmutation | - | V, S, DF | 1 standard | Medium | 40 ft. spread | 1 min/lvl | None | No | Vegetation makes terrain difficult an deal 1 piercing damage/5 ft. moved |
| Buoyant Lifting | Evocation | - | S, DF | 1 immediate | Close | 1 willing creature/lvl | 1 min/lvl (D) | None | No | Underwater creatures rise to surface (60 ft./round) |
| Calm Animals | Enchantment (Compulsion) | Mind-Affecting | V, S | 1 standard | Close | Animals within 30 ft. of each other | 1 min/lvl | Will neg | Yes | Calms 2d4+lvl HD of animals (of same type); Save only for dire or trained animals |
| Camouflage | Transmutation | - | V, S | 1 standard | Personal | You | 10 min/lvl | - | - | Grants +10 to hide checks |
| Charm Animal | Enchantment (Charm) | Mind-Affecting | V, S | 1 standard | Close | 1 animal | 1 hour/lvl | Will neg | Yes | Makes one Animal your friend |
| Claws of the Bear | Transmutation | - | V, S | 1 standard | Personal | You | 1 round/lvl | - | - | Hands become claws (1d8 damage for medium) |
| Climb Walls | Transmutation | - | V, S, M | 1 standard | Touch | 1 creature | 1 min/lvl (D) | Will neg (harm) | Yes | Subjects gains +10 to climb checks (+20 at 5th/+30 at 9th lvl); Material: drop of tree sap or other sticky material |
| Climbing Tree | Conjuration (creation) | - | V, S, DF | 1 round | 0 ft. | 1 thin but sturdy tree | 1 min/lvl (D) | None | No | Grows tree in adjacent square (Climb DC 5); grows up to 10 ft/lvl (max 50 ft.) |
| Cloudburst | Evocation | Water | V, S | 1 round | Long | 100 ft. emanation | 10 min/lvl | None | No | Rain gives -4 to Spot, Listen, Search and ranged attacks, extinguishes unprotected flame, 50% protected flame; Fire damage is reduced by 1/die; Functions only outdoors |
| Cold Fire | Transmutation | Cold | V, S, DF | 1 standard | Close | 1 fire source (up to 20 ft. cube) or creature | 1 min./lvl. (D) or instantaneous | No or fort half | No or Yes | Change fire to cold flames (deals cold damage) or deals 1d6/lvl. (max 5d6) to fire creature or one with cold vulnerability |
| Crabwalk | Transmutation | - | V, S, M | 1 standard | Touch | 1 creature | 1 min/lvl. | None | No | Allows charge with +4 to attack and no AC penalty; Material: crab’s leg |
| Cure Light Wounds | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 Creature | Instantaneous | Will half (harml.) | Yes | Heals 1d8+1/lvl. points of damage (max. 1d8+5) |
| Deep Breath | Conjuration (Creation) | Air | V | 1 immediate | Personal | You | 1 round/lvl | - | - | Your lungs fill with air |
| Delay Disease | Conjuration (Healing) | - | V, S, DF | 1 standard | Touch | 1 creature | 24 h | Will neg. (harml.) | Yes | Halts Progress of Disease for spell duration |
| Detect Animals or Plants | Divination | - | V, S | 1 standard | Long | Cone shaped emanation | Concentration, up to 10 min./lvl. (D) | None | No | Detects kinds of animals or plants |
| Detect Snares and Pits | Divination | - | V, S | 1 standard | 60 ft. | Cone shaped emanation | Concentration, up to 10 min./lvl. (D) | None | No | Reveals natural and primitive traps |
| Endure Elements | Abjuration | - | V, S | 1 standard | Touch | 1 creature | 24 hours | Will neg (harml.) | Yes | Exist comfortably in hot or cold enviroments |
| Enrage Animal | Enchantment (Compulsion) | Mind-Affecting | V, S | 1 standard | Medium | 1 Anima | Concentration + 1 round/lvl | None | Yes | Animal rages like barbarian, but isn’t fatigued |
| Entangle | Transmutation | - | V, S, DF | 1 standard | Long | Plants in 40 ft. spread | 1 min/lvl (D) | Ref part | No | Move halved in area; DC 20 Str or Escape Artist Check to break free (Full Round Action) |
| Extract Drug | Conjuration (Creation) | - | V, S, F | 1 minute | Touch | 1 dose of a drug | Permanent | - | - | Creates drug from inanimate subject; Focus: 15 lbs. or 1 cu. ft. of material |
| Eyes of the Avoral | Transmutation | - | S | 1 standard | Touch | 1 creature | 10 min./lvl. | Will neg (harml.) | Yes | +8 racial bonus to spot checks |
| Faerie Fire | Evocation | Light | V, S, DF | 1 standard | Long | 5 ft. burst | 1 min/lvl (D) | None | Yes | Outlines objects and creatures, removes blur, concealment, etc. |
| Foundation of Stone | Transmutation | Stone | V, S, DF | 1 standard | Close | 1 creature/lvl. | 1 round/lvl. | None | No | +2 AC, +4 on strength checks against bull rush and trip as long as not moving and remaining on solid ground |
| Goodberry | Transmutation | - | V, S, DF | 1 standard | Touch | 2d4 fresh berries | 1 day/lvl | None | Yes | Each berry nourishes as a meal for a medium creature and heals 1 hp (max 8/24 h) |
| Hawkeye | Transmutation | - | V | 1 standard | Personal | You | 10 min/lvl (D) | - | - | +5 to spot and increase range increment by 50% |
| Healthful Rest | Conjuration (Healing) | - | V, S | 10 min. | Close | 1 creature/lvl. | 24 h | Will neg (harml.) | Yes | Doubles natural healing rate |
| Hide from Animals | Abjuration | - | S, DF | 1 standard | Touch | 1 creature/lvl | 10 min/lvl (D) | Will neg (harm) | Yes | Animals can’t perceive subjects |
| Horrible Taste | Transmutation | - | V, S, M | 1 standard | Touch | 1 Creature or object | 10 min/lvl | Fort neg | No | If subject is bitten, biter must save or be nauseated; Material: Pinch of rotten meat |

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Jump | Transmutation | - | V, S, M | 1 standard | Touch | 1 creature | 1 min/lvl (D) | Will neg (harm) | Yes | Subjects gains +10 to jump checks (+20 at 5th/+30 at 9th lvl); Material: grasshoppers hind leg |
| Lesser Vigor | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 living creature | 10 rounds +1 round/lvl (max 15) | Will neg (harml.) | Yes | Subject gains Fast Healing 1 |
| Longstrider | Transmutation | - | V, S, M | 1 standard | Personal | You | 1 hour/lvl (D) | - | - | Increases land speed by 10 ft.; Material: pinch of dirt |
| Low-Light Vision | Transmutation | - | V | 1 standard | Touch | 1 creature | 1 hour/lvl. | Will neg (harm) | Yes | Subject gains low-light vision |
| Magic Fang | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature | 1 min/lvl. | Will neg (harm) | Yes | Gives one natural weapon +1 enhancement bonus |
| Magic Stone | Transmutation | - | V, S, DF | 1 standard | Touch | Up to 3 pebbles | 30 min or discharge | Will neg (harm, obj) | Yes | Stones get +1 enhancement bonus and deal 1d6 (+1) dam or double that to undead |
| Obscuring Mist | Conjuration (Creation) | - | V, S | 1 standard | 20 ft. | Cloud spreads 20 ft. radius from you | 1 min./lvl. | None | No | Fog surrounds you, granting concealment (20% up to 5 feet distance; 50% if farther away) |
| Omen of Peril | Divination | - | V, **F** | 1 round | Personal | 1 You | Instantaneous | - | - | You know how dangerous the future will be (chance 70% + 1%/lvl. max. 90%) Focus: Set of marked sticks or tokens (25 gp) |
| Pass without Trace | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature/lvl | 1 hour/lvl. (D) | Will neg (harm) | Yes | Subjects leave no footprints, scent or other tracks |
| Produce Flame | Evocation | Fire | V, S | 1 standard | 0 ft. | Flame in palm | 1 min/lvl (D) | None | Yes | Touch attack for 1d6+1/lvl (max +5), melee or ranged (max 120 ft.) -1 min duration/attack |
| Raging Flame | Transmutation | Fire | V, S | 1 standard | Medium | 30 ft. spread | 1 min | None | No | Fires in area burns twice as hot and bright (dealing double damage), half duration. Magical Fire deals +1/die damage |
| Ram’s Might | Transmutation | - | V, S | 1 standard | Personal | You | 1 min/lvl. | - | - | +2 Str and unarmed attacks deal lethal damage and count as armed |
| Rapid Burrowing | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature | 10 min/lvl | Fort neg (harm) | Yes | Increases burrowing speed by 20 ft. |
| Remove Scent | Transmutation | - | V, S, M | 1 standard | Touch | 1 creature | 10 min/lvl | Will neg | Yes | Removes scent of creature; Material: Pinch of unscented candle wax |
| Resist Planar Alignment | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | 10 min./lvl. | Fort neg (harml-) | Yes | Subject can resist penalties for being of an opposed alignment on an aligned outer plane |
| Sandblast | Evocation | - | V, S, DF | 1 standard | 10 ft. | 10 ft. burst on you | Instantaneous | Ref half | Yes | All in area take 1d5 nonlethal damage; If not saved, stunned 1 round |
| Shillelagh | Transmutation | - | V, S, DF | 1 standard | Touch | 1 nonmagical oak club or quarterstaff | 1 min/lvl | Will neg (obj) | Yes | Weapon you use gains +1 magical enhancement bonus and deals damage as if 2 sizes larger |
| Silvered Claws | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature | 1 min/lvl | Will neg (harm) | Yes | Creatures natural weapons are treated as silvered |
| Slow Burn | Transmutation | Fire | V, S, DF | 1 standard | Medium | 30 ft. spread | 1 min | None | No | Fires burn twice as long, are harder to extinguish (2 successful saves in 2 rounds instead of 1); Magical fires deal -1/die damage |
| Snake’s Swiftness | Transmutation | - | V, S, DF | 1 standard | Close | 1 allied creature | Instantaneous | Will neg (harm) | Yes | Subject can make one attack immediately |
| Snowshoes | Transmutation | - | V, S | 1 standard | Touch | 1 creature | 1 hour/lvl (D) | Will neg (harml.) | Yes | Subject walks easily on ice and snow |
| Speak with Animals | Divination | - | V, S | 1 standard | Personal | You | 1 min/lvl. | - | - | Allows communication with animals |
| Spider Hand | Transmutation | - | V, S | 1 standard | Personal | You | Concentration  (max 1 min/lvl) | - | - | Casters Hand becomes a small monstrous spider; when this is killed, hand is restored but he takes 1d6 damage |
| Spore Field | Transmutation | - | V, S, DF | 1 standard | Medium | 10 ft. spread | 1 min/lvl | Fort part | No | Mushrooms grow on ground, slowing movement and sickening creatures with inhaled spores (fort neg) |
| Summon Nature’s Ally I | Conjuration (Summoning) | - | V, S, DF | 1 round | Close | 1 creature | 1 round/lvl (D) | None | No | Calls one animal to fight for you |
| Surefooted Stride | Transmutation | - | V, S | 1 standard | Personal | You | 1 min/lvl | None | No | Allows movement through difficult terrain as if open; +2 on climb |
| Suspend Disease | Abjuration | - | V, S, M | 1 standard | Touch | 1 creature | 24 hours | Fort neg (harm) | Yes | Disease doesn’t harms creature for duration; Material: Drop of bile |
| Thunderhead | Evocation | Electricity | V, S | 1 standard | Close | 1 creature | 1 round/lvl | Ref neg | Yes | Small cloud follows target (no save); Lighning bolts deal 1 damage/round (Ref neg) |
| Traveler’s Mount | Transmutation | - | V, S | 1 standard | Touch | Animal or Magical Beast | 1 hour/lvl | Will neg | Yes | +20 ft. to speed, hustle without damage or fatigue, but can’t attack |
| Updraft | Conjuration (Creation) | Air | V, S, M | 1 swift | Personal | You | Instantaneous | - | - | Upwind that lets you gain 10ft. altitude/lvl. then gently lets you descent; Material: miniature propeller or windmill |
| Vine Strike | Divination | - | V, DF | 1 swift | Personal | You | 1 round | - | - | Allows sneak attacks on plant creatures |
| Wall of Smoke | Conjuration (Creation) | - | V, S | 1 standard | Close | Straight wall, max 10 ft.-square/lvl (S) | 1 round/lvl | Fort part | No | Wall of smoke blocks vision (Concealment), if passing save or be nauseated for 1 round |
| Winged Watcher | Transmutation (Polymorph) | - | V, S | 1 swift | Personal | You | 1 round/lvl (D) | - | - | Take form of owl or raven, retain ability to understand your surroundings |
| Wings of the sea | Transmutation | - | S, M | 1 standard | Touch | 1 creature | 1 min/lvl. | Fort neg (harml.) | Yes | Increases swim speed by 30 ft.; Material: drop of water |
| Winter Chill | Transmutation | Cold | V, S | 1 standard | Close | 1 creature | Instantaneous | Fort neg | Yes | 1d6 cold damage and fatigued, if not saved |
| Wood Wose | Conjuration (Creation) | - | V, S, DF | 1 standard | Close | 1 nature servant | 1 hour/lvl | None | No | Small nature spirit does simple tasks (SC 242 for details) |

## 2. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Align Fang | Transmutation | [Alignment] | V, S, DF | 1 standard | Touch | 1 living creature | 1 min/lvl | Will neg (harm) | Yes | Natural weapons become good, evil, chaotic or lawful |
| Animal Messenger | Enchantment (Compulsion) | Mind-Affecting | V, S, M | 1 standard | Close | 1 Tiny animal | 1 day/lvl. | None | Yes | Sends animal to specific place; Material: Morsel of food the animal likes |
| Animal Trance | Enchantment (Compulsion) | Mind-Affecting, Sonic | V, S | 1 standard | Close | Animals or magical beasts with Int 1 or 2 | Concentration | Will neg | Yes | Fascinates 2d6 HD; only trained, dire and magical beasts have save |
| Animalistic Power | Transmutation | - | V, S, M | 1 standard | Touch | 1 creature | 1 min/lvl | Will neg (harml) | Yes | Subjects gains +2 to Str, Dex and Con; Material bit of animal fur, feathers or skin |
