## Domain Spells

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| Level | Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| 1 | Protection from Good | Abjuration | Evil | V, S, DF | 1 standard | Touch | 1 creature | 1 min./lvl. (D) | Will neg (harml.) | No | +2 deflection bonus to AC, +2 resistance bonus to saves against good creatures, blocks attempts to possess or control subject mentally, prevents contact of nonevil outsiders (if not overcome by SR) |
| 1 | Bane | Enchantment (Compulsion) | Fear,  Mind-Affecting | V, S, DF | 1 standard | 50 ft. | Enemies within 50 ft. | 1 min./lvl. | Will neg | Yes | -1 on attack rolls and saves against fear; counters bless |
| 2 | Desecrate | Evocation | Evil | V, S, **M**, DF | 1 standard | Close | 20 ft. emanation | 2 h/lvl. | None | Yes | Fills area with negative energy, making undead stronger; Material: unholy water and 5 pounds of silver dust (25 gp) |
| 2 | Bear’s Endurance | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature | 1 min./lvl | Will neg. (harml.) | Yes | +4 Con |
| 3 | Magic Circle against Good | Abjuration | Evil | V, S, DF | 1 standard | Touch | 10 ft. emanation from creature | 10 min/lvl | Will neg (harm) | No | Grants everybody in Area Protection from good and hinders nonevil creatures to enter area (against SR); Can be cast inward to trap summoned creature (see PHB 249) |
| 3 | Bestow Curse | Necromancy | - | V, S | 1 standard | Touch | 1 creature | Permanent | Will neg | Yes | Bestow curse on subject (e. g. -6 to an ability or -4 on rolls and checks) |
| 4 | Unholy Blight | Evocation | Evil | V, S | 1 standard | Medium | 20 ft. spread | Instantaneous  (1 round) | Will part | Yes | 1d8/2 lvl/1d6/lvl (max 5d8/10d6) to good creatures/outsiders and sickens for 1d4 round (if not saved); half that to neutrals, will save halves damage |
| 4 | Enervation | Necromancy | - | V, S | 1 standard | Close | Ray of negative energy | Instantaneous | None | Yes | Bestows 1d4 negative Levels; regained after lvl hours (max 15 hours) |
| 5 | Dispel Good | Abjuration | Evil | V, S, DF | 1 standard | Touch | You and good outsider, ench.or spell | 1 round/lvl or until discharged | None or Will neg | No/ Yes | Caster gains +4 deflect to AC against good; Touch attack can discharge to drive good creature to home plane (Will save and SR) or dispel good spell or spell by good caster |
| 5 | Feeblemind | Enchantment (Compulsion) | Mind-Affecting | V, S, M | 1 standard | Medium | 1 creature | Instantaneous | Will neg | Yes | Int and Cha drop to 1, no int/cha skills, spells or language; arcane casters -4 on save; Material: clay, crystal or glass spheres |
| 6 | Create Undead | Necromancy | Evil | V, S, **M** | 1 hour | Close | 1 corpse | Instantaneous | None | No | Create Ghoul (11th-), Ghast (12th-14th), Mummy (15th-17th) or Mohrg (18th), must be cast at night; Material: 2 Clay pots with grave dirt and brackish water, black onyx worth 50 gp/HD |
| 6 | Harm | Necromancy | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Will half | Yes | Deals 10 points/lvl damage (max 150 points), but never below 1 hp (on undead like heal) |
| 7 | Blasphemy | Evocation | Evil, Sonic | V | 1 standard | 40 ft. | Non-evils in 40 ft. emanation on you | Instantaneous | None/Will neg | Yes | Dazes (HD <= lvl), weakens (HD <= lvl-1), paralyzes (HD <= lvl-5), kills (HD <= lvl-10) nonevils; banishes nonevils (allows will save) |
| 7 | Eyebite | Necromancy | Evil | V, S | 1 standard | Close | 1 living creature | 1 round/3 lvl | Fort neg | Yes | Each round, as move target 1 creature: it gets sickened (-2 to all rolls) for 10 min/lvl, with <10 HD also panicked for 1d4 rounds then shaken for 10 min/lvl; if <5 HD coma for 10 min/lvl |
| 8 | Unholy Aura | Abjuration | Evil | V, S, **F** | 1 standard | 20 ft. | 1 creature/lvl in 20 ft. burst on you | 1 round/lvl | Special | Yes | Grants +4 deflect AC, +4 resistance to saves, SR 25 against good spells and spells by goods; good attackers save against fort or take 1d6 str dmg; Focus: Tiny reliquiary (500 gp) |
| 8 | Symbol of Pain | Necromancy | Evil | V, S, **M** | 10 minutes | 0 ft. | 1 symbol | See text | Fort neg | Yes | Rune triggered gives -4 on attack, skill and ability checks for 1 hour; Material: Mercury, Phosphorus, diamond and opal powder (1000+ gp) |
| 9 | Summon Monster IX | Conjuration (Summoning) | Evil | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. (D) | None | No | Conjures one extraplanar creature from 9th level list, 1d3 creatures from 8th level list or 1d4+1 creatures from any lower level list to fight for you. |
| 9 | Horrid Wilting | Necromancy | - | V, S, M | 1 standard | Long | Living creatures within 60 ft. of each other | Instantaneous | Fort half | Yes | 1d6/lvl (max 20d6) to all; plant and water elementals take d8’s;  Material: a bit of sponge |

## 0. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Amanuensis | Transmutation | - | V, S | 1 standard | Close | Object(s) with writing | 10 min/lvl. | Will neg (obj) | Yes | Copy nonmagical text; 250 words/min |
| 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) |
| 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 |
| 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 |
| Inflict Minor Wounds | Necromancy | - | V, S | 1 standard | Touch | 1 Creature | Instantaneous | Will half | Yes | Deals 1 point of Damage (or heals 1 point to undead) |
| 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. |
| No Light | Transmutation | - | V, S | 1 standard | Close | 20 ft. radius | 1 min/lvl | None | No | Prevents normal light from illuminating |
| 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 |
| Slash Tongue | Transmutation | Evil | V, S | 1 standard | Close | 1 creature with tongue | 1 round | Fort neg | Yes | Thin cut at tongue; Subject takes –1 penalty on attacks, saves, and checks for 1 round. |
| Summon Holy Symbol | Conjuration (Summoning) | - | V, S | 1 standard | 0 ft. | Small symbol | 1 round/lvl. (D) | None | No | Wooden Holy Symbol appears in your hand |
| 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 |
| Angry Ache | Necromancy | - | V, S | 1 standard | Close | 1 living creature | 1 min/lvl. | Fort neg | Yes | Pain when subject attacks; -2 circumstance penalty for every 4 lvl. (max -10) |
| Axiomatic Water | Transmutation | Lawful | V, S, **M** | 1 minute | Touch | 1 Flask | Instantaneous | Will neg (obj) | Yes | Turns one Flask of water into *axiomatic water*; Material: 5 points powdered silver (25 gp) |
| Bane | Enchantment (Compulsion) | Fear,  Mind-Affecting | V, S, DF | 1 standard | 50 ft. | Enemies within 50 ft. | 1 min./lvl. | Will neg | Yes | -1 on attack rolls and saves against fear; counters bless |
| Blade of Blood | Necromancy | - | V, S | 1 swift | Touch | 1 Weapon | 1 round/lvl. or discharged | None | No | Weapon deals +1d6 damage on next strike or +3d6 if you take 5 hp damage |
| Bless | Enchantment (Compulsion) | Mind-Affecting | V, S, DF | 1 standard | 50 ft. | Allies in 50 ft. burst (caster is center) | 1 min./lvl. | None | Yes | +1 on attack rolls and saves against fear; counters bane |
| Blessed Aim | Divination | - | V, S | 1 standard | 50 ft. | 50 ft. spread centered on you | 1 min./lvl. | Will neg. (harml) | No | Grants +2 morale bonus on ranged attacks by allies |
| Blood Wind | Evocation | - | V, S | 1 swift | Close | 1 creature (IN 4+) | 1 round | Will neg (harml.) | Yes | Target can use Full Attack to use all natural weapons (or unarmed strikes) at range (range inc. 20 ft.) |
| Cause Fear | Necromancy | Fear,  Mind-Affecting | V, S | 1 standard | Close | 1 creature | 1d4 rounds or 1 round | Will part | Yes | Creature with 5 or less HD is frightened; on succeeded save: shaken for 1 round |
| 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 |
| Command | Enchantment (Compulsion) | Language-Dependend, Mind-Affecting | V | 1 standard | Close | 1 creature | 1 round | Will neg | Yes | Give single command (Approach, Drop, Fall, Flee, Halt) |
| Comprehend Languages | Divination | - | V, S, DF | 1 standard | Personal | You | 10 min/lvl. | - | - | You understand all spoken and written languages |
| Conviction | Abjuration | - | V, S, M | 1 standard | Touch | 1 creature | 10 min./lvl. | Will neg (harml.) | Yes | +2 morale Bonus on saves (+1 per 6 lvls. max +5 on 18th lvl.)  Material: Small Parchment with a bit of holy text written upon it |
| 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) |
| Curse Water | Transmutation | Evil | V, S, **M** | 1 minute | Touch | 1 Flask | Instantaneous | Will neg (obj) | Yes | Turns one Flask of water into *unholy water*; Material: 5 points powdered silver (25 gp) |
| Deathwatch | Necromancy | Evil | V, S | 1 standard | 30 ft. | Cone-shaped emanation | 10 min/ lvl. | None | No | Reveals how near to death subjects within 30 ft. are |
| 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 Chaos | Divination | - | V, S, DF | 1 standard | 60 ft. | Cone-shaped emanation | Concentration, up to 10 min./lvl. (D) | None | No | Reveals creatures, spells or objects of chaotic alignment |
| Detect Evil | Divination | - | V, S, DF | 1 standard | 60 ft. | Cone-shaped emanation | Concentration, up to 10 min./lvl. (D) | None | No | Reveals creatures, spells or objects of evil alignment |
| Detect Good | Divination | - | V, S, DF | 1 standard | 60 ft. | Cone-shaped emanation | Concentration, up to 10 min./lvl. (D) | None | No | Reveals creatures, spells or objects of good alignment |
| Detect Law | Divination | - | V, S, DF | 1 standard | 60 ft. | Cone-shaped emanation | Concentration, up to 10 min./lvl. (D) | None | No | Reveals creatures, spells or objects of lawful alignment |
| Detect Undead | Divination | - | V, S, DF | 1 standard | 60 ft. | Cone-shaped emanation | Concentration, up to 1 min./lvl. (D) | None | No | Reveals undead within 60 ft. |
| Dispel Ward | Abjuration | - | V, S | 1 standard | Medium | 1 object or area | Instantaneous | None | No | Like Dispel Magic but affects only abjuration magic that protects an object or area |
| Divine Favor | Evocation | - | V, S, DF | 1 standard | Personal | You | 1 minute | - | - | +1 luck bonus/3 lvl. (max. +3) on attack and damage rolls |
| Doom | Necromancy | Fear, Mind-Affecting | V, S, DF | 1 standard | Medium | 1 living creature | 1 min./lvl. | Will neg | Yes | Subjects becomes shaken (-2 on attack/damage rolls, saves and checks) |
| Drug Resistance | Enchantment | - | V, M | 1 standard | Touch | 1 living creature | 1 h/lvl. | Fort neg (harml.) | Yes | Immune to addiction; Material: 3 drops of pure water |
| Ebon Eyes | Transmutation | - | V, S, M | 1 standard | Touch | 1 creature | 10 min/lvl. | None | Yes | Subject can see through magical darkness;  Material: A pinch of powdered black gem |
| Endure Elements | Abjuration | - | V, S | 1 standard | Touch | 1 creature | 24 hours | Will neg (harml.) | Yes | Exist comfortably in hot or cold enviroments |
| Entropic Shield | Abjuration | - | V, S | 1 standard | Personal | You | 1 min./lvl. (D) | - | - | Ranged attacks against you have 20% miss chance |
| 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 |
| Faith Healing | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Will half (harml.) | Yes | Heals 8 points +1 point/lvl. (max +5) to creature that worships your deity; other subjects are unaffected |
| 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 |
| Guiding Light | Evocation | Light | V, S | 1 standard | Long | Creatures in 5 ft. burst | 1 min/lvl. (D) | None | Yes | Bright light gives +2 circumstance bonus on ranged attacks against them |
| Healer’s Vision | Divination | - | V, S | 1 standard | Personal | You | 1 round/lvl. (D) | - | - | +5 insight bonus on Heal checks, +1 hp/spell level healed by cure spells, +2 attack and damage on sneak attacks |