| Avoid Planar Effects | Abjuration | - | V | 1 immediate | 20 ft. | 1 creature/lvl within 20 ft burst on you | 1 min/lvl | None | Yes | Provides temporary protection against overtly damaging planar traits |
| Balancing Lorecall | Divinaton | - | V, S, DF | 1 standard | Personal | You | 1 min/lvl (D) | - | - | +4 insight to balance; if 5+ Ranks in Balance can use vertical surfaces; if 10+ Ranks allows balance on liquids |
| Barkskin | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature | 10 min/lvl | None | Yes | +2 enhancement bonus to natural armor (+1 for three lvls above 3rd, max +5) |
| Bear’s Endurance | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature | 1 min./lvl | Will neg. (harml.) | Yes | +4 Con |
| Binding Winds | Evocation | Air | V, S | 1 standard | Medium | 1 creature | Concentration | Ref neg | Yes | Air prevents subject from moving, distracts casters, prevents sounds from and to subject and grants -2 to ranged attacks to or from subject |
| Bite of the Wererat | Transmutation | - | V, S, M | 1 standard | Personal | You | 1 round/lvl | - | - | Enhancement +6 to Dex, +2 to Con, +3 natural armor, gain bite (1d4 + 1 ½ Str) and Weapon Finesse; Material rat’s tail |
| Blackrot | Necromancy | - | V, S | 1 standard | Touch | 1 plant creature or wooden weapon | 1 round/lvl | Fort part/neg | Yes | 1d8 damage to plant creature/round; save reduces to 1 round duration; Weapon sickens hit creatures for 1 round if not saved |
| Blinding Spittle | Transmutation | - | V, S | 1 standard | Close | 1 missile of spit | Instantaneous | None | Yes | Ranged touch -4; if hit, subject is blinded, until it washes eyes |
| Blood Frenzy | Transmutation | - | V, S | 1 standard | Touch | Any creature with rage | Special; see notes | Will neg | Yes | Target enters it’s rage without paying a use |
| Body of the Sun | Transmutation | Fire | V, S, DF | 1 standard | 5 ft. | 5 ft. emanation on you | 1 round/lvl | Ref half | Yes | Fire emanates from you illuminating and dealing 1d4/2 lvl (max 5d4) |
| Body Ward | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | 1 min/lvl or discharge | Will neg (harm) | Yes | Choose Str, Dex or Con; next 5 points ability damage are absorbed |
| Brambles | Transmutation | - | V, S, M | 1 standard | Touch | Wooden weapon | 1 round/lvl | None | No | Wooden weapon grows spikes, deal piercing and bludgeoning damage and gains +1 enhancement on attack and +1 enhancement/lvl (max +10) on damage |
| Bull’s Strength | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature | 1 min./lvl | Will neg. (harml.) | Yes | +4 Str |
| Burrow | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature | 1 min/lvl (D) | Will neg (harm) | Yes | Subject can burrow with speed 30 ft. |
| Cat’s Grace | Transmutation | - | V, S, M | 1 standard | Touch | 1 Creature | 1 min./lvl | Will neg. (harml. | Yes | +4 DX; Material: A pinch of cat fur |
| Chill Metal | Transmutation | Cold | V, S, DF | 1 standard | Close | Metal of 1 creature/2 lvl; or 25 lb/metal | 7 rounds | Will neg (obj) | Yes | Makes metal so cold it damages touching creatures |
| Cloud Wings | Transmutation | - | V, S | 1 standard | Touch | 1 creature | 1 hour/lvl | Fort neg (harm) | Yes | Increases fly speed by 30 ft. |
| Countermoon | Abjuration | - | V, S, M | 1 standard | Close | 1 lycanthrope | 12 hours (D) | Will neg | Yes | Forces lycanthrope in natural form; Material: piece of creature of fitting type |
| Creeping Cold | Transmutation | Cold | V, S, **F** | 1 standard | Close | 1 creature | 3 rounds | Fort half | Yes | 1d6 cumulative cold damage per round, 1 save halves damage each round;  Focus: glass or pottery vessel (25 gp), filled with ice, snow or water |
| Daggerspell Stance | Abjuration | - | V, F | 1 swift | Personal | You | 1 round/lvl (D) | - | - | Grants benefits with 2 daggers: Full Attack gain +2 attack & damage; defensively fighting grant SR 5+lvl; Full defense grant SR 5+lvl and DR 5/magic; Focus: pair of daggers |
| Decomposition | Necromancy | - | V, S, DF | 1 standard | 50 ft. | Living enemies in 50 ft. emanation on you | 1 round/lvl | None | Yes | If subject take damage, wound festers for 3 damage each round thereafter, until healed or spell expires |
| Delay Poison | Conjuration (Healing) | - | V, S, DF | 1 standard | Touch | 1 creature | 1 hour/lvl | Fort neg (harm) | Yes | Stops poison from harming subject |
| Divine Presence | Transmutation | - | V, S | 1 standard | Personal | You | 10 min/lvl (D) | - | - | +5 to intimidate checks against someone with another deity; +10 if alignment is opposed to yours on one axis, +15 if both |
| Drifts of the Shalm | Evocation | - | V, S | 1 standard | Medium | 1 5-ft. square/lvl (S) | 1 round/lvl | None | No | Create drifts of snow, leaves or ash (double move cost) |
| Earthbind | Transmutation | - | V, S | 1 standard | Medium | 1 creature | 1 min/lvl (D) | Fort neg | Yes | Hinder creature from flying (flight speed 0 ft.) |
| Earthen Grace | Abjuration | Earth | V, S, M | 1 standard | Touch | 1 living creature | 1 min/lvl | Will neg (harm) | Yes | Lethal damage by earth or stone is nonlethal (even falling on earth or stone); Ends when nonlethal dmg = hp; Material: Chunk of granite |
| Earthfast | Transmutation | - | V, S | 1 standard | Close | 1 structure or rock form-ation, max 25 cu. ft./lvl | Instantaneous | None | Yes | Reinforce subject, doubles hp and increase hardness to 10 |
| Easy Trail | Abjuration | - | V, S | 1 standard | 40 ft. | 40 ft. Emanation centered on you | 1 hour/lvl (D) | None | Yes | Creates temporary trail through any undergrowth |
| Embrace the wild | Transmutation | - | V | 1 standard | Personal | You | 10 min/lvl (D) | - | - | Gain low-light vision and +2 on Listen and Spot and either blindsense (30 ft.) or scent |
| Estanna’s Stew | Conjuration (Healing) | - | V, S, **F** | 1 round | 0 ft. | Stewpot (F) | Instantaneous | Will half (harm) | Yes | Creates 1 serving/2 lvl (max 5), each healing 1d6+1 hp when consumed with a standard action. Not consumed after 1 hour vanishes; Focus: An engraved stewpot (50 gp+) |
| Fire Trap | Abjuration | Fire | V, S, **M** | 10 minutes | Touch | 1 object | Permanent until discharge (D) | Ref half | Yes | Explosion if opened by not allowed person (1d4+1/lvl (max +20) fire in 5ft-burst) Material: ½ lb. gold dust (25 gp) |
| Flame Blade | Evocation | Fire | V, S, DF | 1 standard | 0 ft. | Sword-like beam | 1 min/lvl (D) | None | Yes | Creates Scimitar, makes touch attacks, 1d8+1/2 lvl (max +10) |
| Flaming Sphere | Evocation | Fire | V, S, DF | 1 standard | Medium | 5 ft. diameter sphere | 1 round/lvl | Ref neg | Yes | Sphere moves up to 30 ft. (can jump same high), stops if enters square of creature dealing 2d6 fire, command with move |
| Fins to Feet | Transmutation | - | V, S | 1 standard | Touch | 1 willing creature | 1 hour/lvl | Fort neg (harm) | Yes | Transform tails, tentacles or finned extremeties to humanoid legs and feet; lose swim speed, gain 30 ft land speed (20 ft. if small oer smaller, 40 ft. if Large or larger) |
| Fog Cloud | Conjuration (Creation) | - | V, S | 1 standard | Medium | Fog spreads 20 ft.,  20 ft. high | 10 min/lvl | None | No | Bank of fog obscures sight, granting concealment (20% up to 5 feet distance; 50% if farther away) |
| Frost Breath | Evocation | Cold | V, S, M | 1 standard | 30 ft. | Cone-shaped burst | Instantaneous | Reflex half | Yes | 1d4/2 lvls damage (max 5d4) and dazed 1 round if save failed;  Material: Three drops of water or ice |

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Gust of Wind | Evocation | Air | V, S | 1 standard | 60 ft. | Line of wind | 1 round | Fort neg | Yes | Strong gust of wind, blows away or knocks down smaller creatures |
| Heart of Air | Transmutation | Air | V, S | 1 standard | Personal | You | 1 hour/lvl (D) or until expended | - | - | Become partly airly (+10 Jump, +10 feet air speed), can feather fall 1 round/lvl, then ends; synergy with other heart of element |
| Healing Lorecall | Divination | - | V, S, M | 1 standard | Personal | You | 10 min/lvl. | - | - | If 5 or more ranks in heal you can remove certain conditions when casting a conjuration (Healing ) spell; allows to substitute heal for caster level; Material: mint leaf |
| Healing Sting | Necromancy | - | V, S, M | 1 standard | Touch | You and 1 living creature | Instantaneous | None | Yes | Melee touch to deal 1d12+1/lvl (max +10) and heal as much hp on you; Material: 5 dried wasp bodies |
| Heartfire | Evocation | Fire, Light | V, S ,DF | 1 standard | Close | Living creatures in 5 ft. burst | 1 round/lvl | Fort part | Yes | Outlines targets (negating concealment), and take 1d4 fire damage each round (half if saved); fire can be extinguished |
| Heat Metal | Transmutation | Fire | V, S, DF | 1 standard | Close | Metal of 1 creature/2 lvl or max 25 lb/lvl | 7 rounds | Will neg (obj) | Yes | Makes metal so hot, damaging touching creatures |
| Hold Animal | Enchantment (Compulsion) | Mind-Affecting | V, S | 1 standard | Medium | 1 animal | 1 round/lvl (D) | Will neg | Yes | Subject becomes paralyzed and freezes in place; can try to save throw again each round |
| Interfaith Blessing | Enchantment (Compulsion) | Mind-Affecting | V, S, DF | 1 round | 20 ft. | 20 ft burst centered on you | 1 min/lvl | Will neg (harm) | Yes | Subjects gain combat benefits based on their individual deities |
| Kelpstrand | Conjuration (Creation) | - | V, S, M | 1 standard | Close | 1 creature/3 lvl | 1 round/lvl | None | No | Ranged touch attack at each target; if hit, grapple check (+lvl+Wis instead of size and str), if success, grappled and entangled; if 1 creature targeted multiple times has to escape each separately; within 300 ft. of ocean +4 on your grapple checks; Material: dried seaweed |
| Lesser Restoration | Conjuration (Healing) | - | V, S | 3 rounds | Touch | 1 creature | Instantaneous | Will neg (harml) | Yes | Dispel magical ability penalty or repairs 1d4 points ability damage; eliminates fatigued status or makes exhausted to fatigued |
| Linked Perception | Divination | - | V, DF | 1 standard | 20 ft. | Emanation centered on you | 1 min/lvl (D) | Will neg (harm) | Yes | All gain +2/ally in area on Spot & Listen |
| Listening Lorecall | Divination | - | V, S, DF | 1 standard | Personal | You | 10 min/lvl | - | - | +4 insight to Listen; 5+ Ranks gain blindsense (30 ft.); 12+ ranks gain blindsight (15 ft.) |
| Mark of the Outcast | Necromancy | - | V, S, DF | 1 standard | Close | 1 creature | Permanent | Will neg | Yes | Subject gains – 5 on Bluff and Diplomacy and -2 AC |
| Mass Camouflage | Transmutation | - | V, S | 1 standard | Medium | All within 60ft. to any other | 10 min/lvl | Will neg (harm) | Yes | Grants +10 to hide checks; spell broken for those who move 60 ft. away |
| Mass Snake’s Swiftness | Transmutation | - | V, S, DF | 1 standard | Medium | Allies in 20 ft. burst | Instantaneous | Will neg (harm) | Yes | Subjects can make one attack immediately |
| Master Air | Transmutation | - | V, S, F | 1 standard | Personal | You | 1 round/lvl | - | - | Feathery or batlike wings give fly 90 ft. (good) (60 ft. if medium or heavy armor);  Focus: wing feather of bird or wing bone of bat |
| Metal Fang | Transmutation | - | V, S | 1 standard | Touch | 1 creature | 1 min/lvl | Will neg (harm) | Yes | One natural attack becomes cold iron or silvered and counts as magical for bypassing DR |
| Mountain Stance | Transmutation | - | V, S | 1 standard | Touch | 1 creature | 1 min/lvl | Will neg (harm) | No | Subject can root itself as free action (gains +lvl to resist forced movement); if forced to move, spell ends |
| Nature’s Favor | Evocation | - | V, S, DF | 1 swift | Touch | 1 Animal | 1 min | Will neg (harm) | Yes | +1 luck/3 lvl (max +5) to attack and damage |
| One with the Land | Transmutation | - | V, S | 1 standard | Personal | You | 1 hour/lvl | - | - | +2 competence to Handle Animal, Hide, Move Silently, Search, Survival and wild empathy |
| Owl’s Wisdom | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature | 1 min./lvl | Will neg. (harml.) | Yes | +4 Wis |
| Reduce Animal | Transmutation | - | V, S | 1 standard | Touch | 1 willing animal of small to huge size | 1 hour/lvl (D) | None | No | -1 size, +2 Dex, -2 Str, reduced natural damage |
| Remove Addiction | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Fort neg (harm) | Yes | Cures all current drug addictions |
| Resist Energy | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | 10 min/lvl | Fort neg (harml) | Yes | Grants Energy Resistance 10 against chosen type (20 at 7th/30 at 11th) |
| Saltray | Evocation | - | V, S | 1 standard | Close | Ray | Instantaneous | Fort part | Yes | Ranged touch attack for 1d6/2 lvl; fort save or be stunned for 1 round |
| Scent | Transmutation | - | V, S, M | 1 standard | Touch | 1 creature | 10 min/lvl | None | Yes | Touched creature gains scent ability; Material: sprinkle of mustard and pepper |