| Healthful Rest | Conjuration (Healing) | - | V, S | 10 min. | Close | 1 creature/lvl. | 24 h | Will neg (harml.) | Yes | Doubles natural healing rate |
| Heartache | Enchantment | Evil, Mind-Affecting | V, S, DF | 1 standard | Close | 1 creature | 1 round | Will neg | Yes | Subject is filled with sorrow and rendered helpless |
| Hide from Undead | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature/lvl. | 10 min./lvl. (D) | Will neg (harml.) | Yes | Undead can’t perceive subjects; intelligent undead have a will save; ends if one subjects touches, turns, commands or attacks any creature |
| Ice Gauntlet | Evocation | Cold | V, DF | 1 standard | Personal | You | 1 min/lvl. | - | - | Allows attack as with a *+1 spiked gauntlet* that deals 1d4 extra cold damage; melts if you fail a save against a fire effect |
| Impede | Enchantment (Compulsion) | Mind-Affecting | V, S, DF | 1 standard | Medium | 1 humanoid | 1 round/lvl (D) | Will part | Yes | Subject is rooted into place and takes -1 on melee attacks and -2 on Reflex saves; may make will roll each round and if succeeds has no ill affect but movement reduced by 10 ft. |
| Incite | Enchantment (Compulsion) | Mind-Affecting | V, S | 1 swift | Close | Creatures in 10 ft. burst | 1 min/lvl. | Will neg | Yes | Subjects can’t ready actions or delay |
| Inflict Light Wounds | Necromancy | - | V, S | 1 standard | Touch | 1 Creature | Instantaneous | Will half | Yes | Deals 1d8+1/lvl. points of damage (max. 1d8+5) |
| Inhibit | Enchantment (Compulsion) | Mind-Affecting | V, S | 1 standard | Medium | 1 creature | Instantaneous | Will neg | Yes | Creature delays his action until next turn; it acts immediately before you |
| Invest Light Protection | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous/1 min | Will half (harml.) | Yes | Heals 1d4 +1/2 lvl. (max +3) and gains DR 1/evil |
| Ironguts | Abjuration | - | V, S, M | 1 standard | Touch | 1 creature | 10 min/lvl. | Will neg. | Yes | Subjects gains +5 alchemical bonus on saves against poison; is nauseated for 1 round at end of duration |
| 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 |
| 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 |
| Magic Weapon | Transmutation | - | V, S, DF | 1 standard | Touch | 1 weapon | 1 min./lvl. | Will neg (harm, obj) | Yes | Weapon gains +1 enhancement bonus |
| Moon Lust | Illusion (Pattern) | Mind-Affecting | V, S, **F** | 1 standard | Medium | 1 creature | 1 round/lvl. | Will part | Yes | Subject is fascinated by the moon (dazzled if saved); Fokus: silver ingot (5 gp) |
| Nightshield | Abjuration | - | V, S | 1 standard | Personal | You | 1 min/lvl (D) | - | - | Absorbs *magic missiles*; +1 resistance bonus to saves (+2 at 6th, +3 at 9th ) |
| Nimbus of Light | Evocation | Light | V, S, DF | 1 standard | Personal | You | 1 min/lvl (D) or discharge | - | - | Light around you illuminates 30 ft. + 30 ft. shadowy illumination; As a full round action fling light to enemy, dam 1d8 +1/round since casting (max +lvl.) |
| 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) |
| Portal Beacon | Transmutation | - | V, S | 1 standard | Close | 1 gate or portal | 1 h/lvl. | None | No | Up to six creatures know distance and direction to affected portal |
| Protection from Chaos | Abjuration | Lawful | V, S, DF | 1 standard | Touch | 1 creature | 1 min./lvl. (D) | Will neg (harml.) | No | +2 deflection bonus to AC, +2 resistance bonus to saves against chaotic creatures, blocks attempts to possess or control subject mentally, prevents contact of nonlawful outsiders (if not overcome by SR) |
| Protection from Good | Abjuration | Evil | V, S, DF | 1 standard | Touch | 1 creature | 1 min./lvl. (D) | Will neg (harml.) | No | +2 deflection bonus to AC, +2 resistance bonus to saves against good creatures, blocks attempts to possess or control subject mentally, prevents contact of nonevil outsiders (if not overcome by SR) |
| Ray of Hope | Enchantment (Compulsion) | Good, Mind-Affecting | V, S | 1 standard | Close | 1 creature | 1 round/lvl. | Will neg (harml.) | Yes | +2 morale bonus on saves, attack rolls and checks |
| Reaving Aura | Necromancy | Evil | V | 1 swift | 10 ft. | 1 ft. emanation, centered on you | Instantaneous | None | Yes | Deals 1 damage to each creature in areo of effect – stable creatures become dying |
| Remove Fear | Abjuration | - | V, S | 1 standard | Close | 1 creature +1 per 4 lvl.s | 10 min. | Will neg (harml.) | Yes | Supresses fear effects and grants +4 morale bonus against fear |
| 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 |
| Resurgence | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | Instantaneous | Will neg (harml.) | Yes | Allows subject a second saving throw against ongoing effect |
| Sacrificial Skill | Enchantment | Evil | V, S, M | 1 standard | Personal | You | 1 min/lvl. | - | - | +5 bonus on Knowledge (religion) rolls to do sacrifice;  Material: A lock of hair from an unwilling humanoid |
| Sanctuary | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | 1 round/lvl. | Will neg. | No | Any attack against target requires Will save; spell ends if target attacks |
| Shield of Faith | Abjuration | - | V, S, M | 1 standard | Touch | 1 creature | 1 min./lvl. | Will neg. (harml) | Yes | Shimmering field grants +2 deflection bonus to AC (+1 for each 6 lvls. max +5 on 18th lvl.); Material: Small Parchment with a bit of holy text written upon it |
| Sign | Enchantment (Compulsion) | Mind-Affecting | V, S, M | 1 standard | Personal | You | 10 min/lvl or until discharge | - | - | +4 on next initiative check; Material: dried foat intestine or some tea leaves |
| Slow Consumption | Necromancy | Evil | V, S, Location | 10 minutes | Touch | 1 living creature | Permanent | Fort neg | Yes | Caster absorbs health and sustenance from helpless subject; Location: Area under effect of desecrate or unhallow spell |
| Snowshoes | Transmutation | - | V, S | 1 standard | Touch | 1 creature | 1 h/lvl (D) | Will neg (harml.) | Yes | Subject walks easily on ice and snow |
| Sorrow | Enchantment | Evil, Mind-Affecting | V, S, M | 1 standard | Close | 1 creature | 1 round/lvl. | Will neg | Yes | -3 morale penalty on attack rolls, saves and checks; Material: a tear |
| Spell Flower | Transmutation | - | V, S | 1 standard | Personal | You | 1 round/lvl. | - | - | Allows to hold the charge of one touch spell per forelimb |
| 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 |
| Stupor | Enchantment | Mind-Affecting | S, M | 1 minute | Touch | 1 helpless creature | 1 h/lvl. | Fort neg | Yes | Puts creature in a clouded, confused state, like being drugged – can be moved but take no actions; Material: a puffball mushroom |
| Summon Monster I | Conjuration (Summoning) | Matching creature | V, S, DF | 1 round | Close | 1 creature | 1 round/lvl. (D) | None | No | Conjures one extraplanar creature to fight for you |
| Summon Undead I | Conjuration (Summoning) | Evil | V, S, DF | 1 round | Close | 1 creature | 1 round/lvl. | None | No | Summons undead to fight for you |
| Tongue of Baalzebul | Transmutation | Evil | V, S, M, Drug | 1 round | Personal | You | 1 h/lvl. | - | - | +2 bonus on Bluff, Diplomacy and Gather Information; Material: A tongue from a creature capable of speech; Drug: Mushroom Powder |
| 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 |
| Vision of glory | Divination | - | V, S, DF | 1 standard | Touch | 1 creature | 1 min or discharge | None | Yes | Subject gains a bonus to casters CH-Mod to a single save |
| Vision of Heaven | Enchantment | Mind-Affecting | V | 1 standard | Close | 1 evil creature | 1 round | Will neg | Yes | Dazed for 1 round; -1 on will saves against redemption |
| 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 |

## 2. Level Spells

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| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Addiction | Enchantment | - | V, S, Drug | 1 standard | Touch | 1 living creature | Instantaneous | Fort neg | Yes | Subject becomes addicted to drug; maximum addiction rating depends on lvl.; Drug: chosen drug to which subject should be addicted |
| Aid | Enchantment (Compulsion) | Mind-Affecting | V, S, DF | 1 standard | Touch | 1 creature | 1 min./lvl. | None | Yes | +1 morale bonus on attack rolls and saves against fear; +1d8 +1 lvl. temporary HP (max. 1d8+10) |
| Align Weapon | Transmutation | Alignment | V, S, DF | 1 standard | Touch | 1 Weapon or 50 projectiles | 1 min./lvl. | Will neg (harm, obj) | Yes | Makes weapon good, evil, chaotic or lawful |
| 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 |
| Augury | Divination | - | V, S, **M**, **F** | 1 minute | Personal | You | Instantaneous | - | - | Learn whether an action will bring good or bad results (70%+1%/lvl (max 90%); Material: Incense (25+gp); Focus: Set of marked sticks, bones or tokens (25 gp) |
| 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 |
| Avoid Planar Effect | 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 |
| Balor Nimbus | Transmutation | - | V, S, DF | 1 standard | Personal | You | 1 round/lvl | - | - | Flaming body deals 6d6 damage to foes in grapple; Material: pinch of soot |
| Bear’s Endurance | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature | 1 min./lvl | Will neg. (harml.) | Yes | +4 Con |
| Benediction | Abjuration | - | V, S, DF | 1 round | Touch | 1 creature | 10 min/lvl or discharge | Will neg (harm) | Yes | +2 luch bonus on saves; can discharge spell to reroll any roll or check and take better result; can only be used on others |
| Bewildering Substitution | Illusion (Phantasm) | Mind-Affecting | V, S, DF | 1 standard | Close | 1 living creature | 1 round/lvl | Will neg | Yes | Subjects think the ally nearest to him is the nearest enemy and vice versa |
| Bewildering Visions | Illusion (Phantasm) | Mind-Affecting | V, S, DF | 1 standard | Close | 1 living creature | 1 round/lvl | Will neg | Yes | World seems to be tossing and rippling; Subject is sickened and must make Fort save each round or be nauseated |
| Black Karma Curse | Enchantment (Compulsion) | Mind-Affecting | V, S | 1 standard | Close | 1 creature | Instantaneous | Will neg | Yes | Creature immediately damages himself with his own weapon |
| Blade Brothers | Abjuration | - | V, S | 1 standard | Touch | 2 willing creatures | 1 min/lvl or discharge | Will neg. (harml) | Yes | One time both can save against an effect, using the better result for both, but if they fail both suffer consequences |
| Body Blades | Transmutation | - | V, S | 1 standard | Personal | You | 1 min/lvl | - | - | You gain spikes, harm grapplers (1d6+ 1/lvl; max 1d6+5) and can use them to attack in melee (as light weapon) |
| 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 |
| Calm Emotions | Enchantment (Compulsion) | Mind-Affecting | V, S, DF | 1 standard | Medium | 20 ft. spread | Concentration (max. 1 round/lvl. (D)) | Will neg | Yes | Calms creatures, negates emotion effects (fear-effects, morale bonuses or penalties, etc.) |
| Close Wounds | Conjuration (Healing) | - | V | 1 immediate | Close | 1 creature | Instantaneous | Will half (harm) | Yes | Heals 1d4+1/lvl (max 1d4+5), even on anothers turn; can effectively prevent damage |
| Cloud of Knives | Conjuration | - | V, S, M | 1 standard | Personal | You | 1 round/lvl | - | - | Allows to release a knife as a free action each round (range 30ft.) Ranged attack with bonus = lvl + ability mod; damage 1d6 +1/3 lvl (max +5) threat 19-20; counts as magic weapon; Material: A knife; Optional: With silver knife (22 gp) 1 damage less but counts as silver |
| Conduit of Life | Conjuration (Healing) | - | V, S | 1 standard | Personal | You | 10 min/lvl or discharge | - | - | Heal 2d10+1/lvl (max +10) when you channel positive energy (e.g. by turning undead) or heal 3d8+1/lvl when healed by cure spell or similar |
| 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) |
| Curse of Ill Fortune | Transmutation | - | V, S, DF | 1 standard | Medium | 1 living creature | 1 min/lvl | Will neg | Yes | Subjects takes -3 penalty on attacks, checks and saves |
| Dance of Ruin | Necromancy | Evil | V, S | 1 round | Close | Spread on caster | Instantaneous | Reflex half | Yes | Nondemons take 2d20 damage from energy |
| Dark Way | Illusion (Shadow) | - | V, S, DF | 1 standard | Close | Bridge | 1 round/lvl | None | Yes | Create bridge 5 ft. wide, 1 in. thick and up to 20 ft./lvl long; supports 200/lb. but is unbreakable |
| Darkbolt | Evocation | Darkness, Evil | V, S | 1 standard | Close | 1 creature | Instantaneous | Fort part | Yes | Ranged touch attack deals 1d8/2 lvl (max 5d8) damage (half is cold, other half no type); if not saved stunned for 1 round |
| Darkness | Evocation | Darkness | V, DF | 1 standard | Touch | 1 Object | 10 min./lvl. (D) | None | No | 20 ft. radius of supernatural shadows (20 % miss chance) |
| Death Knell | Necromancy | Death, Evil | V, S | 1 standard | Touch | 1 dying creature | Instantaneous/10 min/HD of subject | Will neg | Yes | Kills creature with -1 or less HP; you gain 1d8 temporary HP, +2 Str, +1 caster lvl |
| Deific Vengeance | Conjuration (Summoning) | - | V, S, DF | 1 standard | Close | 1 creature | Instantaneous | Will half | Yes | 1d6/2 lvls (max 5d6) damage or 1d6/lvl (max 10d6) to undead |
| Delay Poison | Conjuration (Healing) | - | V, S, DF | 1 standard | Touch | 1 creature | 1 h/lvl. | Fort neg (harm) | Yes | Stops poison from harming subject |
| Desecrate | Evocation | Evil | V, S, **M**, DF | 1 standard | Close | 20 ft. emanation | 2 h/lvl. | None | Yes | Fills area with negative energy, making undead stronger; Material: unholy water and 5 pounds of silver dust (25 gp) |
| Divine Insight | Divination | - | V, S, DF | 1 standard | Personal | You | 1 hour/lvl (D) or discharge | - | - | Gains 5+lvl (max +15) to single skill check |
| Divine Interdiction | Abjuration | - | V | 1 standard | Close | 10 ft. emanation | 1 round/lvl | Will neg or none (obj) | Yes/No | Turn/rebuke and domain powers are not accessible in area |
| 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 |
| Divine Protection | Enchantment (Compulsion) | Mind-Affecting | V, S, DF | 1 standard | Medium | Allies in 20ft. burst | 1 min/lvl | Will neg (harml) | Yes | +1 morale bonus to AC and saves |
| Eagle’s Splendor | Transmutation | - | V, S, M | 1 standard | Touch | 1 creature | 1 min./lvl | Will neg. (harml.) | Yes | +4 Cha; Material: feathers or pinch of droppings of eagle |
| Ease Pain | Conjuration (Healing) | - | S, DF | 1 standard | Touch | 1 creature | Instantaneous | Will neg (harm) | Yes | Removes lingering effects from pain |
| Elation | Enchantment | Mind-Affecting | V, S | 1 standard | 80 ft. | Allies in 80 ft. spread around you | 1 round/lvl | Will neg (harm) | Yes | Euphoria gives +2 morale bonus to Str and Dex, speed +5 ft. |
| Enthrall | Enchantment (Charm) | Language-Dependend, Mind-Affecting, Sonic | V, S | 1 round | Medium | Any number of creatures | 1 hour or less | Will neg | Yes | Captivates all within range, as long as caster speaks/sings |
| 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+) |
| Execration | Necromancy | - | V, S, DF | 1 round | Touch | 1 creature | 10 min/lvl or discharge | Will neg | Yes | -2 on saves; You can discharge spell to force creature to reroll any roll and take worse result |
| Extend Tentacles | Transmutation | - | V | 1 standard | Personal | You | 1 round/lvl | - | - | +5 ft to reach of tentacles you possess |
| Find Traps | Divination | - | V, S | 1 standard | Personal | You | 1 min/lvl. | - | - | Notice trap as a rogue; get bonus of ½ lvl. to search for traps |
| 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 |
| Fuse Arms | Transmutation | - | V, S | 1 standard | Touch | 1 creature | 10 min/lvl. | Fort neg (harml) | Yes | Fuse limbs, gaining one stronger pair (+4 Str/fused pair) or fuse two arms to one (+4 Str for this) |
| Gentle Repose | Necromancy | - | V, S, DF | 1 standard | Touch | 1 corpse | 1 day/lvl. | Will neg (obj) | Yes | Preserve corpse (or body parts); Material: pinch of salt and a copper piece for every eye of the corpse |
| Ghost Touch Armor | Transmutation | - | V, S, M | 1 standard | Touch | Armor of 1 creature | 1 min/lvl. | Will neg (harm) | Yes | Armor works normally against incorporeal attack; Material: Tiny shield made of resin |
| Hand of Divinity | Evocation | Good or Evil | V, S, DF | 1 minute | Touch | 1 creature | 1 min/lvl. | None | No | Gives +2 sacred (nonevil) or profane (evil) bonus on saves for subject that shares patron or alignment of patron |
| 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 |
| Hold Person | Enchantment (Compulsion) | Mind-Affecting | V, S, DF | 1 standard | Medium | 1 humanoid | 1 round/lvl (D) | Will neg | Yes | Subject becomes paralyzed and freezes in place; can try to save throw again each round |
| Infernal Wound | Transmutation | Evil | V, S | 1 standard | Touch | 1 Weapon | 1 round/lvl | None | No | Weapon causes bleeding (2 hp/round) until end of spell or proper healed |
| Inflict Moderate Wounds | Necromancy | - | V, S | 1 standard | Touch | 1 Creature | Instantaneous | Will half | Yes | Deals 2d8+1/lvl. points of damage (max. 2d8+10) |
| Inky Cloud | Conjuration (Creation) | - | V, S, M | 1 standard | 30 ft. | 30 ft. spread centered on you | 10 min/lvl | None | No | Inky Cloud surrounds you, granting concealment (20% up to 5 feet distance; 50% if farther away); Funktions only underwater; Material: Small vial of squid or octopus ink |
| Insight of Good Fortune | Divination | - | V, S, **M** | 1 standard | Close | 1 creature | 1 min/lvl or discharge | Will neg (harm) | Yes | Subject can reroll one roll or check and take the better result; Material: gold die (20gp) |
| 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 |
| Iron Silence | Transmutation | - | V, S, DF | 1 standard | Touch | 1 suit of armor/3 lvl | 1 hour/lvl (D) | Will neg (harm, obj) | Yes | Ignore armor check penalty on Hide and Move Silently |
| Lesser Energized Shield | Abjuration | [energy type] | V, S, DF | 1 standard | Touch | Shield | 1 round/lvl | None | No | Shield gains resistance to chosen energy 5 and deals 1d6 energy damage on shield bash |
| 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 |
| Lesser Spell Immunity | Abjuration | - | V, S | 1 standard | Touch | 1 creature | 10 min/lvl | Will neg (harml) | Yes | Creature has unbeatable SR to a specific 1st or 2nd level spell |
| Living Undeath | Necromancy | - | V, S, DF | 1 standard | Touch | 1 creature | 1 min/lvl | Fort neg (harml) | Yes | Gain immunity to sneak attacks and criticals like an undead; -4 penalty to charisma |
| Lore of the Gods | Divination | - | V, S | 1 standard | Personal | You | 10 min/lvl or discharge | - | - | +5 insight bonus on all knowledge checks. Allows a single roll against a knowledge skill with no ranks but reduces duration to 1 min/lvl |
| Make Whole | Transmutation | - | V, S | 1 standard | 10 ft. | 1 object, max 1 lb. | Instantaneous | Will neg.(obj. harm.) | No | Repairs an object. |
| Manifestation of the Deity | Illusion (Pattern) | Mind-Affecting, Fear | V, S, DF | 1 swift | Personal | Image of Deity | 1 round/3 lvl (D) | Will neg | No |  |
| Mark of Judgment | Necromancy | - | V, S, DF | 1 standard | Medium | 1 creature/3 lvl | 1 round/lvl | Will neg | Yes | Target must oppose your alignment on at least 1 axis; everybody who strikes the target with melee or ranged attack heals 2 hp |
| 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 |
| Master Cavalier | Transmutation | - | V, S | 1 standard | Personal | You | 10 min/lvl (D) | - | - | +10 to ride checks or +20 if mounted on special mount or similiar |
| Master’s Touch | Divination | - | V | 1 immediate | Close | 1 creature | Instantaneous | Will neg (harm) | Yes | Subject gains immediate insight bonus +4 on one skill check |
| Owl’s Wisdom | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature | 1 min./lvl | Will neg. (harml.) | Yes | +4 Wis |
| Protection from Negative Energy | Abjuration | - | V, S | 1 standard | Touch | 1 creature | 10 min/lvl | Will neg (harml) | Yes | Resistance to Negative Energy 10 |
| Protection from Positive Energy | Abjuration | - | V, S | 1 standard | Touch | 1 creature | 10 min/lvl | Will neg (harml) | Yes | Resistance to Positive Energy 10 |
| Quick March | Transmutation | - | V, S, DF | 1 swift | Medium | Allies in 20 ft. burst | 1 ro\*und | Will neg (harml) | Yes | Allies’ land speed increases by 30 ft. |
| Rebuke | Enchantment (Compulsion) | Fear Mind-Affecting | V, S, F | 1 standard | Close | 1 living creature | 1 round/lvl | Will neg | Yes | Subject is dazed for 1 round and shaken, must concentrate to cast; Focus: 1 ft. stick |
| Remove Addiction | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Fort neg (harm) | Yes | Cures all current drug addictions |
| Remove Paralysis | Conjuration (Healing) | - | V, S | 1 standard | Close | Up to 4 creatures | Instantaneous | Will neg (harml) | Yes | Removes Paralysis or slow effect; 1 creature ist freed, if cast on two they get another save with +4; 3 or 4 creatures can save again at +2 |
| 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) |
| Sap Strength | Enchantment | Evil | V, S, M | 1 standard | Touch | 1 living creature | Instantaneous | Fort neg | Yes | Subject becomes exhausted; Material: long needle and tony glass bottle |
| Share Talents | Transmutation | - | V, S, M | 1 round | Touch | 2 creatures | 10 min/lvl | Will neg (harm) | Yes | Both gain +2 on all skill checks if at least one has a rank in them; can use untrained skills if other has rank in it; Material: knotted rope |
| Shatter | Evocation | Sonic | V, S, DF | 1 standard | Close | 1 ft. spread; or 1 solid object or 1 crystalline creature | Instantaneous | Will neg (obj) or Fort half | Yes | Destroys brittle objects in area up to 1 lb./lvl. or destroys 1 object up to 10 lb/lvl. or deals 1d6 sonic damage to crystalline creature (max 10d6) |
| Shield Other | Abjuration | - | V, S, **F** | 1 standard | Close | 1 creature | 1 hour/lvl (D) | Will neg (harml) | Yes | Subjects gains +1 deflect to AC and +1 resistance to saves; damage taken by subject is halved, rest gains caster; Focus: two platinum rings (50 gp) worn by you and subject |
| Shroud of Undeath | Necromancy | - | V, S, M | 1 standard | Personal | You | 10 min/level (D) | - | - | Shroud yourself in invisible negative energy; spells and undead perceive you as undead; turn/rebuke may end this spell; Material: Dust or bone fragments from destroyed undead |
| Silence | Illusion (Glamer) | - | V, S | 1 standard | Long | 20 ft. emanation | 1 min/lvl. (D) | Will neg or none | Yes/No | Negates sounds in area of effect; save is allowed if centered on an unwilling creature or object in possession |
| 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 |
| Sound Burst | Evocation | Sonic | V, S, DF | 1 standard | Close | 10 ft. spread | Instantaneous | Fort part | Yes | 1d8 sonic damage; stunned if save failed |
| Spawn Screen | Necromancy | - | V, S, DF | 1 standard | Touch | 1 creature/lvl | 1 hour/lvl | Will neg (harml) | Yes | Subject resists being transformed into an undead spawn if slain |
| Spider Legs | Transmutation | - | V, S, DF | 1 standard | Personal | You | 1 min/lvl | - | - | Caster grows four long legs from torso, allowing land speed 30 ft. (up to max. load) and climb speed 15 ft. on walls and ceilings |