| Share Husk | Divination | - | V, S, M | 1 standard | Touch | 1 animal | 1 min/lvl | Will neg (harm) | Yes | Can sense through animals senses (taking its Spot an Listen); change perception as free action; Material: edible treat appealing to animal |
| Smoke Stairs | Transmutation | Air | V, S, M | 1 standard | Personal | You | 1 min/lvl | - | - | Allows columns of smoke as if it were steps; Material: handful of dried leaves |
| Soften Earth and Stone | Transmutation | Earth | V, S, DF | 1 standard | Close | 10 ft./squar/lvl | Instantaneous | None | No | Soften natural ground; wet earth to mud; Ref save or be caught 1d2 rounds, dry earth to dirt/sand; both half movement; stone to clay, to be worked |
| Soul Ward | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | 1 min/lvl or discharge | Will neg (harm) | Yes | Choose Int, Wis or Cha; next 5 points ability damage are absorbed |
| Spider Climb | Transmutation | - | V, S, M | 1 standard | Touch | 1 creature | 10 min/lvl | Will neg (harm) | Yes | Allows to climb on ceilings and walls (climb speed 20 ft.); Material: bitumen and living spider to be eaten by subject |
| Splinterbolt | Conjuration (Creation) | - | V, S, M | 1 standard | Close | 1 or more streams of splinters | Instantaneous | None | No | Ranged attack for 4d6 (magic and piercing) damage, crit 18-20/x2; on level 7 second on 11th third bolt; Material: splinter of wood |
| Summon Nature’s Ally II | Conjuration (Summoning) | - | V, S, DF | 1 round | Close | 1 or more creatures | 1 round/lvl (D) | None | No | Calls one level 2 animal or 1d3 level 1 animals to fight for you |
| Summon Swarm | Conjuration (Summoning) | - | V, S, DF | 1 round | Close | 1 swarm | Concentration + 2 rounds | None | No | Summon swarm of bats, rats, or spiders; attacks nearby living target |
| Swim | Transmutation | Water | V, S, M | 1 round | Medium | 1 creature | 10 min/lvl (D) | None (harm) | Yes | Gives Swim speed 30 ft., +8 to swim, can take 10 even if rushed; Material: goldfish scale |
| Tiger’s Tooth | Transmutation | - | V | 1 swift | Touch | 1 creature | 1 round | Will neg (harm) | Yes | Gives one natural weapon +1 enhancement bonus |
| Train Animal | Enchantment (Charm) | Mind-Affecting | V, S, DF | 10 min | Touch | 1 Animal | 1 hour/lvl | Will neg (harm) | Yes | Animal gains lvl/2 (max 5) tricks |
| Tree Shape | Transmutation | - | V, S, DF | 1 standard | Personal | You | 1 hour/lvl (D) | - | - | Transform into (living or dead) tree or shrub, +10 natural armor, Dex=0, can observe surroundings, dismiss spell as free action |
| Warp Wood | Transmutation | - | V, S | 1 standard | Close | 1 small wooden object/lvl | Instantaneous | Will neg (obj) | Yes | Warp wooden object (destroys straightness and form), -4 to attack for melee; can also unwarp; target means “or equivalent” |
| Wings of Air | Transmutation | - | V | 1 standard | Touch | 1 winged creature | 1 min/lvl | None (harm) | No | Maneuverability increases by 1 grade |
| Winter’s Embrace | Evocation | Cold | V, S | 1 standard | Close | 1 creature | 1 round/lvl | Fort neg | Yes | 1d8 cold damage each round (fort negs that round); if taken damage twice, fatigued |
| Wood Shape | Transmutation | - | V, S, DF | 1 standard | Touch | 1 piece of wood (max 10 cu. ft. +1 cu.ft/lvl) | Instantaneous | Will neg (obj) | Yes | Rearranges wooden objects to suit you |
| Wracking Touch | Necromancy | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Fort half | Yes | Melee touch to deal 1d6+1/lvl (max +10) + sneak attack damage |

## 3. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Alter Fortune | Divination | - | V, XP | 1 immediate | Close | 1 creature | Instantaneous | None | No | Allows to reroll any die roll just made; XP Cost: 200 |
| Affliction | Necromancy | Good | V, S | 1 standard | Touch | Evil creature | Instantaneous | Fort neg | Yes | Infects evil creature with chosen affliction (BED 90) |
| Air Breathing | Transmutation | - | S, DF | 1 standard | Touch | Living creatures touched | 2 hours/lvl | Will neg (harm) | Yes | Allows creatures to breathe air; Divide duration evenly among all subjects |
| Attune Form | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature/3 lvl | 24 hours | None | No | Grant protection against overtly damaging planar traits |
| Bite of the Werewolf | Transmutation | - | V, S, M | 1 standard | Personal | You | 1 round/lvl | - | - | Enhancement +2 Str, +4 to Dex, +4 to Con, +4 natural armor, gain bite (1d6 + 1 ½ Str) and Blindfight; Material wolf’s tooth |
| Blindsight | Transmutation | - | V, S | 1 standard | Touch | 1 creature | 1 min/lvl | Will neg (harm) | Yes | Subject gains blindsight (30 ft.) |
| Bottle of Smoke | Conjuration (Creation) | - | V, S, **F** | 10 minutes | Touch | 1 smoky, horselike creature | 1 hour/lvl | None | No | Creates Horse of smoke, can only be mounted with bottle in hand (move 20 ft/lvl, max 240 ft.), can leave smoke behind; can pause duration with horse in bottle (SpC 37); Focus: ornate, corked bottle (50 gp) |
| Call Lightning | Evocation | Electricity | V, S | 1 round | Medium | 30 ft. vertical lines of lightning | 1 min/lvl | Ref half | Yes | Call up to lvl (max 10) lightning bolts (3d6 damage), one per round; Damage increases to 3d10 in Storm |
| Capricious Zephyr | Evocation | Air | V, S | 1 standard | Medium | 5 ft. diameter sphere | 1 round/lvl | None or Ref part | Yes | Sphere moves up to 30 ft.; stops if enters square of creaturebull rushing (+6) creature and moving in random direction, ref save or fall prone, if moved, command with move; |
| Charge of the Triceratops | Transmutation | - | V, S, DF | 1 standard | Touch | 1 living creature | 1 round/lvl (D) | Will neg (harm) | Yes | Create horns, allow gore attack (1d8 for medium), double if charged; +1 ½ Str to dmg if primary, +1/2 Str if secondary attack (-5 to attack); +4 enhancement to natural armor |
| Circle Dance | Divination | - | V, S | 1 minute | Personal | You | Instantaneous | - | - | Indicates direction and impression of physical and emotional creature you know (and is alive and on same plane |
| Corona of Cold | Evocation | Cold | V, S, DF | 1 standard | 10 ft | 10 ft. emanation around you | 1 round/lvl (D) | Fort neg | Yes | Resistance to fire 10; Each round all around you save or 1d12 cold damage if damaged -2 to Str and Dex and half move as long as in area |
| Creaking Cacophony | Illusion (Figment) | Sonic | V, S | 1 standard | Medium | 40 ft. spread | 1 round/lvl | None | Yes | Sound grants -4 on Listen, distract spellcasters, not immune to sonic gain vulnerability to sonic |
| Crumble | Transmutation | - | V, S | 1 standard | Medium | 1 structure or construct | Instantaneous | Fort half (obj) | Yes | Deals 1d8/lvl damage (max 10d8), max size Large/Huge/Gargantuan/Colossal on 1-9th/10-15th/16-18th/19-20th |
| Cure Moderate Wounds | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Will half (harml.) | Yes | Heals 2d8+1/lvl. points of damage (max. 2d8+10) |
| Daylight | Evocation | Light | V, S | 1 standard | Touch | Object | 10 min/lvl (D) | None | No | Bright light 60 ft. and dim light another 60 ft. |
| Dehydrate | Necromancy | - | V, S, DF | 1 standard | Medium | 1 living creature | Instantaneous | Fort neg | Yes | Deals 1d6 +1/3 lvl (max +5) Con damage |
| Diminish Plants | Transmutation | - | V, S, DF | 1 standard | Long/1/2 mile | See notes | Instantaneous | None | No | Choose: *Prune Growth*: shrinks plants in 100ft-circle or 150 ft.-semi-circle or 200 ft quarter-circle to 1/3; *Stunt Growth:* reduce productivity of all plants within ½ mile to 1/3 |
| Dominate Animal | Enchantment (Compulsion) | Mind-Affecting | V, S | 1 round | Close | 1 animal | 1 round/lvl | Will neg | Yes | Allows to command animal telepathically |
| Downdraft | Evocation | Air | V, S, M | 1 standard | Long | Cylinder (20 ft. radius, 100 ft. high) | Instantaneous | Ref part | Yes | Airborne plummet 100 ft., if saved 50 ft.; take falling damage if collide; creatures on ground must save or be knocked prone; Material: balsa-wood bird carving |
| Energy Vortex | Evocation | [Acid, cold, electricity or fire] | V, S | 1 standard | 20 ft. | Creatures in 20 ft. burs around you | Instantaneous | Ref half | Yes | Blast deals 1d8+1/lvl (max 1d8+20) or double if you take damage yourself (no save but SR and Resistance) |
| Entangling Staff | Transmutation | - | V, S, F | 1 swift | Touch | Quarterstaff | 1 round/lvl (D) | Fort neg (obj, harm) | Yes | When staff strikes in melee, you can attempt grapple (free action) with +8 bonus; if successful, staff constricts, deals 2d6 damage; then either release (leaving foe entangled, butallows to attack other) or maintain (damage again with grapple check, then choose again); Focus; Quartersatff |
| Evard’s Menacing Tentacles | Transmutation | - | V, S, M | 1 standard | Personal | You | 1 round/lvl | - | - | Gain 2 tentacles (10 ft. reach), attack once in a turn as free action (your base attack and Str, 1d8 + Str damage), threaten in their reach; +4 Climb; Material: piece of tentacle |
| Fire Wings | Transmutation | Fire | V, S, M, **F** | 1 round | Personal | You | 1 min/lvl | - | - | Change arms to fiery wings, allowing flight (60 ft, good) or 2 attacks/round (2d6 fire); Material: bird feather; Focus: golden phoenix amulet (150 gp) |
| Forest Eyes | Divination (Scrying) | - | V, S, DF | 1 minute | Unlimited | 2 plants of same type, 1 in contact with you | 1 min/lvl (D) | None | No | See through distant plant |
| Forestfold | Transmutation | - | V, S | 1 standard | Personal | You | 1 hour/lvl (D) | - | - | Change coloring and footfalls matching specific terrain, grants +10 on hide and move silently |
| Forest Voice | Transmutation | Language-Dependent | V, S, DF | 1 min | Unlimited | 2 plants of same type, 1 in contact with you | 1 min/lvl (D) | None | No | Talk to somebody within 10 ft. on target plant |
| Giant’s Wrath | Transmutation | Earth | V, S, M | 1 swift | Personal | 1 pebble/3 lvl | 1 round/lvl | None | No | Through pebble as boulder, range inc 120 ft., 2d6 bludgeoning + Str; +lvl insight (max +10) on attack and damage; Material: pebbles |
| Girallon’s Blessing | Transmutation | - | V, S, M | 1 standard | Touch | 1 creature | 10 min/lvl | Fort neg (harm) | Yes | Grants additional (secondary) pair of arms and give claws to all hands; 4 claw attacks (1d4+Str); 2+ hits allows rend for 2d4 +1 ½ Str |
| Greater Magic Fang | Transmutation | - | V, S, DF | 1 standard | Close | 1 living creature | 1 hour/lvl. | Will neg (harm) | Yes | Gives one natural weapon +1 enhancement bonus/4 lvl or all natural weapons +1 |
| Heart of Water | Transmutation | Water | V, S | 1 standard | Personal | You | 1 hour/lvl or until expended | - | - | Gain swim speed = land speed and breathe water, +5 escape artist; expend for freedom of movement for 1 round/lvl; synergy with other heart of element |
| Heatstroke | Transmutation | - | V, S | 1 standard | Medium | 1 creature | Instantaneous | Fort part | Yes | Fatigues (or exhausts, if fatigued) if not saved and deals 2d6 nonlethal damage; heavy armor gives -4 on save, resistance to fire grants immunity |
| Hypothermia | Evocation | Cold | V, S | 1 standard | Close | 1 creature | Instantaneous | Fort part | Yes | 1d6 cold damage/lvl (max 10d6) (half if saved) and fatigued (if not saved) |
| Infestation of Maggots | Necromancy | - | V, S, M | 1 standard | Touch | 1 creature | 1 round/2 lvl | Fort neg | Yes | Melee touch to infest with maggots, dealing 1d4 Con damage, save each round to end effect; Material: dead dried flies |
| Jagged Tooth | Transmutation | - | V, S | 1 standard | Close | 1 natural S- or P-weapon | 10 min/lvl | Will neg (harm) | Yes | Double critical threat range |
| Junglerazer | Necromancy | - | V, S, M | 1 standard | 120 ft. | 120 ft. line | Instantaneous | Ref half | Yes | Fey, vermin, plants and plant creatures and animals take 1d10/lvl (max 10d10);  Material: ash from burnt plant |
| Lion’s Charge | Transmutation | - | V | 1 swift | Personal | You | 1 round | - | - | Gain pounce ability, allowing full attack at end of charge |
| Mass Align Fang | Transmutation | [Alignment] | V, S, DF | 1 standard | Close | 1 creature/lvl | 1 min/lvl | Will neg (harm) | Yes | Natural weapons become good, evil, chaotic or lawful |
| Mass lesser Vigor | Conjuration (Healing) | - | V, S | 1 standard | 20 ft. | 1 living creature/ 2 lvl (max 30 ft. apart) | 10 rounds +1 round/lvl (max 25) | Will neg (harml.) | Yes | Subjects gain Fast Healing 1 |
| Mass Resist Energy | Abjuration | - | V, S, DF | 1 standard | Close | 1 creature/lvl max 30 ft. apart | 10 min/lvl | Fort neg (harml) | Yes | Grants Energy Resistance 10 against chosen type (20 at 7th/30 at 11th) |
| Mass Snowshoes | Transmutation | - | V, S | 1 standard | Close | 1 creature/lvl (max 30 ft. apart) | 1 h/lvl (D) | Will neg (harml.) | Yes | Subjects walk easily on ice and snow |
| Meld into Stone | Transmutation | Earth | V, S, DF | 1 standard | Personal | You | 10 min/lvl | - | - | You and up to 100 lbs of gear merge with stone |
| Nature’s Balance | Transmutation | - | V, S | 1 standard | Touch | 1 creature | 10 min/lvl | Fort neg (harm) | Yes | -4 to Str, Dex or Con, subject gains +4 to same |
| Nature’s Rampart | Transmutation | - | V, S, **F** | 10 minutes | Medium | Structure up to 40 ft. square | Instantaneous | None | No | Mold terrain to provide fortifications (SpC 146);  Focus: small quartz with castle image (100 gp) |
| Neutralize Poison | Conjuration (Healing) | - | V, S, DF | 1 standard | Touch | Creature or object up to 1 cu. ft./lvl | 10 min/lvl. | Will neg (harm, obj) | Yes | Immunizes creature or detoxifies venom in subject |
| Plant Growth | Transmutation | - | V, S, DF | 1 standard | Long/1/2 mile | See notes | Instantaneous | None | No | Choose: *Overgrowth:* thickens and overgrowths plants in 100ft-circle or 150 ft.-semicircle or 200 ft quartercircle; *Enrichment:* raise productivity of all plants within ½ mile by 1/3 |
| Poison | Necromancy | - | V, S, DF | 1 standard | Touch | 1 living creature | Instantaneous | Fort neg | Yes | Melee touch delivers poison (1d10 Con/1d10 Con) DC 10 + ½ lvl + Wis |
| Prickling Torment | Necromancy | - | V, S | 1 standard | Medium | 1 living creature | 5 rounds | Fort neg | Yes | Skin itches; subject is sickened and takes 1d8 damage if took an action the round; -2 to saves against distraction by swarms; synergy with fever dream (CM 104) |
| Primal Form | Transmutation | - | V, S, DF | 1 standard | Personal | You | 1 min/lvl (D) | - | - | Gain many traits and assume appearance of medium elemental (air, earth, fire, water), details SpC 161) |
| Protection from Energy | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | 10 min/lvl or discharge | Fort neg (harm) | Yes | Immunity to one type of energy, until 12 points/lvl are absorbed (max 120 points) |
| Quench | Transmutation | - | V, S, DF | 1 standard | Medium | 1 20ft.-cube/lvl (S) or 1 magic item | Instantaneous | None or Will neg | No/ Yes | Extinguishes all nonmagical fires, can dispel fire spells (dispel check), deals 1d6/lvl damage to fire creatures (ax 15d6, no save) or let 1 fire-based magic item lose powers for 1d5 hours |
| Quillfire | Transmutation | - | V, S | 1 standard | Personal | You | 1 round/lvl | - | - | Hand sprout quills, als melee or ranged; 1d8 dmg, range inc 10 ft., poisoned (injury 1d6 Str/1d6 Str) |
| Remove Disease | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Fort neg (harm) | Yes | Cures Diseases, kills parasites |
| Rusted Blade | Transmutation | - | V, S | 1 standard | Touch | 1 weapon | 1 round/lvl (D) | Will neg (obj, harm) and fort neg | Yes | Rustlike patina on weapon forces hit creatures to save or gain filth fever |
| Sink | Transmutation | - | V, S, DF | 1 standard | Close | 1 creature/3 lvls (max 30 ft. apart) | 1 round | Will neg | Yes | Subjects sink in liquids up to 100 ft. |
| Sleet Storm | Conjuration (Creation) | Cold | V, S, DF | 1 standard | Long | Cylinder (40 ft. radius, 20 ft. high) | 1 round/lvl | None | No | Sleet blocks vision; Half move and required Balance DC 10 check (failure by 5+ falls); |
| Snare | Transmutation | - | V, S, DF | 3 rounds | Touch | Nonmagical circle of vine, rope, etc; diameter 2 ft+2ft/lvl | Until triggered or broken | None | No | Creates a magic snare trap (Search DC 23) |
| Snakebite | Transmutation | - | V, S | 1 standard | Personal | You | 1 round/lvl | - | - | Transforms 1 arm into snake (1d3+Str; Poison 2 Con/2 Con) |
| Speak with Plants | Divination | - | V, S | 1 standard | Personal | You | 1 min/lvl | - | - | Allows communication with plants and plant creatures |
| Spiderskin | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature | 10 min/lvl | Will neg (harm) | Yes | +1/3lvl to natural armor, saves against poison and Hide |
| Spikes | Transmutation | - | V, S, M | 1 standard | Touch | Wooden weapon | 1 round/lvl | None | No | Wooden weapon grows spikes, deal piercing and bludgeoning damage and gains +2 enhancement on attack and +1 enhancement/lvl (max +10) on dmg; double threat range |
| Spike Growth | Transmutation | - | V, S, DF | 1 standard | Medium | 1 20 ft-square/lvl | 1 hour/lvl (D) | Ref part | Yes | Plants and root grow spikes, deal 1d4/5 ft. moved; if damage, save or half move for 24 hours or until healed; Derect by trapfinding, Search DC 27 |
| Spiritjaws | Evocation | Force | V, S, M | 1 standard | Medium | Jaws of force | 1 round/lvl (D) | None | Yes | Spirit jaws attack target; your base attack (possibly more attacks) + Mod; hit deals 2d6 dmg, grapple as free action (attack +4); each round grappled 2d6 dmg; as free, grappled target is pinned instead dmg; move to change target (max 1 attack in that round); Material: piece of bone from dino’saur’s jaw |
| Standing Wave | Transmutation | - | V, S, DF | 1 standard | Close | Waves under 1 creature or object | 10 min/lvl (D) | Ref neg | Yes | Waters lift object (max size depents on lvl; SpC 205) and moves it at speed of 60 ft. in straight line; wave dissipates on land, object must remain in range |
| Stone Shape | Transmutation | Earth | V, S, DF | 1 standard | Touch | Up to 10 cu.ft. + 1 cu.ft./lvl | Instantaneous | None | No | Sculpt stone into any shape, but mostly crude |
| Summon Nature’s Ally III | Conjuration (Summoning) | - | V, S, DF | 1 round | Close | 1 or more creatures | 1 round/lvl (D) | None | No | Calls one level 3 animal, 1d3 level 2 animals or 1d4+1 level 1 animalsto fight for you |
| Swift Fly | Transmutation | - | V | 1 swift | Personal | You | 1 round | - | - | Subject can fly with 60 ft. (good). If ended subject sinks 1d6 rounds 60 ft./round |
| Thornskin | Transmutation | - | V, S, M | 1 standard | Personal | You | 1 round/lvl (D) | - | - | Thorns make your unarmed attacks lethal, +1d6 piercing; if you are hit natural weapon, deal 5 piercing to attacker; Material: Thorn |
| Thunderous Roar | Evocation | Sonic | V, S, DF | 1 standard | Long | 20 ft. burst | Instantaneous | Fort half, Ref part | Yes | Can be heard for miles; within area 1d6/2 lvl sonic damage (max 5d6, save halves), additional ref save or knocked prone; crystalline take 1d6/lvl (max 20d6) instead |
| Treasure Scent | Divination | - | V, S | 1 standard | Personal | You | 1 hour/lvl | - | - | Detect copper, silver, old, platinum and gems within 30 ft. ; exact location only within 5 ft. |
| Tremor | Evocation | Earth | V, S, DF | 1 standard | Medium | 40 ft. spread | 1 round/3 lvl | Ref part | No | Tremor forces concentration checks to cast or do other actions; Ref save or fall prone |
| Unicorn Horn | Transmutation | Good | V, S | 1 standard | Personal | 1 horn | 1 min/lvl (D) or expended | - | - | Grow horn (1d8 + 1 ½ Str) gore (magic) attack, double damage on charge; as swift action, expend to get +3 enhancement with horn, count as good, deal 3d6 against evil fey, giant, magical beasts or outsider; synergy with unicorn blood and heart |
| Vigor | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 living creature | 10 rounds +1 round/lvl (max 25) | Will neg (harml.) | Yes | Subject gains Fast Healing 2 |
| Vine Mine | Conjuration (Creation) | - | V, S, M | 1 standard | Medium | 10 ft./lvl spread | 10 min/lvl | See notes | Yes | Choose effect (Standard to change): Climbing aid (as knotted ropes), Bind helpless targets (DC 25 to Escape), Hamper movement (as heavy undergrowth), Camouflage (+4 Hide); Material: crown of ivy |
| Wall of Vermin | Conjuration (Creation) | - | V, S, DF | 1 standard | Close | Wall of pests, up to 4 5ft.-squares (S) | Concentration + round/lvl | Fort part | Yes | Wall provides concealment (20%); passing through does 2d6 damage and save or be nauseated for 1 round; immune to weapon damage, but 20 hp against area spells |
| Water Breathing | Transmutation | - | V, S, DF | 1 standard | Touch | All creatures touched | 2 hours/lvl.; see notes | Will, neg. (harml.) | Yes | Duration is evenly divided among targets |
| Weather Eye | Divination | - | V, S, M, F | 1 hour | 1 mile + 1 mile/lvl | Range centered on you | Instantaneous | None | No | Predict weather 1 week in future; Material: Incense; Focus: some scrying device |
| Wind Wall | Evocation | Air | V, S, DF | 1 standard | Medium | 10 ft/lvl long, 5 ft/lvl high (S) | 1 round/lvl | None | Yes | 2 ft. thick wall, deflects arrows (30 % miss) small tiny creatures and gases |
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## 4. Level Spells

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Air Walk | Transmutation | Air | V, S, DF | 1 standard | Touch | Creature (Gargantuan or smaller) | 10 min/lvl | None | Yes | Subject treads on air as if solid, maximum angle 45° |
| Antiplant Shell | Abjuration | - | V, S, DF | 1 standard | 10 ft. | 10 ft. emanation on you | 10 min/lvl (D) | None | Yes | Keeps all inside protected from plants – collapses if used offensively |
| Arc of Lightning | Conjuration (Creation) | Electricity | V, S, DF | 1 standard | Close | Line between 2 creatures | Instantaneous | Ref half | No | 1d6/lvl electricity dmg (max 15d6) to both creatures and everything between |
| Bite of the Wereboar | Transmutation | - | V, S, M | 1 standard | Personal | You | 1 round/lvl | - | - | Enhancement +4 to Str, +6 to Con, +8 natural armor, gain bite (1d8 + 1 ½ Str) and blind-fight; Material Four Boar bristles |
| Blight | Necromancy | - | V, S | 1 standard | Touch | Single plant (creature) | Instantaneous | Fort half | Yes | Deals 1d6/lvl (max 15d6) to plant creatures; kills normal plants (no save) |
| Call of Stone | Transmutation | - | V, S | 1 standard | Medium | 1 creature | 1 round/2 lvl | Fort part | Yes | Transforms subject slowly to stone: save each round or take cumulative 10 ft. speed and -2 dex penalty; after 4 failed saves, permanent petrified |
| Chain of Eyes | Divination | - | V, S | 1 standard | Touch | 1 living creature | 1 hour/lvl | Will neg | Yes | Allows to see through eyes of subject; can change subject if it touches another creature; switching sight to your own and back is free action |
| Command Plants | Transmutation | - | V | 1 standard | Close | Up to 2 HD/lvl of plant creatures | 1 day/lvl | Will neg | Yes | Gives control over plant creatures; don’t attack you; commands need CH-Check |
| Contagious Touch | Necromancy | - | V, S | 1 standard | Touch | 1 creature | 1 round /lvl | Fort neg | Yes | Choose disease: blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom (DMG 292), each creature touched (attack) contracts diseas if not saved |
| Contingent Energy Resistance | Abjuration | - | V, S, M | 1 minute | Personal | You | 1 hour/lvl (D) | - | - | Energy damage triggers spell to grant resistance to that energy 10 for 10 min/lvl or remainder of spell; Material: oyster shell |
| Control Water | Transmutation | Water | V, S, DF | 1 standard | Long | Water in volume of 10ft./lvl by 10ft./lvl by 2ft./lvl (S) | 10 min/lvl (D) | None | No | Raises or lowers water by 2 ft./lvl |
| Cure Serious Wounds | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Will half (harml.) | Yes | Heals 3d8+1/lvl. points of damage (max. 3d8+15) |
| Dispel Magic | Abjuration | - | V, S | 1 standard | Medium | 1 caster, creature or object or 20 ft. burst | Instantaneous | None | No | Ends ongoing spells, suppresses magical items for 1d4 rounds or counters spell. Dispel check (1d20 +1 lvl. max +10) against each spell on target; area doesn’t affect magical items but can dispel spells on all subjects in area, but only one spell per subject (begin tries with mightiest) |
| Enhance Wild Shape | Transmutation | - | V, S | 1 minute | Personal | You | 1 hour/lvl | - | - | Next wild shape is enhanced, choose one: can shape to plant, gain extraordinary abilities, +2 Str, +2 Dex, +2 Con |
| Essence of the Raptor | Transmutation | - | V, S | 1 standard | Personal | You | 10 min/lvl (D) | - | - | Speed increases to 60 ft., +8 on Hide, Jump, Listen, Spot, Surcical and scent ability |
| Eye of the Hurricane | Abjuration | Air | V, S | 1 standard | 40 ft. | 40 ft. emanation on you, 10 ft. quiet on you | 1 round/lvl | Fort neg | Yes | Normal ranged attacks through wind impossible, huge have -8 to hit; in area save each round, effects. SpC 87 |
| Flame Strike | Evocation | Fire | V, S, DF | 1 standard | Medium | Cylinder (10 ft. radius, 40 ft. high) | Instantaneous | Reflex half | Yes | 1d6 damage/lvl (max 15d6) (half fire, half divne) |
| Freedom of Movement | Abjuration | - | V, S, M, DF | 1 standard | Personal or touch | 1 creature | 10 min/lvl. | Will neg (harm) | Yes | Subjects moves normally despite impediments; Material: leather thing bound around arm |
| Giant Vermin | Transmutation | - | V, S, DF | 1 standard | Close | 1-3 Vermins | 1 min/lvl. | None | Yes | Grow 3 centipedes, 2 spiders or 1 scorpion (size depends on lvl) and allow simple commands |
| Greater Blindsight | Transmutation | - | V, S | 1 standard | Touch | 1 creature | 1 min/lvl | Will neg (harm) | Yes | Subject gains blindsight (60 ft.) |