| Spiritual Weapon | Evocation | Force | V, S, DF | 1 standard | Medium | Weapon of Force | 1 round/lvl (D) | None | Yes | Creates Weapon that attacks individually; 1d8 +1/3 lvl. (max +5) dmg, base attack as yourself + Wisdom mod; First (single) attack on turn cast, then full attack each round; Move action to assign new target |
| Spores of the Vrock | Conjuration (Creation) | Evil | V, S, DF | 1 round | 0 ft. | 5ft. radius centered on caster | Instantaneous | Fort neg | Yes | Spores deal 1d8 damage, then 1d2/round for 10 rounds |
| Stabilize | Conjuration (Healing) | - | V, S, DF | 1 swift | 50 ft. | 50 ft. burst centered on you | Instantaneous | Will neg (harml) | Yes | Heals 1 point to everybody in area |
| Status | Divination | - | V, S | 1 standard | Touch | 1 creature/ 3 lvl. | 1 hour/lvl | Will neg (harml) | Yes | Monitors condition and position of allies |
| Stay the Hand | Enchantment (Charm) | Mind-Affecting | V | 1 immediate | Medium | 1 humanoid | Instantaneous | Will neg | Yes | Stops subjects action against you; can be redirected but at -4 to attack or with Concentration (DC 15+ spell lvl) check |
| Stone Bones | Transmutation | - | V, S, DF | 1 standard | Touch | 1 corporeal undead | 10 min/lvl. | Will neg (harml) | Yes | +3 to natural armor of subject |
| Stretch Weapon | Transmutation | - | V | 1 swift | 0 ft. | Melee Weapon wielded | One Attack | Will neg (harm, obj) | Yes | + 5ft. reach |
| Substitute Domain | Transmutation | - | V, S, DF | 10 minutes | Personal | You | 1 day/lvl (D) | - | - | Swap one domain for another |
| Summon Monster II | Conjuration (Summoning) | Matching creature | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. (D) | None | No | Conjures one extraplanar creature from 2nd level list or 1d3 creatures from 1st lvl list to fight for you. |
| Summon Undead II | Conjuration (Summoning) | Evil | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. | None | No | Summons one undead from 2nd-level list or two from 1st level list to fight for you |
| Turn Anathema | Enchantment (Compulsion) | Mind-Affecting. one alignment | V, S, DF | 1 standard | Personal | You | 10 min/lvl | - | - | Allows to turn creatures with subtype opposite to spell – must be one of you own alignment components |
| Undetectable Alignment | Abjuration | - | V, S | 1 standard | Close | 1 creature or object | 24 hours | Will neg (obj) | Yes | Conceals alignment from all forms of divination |
| Veil of Shadow | Evocation | Darkness | V, S | 1 standard | Personal | You | 1 min/lvl | - | - | Darkness grants you concealment (20%) |
| Wave of Grief | Enchantment | Evil, Mind-Affecting | V, S, M | 1 standard | 30 ft. | Cone-shaped burst | 1 round/lvl. | Will neg | Yes | -3 penalty on attack rolls, saving throws and checks; Material: Three tears |
| Wither Limb | Necromancy | Evil | V, S | 1 standard | Close | 1 humanoid | 1 round/lvl | Fort neg | Yes | Withers legs (fall prone and move max 5 ft.) or arms (subject can’t use objects or cast spells with S component) |
| Zone of Truth | Enchantment (Compulsion) | - | V, S, DF | 1 standard | Close | 20 ft emanation | 1 min/lvl | Will neg | Yes | Subjects within area cannot lie |

## 3. Level Spells

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| 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 |
| Alter Fortune | Divination | - | V, XP | 1 immediate | Close | 1 creature | Instantaneous | None | No | Allows to reroll any die roll just made; XP Cost: 200 |
| Anarchic Storm | Conjuration (Creation) | Chaotic, Water | V, S, **M**, DF | 1 standard | 20 ft. | Cylinder 20 ft. radius, 20 ft. high | 1 round/lvl (D) | None | No | Rain gives -4 to Spot, Listen, Search and ranged attacks, extinguishes flames; deals 2d6 damage/round to lawful creatures; each round a lightning bolt hits a random lawful outsider for 5d6; Material: flask of anarchic water |
| Animate Dead | Necromancy | Evil | V, S, **M** | 1 standard | Touch | One or more corpses | Instantaneous | None | No | Create Zombies and/or Skeletons; no more than 2xlvl HD in single casting; can control no more than 4xlvl HD by this spell; Material: Black onyx gem (25 gp/HD) must be placed in each corpse |
| Antidragon Aura | Abjuration | - | V, S, **M**, DF | 1 standard | Close | 1 creature/2 lvl | 1 min/lvl | Will neg (harm) | Yes | +2 luck to AC and saves against dragons; +1/4 lvl above 5th (max +5); Material: chunk platinum worth 25 gp |
| Attune Form | Transmutation | - | V, S, DF | 1 standard | Touch | 1 creature/3 lvl | 24 hours | None | No | Grant protection against overtly damaging planar traits |
| Awaken Sin | Enchantment (Compulsion) | Fear, Good, Mind-Affecting | V, S, DF | 1 standard | Touch | 1 evil creature with Int 3+ | Instantaneous | Will neg | Yes | Subject takes 1d6 nonlethal damge/lvl (max 10d6) and is stunned for 1 round; if knocked unconscious deals 1d6 Wis damage |
| Axiomatic Storm | Conjuration (Creation) | Lawful, Water | V, S, **M**, DF | 1 standard | 20 ft. | Cylinder 20 ft. radius, 20 ft. high | 1 round/lvl (D) | None | No | Rain gives -4 to Spot, Listen, Search and ranged attacks, extinguishes flames; deals 2d6 damage/round to chaotic creatures; each round a lightning bolt hits a random chaotic outsider for 5d6; Material: flask of axiomatic water |
| Bestow Curse | Necromancy | - | V, S | 1 standard | Touch | 1 creature | Permanent | Will neg | Yes | Bestow curse on subject (e. g. -6 to an ability or -4 on rolls and checks) |
| Blade of Pain and Fear | Evocation | - | V, S, DF | 1 standard | 0 ft. | Swordlike column of gnashing teeth | 1 round/lvl (D) | Will part | Yes | Creates blade of gnashing teeth, which allows melee touch attacks with 1d6 +1/2 lvl (max +10) damage |
| Blessed Sight | Divination | - | V, S | 1 standard | Personal | You | 1 min/lvl (D) | - | - | Eyes glow and see evil auras up to 120 ft. |
| Blindness/Deafness | Necromancy | - | V | 1 standard | Medium | 1 living creature | Permanent (D) | Fort neg | Yes | Makes subject blinded or deafened as you choose |
| Blindsight | Transmutation | - | V, S | 1 standard | Touch | 1 creature | 1 min/lvl | Will neg (harm) | Yes | Subject gains blindsight (30 ft.) |
| Bolster Aura | Abjuration | - | V, S | 1 standard | Touch | Creature or object | 10 min/lvl | Will neg (obj) | Yes | Subject Aura appears 1 HD stronger for ½ lvl |
| 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 |
| Channeled Divine Shield | Abjuration | - | V, S | Swift, standard, round or 2 rounds | Personal | You | 1 round/lvl | - | - | Gain DR dependent on casting time: 2/evil for swift action, 5/evil standard, 8/evil for 1 round or 10/evil 2 for rounds |
| Checkmate’s Light | Evocation | Lawful | V, S, DF | 1 standard | Touch | 1 melee weapon | 1 round/lvl (D) | None | No | Weapon gains +1/3 lvl enhancement and is lawful; you can cause it to glow red (20 ft.), everybody in light gains +1 morale to fear saves |
| 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 |
| Circle of Nausea | Evocation | Evil | V, S, F | 1 standard | Personal | 20 ft. emanation around 2 ft.circle around caster | 1 min/lvl | Fort neg | Yes | See BoVD; Save every round or -2 to all rolls; Focus: Circle |
| Cloak of Bravery | Abjuration | Mind-Affecting | V, S | 1 standard | 60 ft. | 60-ft.-emanation around you | 10 min/lvl | Will neg (harm) | Yes | All allies gain +lvl (max +10) on saves against fear |
| Clutch of Orcus | Necromancy | Evil | V, S | 1 standard | Medium | 1 humanoid | Concentration, up to 1 round/lvl | Fort neg | Yes | Force grips subjects heart, crushing; subject is paralyzed and takes 1d12 damage/round, but can save each round conscious |
| Contagion | Necromancy | Evil | V, S | 1 standard | Touch | 1 living creatuer | Instantaneous | Fort neg | Yes | Infects subject with chosen disease (no incubation period) |
| Continual Flame | Evocation | Light | V, S, **M** | 1 standard | Touch | 1 object | Permanent | None | No | Creates a permanent, heatless torch; Material: Ruby dust (5o gp) |
| 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 |
| Create Food and Water | Conjuration (Creation) | - | V, S | 10 minutes | Close | Food and Water | 24 h | None | No | Creates food for 3 humans or 1 horse per lvl |
| Crown of Might | Transmutation | - | V, S, F | 1 standard | Touch | 1 creature | 1 hour/lvl (D) or discharge | Will neg (harm) | Yes | Creates crown that grants +2 Str; discharge as immediate action for +8 Str for 1 round; Focus: copper hoop 6 inches |
| Crown of Protection | Transmutation | - | V, S, F | 1 standard | Touch | 1 creature | 1 hour/lvl (D) or discharge | Will neg (harm) | Yes | Creates crown that grants +1 deflect to AC and +1 resistance to saves; discharge as immediate action for +4 instead for 1 round; Focus: iron hoop 6 inches |
| Crown of Smiting | Evocation | - | V, S, **F** | 1 standard | Touch | 1 creature | 1 hour/lvl (D) or discharge | Will neg (harm) | Yes | Creates crown that grants +2 on damage once per round against a single alignment (chaotic, evil, good or lawful); discharge for single +8 bonus; Focus: silver hoop 6 inches costing 25 gp |
| Crown of the Grave | Necromancy | - | V, S, M, F | 1 standard | Touch | 1 creature | 1 hour/lvl (D) or discharge | Will neg (harm) | Yes | Creates Crown, that allows to command (as spell) undead once per round; use turn or rebuke to increase save DC by 4; Discharge to gain +4 on single turn or rebuke attempt; Material: pinch of grave dirt; Focus: wooden hoop 6 inches |
| 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) |
| Curse of Arrow Attraction | Transmutation | - | V, S | 1 standard | Medium | 1 creature | 1 round/lvl | Will neg | Yes | Subject gains -5 to AC against all ranged attacks, critical hits are automatically confirmed |
| Darkfire | Evocation | Fire | V, S | 1 standard | 0 ft. | Flame in palm | 1 round/lvl | None | Yes | 1d6/2 lvl (max 5d6) with melee or ranged touch attack (up to 120 ft.) |
| 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. |
| Deeper Darkness | Evocation | Darkness | V, DF | 1 standard | Touch | 1 Object | 1 day/lvl. (D) | None | No | 60 ft. radius of supernatural shadows (20 % miss chance) |
| Deific Bastion | Transmutation | - | V, S, DF | 1 standard | Touch | Shield or heavy armor worn | 1 round/lvl | Fort neg (harm, obj) | Yes | Your Armor or shield gains +1 enhancement (+1/3 lvl after 6th) and special quality dependent on deity |
| Demon Dirge | Transmutation | - | V, S, DF | 1 standard | Close | Living creature | 1d6 rounds | None or Fort part | Yes | 2d6 damage/round to creature with evil and chaotic subtype; if also tanar’ri subtype save or be stunned |
| Devil Blight | Transmutation | - | V, S, DF | 1 standard | Close | Living creature | 1d6 rounds | None or Fort part | Yes | 2d6 damage/round to creature with evil and lawful subtype; if also baatezu subtype save or be stunned |
| Devil’s Eye | Divination | Evil | V, S | 1 standard | Personal | Caster | 1 min/lvl | - | - | Can see like devil in (magical) darkness (30 ft.) |
| 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) |
| Divine Retaliation | Evocation | Force | V, S, DF | 1 swift | 0 ft. | Magic weapon of force | 1 round | None | No | Deity’s favored weapon strikes at everybody who hits you in melee; attacks with lvl + (Str or Wis) and deals damage for type plus 1 ½ (Str or Wis) |
| 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 |
| Energize Potion | Transmutation | - | V, S, **M** | 1 standard | Close | 10 ft. burst | Instantaneous | Ref half | Yes | Potion explodes on impact for 1d6 damage/spell level; Material: Magic potion |
| Energized shield | Abjuration | [energy type] | V, S, DF | 1 standard | Touch | Shield | 1 round/lvl | None | No | Shield gains resistance to chosen energy 10 and deals 2d6 energy damage on shield bash |