| Greater Creeping Cold | Transmutation | Cold | V, S, **F** | 1 standard | Close | 1 creature | 4-6 rounds | Fort half | Yes | 1d6 cumulative cold dmg per round, 1 save halves damage each round; 15th level: 5 rounds; 20th level: 6 rounds Focus: glass or pottery vessel (25 gp), filled with ice, snow or water |
| Greater Resistance | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | 24 hours | Will neg (harm) | No | +3 Resistance Bonus to saves |
| Greater Wings of Air | Transmutation | - | V | 1 standard | Touch | 1 winged creature | 1 min/lvl | None (harm) | No | Maneuverability increases by 2 grades |
| Healing Spirit | Conjuration (Healing) | - | V, S | 1 standard | Close | 1 conjured spirit | 1 round/2 lvl | Will half (harm) | Yes | Ball of light (10 ft./ shadowy 20 ft.) whose touch heals 1d8 hp; moves 30 ft./round |
| Heart of Earth | Transmutation | Earth | V, S | 1 standard | Personal | You | 1 hour/lvl or until expended | - | - | +8 to resist bull rush, overrun, trip; +2x lvl (max 30) temp hp; can activate stoneskin for 1 round/lvl then ends; synergy with other heart of element |
| Ice Storm | Evocation | Cold | V, S, M | 1 standard | Long | Cylinder (20 ft. radius, 40 ft. high) | 1 full round | None | Yes | 3d6 bludgeoning, 2d6 cold damage; -4 to Listen, half move;  Material: Pinch of Dust, drops of water |
| Iconic Manifestation | Transmutation | Chaotic, Evil, Good, or lawful | V, S, DF | 1 swift | Personal | You | 10 min/lvl, then 1 min/lvl (D) | - | - | Allows to spend 1 wild shape use to aquire alignment template for 1 min/lvl |
| Jaws of the Wolf | Transmutation | - | V, S, **F** | 1 standard | Close | 1 or more worgs | 1 round/lvl (D) | None | No | Turn up to ½ lvl wooden carvings into worgs, that act on your mental command; Focus: 1 carving for each worg (25 gp each) |
| Land Womb | Abjuration | - | V, S | 1 standard | Touch | You + 1 creature/lvl | 10 min/lvl (D) | Will neg | Yes | Through tillable soil, enter secure womb 10 ft. below surface |
| Languor | Transmutation | - | V, S | 1 standard | Close | Ray | 1 round/lvl | Will part | Yes | Ranged touch for 1d6+1/2 lvl (max +10) Str penalty; if not saved, slows |
| Last Breath | Transmutation | - | V, S | 1 standard | Touch | Dead creature | Instantaneous | None | Yes | Reincarnates (PH 270) maximum 1 round dead creature without level loss; Material: Oils and unguents (500 gp) |
| Lay of the Land | Divination | - | V, S, DF | 3 rounds | Personal | You | Instantaneous | - | - | Gain overview of geography around you (up to 50 miles) |
| Mass Burrow | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature/lvl | 1 min/lvl (D) | Will neg (harm) | Yes | Subjects can burrow with speed 30 ft. |
| Mass Surefooted Stride | Transmutation | - | V, S | 1 standard | Close | 1 creature/lvl | 1 min/lvl | None | No | Allows movement through difficult terrain as if open; +2 on climb |
| Mass Swim | Transmutation | Water | V, S, M | 1 round | Medium | 1 creature/lvl | 10 min/lvl (D) | None (harm) | Yes | Gives Swim speed 30 ft., +8 to swim, can take 10 even if rushed; Material: goldfish scale |
| Meteoric Strike | Transmutation | Fire | V, S | 1 swift | 0 ft. | 1 Melee Weapon | 1 round or until discharge | None or Ref half | No/ Yes | Next successful melee attack deals 1d6 + 1d6/4 lvl fire damage; Flame splash in adjacent squares for half damage; Save and SR work vs. splash |
| Miasma of Entropy | Necromancy | - | V, S | 1 standard | 30 ft. | Cone-shaped burst or 1 solid object | Instantaneous | Fort half or Will neg (obj) | Yes | All natural materials rot accelerated; all in area (max 1 lb/lvl) or 1 object (up to 10 lb/lvl) become slimy, pulpy mass |
| Moon Bolt | Evocation | - | V, S | 1 standard | Long | 1 or 2 creatures (max 15 ft. apart) | Instantaneous | Fort half (living) or Will neg (undead) | Yes | Living: 1d4/3 lvl Str damage; Undead: Helpless 1d4 rounds then -2 on attacks for 1 min |
| Murderous Mist | Conjuration (Creation) | - | V, S | 1 standard | Close | Cloud spread in 30 ft., 20 ft. high | 1 round/lvl | Ref part | No | Hot steam, moves 10 ft./round from you; anyone takes 2d6 damage (save halves) and is oermanently blinded (if not saved); Concealment within cloud |
| Perinarch | Transmutation | - | V, S, DF | 1 standard | Close | - | 1 round/lvl | None (obj), ref neg | No | Gain greater control over Limbo’s morphic essence |
| Planar Tolerance | Abjuration | - | V | 1 immediate | 20 ft. | 1 creature/lvl within 20 ft burst on you | 1 hour/lvl | None | Yes | Provides temporary protection against overtly damaging planar traits |
| Poison Vines | Conjuration (Creation) | - | V, S, M | 1 standard | Medium | 10 ft./lvl spread | 10 min/lvl | Fort neg | Yes | Choose effect (Standard to change): Climbing aid (as knotted ropes), Bind helpless targets (DC 25 to Escape), Hamper movement (as heavy undergrowth), Camouflage (+4 Hide); Poison vines (contact, 1d6/2d6 Dex); Material: crown of ivy |
| Reincarnate | Transmutation | - | V, S, **M**, DF | 10 minutes | Touch | Dead creature | Instantaneous | None | Yes | Bring back dead (not longer than week) creature in new body (1 hour to form);; Material: rare oils and unguents (1000+ gp) |
| Renewed Vigor | Transmutation | - | V, S | 1 standard | 30 ft. | 30 ft. burst centered on you | Instantaneous | Fort neg (harm) | Yes | Removes fatigued, makes exhausted fatigued and give affected +2 Con for 1 round/lvl |
| Repel Vermin | Abjuration | - | V, S, DF | 1 standard | 10 ft. | 10 ft. emanation centered on you | 10 min/lvl (D) | None or Will neg | Yes | Vermin with HD 1/3 lvl or less can’t cross, other only with save and take 2d6 damage |
| Rushing Waters | Conjuration (Creation) | Water | V, S, DF | 1 standard | Medium | 15 ft. spread | Instantaneous | None | No | Bull rush to all outward from midpoint (+15 on attempt) |
| Rusting Grasp | Transmutation | - | V, S, DF | 1 standard | Touch | 1 nonmagical ferrous object or creatre | 1 round/lvl | None | No | Rusts 1 object (or 3ft-cube of object), reduces 1d6 AC bonus of worn armor or deals 3d6 +1/lvl (max +15) to creature with touch; 1 touch/round |
| Scrying | Divination (Scrying) | - | V, S, DF, **F** | 1 hour | Unlimited | Magical Sensor | 1 min/lvl | Will neg | Yes | Spies on subject at distance; Focus: Natural pool of water |
| Shadowblast | Evocation | Light | V, S, M | 1 standard | Long | 20 ft. spread | Instantaneous | Fort neg | Yes | Closes portals to shadow plane; stuns natives of shadow plane; deal 2d10 points to undead or light vulnerable shadow plane natives (second save); Material: handful grave dirt |
| Sheltered Vitality | Abjuration | - | V, S, DF | 1 standard | Touch | 1 living creature | 1 min/lvl | Fort neg | Yes | Grants immunity to fatigue, exhaustion and ability damage and drain |
| Spark of Life | Necromancy | - | V, S | 1 standard | Touch | 1 undead creature | 1 round/lvl | Will neg | Yes | Undead loses immunities and most undead traits, but can be healed by positive energy and gains Cha mod as fort bonus |
| Spike Stones | Transmutation | Earth | V, S, DF | 1 standard | Medium | 1 20-ft-square/lvl | 1 hour/lvl (D) | Ref part | Yes | Turns Stone surface sharp; halves movement, deals 1d8/5 ft. moved; if damage, save or half move for 24 hours |
| Starvation | Transmutation | - | V, S, M | 1 standard | Close | 1 living creature | Instantaneous | Fort part | Yes | 1d6/lvl (max 10d6) nonlethal damage and fatigued; halve damage and not fatigued if saved; Material: Spoiled food |
| Sudden Stalagmite | Conjuration (Creation) | Earth | V, S | 1 standard | Medium | 1 creature | Instantaneous | Ref half | No | Creates Stalagmite under creature, deals 1d6/lvl (max 10d6); if not saved, target is impaled and can’t move until DC 15 Escape artist; DC 25 Strength breaks free, 3d6 slash |
| Superior Magic Fang | Transmutation | - | V, S | 1 standard | Personal | You | 1 round/lvl | - | - | Gives all your natural weapons +1/4 lvl enhancement bonus (max +5) |
| Summon Elementite Swarm | Conjuration (Summoning) | Air, earth fire or water | V, S | 1 round | Close | 1 elementite Swarm | Concentration, up to 1 round/lvl +1 round | None | No | Summon elementite Swarm (Planar Handbook 114) and command it |
| Summon Nature’s Ally IV | Conjuration (Summoning) | - | V, S, DF | 1 round | Close | 1 or more creatures | 1 round/lvl (D) | None | No | Calls one level 4 animal, 1d3 level 3 animals or 1d4+1 lower-level animals to fight for you |
| Vortex of Teeth | Evocation | Force | V, S, M | 1 standard | Medium | Hollow Cylinder (40 ft. radius, 5 ft. save; 20 ft. high) | 1 round/lvl | None | Yes | 3d8 points force damage/round; Material: fish tooth |
| Wall of Water | Cronjuration (Creation) | Water | V, S, M | 1 standard | Medium | Straight wall, up to 1 10-ft.-square/lvl (S) | 10 min/lvl | Ref neg | No | Create 10 ft. thiock wall of water; if in area of creation, ref save to get to one side; deals 2d6+1/lvl to fire creatures; Material: sponge |
| Wild Runner | Transmutation | - | V, S, DF | 1 standard | Personal | You | 10 min/lvl (D) | - | - | Take appearance and many traits of centaur (details see SpC 239) |
| Wind at Back | Evocation | - | V, S | 1 standard | Medium | 1 creature/lvl | 12 hours | Fort neg (harm) | Yes | Doubles overland speed, as long all travel together |
| Wood Rot | Transmutation | - | V, S, M | 1 standard | Touch | 1 nonmagical wooden object. volume or plant creature | Instantaneous or 1 round/lvl | None | No | Object max 6 ft. long or 3 ft. radius volume wood is destroyed; Against creatures, deal 3d6+1/lvl (+15 max); Material: live termite |
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## 5. Level Spells

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Animal Growth | Transmutation | - | V, S | 1 standard | Medium | 1 animal/2 lvl | 1 min/lvl | Fort neg | Yes | Animals grow to double size (+1 size category) +8 Str, +4 Con, -2 Dex, DR 10/magic, +4 saves |
| Anticold Sphere | Abjuration | Cold | V, S | 1 standard | 10 ft. | 10 ft. emanation on you | 10 min/lvl (D) | None | Yes | Grants all within immunity to cold, hedges out cold creatures |
| Atonement | Abjuration | - | V, S, M, **F**, DF, **XP** | 1 hour | Touch | 1 living creature | Instantaneous | None | Yes | Remove burden of misdeeds; Material: incense, Focus: prayer beads (500 gp); XP: 500, but only if willingly acts |
| Awaken | Transmutation | - | V, S, DF, **XP** | 24 hours | Touch | Animal or Tree | Instantaneous | Will neg | Yes | Grant Animal or tree humanlike sentience; XP Cost: 250 |
| Baleful Polymorph | Transmutation | - | V, S | 1 standard | Close | One creature | Permanent | Fort neg, Will part | Yes | Transforms subject into harmless animal (max small, 1 HD) |
| Bite of the Weretiger | Transmutation | - | V, S, M | 1 standard | Personal | You | 1 round/lvl | - | - | Enhancement +12 Str, +4 to Dex, +6 to Con, +5 natural armor, gain 2 claws (1d8+Str) and bite (2d6 + ½ Str) and Blindfight, Multiattack and Power Attack; Material tiger’s claw |
| Bleed | Necromancy | - | V, S | 1 standard | Touch | 1 living creature | 1 round/lvl (D) | Fort neg | Yes | P or S wounds cause 1 Con damage on target; Second casting bestows -4 Fort saves |
| Blood Creepers | Conjuration (Creation) | - | V, S, DF | 1 standard | Medium | 1 creature | 1 round/lvl | Fort neg | Yes | 1 piercing damage/lvl (max 15) and target is immobilized and entangled; each round thereafter same damage if not escaped (DC 20 ST or DC 25 Escape artist) |
| Call Lightning Storm | Evocation | Electricity | V, S | 1 round | Long | 30 ft. vertical lines of lightning | 1 min/lvl | Ref half | Yes | Call up to lvl (max 15) lightning bolts (5d6 damage), one per round; Damage increases to 5d10 in Storm |
| Cloak of the Sea | Transmutation | - | V, S | 1 standard | Touch | 1 Creature | 1 hour/lvl (D) | Will neg (harm) | Yes | Under water, creature functions as if affected by *blur* (PH 206), *freedom of movement* (PH 233) and *water breathing* (PH 300), takes no nonlethal damage |
| Cold Snap | Transmutation | Cold | V, S | 1 minute | 1 mile | 1 mile radius centered on you | 2d4 hours | None | No | Lower temperature in area (-5 °F/lvl not below -20°F) cold spells deal 1/die extra damage |
| Commune with Nature | Divination | - | V, S | 10 min | Personal | You | Instantaneous | - | - | Learn 3 facts from surroundings; outdoors within 1 mile/lvl, in caverns 100 ft./lvl |
| Control Winds | Transmutation | Air | V, S | 1 standard | 40 ft./lvl | 40 ft./lvl radius cylinder, 40 ft. high | 10 min/lvl | Fort neg | No | Change wind direction and speed (PH 214) |
| Cure Critical Wounds | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Will half (harml.) | Yes | Heals 4d8+1/lvl. points of damage (max. 4d8+20) |
| Dance of the Unicorn | Abjuration | - | V, S | 1 standard | 5 ft./lvl | 5 ft./lvl emanation on you | 1 min/lvl (D) | None | No | Cleans air of smoke, dust and poison, grants +4 bonus on saves against magical and supernatural gas attacks |
| Death Ward | Necromancy | - | V, S, DF | 1 standard | Touch | Living creature | 1 min/lvl | Will neg (harm) | Yes | Subject is immune to death spells and negative energy effects |
| Dire Hunger | Transmutation | - | V, S | 1 standard | Close | 1 living creature | 1 round/lvl | Fort neg | Yes | Subject becomes hungry, seeing all living creatures as food; gains bite attack (SpC 65; for Medium 1d6+ 1 ½ Str) and uses only this to attack nearest creature |
| Echo Skull | Divination | - | V, S, F | 1 standard | Touch | Animal skull | 1 hour/lvl (D) | None | Yes | Can see, hear and speak through dried animal skull at any distance; Focus: tiny dried animal skull |
| Fireward | Transmutation | - | V, S, DF | 1 standard | Medium | 1 20 ft.-cube/lvl (S) | 1 hour/lvl | None | No | Like quench, but also suppresses magical fires like an antimagic field and extinguish all fires brought to area |
| Greater Stone Shape | Transmutation | Earth | V, S, DF | 1 standard | Touch | Up to 10 cu.ft. + 10 cu.ft./lvl | Instantaneous | None | No | Sculpt stone into any shape, but mostly crude |
| Greater Vigor | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 living creature | 10 rounds +1 round/lvl (max 35) | Will neg (harml.) | Yes | Subject gains Fast Healing 4 |
| Hallow | Evocation | Good | V, S, **M**, DF | 24 hours | Touch | 40 ft. emanation from point | Instantaneous | See notes | s. n. | Designates location as holy (PHB 238); Material: Herbs oils and incense (1000 gp + 1000gp/Spell level of tied spell) |
| Heal Animal Companion | Conjuration (Healing) | - | V, S | 1 standard | Touch | Your animal companion | Instantaneous | Will neg (harm) | Yes | Heal 10 hp/lvl (max 150 hp) and removes most conditions |
| Heart of Fire | Transmutation | Fire | V, S | 1 standard | Personal | You | 1 hour/lvl (D) or until expended | - | - | Resistance to fire 20, +10 ft. speed; expend for fire shield for 1 round/lvl; synergy with other heart of element |
| Ice Flowers | Transmutation | Cold | V, S | 1 standard | Long | 20 ft. burst | Instantaneous | Ref half | No | 1d6/lvl (max 15d6) damage, half cold, ground must not be sandy ort solid stone |
| Inferno | Transmutation | Fire | V, S, M | 1 standard | Close | 1 creature | 6 rounds | Fort neg and Ref part | Yes | 6d6 damage if not saved fort; each round thereafter 1d6 less (as full round, extinguish); Material: gob of beeswax |
| Insect Plague | Conjuration (Summoning) | - | V, S, DF | 1 round | Long | 1 swarm/3 lvl | 1 min/lvl | None | No | Summon 1 swarm of locusts/3 lvl (max 6), that attack creatures were they are |
| Jungle’s Rapture | Transmutation | - | V, S | 1 standard | Close | 1 living nonplant creature | Permanent (D) | Will neg | Yes | Subject takes 1d6 Dex drain (hardening and turning to wood); each day additional 1d6 dex drain; If Dex= 0, subject turns to plant; spell is curse |
| Magic Convalescence | Conjuration (Healing) | - | V, S, M | 1 standard | 20 ft. | 20 ft. emanation centered on you | 1 round/lvl | None | No | When a creature in area casts a spell you heal 1 hp per spell level; Material: special scented ointment |
| Mantle of the Icy Soul | Transmutation | Cold | V, S, **M** | 1 standard | Touch | 1 creature | 1 hour/lvl | Will neg | Yes | Gain cold subtype (immunity to cold, vulnerability to fire) or lose fire subtype;  Material: sapphire dust 10 gp |
| Mass Longstrider | Transmutation | - | V | 1 swift | 60 ft. | Emanation on you | 1 hour/lvl (D) | Fort neg (harm) | Yes | Increases land speed of allies by 10 ft. |
| Memory Rot | Evocation | - | V, S | 1 standard | Close | 1 living creature | Instantaneous | Fort neg | Yes | Spores deal 1d6 int damage, then 1 int drain each round thereafter on your turn (save each round to stop) |
| Owl’s Insight | Transmutation | - | V, S | 1 standard | Touch | 1 creature | 1 hour | Fort neg (harm) | Yes | Insight bonus to Wis +1/2 lvl |
| Panacea | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Will half (harm) | Yes | Removes most afflictions and heals 1d8 +1/lvl (max +20) |
| Phantom Stag | Conjuration (Creation) | - | V, S | 1 standard | 0 ft. | 1 quasi-real staglike creature | 1 hour/vl (D) | None | No | Create quais-real stag as mount; (AC 20, 40 hp+5/lvl, attack +10, 1d8+9 dmg, can trample (save DC 18+ ½ lvl; 1d6+9), 20 ft./lvl max 300 ft., can bear rider +10 lb./lvl); 12th: air walk, +2 AC; 14th: fly, +4 AC; 16th: *ghost touch, wounding*; AC +6; 18th: *etherealness*; +8 AC |
| Plant Body | Transmutation | - | V, S, DF | 1 standard | Personal | You | 10 min/lvl | - | - | Gain Plant subtype, immune to crits, mind-affecting, poson, sleep, paralysis, stunning and polmorphing |
| Poison Thorns | Transmutation | - | V, S, M | 1 standard | Personal | You | 1 round/lvl (D) | - | - | Thorns make your unarmed attacks lethal, +1d6 piercing; if you are hit natural weapon, deal 5 piercing to attacker; Thorns are poisoned (1d4 Str/1d4 Str; DC 10+1/2 lvl + Wis); Dried black rose |
| Quill Blast | Conjuration (Creation) | - | V, S, M | 1 standard | 20 ft. | 20 ft. spread on you | Instantaneous | Ref half | Yes | Creatures are hit by 4/6/8/10/12 quills if Tiny-/small/medium/large/huge+, save only half quills; for each 1d6 dmg and -1 to attack, saves and checks (Heal DC 20 or 1d6 to remove); Material: porcupine quill |
| Radiance | Evocation | Good, Light | V, S, DF | 1 standard | 60 ft. | 60 ft. emanation centered on you | 1 round/lvl (D) | None | No | Creates Light (like daylight) that dazzle undead (as long as spell +1d6 rounds) |
| Rejuvenation Cocoon | Conjuration (Healing) | - | V, S, M | 1 standard | Touch | 1 willing creature | 2 rounds | Will neg (harm) | Yes | Cocoon surrounds, heals 10 hp/lvl (max 150 hp) roundafter; cocoon has hardness 10 and 10 hp/lvl; Material: cocoon of butterfly |
| Seed of Life | Conjuration (Healing) | - | V, S | 1 standard | Touch | Living creature | 10+1/lvl (max 30) rounds or discharge | Will neg (harm) | Yes | Gain fast healing 2; discharge to heal (remaining rounds/2)d4 |
| Sirine’s Grace | Evocation | - | V, S, M | 1 standard | Personal | You | 1 round/lvl | - | - | +4 enhancement to Cha and Dex, Deflection to AC = Cha Mod, +8 to Perform, swim speed 60 ft. and breathe water; Material: shard of mirror |
| Stoneskin | Abjuration | - | V, S, **M** | 1 standard | Touch | 1 creature | 10 min/lvl or until discharge | Will neg (harm) | Yes | Subject gains damage reduction 10/adamantite; discharges when 10 damage/lvl are prevented (max 150); Material: Granite and diamond dust (250 gp) |
| Summon Nature’s Ally V | Conjuration (Summoning) | - | V, S, DF | 1 round | Close | 1 or more creatures | 1 round/lvl (D) | None | No | Calls one level 5 animal, 1d3 level 4 animals or 1d4+1 lower-level animals to fight for you |
| Swamp Stride | Conjuration (Teleportation) | - | V, S, DF | 1 standard | Personal | You | 1 hour/lvl until expended | - | - | Enter pool of water and be able to transport from pool to pool (of about same depth range 500 ft.), up to 1 transport/lvl; ends if pool is left |
| Transmute Mud to Rock | Transmutation | Earth | V, S, DF | 1 standard | Medium | Up to 2 10-ft.-cubes/lvl (S) | Permanent | See notes | No | Transforms mud/quicksand to stone; creatures can ref save to escape |
| Transmute Rock to Mud | Transmutation | Earth | V, S, M | 1 standard | Medium | Up to 2 10-ft.-cubes/lvl (S) | Permanent | See notes | No | Turns natural unworked stone to mud, max 10 ft. deep); creatures caught move max 5 ft., -2 attack and AC; falling mud deals 8d6 bludgeoning damage |
| Treestride | Conjuration (Teleportation) | - | V, S, DF | 1 standard | Personal | You | 1 hour/lvl or expended | - | - | Enter tree and be able to transport from tree to tree (of same kind, range PH 296), up to 1 transport/lvl; ends if tree is left |
| Unicorn Blood | Transmutation | Good | V, S | 1 standard | Personal | You | 10 min/lvl (D) or expended | - | - | Immunity to poison, compulsion and charm; as swift action, expend to bestow lvl temp hp on other (for remainder of duration) |
| Wall of Fire | Evocation | Fire | V, S, M | 1 standard | Medium | 20 ft./lvl. long or ring, radius 5 ft./2 lvl. | Concentration +  1 round/lvl. | None | Yes | One side is hot; 2d4 fire dam up to 10 ft., 1d4 fire dam up to 20 ft.; 2d6+ (1/lvl. max 20) when passing; double dam to undead; Material piece of phosphorus |
| Wall of Sand | Cronjuration (Creation) | Earth | V, S, DF | 1 standard | Medium | Wall, 10 ft. sq/lvl (S) | Concentration + 1 round/lvl | None | No | Swirling sand blocks ranged attacks, slows movement |
| Wall of Thorns | Conjuration (Creation) | - | V, S | 1 standard | Medium | Up to 1 10 ft.-cube/lvl (S) | 10 min/lvl | None | No | Movement deals 25 – (AC w/o dodge and dex)/round, min 5 ft. thick, force w/o dmg by Str check (DC 20+5/5 ft). |
| Wind Tunnel | Evocation | - | V, S | 1 standard | Close | 1 creature/lvl | 1 round/lvl | Fort neg (harm) | Yes | Wind tunnel improves accuracy; +5 to ranged attacks and double range increment |
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## 6. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Anger of the Noonday Sun | Evocation | Light | V, S | 1 standard | 20 ft. | Sighted creatures in 20 ft. burst on you | Instantaneous | Ref neg | Yes | All who see must save or be blinded (1 min/lvl), undead take 1d6/2 lvl (max 10d6) |
| Animate Snow | Transmutation | Cold | V, S | 1 standard | Medium | Cube snow up to 20 ft. | 1 round/lvl | None | No | Form 1d3+2 Large, 1d3 Huge or 1 Gargantuan animated objects from snow |
| Antilife Shell | Abjuration | - | V, S, DF | 1 round | 10 ft. | 10 ft. emanation | 10 min/lvl (D) | None | Yes | Hedges living creatures out – collapses if used offensively |
| Aspect of the Earth Hunter | Transmutation | - | V, S, M, DF | 1 standard | Personal | You | 10 min/lvl (D) | - | - | Gain form of bulette and most of qualities (SpC 16);  Material: piece of bulette’s armored shell |
| Bite of the Werebear | Transmutation | - | V, S, M | 1 standard | Personal | You | 1 round/lvl | - | - | Enhancement +16 to Str, +2 Dex, +8 to Con, +7 natural armor, gain 2 claws (1d8+ Str) and bite (2d8 + ½ Str) and blind-figh. Multiattack and Power Attackt; Material Bear fur |
| Blood Sirocco | Evocation | - | V, S | 1 standard | 60 ft. | Cone-shaped eman-ation on you or space | 1 round/lvl | Fort neg | Yes | Wind blows like windstorm, knocks small creatures prone and rolling 1d4x10 ft., take 1d4 nonlethal/10 ft.; Medium knocked prone, large or huge can’t move against; Save or take 2 points per round |
| Bones of the Earth | Conjuration (Creation) | Earth | V, S, DF | 1 standard | 60 ft. | 1 5-ft. diameter pillar each round | 1 round/2 lvl (D) | Ref neg | No | Pillar burst from earth or stone up to 20 ft.; if on square of creature either balance DC or fall or 4d6 damage if slammed into ceiling; pillars are permanent |
| Chasing Perfection | Transmutation | - | V, S, **M** | 1 standard | Touch | 1 creature | 1 min/lvl | Will neg (harm) | Yes | +4 enhancement to all abilities; Material: statuette of a celestial or fiend (50 gp) |
| Cometfall | Conjuration (Creation) | - | V, S, DF | 1 standard | Medium | 400 lb ball comet/ 5 ft. burst | Instantaneous | Ref half | No | Must have 40 ft. space above target; 1d6 damage/lvl; if not saved knocked prone |
| Dinosaur Stampede | Evocation | Force | V, S, M | 1 standard | Medium | 20 ft. spread | 1 round/lvl (D) | Ref half | Yes | 1d12+1/lcl (max +20) damage to creatures, move area up to 40 ft. as free action;  Material: fossil |
| Drown | Conjuration (Creation) | Water | V, S | 1 standard | Close | 1 living creature | Instantaneous | Fort neg | Yes | Create water in lungs, starting victim t odrown (DMG 304); immediately drops to 0hp, falls unconscious, next round loses 1 hp, following round dies |
| Energy Immunity | Abjuration | - | V, S | 1 standard | Touch | 1 creature | 24 hours | None | Yes | Grants immunity to hp damage from one energy type |
| Enveloping Cocoon | Evocation | Force | V, S, M | 1 standard | Medium | Large or smaller creature | 1 round/lvl (D) | Ref neg | Yes | Cocoon of force prevents from moving (has hardness 10 and 10 hp/lvl), can be attacked only with natural or light weapons; allows to attach spell (SpC 83); Material: caterpillar |
| Extract Water Elemental | Transmutation | Water | V, S | 1 standard | Close | 1 living creature | Instantaneous | Fort half | Yes | Deals 1d6/lvl (max. 20d6) dehydration damage; if creature is slain, creates water elemental for 1 minute under your control |
| Find the Path | Divination | - | V, S, F | 3 rounds | Personal or Touch | 1 creature | 10 min/lvl | None or Will neg (harm) | No/ Yes | Shows the most direct way to a location, including save passages; Focus: Set of divination counters |
| Fire Seeds | Conjuration (Creation) | Fire | V, S, M | 1 standard | Touch | Up to 4 acorns or 8 holly berries | 10 min/lvl or used | None or Ref half | No | Acorn Grenades: Ranged weapons (100 ft.) deal in sum 1d6/lvl (max 20d6), 1/die splash; Holly Bombs: If within 200 ft. detonate on word, dealing 1d8+1/lvl in 5 ft. burst; save not against direct hits; Material: acorns or holly berries |