| Energy Aegis | Abjuration | - | V, DF | 1 immediate | Close | 1 creature | 1 round | Will neg (harm) | Yes | Gain Resistance to one chosen energy type 20 against 1 attack |
| 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) |
| Energy Vulnerability | Abjuration | - | V, S, DF | 1 standard | Medium | Creatures in 10 ft. burst | 1 round/lvl | Will neg | Yes | Maximum affected creatures with 2xlvl HD; gain vulnerability to one chosen energy type |
| Favorable Sacrifice | Abjuration | - | V, S, **M** | 1 standard | Touch | 1 creature | 1 hour/lvl | Will neg (harm) | Yes | 250 gp: DR 5/magic, resistance to all energies 10, SR = lvl; 1000 gp: DR 10/magic, resistance to all energies 15, SR lvl+5; 10000 gp: DR 20/magic, resistance to all energies 20, SR = lvl+10; Material: gems worth 250, 1000 or 10000 gp; |
| Fell the Greatest Foe | Transmutation | - | V, S, M | 1 standard | Touch | 1 creature | 1 round/lvl | Fort neg (harm) | Yes | Subject deals +1d6 damage/size category-difference to larger foes |
| Flame of Faith | Evocation | - | V, S, M | 1 standard | Touch | Nonmagical weapon | 1 round/lvl | None | No | Weapon acts as +1 flaming burst weapon; Material: lump of phosphorus |
| Footsteps of the Divine | Transmutation | - | V, S, DF | 1 standard | Personal | You | 1 round/lvl (D) or discharge | - | - | Gain new movement, half duration if not appropriate to deity; can be discharged for additional +10 ft./remaining duration for 1 round |
| Ghost Touch Weapon | Transmutation | - | V, S | 1 standard | Close | 1 weapon or 50 projectiles | 1 min/lvl | Will neg (harm, obj) | Yes | Can deal damage to incorporeal creatures and ignore miss chance |
| 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; Material: Girallon hair |
| Glyph of Warding | Abjuration | - | V, S, **M** | 10 Minutes | Touch | Object or 5 sq- ft-/lvl | Permanent until discharge (D) | None till discharge | No | Inscription harms those who pass it; Material: incense and diamond dust (200 gp) |
| Hamatula Barbs | Transmutation | - | V, S, M | 1 standard | Touch | 1 creature | 10 min/lvl | Fort neg (harm) | Yes | Grows barbs that deal 1d8 slashing and piercing damage to melee attacker; Material: barb of hamatula |
| Heart’s Ease | Enchantment (Compulsion) | Mind-Affecting | V, S, DF | 1 standard | Close | 1 creature/lvl | Permanent | Will neg (harm) | Yes | Removes fear, despair, confusion, insanity and some mind-influencing effects; restores 2d4 points of temporary Wisdom damage. |
| Helping Hand | Evocation | - | V, S, DF | 1 standard | 5 miles | Ghostly hand | 1 hour/lvl | None | No | Ghostly Hand leads subject to you |
| Hestiate | Enchantment (Compulsion) | Mind-Affecting | V, S | 1 immediate | Close | 1 living creature | 1 round/lvl (D) | Will neg | Yes | Subject must save each round or can only take move action; if caster attacks subject, spell ends |
| Ice Axe | Evocation | Cold | V, S, M | 1 standard | 0 ft. | Battleaxe-shaped ice | 1 round/lvl (D) | None | Yes | Creates Axe that deals 2d12+1/2 lvl (max +10) but no Str bonus cold damage; Material: Shard of ice, glass or crystal |
| Inflict Serious Wounds | Necromancy | - | V, S | 1 standard | Touch | 1 Creature | Instantaneous | Will half | Yes | Deals 3d8+1/lvl. points of damage (max. 3d8+15) |
| Inspired Aim | Enchantment (Compulsion) | Mind-Affecting, Language-Dependent | V | 1 standard | 40 ft. | Allies in 40 ft. emanation | Concentration | Will neg (harm) | Yes | All allies gain +2 insight to ranged attacks |
| Interplanar Message | Evocation | Language-Dependent | V, S | 1 standard | Touch | 1 creature | 24 hours/lvl or discharge | Will neg (harm) | Yes | Touched creature can be sent short (25 words) message, regardless of distance or plane |
| Invest Light Protection | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous/1 min | Will half (harml.) | Yes | Heals 3d4 +1/2 lvl. (max +6) and gain DR 3/evil |
| Invisibility Purge | Evocation | - | V, S | 1 standard | Personal | You | 1 min/lvl (D) | - | - | Dispels Invisibility within 5ft./lvl |
| Knight’s Move | Transmutation (Teleportation) | - | V, S, DF | 1 swift | 5 ft./2 lvl | You | Instantaneous | - | - | Lets you teleport short distance to flanking position |
| Know Opponent | Divination | - | S, DF | 1 standard | Close | 1 creature | Instantaneous | Will neg | Yes | Learn 1 + 1/2 lvl (max 4) Strengths and or Weaknesses of opponent |
| Know Vulnerabilities | Divination | - | V, S | 1 standard | Close | 1 creature | Instantaneous | Will neg | Yes | Know all vulnerabilities and resistances |
| Lesser Visage of the Deity | Transmutation | Evil or Good | V, S, DF | 1 standard | Personal | You | 1 round/lvl | - | - | +4 enhancement to Charisma, resistance 10 to acid, cold and electricity (if good), to cold and fire (if evil) |
| Locate Object | Divination | - | V, S, DF | 1 standard | Long | Circle, Centered on you radius = range | 1 min/lvl | None | No | Senses Direction toward object (specific or type) |
| Magic Circle against Chaos | Abjuration | Lawful | V, S, DF | 1 standard | Touch | 10 ft. emanation from creature | 10 min/lvl | Will neg (harm) | No | Grants everybody in Area Protection from chaos and hinders nonlawful creatures to enter area (against SR); Can be cast inward to trap summoned creature (see PHB 249) |
| Magic Circle against Good | Abjuration | Evil | V, S, DF | 1 standard | Touch | 10 ft. emanation from creature | 10 min/lvl | Will neg (harm) | No | Grants everybody in Area Protection from good and hinders nonevil creatures to enter area (against SR); Can be cast inward to trap summoned creature (see PHB 249) |
| Magic Circle against Law | Abjuration | Chaotic | V, S, DF | 1 standard | Touch | 10 ft. emanation from creature | 10 min/lvl | Will neg (harm) | No | Grants everybody in Area Protection from Law and hinders nonchotic creatures to enter area (against SR); Can be cast inward to trap summoned creature (see PHB 249) |
| Magic Vestment | Transmutation | - | V, S, DF | 1 standard | Touch | Armor or shield | 1 hour/lvl | Will neg (harm, obj) | Yes | Grants +1/4 lvl enhancement (max +5) |
| Mantle of Chaos | Abjuration | Chaos | V, S | 1 standard | Personal | You | 10 min/lvl (D) | None | Yes | Grants SR 12+lvl again1st lawful spells |
| Mantle of Evil | Abjuration | Evil | V, S | 1 standard | Personal | You | 10 min/lvl (D) | None | Yes | Grants SR 12+lvl again1st good spells |
| Mantle of Law | Abjuration | Lawful | V, S | 1 standard | Personal | You | 10 min/lvl (D) | None | Yes | Grants SR 12+lvl again1st chaotic spells |
| Mark of Doom | Necromancy | - | V, S, DF | 1 standard | Medium | 1 creature | 1 round/lvl | None | No | Marks an opponent as enemy of your faith (he must oppose you alignment on at least 1 axis); he takes 1d6 damage each time it casts a harmful spell or attacks |
| Masochism | Enchantment | Evil | V, S, M | 1 standard | Personal | Caster | 1 round/lvl | - | - | For each 10 hp damage caster takes, he gains +1 on attacks, saves and skill rolls; Material: leather strip soaked in own blood |
| Mass Aid | Enchantment (Compulsion) | Mind-Affecting | V, S, DF | 1 standard | Close | One or more creatures max 30 ft. apart | 1 min./lvl. | None | Yes | +1 morale bonus on attack rolls and saves against fear; +1d8 +1 lvl. temporary HP (max. 1d8+15) |
| Mass Align Weapon | Transmutation | Alignment | V, S, DF | 1 standard | Close | 1 Weapon/lvl none more than 30 ft. apart | 1 min./lvl. | Will neg (harm, obj) | Yes | Makes weapons good, evil, chaotic or lawful |
| Mass Conviction | Abjuration | - | V, S, M | 1 standard | Medium | Allies in 20 ft. burst | 10 min./lvl. | Will neg (harml.) | Yes | +2 morale Bonus on saves (+1 per 6 lvls. max +5 on 18th lvl.)  Material: Small Parchment with a bit of holy text written upon it |
| 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 Resurgence | Abjuration | - | V, S, DF | 1 standard | Close | 1 creature/lvl max 30 ft. apart | Instantaneous | Will neg (harml.) | Yes | Allows subjects a second saving throw against single ongoing effect |
| 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 |
| Mystic Lash | Evocatiion | Electricity, Evil | V, S, DF | 1 standard | 0 ft. | Electric whip | 1 round/lvl | Fort neg | Yes | Whip, attacks as ranged touch (1d8 +1/2 lvl (max +5) electricity), stunned if not saved; Can realease after hit to fight on own (1 attack/round) |
| Nauseating Breath | Conjuration (Creation) | - | V, S, M | 1 standard | 30 ft. | Cone-shaped burst | Instantaneous | Fort neg | No | Save or be nauseated for 1d6 rounds; Material piece of old fish |
| Obscure Object | Abjuration | - | V, S, DF | 1 standard | Touch | 1 object up to 100 lb/lvl | 8 hours (D) | Will neg (obj) | Yes | Masks object against scrying |
| Prayer | Enchantment (Compulsion) | Mind-Affecting | V, S, DF | 1 standard | 40 ft. | All in 40-ft. burst centered on you | 1 round/lvl | None | Yes | +1 luck bonus on attack, damage, save and skill rolls for allies, -1 penalties for foes |
| 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) |
| Rejuvenative Corpse | Necromancy | Evil | V, S, DF | 1 minute | Touch | 1 humanoid that died within past week | 24 hours or discharge | Will neg (obj) | Yes | Fills corpse with negative energy granting undead that eat from it fast healing 1 for 5 min |
| Remove Blindness/Deafness | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Fort neg (harm) | Yes | Cures blindness or deafness (normal and magical), but does not restore lost body parts |
| Remove Curse | Abjuration | - | V, S | 1 standard | Touch | 1 creature or item | Instantaneous | Will neg (harm) | Yes | Removes Curses from target; Does not make cursed weapon, shield or armor uncursed, but allowed to get rid if them |
| Remove Disease | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Fort neg (harm) | Yes | Cures Diseases, kills parasites |
| Remove Nausea | Conjuration (Healing) | - | V, DF | 1 standard | Touch | 1 creature | Instantaneous | Will neg (harm) | Yes | Removes nauseated or sickened condition |
| Ring of Blades | Conjuration (Creation) | - | V, S, M | 1 standard | Personal | You | 1 min/lvl | - | - | Creates horizontal ring of magical, silvered slashing blades, dealing 1d6+1/lvl (max +10) to creatures in adjacent squares; Material: small dagger |
| Sadism | Enchantment | Evil | V, S, M | 1 standard | Personal | Caster | 1 round/lvl | - | - | For each 10 hp damage caster deals, he gains +1 on attacks, saves and skill rolls; Material: leather strip soaked in human blood |
| Safety | Abjuration | - | V, S | 1 standard | Touch | 1 creature | 10 min/lvl | None or Will neg (harm) | No/ Yes | Creature knows shortest route to safe location |
| Searing Light | Evocation | - | V, S | 1 standard | Medium | Ray | Instantaneous | None | Yes | Ranged Touch attack; 1d8/2 lvl (max 5d8); To undead 1d/lvl (max 10d) – d6 or d8 if vulnerable to bright light; To constructs: 1d6/2 lvl (max 5d6) |
| Shriveling | Necromancy | Evil | V, S, Disease | 1 standard | Close | 1 living creature | Instantaneous | Ref half | Yes | Deals 1d4/lvl damage (max 10d4); Disease: Soul rot |
| 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. |
| Skull Watch | Necromancy | - | V, S, F | 1 standard | Touch | 1 humanoid skull | Permanent | Special | No | Skull watches area (20 ft. x 90 ft.) and shrieks (Fort save if within 60 ft. or deaf for 1d6 rounds); you are aware of triggered alarm; Focus: humanoid skull |
| Slashing Darkness | Evocation | - | V, S | 1 standard | Medium | Ray | Instantaneous | None | Yes | Ranged touch attack to shoot ray of negative energy, 1d8/2 lvl damage (max 5d8) |