| Fires of Purity | Evocation | Fire | V, S, DF | 1 standard | Touch | 1 creature | 1 round/lvl | None | Yes | Subject deals 1/lvl (max 15) fire damage on melee attack and to melee attackes (SR applies); takes half damage from fire, or no if successful ref half save |
| Freeze | Conjuration (Creation) | Cold | V, S, DF | 1 standard | Medium | Ray | 1 round/2 lvl | Ref part | Yes | Ranged touch attack, 2d6 cold damage, ref save or be encased, taking 2d6 cold/round until freed; DC 22 Str to break free (hardness 0, 15 hp) |
| Greater Dispel Magic | Abjuration | - | V, S | 1 standard | Medium | 1 caster, creature or object or 20 ft. burst | Instantaneous | None | No | Ends ongoing spells, suppresses magical items for 1d4 rounds or counters spell. Dispel check (1d20 +1/lvl. max +20) against each spell on target; area doesn’t affect magical items but can dispel spells on all subjects in area, but only one spell per subject (begin tries with mightiest); can remove effects removable only by remove curse |
| Hide the Path | Abjuration | - | V, S, **F** | 10 minutes | Within area | Up to 200 sq. ft./lvl (S) | 24 hours (D) | None | No | Diviniations 1st to 6th level can’t be cast in area without caster level check (DC 11+lvl); Focus: 6-inch onyx sphere on obsidian stand (1000+ gp) |
| Hungry Gizzard | Conjuration (Creation) | - | V, S, M | 1 standard | Medium | 1 Medium or smaller creature | 1 round/lvl (D) | Ref neg | Yes | Digestive Flesh entombs target (counts as grappled, takes 2d8+8 cruhsing dmg, 1d8 acid dmg), can cut through (light slash, AC 12, 25 hp); from outside (AC 4, 5hp/lvl); Material: dried gizzard |
| Ironwood | Transmutation | - | V, S, M | 1 min/lb. | 0 ft. | Object up to 5 lb/lvl | 1 day/lvl (D) | None | No | Turn wood to ironwood (resistant to fire and hard as steel); if only half amount created, treat items as if +1 enhancement; Material: Wood shaped into form of intended object |
| Liveoak | Transmutation | - | V, S | 10 minutes | Touch | Healthy Huge Oak | 1 day/lvl (D) | None | No | Oak becomes treant guardian (only 1 at a time, can place triggering phrase) |
| Mass Bear’s Endurance | Transmutation | - | V, S, DF | 1 standard | Close | 1 creature/lvl (max 30 ft. apart) | 1 min./lvl | Will neg. (harml.) | Yes | +4 Con to all subjects |
| Mass Bull’s Strength | Transmutation | - | V, S, DF | 1 standard | Close | 1 creature/lvl (max 30 ft. apart) | 1 min./lvl | Will neg. (harml.) | Yes | +4 Str to all subjects |
| Mass Cat’s Grace | Transmutation | - | V, S, M | 1 standard | Close | 1 creature/lvl | 1 min./lvl | Will neg. (harml. | Yes | +4 DX to all subjects; Material: A pinch of cat fur |
| Mass Cure Light Wounds | Conjuration (Healing) | - | V, S | 1 standard | Close | 1 creature/lvl (max. 30 ft. apart) | Instantaneous | Will half (harm) | Yes | Heal 1d8+1/lvl (max 1d8+25) to each selected creature |
| Mass Owl’s Wisdom | Transmutation | - | V, S, DF | 1 standard | Close | 1 creature/lvl (max 30 ft. apart) | 1 min./lvl | Will neg. (harml.) | Yes | +4 Wis to all subjects |
| Miasma | Evocation | - | V, S, DF | 1 standard | Close | 1 living creature | 3 rounds/lvl | Fort neg | Yes | Fill mouth and throat with unbreathable gas, preventing from speaking or using breath weapons; must hold breath (DMG 304) |
| Move Earth | Transmutation | Earth | V, S, M | 10 min/150 ft. square | Long | Dirt in area up to 750 ft. square and 10 ft. deep (S) | Instantaneous | None | No | Move Earth (not Rock) to shape area; Material: soils in bag & iron blade |
| Phantasmal Disorientation | Illusion (Phantasm) | Mind-Affecting | V, S | 1 standard | Medium | 1 living creature | 1 min/lvl (D) | Will neg | Yes | If first saved, spell fails; else, each round, subject must save or go 90° in wrong direction or aims ranged attack wrong |
| Repel Wood | Transmutation | - | V, S | 1 standard | 60 ft. | 60 ft. Line from you | 1 min/lvl (D) | None | No | Moves wooden objects away from you (max 3 inch if fixed) |
| Spellstaff | Transmutation | - | V, S, F | 10 minutes | Touch | Wooden quarterstaff | Permanent until discharge (D) | Will neg (obj) | Yes | Allows to store one spell in staff and cast it normally in addition to others; Focus: The staff that stores the spell |
| Stonehold | Conjuration (Creation) | - | V, S | 1 standard | Medium | 1 10ft.-square/lvl | 24 hours/lvl | Ref neg | No | Each square contains 1 arm, that springs forth and grabs anybody who comes into area (and fails save); grabbed creatures are rooted in place and take 1d6+5 each round; must save each round in area; to escape DC 20 Str or DC 25 escape artist; arms have AC 15, hardness 8, 15 hp each |
| Stonetell | Divination | - | V, S, DF | 10 minutes | Personal | You | 1 min/lvl | - | - | Talk to natural and worked stone (can tell who has touched them, what lies under them, ect) |
| Storm of Fire and Ice | Evocation | Cold, Fire | V, S | 1 standard | Long | Cylinder (20 ft. radius, 40 ft. high) | 1 round | Ref half | Yes | 6d6 fire damage, 6d6 cold damge, concealment for 1 round (as fog cloud), -4 to listen |
| Summon Nature’s Ally VI | Conjuration (Summoning) | - | V, S, DF | 1 round | Close | 1 or more creatures | 1 round/lvl (D) | None | No | Calls one level 6 animal, 1d3 level 5 animals or 1d4+1 lower-level animals to fight for you |
| Superior Resistance | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | 24 hours | Will neg (harml) | No | +6 Resistance Bonus to saves |
| Tidal Surge | Evocation | Water | V, S | 1 standard | Medium | 1 creature or all in 20 ft. burst | Instantaneous | Ref half | Yes | Burst if large natural source of water is within range; deals 1d6/lvl (max 15d6) damage; Bull rush (+5/+10 if water near) to all targets |
| Thunder Field | Evocation | - | V, S | 1 standard | Medium | 20 ft. spread | 1 round/lvl | See text | Yes | Turbulent sonic energy; each round Fort save or take 1d8 sonic damage; ref save or be knocked prone |
| Tortoise Shell | Transmutation | - | V, S, DF | 1 standard | Touch | 1 living creature | 10 min/lvl | None (harm) | Yes | +6 bonus to natural armor +1/3 lvl beyond 11th (max +9); counts as heavy armor |
| Transport via Plants | Conjuration (Teleportation) | - | V, S | 1 standard | Unlimited | You and touched objects or other touched willing creature | 1 round | None | No | Move instantly from one plant to another of the same kind, objects up to maximum load and p to 1 medium creature/3 lvl |
| Vigorous Circle | Conjuration (Healing) | - | V, S | 1 standard | 20 ft. | 1 living creature/ 2 lvl (max 30 ft. apart) | 10 rounds +1 round/lvl (max 40) | Will neg (harml.) | Yes | Subjects gain Fast Healing 3 |
| Wall of Stone | Conjuration (Creation) | Earth | V, S, DF | 1 standard | Medium | Stone Wall 5 ft. sq/lvl (S) | Instantaneous | None | No | Creates wall supported by existing stone, but can be shaped (1 inch/4 lvl thick) |
| Wooden Blight | Transmutation | - | V, S, M | 1 standard | Medium | 1 living creature | 1 round/lvl | Fort part | Yes | Save each round or take 1d4 Dex damage; if saved spell ends; -5 ft speed for each dex damage point (min move 5 ft.) transforms subject to wood if Dex=0; Material: sliver of wood from living tree |
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## 7. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Animate Plants | Transmutation | - | V | 1 standard | Close | One Large plant/3 lvl or all plants within range | 1 round/lvl or 1 hour/lvl | None | No | Animate Large Plants or equivalent like animated objects for 1 round/lvl or all plants like entangle for 1 hour/lvl |
| As the Frost | Transmutation | Cold | V, S, M | 1 standard | Personal | You | 1 round/lvl | - | - | Become outsider with immunity to cold, DR 10/magic and piercing, and deal each round 2d6 cold damage within 15 ft. and be slowed (Fort save for half damage and no slow); Material: ice or crystal |
| Aura of Vitality | Transmutation | - | V, S | 1 standard | Close | 1 creature/3 lvl | 1 round/lvl | Will neg (harm) | Yes | +4 morale to Str, Dex and Con |
| Brilliant Blade | Transmutation | - | V, S | 1 standard | Close | 1 melee weapon or up to 50 projectiles | 1 min/lvl | Will neg (harm, obj) | Yes | Natural, melee or thrown weapon sheds light and ignores armor |
| Changestaff | Transmutation | - | V, S, F | 1 round | Touch | Touched Staff | 1 hour/lvl (D) | None | No | Staff can be changed to treant-like creature; Focus: Special prepared Staff |
| Cloud-Walkers | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature/lvl | 10 min/lvl (D) | Reg neg (harm) | Yes | Subjects can fly with 60 ft. (perfect), but only outside, to walk on ground, spell must be ended for all subjects |
| Control Weather | Transmutation | - | V, S | 10 minutes | 2 miles | 2 mile radius circle centered on you | 4d12 hours | None | No | Changes weather in local area |
| Creeping Doom | Conjuration (Summoning) | - | V, S | 1 round | Close/ 100 ft. | 1 swarm centipedes/ 2 lvl | 1 min/lvl | None | No | Create swarms (max 10) and command them to move (as standard action) but only if within 100 ft. |
| Fire Storm | Evocation | Fire | V, S | 1 round | Medium | 2 10ft.-cubes/lvl (S) | Instantaneous | Reflex half | Yes | 1d6 fire damage/lvl (max 20d6) to each creature (you can excludes plants) |
| Great Worm of the Earth | Conjuration (Creation) | Earth | V, S | 1 standard | Close | Wormlike maw | 1 round/lvl or until escaped | Ref part | No | Earth-Maw tries to swallow creature; If initial save succeeds, 4d6 points damage; else 8d6 damage and become swallowed; victim can take full round action for save; takes 2d6 acid damage each round |
| Greater Scrying | Divination (Scrying) | - | V, S | 1 standard | Unlimited | Magical Sensor | 1 hour/lvl | Will neg | Yes | Spies on subject at distance |
| Heal | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Will neg (harm) | Yes | Heal 10 hp/lvl (max 150 hp) and removes most conditions; on undead like harm |
| Mass Animalistic Power | Transmutation | - | V, S, M | 1 standard | Close | 1 creature/lvl (max 30 ft. apart) | 1 min/lvl | Will neg (harml) | Yes | Subjects gains +2 to Str, Dex and Con; Material bit of animal fur, feathers or skin |
| Mass Cure Moderate Wounds | Conjuration (Healing) | - | V, S | 1 standard | Close | 1 creature/lvl (max. 30 ft. apart) | Instantaneous | Will half (harm) | Yes | Heal 2d8+1/lvl (max 2d8+30) to each selected creature |
| Master Earth | Transmutation | - | V, S, F | 1 standard | Personal | You | Instantaneous | - | - | Instant movement through earth to chosen local (on same world);  Focus: animal fossil |
| Scry Location | Divination (Scrying) | - | V, S, DF, **F** | 1 hour | Unlimited | Magical sensor | 1 min/lvl | No | No | Scry specific location; requires caster lvl check (DC see CS 102) |
| Shifting Paths | Illusion (Glamer) | - | V, S | 10 minutes | Medium | 1 mile radius + 1 mile/lvl | 1 hour/lvl | Will disbelief | Yes | Hides 1 path or road, creates 1 illusory, from any point within range to anywhere in area; illusiory path avoids obstacles and can’t help getting over them |
| Slime Wave | Conjuration (Summoning) | - | V, S, M | 1 standard | Close | 15 ft. spread | 1 round/lvl | Ref neg | No | Fills explosively area with green slime, but it dissolves at end of duration;  Material: few drops of stagnant pond water |
| Storm of Elemental Fury | Conjuration (Summoning) | - | V, S | 1 round | Long | 40 ft. storm cloud, 200 ft. above ground | 4 rounds | See text | Yes | Magic cloud creates windstorm then hail of stones, then rainstorm, then fl ame, see SpC 209/210 |
| Storm Tower | Abjuration | - | V, S | 1 round | Long | Cylinder (20 ft radius, 1000 ft. high) | 1 round/lvl (D) | Fort neg | Yes | Absorbs electricity and magic missile in it; no ranged attacks within; crossing border only if saved; within have concealment from without; -10 to listen within 50 ft. |
| Summon Nature’s Ally VII | Conjuration (Summoning) | - | V, S, DF | 1 round | Close | 1 or more creatures | 1 round/lvl (D) | None | No | Calls one level 7 animal, 1d3 level 6 animals or 1d4+1 lower-level animals to fight for you |
| Sunbeam | Evocation | Light | V, S, DF | 1 standard | 60 ft. | Line from Hand | 1 round/lvl or until all beams are exhausted | Ref neg and Ref half | Yes | As standard action, conjure Beam (max 1/3 lvl, max 6),each beam blinds and deals 4d6 damage, double if harmed by light; Undead takes 1d6/lvl (max 20d6) or destroys undead harmed by light if not saved |
| Swamp Lung | Conjuration (Creation) | - | V, S, DF | 1 standard | Medium | 1 living creature with respiratory system | Instantaneous | Fort neg | No | Fill lungs with swamp water; if failed save, cough helpless for 1d6 rounds and contract filth fever |
| Transmute Metal to Wood | Transmutation | - | V, S, DF | 1 standard | Long | Metal objects within 40 ft. burst | Instantaneous | None | Yes | magic items have SR 20+lvl) weopans -2 dmg, break on 1 or 2, armors -2 AC -1 if struck with 19 or 20 |