| Sonorous Hum | Evocation | Sonic | V, S | 1 standard | Personal | You | 1 min/lvl (D) | - | - | A sonorous hum removes need to concentrate to maintain next spell cast |
| 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 |
| Speak with Dead | Necromancy | Language-Dependent | V, S, DF | 10 min | 10 ft. | 1 dead creature | 1 min/lvl | Will neg | No | Corpse can answer 1 questions/2 lvl; Save only allowed if different alignment from caster |
| 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 |
| 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 |
| Subdue Aura | Abjuration | - | V, S | 1 standard | Touch | Creature or object | 10 min/lvl | Will neg (obj) | Yes | Subject Aura appears 1 HD weaker for ½ lvl |
| Summon Monster III | Conjuration (Summoning) | Matching creature | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. (D) | None | No | Conjures one extraplanar creature from 3rd level list, 1d3 creatures from 2nd lvl list or 1d4+1 creatures from 1st level list to fight for you. |
| Summon Undead III | Conjuration (Summoning) | Evil | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. | None | No | Summons one undead from 3rd -level list, two from 2nd level list or 4 from 1st level list to fight for you |
| Suppress Glyph | Abjuration | - | V, S | 1 standard | 100 ft. | 100 ft. burst centered on you | 1 min/lvl | Will neg (obj) | Yes | Gain awareness of magical writing traps, allows dispel check to suppress them for 1 min/lvl |
| 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 |
| Unholy Storm | Conjuration (Creation) | Evil, Water | V, S, **M**, DF | 1 standard | 20 ft. | Cylinder 20 ft. radius, 20 ft. high | 1 round/lvl (D) | None | No | Rain gives -4 to Spot, Listen, Search and ranged attacks, extinguishes flames; deals 2d6 damage/round to good creatures; each round a lightning bolt hits a random good outsider for 5d6; Material: flask of unholy water |
| Unliving Weapon | Necromancy | Evil | V, S, M | 1 round | Touch | 1 undead creature | 1 hour/lvl | Will neg | Yes | Undead subject explodes for 1d6 damage/2 lvl (max 10d6) when struck or at a specific time; Material: drop of bile and bit of sulfur |
| 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 |
| Vile Lance | Evocation | Evil | V, S, DF | 1 standard | Touch | 1 spear | 10 min/lvl | - | - | Creates black spear+2 only usable by caster, dealing vile damage |
| Wall of Light | Evocation | Light | V, S, M | 1 standard | Close | Wall, 10 sq. ft./lvl or (hemi-) sphere 5ft/2 lvl | 1 min/lvl (D) | None | Yes | Wall is opaque to all but you, dazzles those who pass and shed *daylight*; Material: pinch of powdered sunstone |
| 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 |
| Water Walk | Transmutation | Water | V, S, DF | 1 standard | Touch | 1 creature/lvl | 10 min/lvl (D) | Will neg (harm) | Yes | Subjects can walk over liquids (hover 1 inch above surface) |
| Weapon of Energy | Transmutation | [energy type] | V, S | 1 standard | Touch | 1 weapon | 1 round/lvl | Fort neg (obj, harm) | Yes | Weapons deal additional 1d6 energy damage on hit and (multiplier-1)d10 on crit |
| Weapon of Impact | Transmutation | - | V, S | 1 standard | Touch | 1 bludgeoning weapon or 50 B projectiles | 10 min/lvl | Fort neg (harm, obj) | Yes | Double threat range of bludgeoning weapon |
| Weapon of the deity | Transmutation | - | V, DF | 1 standard | Touch | 1 weapon | 1 round/lvl | Fort neg (harm, obj) | Yes | Favored Weapon gains enhancement bonus +1 (+1 for each 3 lvl above 6th) and one special ability appropriate to deity |
| 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 |

## 4. Level Spells

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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° |
| Aligned Aura | Abjuration | - | V, S, DF | 1 standard | 20 or 60 ft. | 20 ft. emanation or 60 ft. burst, on you | 1 round/lvl, or until discharge | Fort part | Yes | Choose non-neutral alignment aspect, Aura grants bonus to those sharing and penalty to opposing; Discharge in burst to deal 1d4/lvl to opposing and heal 1/lvl to sharing alignment (max 15 each) (CC116) |
| Assay Spell Resistance | Divination | - | V, S | 1 swift | Personal | You | 1 round/lvl | - | - | Gives +10 on caster level checks to overcome SR of one specific creature |
| Astral Hospice | Conjuration (Teleportation) | - | V, S, **M** | 1 standard | Close | Demiplane, 50 ft.x50 ft. | 24 hours/lvl | None | No | On Astral plane, create portal to demiplane with traits similar to material |
| Bleakness | Evocation | Darkness, Evil | V, S, DF | 1 standard | Close | 20 ft. emanation | 1 round/lvl (D) | None | No | Area filled with life-draining darkness; Living creatures take 1d6 damage/round, undead gain turn resistance +4 and fast healing 3 |
| Castigate | Evocation | Sonic | V | 1 standard | 10 ft. | 10 ft. burst centered on you | Instantaneous | Fort half | Ye3 | Subjects with alignment differing from yours on both axes take 1d4/lvl (max 10d4) damage, half if differing on one axis |
| Channeled Divine Health | Conjuration (Healing) | - | V, S | 1 swift, standard, round or 2 rounds | Touch, Close, Medium or long | 1 creature | Instantaneous | Will neg (harm) | Yes | Heal ally (or damage undead); range and amount depend on casting time; 1d8/1d8+lvl (max +10)/2d8+lvl (max +15)/4d8+lvl (max +20) |
| Claws of the Savage | Transmutation | Evil | V, S | 1 standard | Touch | 1 creature | 10 min/lvl | - | - | Grants claws with +2 enhancement; if subject has claws, grants +2 enhancement and damage increases if 2 size categories larger |
| Confound | Enchantment (Compulsion) | Mind-Affecting | V, S, DF | 1 standard | Close | 1 creature | 1 round/lvl | Will neg | Yes | Target has -2 to attack you, sou have +2 to attack target; cast in 2 consecutive rounds allow benefits to all allies |
| Consumptive Field | Necromancy | Death, Evil | V, S | 1 standard | 30 ft. | 30 ft. emanation centered on you | 1 round/lvl | Will neg | Yes | Creatures with fewer than 0 hp must save or die; each caused death give +2 Str and 1d8 temp hp; +1 caster level (up to ½ lvl) per death |
| 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 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) |
| Damning Darkness | Evocation | Darkness, Evil | V, DF | 1 standard | Touch | 1 object | 10 min/lvl (D) | None | No | As darkness but nonevil creatures take 1d6 + 1d6 if good unholy damage |
| Dampen Magic | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | 1 round/lvl or discharge (D) | Will neg | Yes | Decrease magical enhancement bonus, caster lvl and save DC of spells by 1 against subject; subject can discharge to emit 5 ft. antimagic field for 1/5 remaining duration |
| 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 |
| Delay Death | Necromancy | - | V, S, DF | 1 immediate | Close | 1 creature | 1 round/lvl | Will neg (harm) | Yes | Allows subject to have negative hp without limit |
| Dimensional Anchor | Abjuration | - | V, S | 1 standard | Medium | Ray | 1 min/lvl | None | Yes | Target struck is prohibited extradimensional travel |
| Discern Lies | Divination | - | V, S, DF | 1 standard | Close | 1 creature/lv l max. 30 ft. apart) | Concentration, up to 1 round/lvl | Will neg | No | Reveals if subject you concentrate on deliberately lies |
| Dismissal | Abjuration | - | V, S, DF | 1 standard | Close | 1 extraplanar creature | Instantaneous | Will neg | Yes | Forces creature to its proper plane if does’nt save against DC = (spell’s save DC – HD+lvl); 20% chance of other target plane |
| Divination | Divination | - | V, S, **M** | 10 minutes | Personal | You | Instantaneous | - | - | Provides useful advice for proposed actions (70% + lvl, max 90% chance); Material: Incense an sacrifices (25 gp) |
| Divine Power | Evocation | - | V, S, DF | 1 standard | Personal | You | 1 round/lvl | - | - | +6 enhancement to Str, + lvl temp. hp and base attack = char lvl |
| 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 |
| Glowing Orb | Evocation | Light | V, S, **F** | 1 standard | Touch | Magical light source | Permanent | None | No | Creates magical lamp, you can control light (up to 60ft.) if within 30 ft.; Focus: glass sphere (50 gp) to contain light |
| Greater Blindsight | Transmutation | - | V, S | 1 standard | Touch | 1 creature | 1 min/lvl | Will neg (harm) | Yes | Subject gains blindsight (60 ft.) |
| Greater Magic Weapon | Transmutation | - | V, S, DF | 1 standard | Close | 1 weapon or 50 projectiles | 1 hour/lvl | Will neg (harm, obj) | Yes | Weapon gains +1 enhancement bonus/4 lvl |
| Greater Resistance | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | 24 hours | Will neg (harm) | No | +3 Resistance Bonus to saves |
| Greater Status | Divination | - | V, S, DF | 1 standard | Touch | 1 creature/3 lvl | 1 hour/lvl | Will neg (harm) | Yes | Monitors condition and position of allies, allows you to cast 0-2nd level harmless touch spells through link |
| Hand of the Faithful | Abjuration | Deity’s alignment | V, S, DF | 1 minute | 10 ft. | 10 ft. emanation in space | 1 hour/lvl | Fort neg | Yes | Zone that stuns those without (symbol of) your deity |
| 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 |
| Hell’s Power | Conjuration (Creation) | Evil | V, S, M, Devil | 1 standard | Personal | Caster | 10 min/lvl | - | - | +2 deflect to AC, improves DR by /+1; Material: elf child heart |
| 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) |
| Identify Transgressor | Divination | Evil | V, S, Drug, Location | 10 minutes | Personal | Caster | Instantaneous | - | - | Answers who? Question (70%+lvl chance); Drug: Vodare; Location: desecrated or unhallowed area |
| Imbue with Spell Ability | Evocation | - | V, S, DF | 10 minutes | Touch | 1 creature | Until Discharge (D) | Will neg (harm) | Yes | Transfers Abjuration, Divination or Conjuration (Healing) spells to subject; Amount see PHB 243) |
| Inflict Critical Wounds | Necromancy | - | V, S | 1 standard | Touch | 1 Creature | Instantaneous | Will half | Yes | Deals 4d8+1/lvl. points of damage (max. 4d8+20) |
| Iron Bones | Transmutation | - | V, S, DF | 1 standard | Touch | 1 corporeal undead | 10 min/lvl. | Will neg (harml) | Yes | +6 to natural armor of subject |
| Lesser Infernal Transformation | Transmutation | Evil | V, S, DF | 1 standard | Personal | You | 1 round/lvl | - | - | Change into bearded devil, gain some abilities (SpC 122, MM 52) |
| Lesser Planar Ally | Conjuration (Calling) | Matching creature | V, S, DF, XP | 10 minute | Close | 1 elemental or outsider with 6- HD | Instantaneous | None | No | Conjure creature (name or deity’s choice) to do task, but against payment (see PHB 261); XP: 100 |
| Lesser Planar Exchange | Conjuration (Calling) | [alignment] | V, S, DF | 1 round | 0 ft. | 1 creature | 1 round/lvl (D) | None | No | Trade place with a celestial brown bear, celestial griffon, fiendish dire ape, or fiendish tiger; be in stasis for duration; take 2d6 damage if creature is slain |
| Life Ward | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | 1 min/lvl | Will neg | Yes | Subject is warded against positive Energy effects |
| Make Manifest | Transmutation | - | V, S | 1 standard | Close | 1 creature | 1 round/lvl | Will neg | Yes | Cause creature on coexistent plane appears on your plane |
| Mass Shield of Faith | Abjuration | - | V, S, M | 1 standard | Close | 1 creature/lvl (max 30 ft. apart) | 1 min./lvl. | Will neg. (harml) | Yes | Shimmering field grants +2 deflection bonus to AC (+1 for each 6 lvls. max +5 on 18th lvl.); Material: Small Parchment with a bit of holy text written upon it |
| 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 |
| Moral Façade | Abjuration | - | V, S | 1 standard | Close | 1 creature or object | 24 hours | Will neg (obj) | Yes | Cloak target with false alignment |
| Mystic Aegis | Abjuration | - | V, DF | 1 immediate | Personal | You | Instantaneous | - | - | Gain SR 12+lvl against single spell |
| Negative Energy Aura | Necromancy | - | V, S | 1 standard | Personal | 10 ft. emanation centered on you | 1 round/lvl | None | No | Every turn living lose 1 hp/3 lvl (max 5), undead heal double that |
| 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 |
| 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) |
| 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 | 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 |
| Positive Energy Aura | Conjuration (Healing) | - | V, S | 1 standard | Personal | 10 ft. emanation centered on you | 1 round/lvl | None | No | Every turn living gain 1 hp/3 lvl (max 5), undead take double that damage |
| Profane Item | Transmutation | Evil | V, S, DF | 1 round | Touch | 1 object | Permanent until discharge | Will neg (obj) | Yes | Animal, plant or good outsider or shapechanger triggers 1d4/lvl (max 10d4) negative energy damage; plants/animals save fear or flee 1d4 min; shapechanger is seen 1d4 rounds in true form |
| Psychic Poison | Abjuration | Evil | V, S, DF | 10 min | Close | 50 ft. spread or single creature or object | 1 hour/lvl | - | - | Any caster trying to affect subject with divination or mind-affecting spell is subject to caster chosen psychic poison |
| Recitation | Conjuration (Healing) | - | V, S, **DF** | 1 standard | 60 ft. | Allies within 60 ft. emanation on you | 1 round/lvl | None | Yes | Subjects gain +2 luck to AC, attack, saves (+3 if same deity); Focus: requires holy text |
| Remove Fatigue | Transmutation | - | S | 10 minutes | Touch | 1 creature/2 lvl | Instantaneous | Fort neg (harm) | Yes | Removes effects of fatigue if rested 8 hours |
| 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 |
| Restoration | Conjuration (Healing) | - | V, S, **M** | 3 rounds | Touch | 1 creature | Instantaneous | Will neg (harml) | Yes | Dispel magical ability, negative levels, heals all ability damage and restores 1 drained ability; restores one drained level within lvl days; eliminates exhausted or fatigued; Material: Diamond dust (100 gp) |
| Revenance | Conjuration (Healing) | - | V, S, DF | 1 standard | Touch | Dead Ally | 1 min/lvl | None | Yes | Temporarily raise dead (half hp), who gains +1 moral on attack, damage, saves and checks against killer |
| 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 |
| Seed of Undeath | Necromancy | - | V, S, **M** | 1 round | Touch | Living humanoid or animal | 1 day/lvl (D) | Fort neg | Yes | If subject dies, rises as zombie under your control; Material: Black onyx (25 gp/HD of subject) |
| Sending | Evocation | - | V, S, DF | 10 minutes | Unlimited | 1 creature | 1 round | None | No | Send short (25 words) message to subject which can answer; 5% loss chance if not on same plane |
| 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 |
| Sound Lance | Evocation | Sonic | V, S | 1 standard | Medium | 1 creature or object | Instantaneous | Fort half | Yes | 1d8 sonic damage/lvl (max 10d8) |
| Spell Immunity | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | 10 min/lvl | Will neg (harm) | Yes | Subject gains ubeatable SR against 1 specified spell (4th level or lower) per 4 lvl |
| Spell Vulnerability | Transmutation | - | V, S | 1 round | Close | 1 creature | 1 min/lvl | Fort neg | No | Lower SR by 1 /lvl (max 15) |
| Spiritual Advisor | Divination | - | V, S | 1 standard | Personal | You | 1 min/lvl | - | - | Advisor gives +4 insight to knowledge; allows untrained use |
| Stifle Spell | Abjuration | - | V | 1 immediate | Close | 1 creature casting a spell | Instantaneous | None | Yes | Subject must make Concentration check DC 14+key ability+spell level |
| Stop Heart | Necromancy | Evil | S, Drug | 1 standard | Touch | 1 living humanoid or animal | Instantaneous | Fort neg | Yes | Subject drops to -8 hp; Drug: Baccaran |
| Summon Monster IV | Conjuration (Summoning) | Matching creature | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. (D) | None | No | Conjures one extraplanar creature from 4th level list, 1d3 creatures from 3rd lvl list or 1d4+1 creatures from any lower level list to fight for you. |
| Summon Undead IV | Conjuration (Summoning) | Evil | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. | None | No | Summons one undead from 4th level list, two from 3rd level list or 4 from lower level list to fight for you |
| Sustain | Transmutation | - | V, S, M | 1 round | Touch | 1 living creature/2 lvl | 6 hours/lvl | None | Yes | Relieves hunger and thirst effects, allows to go without water and food; Material: flask of warm wine and loaf of bread |
| Tongues | Divination | - | V, DF | 1 standard | Touch | 1 creature | 10 min/lvl | Will neg (harm) | No | Allows subject to speak any language |
| Undead Bane Weapon | Transmutation | - | V, S, DF | 1 standard | Touch | 1 weapon or 50 projectiles | 1 hour/lvl | Will neg (harm, obj) | Yes | Weapon gain +2 enhancement and deal 2d6 against undead; counts as good |
| Wall of Chaos | Abjuration | Chaotic | V, S, DF | 1 standard | Close | Wall 10 sq.ft./lvl or (hemi) sphere 5 ft./2 lvl) | 10 min/lvl | (Will neg) | Yes | Blocks summoned lawful creatures, other lawful must save to pass |
| Wall of Evil | Abjuration | Evil | V, S, DF | 1 standard | Close | Wall 10 sq.ft./lvl or (hemi) sphere 5 ft./2 lvl) | 10 min/lvl | (Will neg) | Yes | Blocks summoned good creatures, other good must save to pass |
| Wall of Law | Abjuration | Lawful | V, S, DF | 1 standard | Close | Wall 10 sq.ft./lvl or (hemi) sphere 5 ft./2 lvl) | 10 min/lvl | (Will neg) | Yes | Blocks summoned chaotic creatures, other chaotic must save to pass |
| 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 |
| Wrack | Necromancy | Evil | V, S | 1 standard | Close | 1 humanoid | 1 round/lvl | Fort neg | Yes | Blinds subject and renders it helpless for 1 round/lvl, then –2 on attacks, saves, and checks for 3d10 minutes |

## 5. Level Spells

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| 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 |
| Aura of Evasion | Abjuration | - | V, S, **M**, DF | 1 standard | 10 ft. | 10 ft. emanation centered on you | 1 min/lvl | None | No | All in area gain evasion against breath weapons (if they have evasion, gain +4); Material: Powdered emerald (500 gp) |
| Bewildering Mischance | Enchantment (Compulsion) | Mind-Affecting | V, S, DF | 1 standard | Close | 1 living creature | 1 round/lvl | Will neg | Yes | Subject must make each save, attack and skill check twice, take worst |
| 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 |
| Blistering Radiance | Evocation | Fire, Light | V, S, M | 1 standard | Long | 50 ft. spread | 1 round/lvl | None and Fort half | Yes | All sighted creatures are dazzled (no save) and take 2d6 fire damage each round (fort half); Material: a bit of tinder and a small lens |
| Break Enchantment | Abjuration | - | V, S | 1 minute | Close | 1 creature/lvl (max 30 ft. apart) | Instantaneous | None | No | Lvl check (max +15) against DC 11 + lvl of effect; frees from enchantments, transmutations and curses |
| Call Zelekhut | Conjuration (Calling) | Lawful | V, S, DF, XP | 10 minutes | Close | 1 Zelekhut | Instantaneous | None | No | A Zelekhut performs one duty for you (no longer than 1 hour); XP: 100 |
| Charnel Fire | Necromancy | Evil | V, S | 1 minute | Touch | 1 corpse | Instantaneous | None (Will neg for undead) | No/ Yes | Completely consume one corpse or corporeal undead |
| Commune | Divination | - | V, S, **M**, DF, **XP** | 10 minutes | Personal | You | 1 round/lvl | - | - | Can ask deity one yes-or-no-question/lvl; Material: Holy/Unholy Water and incense; XP: 100 |
| Condemnation | Abjuration | - | V | 1 standard | Close | One outsider | 1 round | Will neg | Yes | Outsider is stunned and SR ist reduced by 10 |
| Convert Wand | Transmutation | - | V, S | 1 standard | Touch | 1 wand | 1 min/lvl | None | No | Transforms any wand in a wand of *cure wounds* appropriate to lvl |
| Crawling Darkness | Conjuration (Creation) | - | V, S, DF | 1 round | Personal | You | 1 min/lvl (D) | - | - | Shroud of tentacles give you +4 on grapple, Climb, escape artist and strike back at attackers (Your base + Wis mod, 1d12 damage) |
| Darts of Life | Conjuration (Healing) | - | V, S | 1 standard | Close | 1 or more creatures/round | 1 min/lvl | None | Yes | Create 10 darts that heal 1d8 hp; Shoot 1/3/all as free/standard/full-round |
| Death Throes | Necromancy | Force | V, S | 1 standard | Personal | You | 1 hour/lvl or until death | None | No | If you’re killed your body explodes in 30 ft. burst, 1d8/lvl |
| Dispel Chaos | Abjuration | Lawful | V, S, DF | 1 standard | Touch | You and lawful outsider, ench. or spell | 1 round/lvl or until discharged | None or Will neg | No/ Yes | Caster gains +4 deflect to AC against lawful; Touch attack can discharge to drive lawful creature to home plane (Will save and SR) or dispel lawful spell or spell by lawful caster |
| Dispel Good | Abjuration | Evil | V, S, DF | 1 standard | Touch | You and good outsider, ench.or spell | 1 round/lvl or until discharged | None or Will neg | No/ Yes | Caster gains +4 deflect to AC against good; Touch attack can discharge to drive good creature to home plane (Will save and SR) or dispel good spell or spell by good caster |
| Dispel Law | Abjuration | Chaotic | V, S, DF | 1 standard | Touch | You and chaotic outsider, ench. or spell | 1 round/lvl or until discharged | None or Will neg | No/ Yes | Caster gains +4 deflect to AC against chaotic; Touch attack can discharge to drive chaotic creature to home plane (Will save and SR) or dispel chaotic spell or spell by chaotic caster |
| Disrupting Weapon | Transmutation | - | V, S | 1 standard | Touch | 1 melee weapon | 1 round/lvl | Will neg (harm, obj) | Yes | Undead struck with HD <= lvl must save against will or be destroyed |
| Divine Agilty | Transmutation | - | V, S | 1 standard | Touch | 1 living creature | 1 round/lvl | Will neg (harm) | No | Subject gains +10 enhancement to Dex |
| Divine Retribution | Abjuration | - | V, S, DF | 1 standard | Personal | You | 10 min/lvl until discharge | Will part | Yes | When attacked, attacker takes 1d6 damage/lvl (max 15d6) (half if save) and 1d4 ability damage (none if save); kind of damage appropriate to deity (CC 119); hp ½ energy ½ divine |
| Doomtide | Illusion (Pattern) | - | V, S, DF | 1 standard | 80 ft. | 8 10ft-cubes extending from you | 1 round/lvl | Will neg | Yes | Black mist obscures all sight (concealment 5 ft, total concealment beyond); Each round save or be dazed |
| Door of Decay | Conjuration (Teleportation) | - | V, S | 1 standard | Up to 100 miles/lvl | You | Instantaneous | - | - | Step in undead to emerge from other undead; both must be willing or under your control; If deity grants (un)death and magic domains, range as if lvl+4 |
| Dragon Breath | Evocation | Good or Evil | V, S, DF | 1 standard | Personal | You | 1 round/lvl | - | - | Choose chromatic (evil) or metallic (good) dragon and gain breath weapon (see SpC 73) |
| Earth Reaver | Transmutation | Fire | V, S | 1 standard | Medium | 20 ft. spread | Instantaneous | Ref part | Yes | 4d6 damage, 3d6 fire damage (no save), save or be prone |
| Energetic Healing | Conjuration (Healing) | - | V, S, DF | 1 standard | Touch | 1 living creature | 10 min/lvl or discharge | None | Yes | Subject is immune to 1 energy type, instead heals 10% of magical damage; after 2x lvl healed (max 30) spell is discharged |
| False Sending | Illusion (Glamer) | - | V, S, DF | 10 minutes | Unlimited | 1 creature | 1 round | Will neg | Yes | Send short (25 words) message to subject which can answer, but thinks that you are somebody else; 5% loss chance if not on same plane |