| True Seeing | Divination | - | V, S, **M** | 1 standard | Touch | 1 creature | 1 min/lvl | Will neg (harm) | Yes | Lets subject see all things as they really are (120 ft.); Material: ointment from mushroom powder, sffron and fat (250 gp) |
| Unicorn Heart | Transmutation | Good | V, S | 1 standard | Personal | You | 1 hour/lvl (D) or expended | - | - | Land speed 60 ft; +4 on Str, Dex, Con-based ability and skill checks; as swift action, expend to teleport you and another creature up to 360 ft.; synergy with unicorn blood and unicorn horn (CM 121) |
| Waterspout | Conjuration (Creation) | Water | V, S, DF | 1 round | Long | Cylinder (5 ft.-radius, 80 ft. high) | 1 round/lvl | Ref neg | No | Water rises in area; speed 30 ft; control as move action: if hit creatures or objects: Ref save or 3d8 damage; if medium or smaller, sucked up (2d6/round, no save, for 1d3 rounds, ejected at top end); waterborne within 10 ft. must save |
| Wind Walk | Transmutation | Air | V, S, DF | 1 standard | Touch | You +1 creature/ 3 lvl | 1 hour/lvl (D) | No/Will neg (harm) | No/ Yes | Change to cloudlike vapor to fly 10 ft. (perfect) or 600 ft (poor) |
| Word of Balance | Evocation | Sonic | V | 1 standard | 30 ft. | Creatures in 30 ft. spread on you | Instantaneous | None or will neg | Yes | LG, LE, CG, CE creatures up to lvl: nauseated for 1 round; up to lvl-1 also weakened (2d6 str penalty for 2d4 rounds); up to lvl-5 also paralyzed for 1d10 min; up to lvl-10 killed; banishes outsiders from those alignments |
| Wrack Earth | Evocation | Earth | V, S, DF | 1 standard | 30 ft. | 30 ft. line | Instantaneous | Ref part | No | 1d6 bludgeoning damage/lvl (max 15d6) (half if saved); creates 5 ft. wide rubble; if not saved are randomly moved to one side |
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## 8. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Animal Shapes | Transmutation | - | V, S, DF | 1 standard | Close | 1 willing creature/lvl | 1 hour/lvl (D) | None | Yes | All subjects are transformed into one type of animal (HD max lower of subjects HD, lvl or 20) |
| Bombardment | Conjuration (Creation) | - | V, S, F | 1 standard | Long | Cylinder (15 ft. radius, 40 ft. high) | Instantaneous | Ref half | No | Deals 1d8/lvl (max 20d8) damage and buries creature (if not saved) under rubble; buried can free with DC 20 strength, so long can’t move, cast somatic spells; Focus: quartz in rock |
| Cocoon | Conjuration (Creation) | - | V, S, M, **XP** | 1 round | Close | 1 corpse | Instantaneous | Fort neg | Yes | Cast on a corpse (max 1 round/lvl dead), preserves and reincarnates within a week, w/o level loss; Material: silkworm cocoon; XP: 250 |
| Control Plants | Transmutation | - | V, S, DF | 1 standard | Close | Up to 2 HD/lvl of plant creatures | 1 min/lvl | Will neg | No | Can control plant creatures by voice |
| Deadly Lahar | Conjuration | Earth, Fire | V, S | 1 standard | 60 ft. | Cone spread | Instantaneous | Ref part | No | 10d6 fire damage (half if saved); if not saved: slowed for 3 rounds and 5d6 fire damage/round |
| Deadfall | Conjuration (Creation) | - | V, S | 1 standard | Long | dead wood in cylinder (20 ft. radius, 40 ft. high) | Instantaneous | Ref part | No | Create tangled dead wood, that collapses on itself dealing 1d6/lvl (max 20d6) to those in area and knocks prone if not saved |
| Earthquake | Evocation | Earth | V, S, DF | 1 standard | Long | 80 ft. spread (S) | 1 round | See text | No | Intense Tremor shakes ground. Effects depent on surrounding (PHB 226) |
| Finger of Death | Necromancy | Death | V, S | 1 standard | Close | 1 living creature | Instantaneous | Fort part | Yes | Slay target; if saved 3d6+1/lvl (max 3d6+25) damage |
| Forest Child | Transmutation | - | V, S, **M**, DF | 1 standard | Medium | 1 wooden duplicate | 1 round/lvl | None | No | Create duplicate from tree (Char level hp), mimics your actions or be commanded (move action); as standard action reduce duration by 5 rounds to swap places; Material: small replica of you (10 gp) |
| Maelstrom | Conjuration (Creation) | Water | V, S DF | 1 round | Long | Whirlpool 120 ft. wid, 60 ft deep | 1 round/lvl | Ref neg | No | Deadly vortex; all within 50 ft. must save or be sucked in (3d8 dmg); Inside 3d8 bludgeoning each round, trapped for 2d4 rounds, then ejected to adjacent |
| Mass Awaken | Transmutation | - | V, S, DF, **XP** | 24 hours | Medium | Animal or Tree/3 lvl | Instantaneous | See notes | Yes | Grant some animals or trees humanlike sentience, caster must succeed on Will save (DC 10+ highest HD of awakened creatures) XP Cost: 250/creature |
| Mass Cure Serious Wounds | Conjuration (Healing) | - | V, S | 1 standard | Close | 1 creature/lvl (max. 30 ft. apart) | Instantaneous | Will half (harm) | Yes | Heal 3d8+1/lvl (max 3d8+35) to each selected creature |
| Phantom Wolf | Conjuration (Summoning) | - | V, S, DF | 1 round | Medium | 1 summoned phantom wolf | Concentration, up to 1 round/lvl | None | No | Conjure phantom wolf (stats SpC 157) |
| Red Tide | Evocation | Water | V, S, DF | 1 standard | Medium | 30 ft. burst | Instantaneous | Fort part | Yes | Knocks subjects down, then save (sickens 1 min) or be nauseated for 1 round, take 2s6 Str, after 1 min 2nd save or 2d6 further Str dmg; fire creatures tak 1d6/lvl (max 20d6, ref half) |
| Repel Metal or Stone | Abjuration | Earth | V, S | 1 standard | 60 ft. | 60 ft. line from you | 1 round/lvl (D) | None | No | Pushes away metal or stone objects (max 500 lbs loose or 3 inch if fixed) |
| Reverse Gravity | Transmutation | - | V, S, DF | 1 standard | Medium | 1 10-ft.-cube/2 lvl (S) | 1 round/lvl (D) | None | No | Reverses Gravity – Reflex save to hold to something before fall; |
| Stormrage | Transmutation | Electricity | V, S, DF | 1 standard | Personal | You | 1 min/lvl (D) | - | - | Gain fly speed 40 ft., immunity to thrown and projectile weapons and wind; can shoot lightning once per round, +3 attack, 1d6/2 lvl (max 10d6) electricity (SR counts) |
| Summon Nature’s Ally VIII | Conjuration (Summoning) | - | V, S, DF | 1 round | Close | 1 or more creatures | 1 round/lvl (D) | None | No | Calls one level 8 animal, 1d3 level 7 animals or 1d4+1 lower-level animals to fight for you |
| Sunburst | Evocation | Light | V, S, DF | 1 standard | Long | 80 ft. burst | Instantaneous | Ref part | Yes | Blinds creatures and deals 6d6 damage, double if harmed by light; undead take instead 1d6/lvl (max 25d6) and destroyed if harmed by light and not saved; |
| Unyielding Roots | Transmutation | - | V, S, DF | 1 standard | Touch | 1 willing creature | 1 round/lvl (D) | Fort neg (harm) | Yes | Touched creature can’t move or be moved, healing up to 30 hp/round to subject, wipes away negative levels, +4 on fort and will saves, -4 to reflex; SpC 228 |
| Whirlwind | Evocation | Air | V, S, DF | 1 standard | Long | Cyclone 10(base)-30 (top) ft. wide, 30 ft. tall | 1 round/lvl (D) | Ref neg | Yes | 60 ft./round, concentrate to direct move, after range moves 1d3 rounds uncontrolled, then dissipates, Large or smaller save or 3d6 damage, Medium or smaller 2nd save or be picked up (1d8/round) |
| Word of Recall | Conjuration (Teleportation) | - | V | 1 standard | Unlimited | You and objects or willing creatures | Instantaneous | No/Yes (harm, obj) | No/ Yes | Teleport you and 1 medium creature or equivalent/3 lvl and objects up to max load you touch to a designated (when prepared), familiar place |
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## 9. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Antipathy | Enchantment (Compulsion) | Mind-Affecting | V, S, M | 1 hour | Close | 1 location (one 10-ft.-cube/levl) or 1 object | 2 hours/lvl (D) | Will part | Yes | Subject repels kind of intelligent creature or creatures of alignment |
| Cast in Stone | Transmutation | - | V, S | 1 standard | Personal | You | 1 round/lvl | None and fort neg | No | Gain petrifying gaze (30 ft.); can release victims with command word |
| Mass Cure Critical Wounds | Conjuration (Healing) | - | V, S | 1 standard | Close | 1 creature/lvl (max. 30 ft. apart) | Instantaneous | Will half (harm) | Yes | Heal 4d8+1/lvl (max 4d8+40) to each selected creature |
| Elemental Swarm | Conjuration (Summoning) | [air, earth, fire or water] | V, S | 10 minutes | Medium | Summoned creatures | 10 min/lvl (D) | None | No | Summon 2d4 large, 10 min later 1d4 huge and 10 min after that 1 greater elemental; |
| Foresight | Divination | - | V, S, DF | 1 standard | Personal or Touch | See Text | 10 min/lvl | None or Will neg (harm) | No/ Yes | “Sixth Sense” warns you of danger, never lets you surprised or flat-footed and grants +2 insight to AC and Reflex (PHB 233) |
| Greater Whirlwind | Evocation | Air | V, S, DF | 1 standard | Long | Cyclone 10(base)-30 (top) ft. wide, 30 ft. tall | 1 round/lvl (D) | Ref neg | Yes | As whirlwind but more potent; See SpC 239 |
| Mass Death Ward | Necromancy | - | V, S, DF | 1 standard | Close | Living creature/lvl (max 30 ft. apart) | 1 min/lvl | Will neg (harm) | Yes | Subjects are immune to death spells and negative energy effects |
| Mass Drown | Conjuration (Creation) | Water | V, S | 1 standard | Close | 1 or more living creatures | Instantaneous | Fort neg | Yes | Create water in lungs, starting victim t odrown (DMG 304); immediately drops to 0hp, falls unconscious, next round loses 1 hp, following round dies |
| Nature’s Avatar | Transmutation | - | V, S, DF | 1 swift | Touch | 1 animal | 1 min/lvl | Will neg (harm) | Yes | Animals gains +10 to attack and damage; 1d8/lvl temp hp; and haste |
| Phantom Bear | Conjuration (Summoning) | - | V, S, DF | 1 round | Medium | 1 summoned phantom bear | Concentration, up to 1 round/lvl | None | No | Conjure Phantom Wolf (Stats SpC 156) |
| Planar Perinarch | Transmutation | - | V, S, DF | 1 standard | Close | - | 1 round/lvl | None (obj), ref neg | No | Gain control over a small area of any divinely morphic plane. |
| Regenerate | Conjuration (Healing) | - | V, S, DF | 3 rounds | Touch | 1 living creature | Instantaneous | Fort neg (harm) | Yes | Regrows subjects limbs (1 round if present, 2d10 else), heals 4d8+1/lvl (max +35) |
| Shadow Landscape | Illusion (Shadow) | - | V, S, DF | 1 hour | Long | 1 mile spread on point in space | 24 hours/lvl (D) | Ref part | Yes | Makes natural terrain more dangerous, creates guardians that you command, See SpC 184 |
| Shambler | Conjuration (Creation) | - | V, S | 1 standard | Medium | 3 or more shambling mounds | 7 days or 7 months (D) | None | No | Creates 1d4+2 shambling mounds with 11 HD each; serve you fo 7 days or can guard something for up to 7 months |
| Shapechange | Transmutation | - | V, S, **F** | 1 standard | Personal | You | 10 min/lvl (D) | - | - | Allows to change shape once per round as free action; Assumable foms are all nonunique creatures from fine to gargantuan size, up to lvl HD (max 25); Focus: jade circlet (1550 gp) |
| Storm of Vengeance | Conjuration (Summoning) | - | V, S | 1 round | Long | 360 ft. radius | Concentration (max 10 rounds) (D) | See Text | Yes | Storm rains acid, lightning, and hail, PHB 285 |
| Summon Elemental Monolith | Conjuration (Summoning) | [element] | V, S, **M** | 1 round | Medium | Elemental Monolith | Concentration (max 1 round/lvl) | None | No | Summons Elemental Monolith (Car 156) to fight for you; Material: fitting gem (100gp) |
| Summon Nature’s Ally IX | Conjuration (Summoning) | - | V, S, DF | 1 round | Close | 1 or more creatures | 1 round/lvl (D) | None | No | Calls one level 9 animal, 1d3 level 8 animals or 1d4+1 lower-level animals to fight for you |
| Sympathy | Enchantment (Compulsion) | Mind-Affecting | V, S, **M** | 1 hour | Close | 1 location (max. 1 10-ft.-cube/lvl) or object | 2 hours/lvl (D) | Will neg | Yes | Subject attracts kind of intelligent creature or creatures of alignment; Material: 1500 gp of pearls and drop of honey |
| Transmute Rock to Lava | Transmutation | Earth, Fire | V, S | 1 standard | Medium | 10 ft. cube | Instantaneous | Ref half | No | Transmute natural rock to lava; for effects see SpC 223 |
| Towering Thunderhead | Conjuration (Creation) | Air | V, S | 1 standard | Long | Cylinder (40 ft. radius, 60 ft. high) | 3 rounds (D) | None | No | As fog cloud and wind wall, double move cost (all not for you); empowers sonic and electricity spells of level 7 or less |
| Tsunami | Conjuration (Creation) | Water | V, S, **M** | 1 round | Long | 20 ft./lvl wide. 10 ft. long, 40 ft. high wave | Concentration, up to 1 round/lvl (D) | Fort part (obj) | No | Massive wave, moves in straight line 60 ft./round; 1d6/lvl (max 20d6, half if saved); if not saved, knocks gargantuan+ prone, other carried away, dmg each round; see SpC 225; Material: coral/pearl crown (5000 gp) |
| Undermaster | Transmutation | Earth | V, **M** | 1 standard | Personal | You | 5 rounds | - | - | As long as on or under earth, each round, cast one spell/round as standard action:list on SpC 227; Material: deep blue spinel (500 gp) |
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