| 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) |
| Fleshshiver | Necromancy | - | V, S, M | 1 standard | Close | 1 living creature | Instantaneous | Fort part | Yes | Stuns for 1 round (no save, if HD <= lvl), round after fort save or 1d6/lvl (max 15d6) and be nauseated for 1d4+2 rounds; Material: bone |
| Greater Command | Enchantment (Compulsion) | Language-Dependend, Mind-Affecting | V | 1 standard | Close | 1 creature/lvl (max 30 ft. apart) | 1 round/lvl | Will neg | Yes | Give single command (Approach, Drop, Fall, Flee, Halt) to all creatures; subjects can save each round |
| 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 |
| Healing Circle | Conjuration (Healing) | - | V, S | 1 standard | Personal | You | 1 min/lvl until discharge | - | - | Create healing pool; allies within 30ft. can heal themselves as standard action; 5 charges (cure critical/serious/moderate/light/5hp) |
| Heartclutch | Transmutation | Evil | V, S, Disease | 1 standard | Close | Heart of creature | Instantaneous | Fort part | Yes | If not saved, subjects heart appears in casters hand (death in 1d3 rounds), else 3d6+lvl damage; Disease: Soul rot |
| Incorporeal Nova | Necromancy | Death | V, S | 1 standard | Medium | Incorporeal & gaseous creatures in 50ft burst | Instantaneous | Will neg | Yes | Destroys 1d4/lvl (max 20d4) HD of creatures, weakest first (max 8HD/creature) |
| 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 |
| Invest Light Protection | Conjuration (Healing) | - | V, S | 1 standard | Touch | 1 creature | Instantaneous/1 min | Will half (harml.) | Yes | Heals 5d4 +1/2 lvl. (max +12) and gains DR 5/evil |
| Life’s Grace | Abjuration | - | V, S, DF | 1 standard | Touch | 1 Living creature | 1 min/lvl | Wil neg (harm) | Yes | Subject is immune to death and negative energy effects, to undead special attacks that deal ability damage or drain or cause disease; worn armor counts as ghost touch |
| 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 |
| Mana Flux | Abjuration | - | V, S | 1 standard | Medium | 20 ft. emanation centered on point | 1 round/lvl | None | No | All spells in area have 20% chance of failure |
| Mark of Justice | Necromancy | - | V, S, DF | 10 minutes | Touch | 1 creature | Permanent | None | Yes | Designate action that will trigger a curse on subject |
| Mark of Sin | Enchantment | Mind-Affecting | V, S, DF | 1 round | Touch | 1 creature | 1 round/lvl or permanent | Will part | Yes | After lvl rounds save or make spell permanent; Subject takes –10 penalty on Diplomacy checks and a –4 penalty to one ability based on deity (CC 119); all creatures are one step closer to hostile. |
| Mass Contagion | Necromancy | Evil | V, S | 1 standard | Medium | 20 ft. spread | Instantaneous | Fort neg | Yes | Infects all in area with chosen disease (no incubation period) |
| 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 Curse of Ill Fortune | Transmutation | - | V, S, DF | 1 standard | Medium | Enemies in 20 ft. burst | 1 min/lvl | Will neg | Yes | Subjects take -3 penalty on attacks, checks and saves |
| Mass Inflict Light Wounds | Necromancy | - | V, S | 1 standard | Close | 1 creature/lvl (max. 30 ft. apart) | Instantaneous | Will half | Yes | Inflict 1d8+1/lvl (max 1d8+25) negative energy damage to all creatures |
| Mass Sanctuary | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | 1 round/lvl. | Will neg. | No | Any attack against subjects requires Will save; spell ends if subject attacks |
| 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 |
| Morality Undone | Enchantment | Evil, Mind-Affecting | V, S, DF | 1 standard | Close | 1 nonevil creature | 10 min/lvl | Will neg | Yes | Turns subject evil |
| Plane Shift | Conjuration (Teleportation) | - | V, S, **F** | 1 standard | Touch | 1 creature or up to 8 willing | Instantaneous | Will neg | Yes | Sends subjects to another plane or dimension, arriving 5d100 miles from intended destination; Focus: small forked metal rod, appropriate to plane |
| Raise Dead | Conjuration (Healing) | - | V, S, **M**, DF | 1 minute | Touch | Dead creature | Instantaneous | None | Yes | Raise creature dead no longer than 1 day/lvl; Material: diamonds worth 5000+ gp |
| Revivify | Conjuration (Healing) | - | V, S, **M** | 1 standard | Touch | 1 dead creature | Instantaneous | None | Yes | Restore dead creature to life (-1 hp but stable), with no level loss; subject must have died 1 round before; Material: Diamonds worth 1000+ gp |
| Righteous Might | Transmutation | - | V, S, DF | 1 standard | Personal | You | 1 round/lvl (D) | - | - | Double your size (gain+4 Str, +2 Con, +2 natural armor) and gain DR 3/evil or 3/good (increases to 6 at 12th and 9 at 15th lvl) |
| Righteous Wrath of the Faithful | Enchantment (Compulsion) | Mind-Affecting | V, S, DF | 1 standard | 30 ft. | Allies in 30 ft. burst centered on you | 1 round/lvl | None | Yes | +3 morale to attack and damage, +1 attack with full attack |
| 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) |
| Scrying | Divination (Scrying) | - | V, S, DF, **F** | 1 hour | Unlimited | Magical Sensor | 1 min/lvl | Will neg | Yes | Spies on subject at distance; Focus: Font of holy water (100+ gp) |
| Slay Living | Necromancy | Death | V, S | 1 standard | Touch | 1 living creature | Instantaneous | Fort part | Yes | Melee touch attack, dead if save fails, else 3d6+lvl damage |
| Spell Resistance | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | 1 min/lvl. | Will neg (harm) | Yes | Grants SR 12+lvl |
| Stalwart Pact | Evocation | - | V, S, **M**, DF | 10 minutes | Touch | Willing, living creature | Permanent until trigger, 1 round/lvl | Will neg (harm) | Yes | Triggered when ½ hp or less; +5 temp hp/2 lvl, DR 5/magic and +2 luck on saves; Material: incense worth 250 gp |
| Subvert Planar Essence | Transmutation | - | V, S, DF | 1 standard | Medium | 20 ft. emanation centered in space | 1 round/lvl | Fort neg | Yes | Reduce Outsiders DR and SR by 10 |
| Summon Bearded Devil | Conjuration (Summoning) | Evil, Lawful | V, S, DF | 1 round | Close | 1 bearded devil | Concentration, up to 1 round/lvl + round | None | No | Bearded devil follows your command, but cannot conjure other creatures or teleport |
| Summon Monster V | Conjuration (Summoning) | Matching creature | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. (D) | None | No | Conjures one extraplanar creature from 5th level list, 1d3 creatures from 4th level list or 1d4+1 creatures from any lower level list to fight for you. |
| Summon Undead V | Conjuration (Summoning) | Evil | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. | None | No | Summons one undead from 5th level list, two from 4th level list or 4 from lower level list to fight for you |
| Surge of Fortune | Transmutation | - | S, V, DF | 1 standard | Personal | You | 1 round/lvl or until discharge | - | - | +2 luck on attack, damage, saves, skill, ability and spell penetration checks, AC; Discharge as immediate to have next roll be natural 20 |
| Swift Etherealness | Transmutation | - | V, S | 1 swift | Close | 1 willing creature | 1 round | Will neg | Yes | Subject becomes ethereal for 1 round |
| Symbol of Pain | Necromancy | Evil | V, S, **M** | 10 minutes | 0 ft. | 1 symbol | See text | Fort neg | Yes | Rune triggered gives -4 on attack, skill and ability checks for 1 hour; Material: Mercury, Phosphorus, diamond and opal powder (1000+ gp) |
| Symbol of Sleep | Enchantment (Compulsion) | Mind-Affecting | V, S, **M** | 10 minutes | 0 ft. | 1 symbol | See text | Will neg | Yes | Rune triggered let all creatures with 10- HD fall into catatonic slumber for 3d6x10 min; Material: Mercury, Phosphorus, diamond and opal powder (1000+ gp) |
| Symbol of Spell Loss | Abjuration | - | V, S | 10 minutes | 0 ft. | 1 symbol | See text | Will neg | Yes | Rune triggered forces spellcasters to save or deletes highest spell (slot) for day, up to 50 spell levels |
| Telepathy Block | Abjuration | - | V, S | 1 standard | Close | 80 ft. emanation | 1 round/lvl (D) | None | No | Blocks all telepathic communication in area |
| Triadspell | Transmutation | - | V, S | 1 standard | Personal | You | Instantaneous | - | - | Allows to cast prepared spell (3rd lvl or lower) two additional times |
| 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) |
| Unhallow | Evocation | Evil | 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) |
| Vulnerability | Transmutation | - | V, S | 1 standard | Touch | 1 creature | 1 round/lvl | Will neg | Yes | Reduce DR by 5 (min. remains 5) (by 10 at 15th, by 15 at 19th) |
| Wall of Dispel Magic | Abjuration | - | V, S, DF | 1 standard | Close | 1 10 ft. sq./lvl | 1 min/lvl | None | No | Straight wall, anybody passing is subject to dispel magic; only visible by Detect Magic, true seeing |
| 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) |
| Warding Gems | Conjuration (Healing) | - | V, S, **M** | 1 standard | Close | 1 gem/3 lvl | 1 hour/lvl | None | No | Imbues Gems with healing energy (10 hp/each) encircle target like ioun stouns (max 5/target); free action for target to access healing; Material: each gem 500+ gp |
| Zone of Respite | Abjuration | - | V, S, M | 2 rounds | 20 ft. | 20 ft. emanation centered on you | 1 min/lvl | None | Yes | Prevents Teleportation, Summoning, Calling and similar effects; Material: blood of Gorgon |
| Zone of Revelation | Divination | - | V, S, DF | 1 standard | Close | 5 ft./lvl emanation centered in space | 1 min/lvl | None | Yes | Makes all creatures in area visible |

## 6. Level Spells

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Animate Objects | Transmutation | - | V, S | 1 standard | Medium | 1 Small object/lvl or equivalent | 1 round/lvl | None | No | Animates Objects that attack enemies; allows to change targets of objects as move action |
| 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 |
| Banishment | Abjuration | - | V, S, F | 1 standard | Close | 1 or more creatures (max. 30 ft. apart) | Instantaneous | Will neg | Yes | Banishes 2 HD/lvl extraplanar creatures; Focus: optional, something distasteful to subject |
| Barghest’s Feast | Necromancy | Evil | V, S, **M** | 1 round | Touch | 1 corpse | Instantaneous | Will neg (obj) | Yes | Destroy corpse preventing resurrection that needs a body; 50% chance other means to resurrect fail; Material: Diamond (5000 gp) |
| Blade Barrier | Evocation | Force | V, S | 1 standard | Medium | Wall 20 ft./lvl long, or ring, 5 ft/2 lvl radius | 1 min/lvl (D) | Ref half or neg | Yes | Wall deals 1d6/lvl (max 15d6) to passing creatures. If barrier is created in creatures, saved means no damage. Provides cover (+4 AC, +2 Ref) |
| 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) |
| Cloud of the Achaierai | Conjuration (Creation) | Evil | V, S, Disease | 1 standard | Personal | 10 ft. spread | 10 min/lvl | Fort part | Yes | Cloud deals 2d6 damage/lvl and confuses if not saved; Disease: Soul rot |
| 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 |
| 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 |
| Create Undead | Necromancy | Evil | V, S, **M** | 1 hour | Close | 1 corpse | Instantaneous | None | No | Create Ghoul (11th-), Ghast (12th-14th), Mummy (15th-17th) or Mohrg (18th), must be cast at night; Material: 2 Clay pots with grave dirt and brackish water, black onyx worth 50 gp/HD |
| Energy Immunity | Abjuration | - | V, S | 1 standard | Touch | 1 creature | 24 hours | None | Yes | Grants immunity to hp damage from one energy type |
| 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 |
| Forbiddance | Abjuration | - | V, S, **M**, DF | 6 rounds | Medium | 60 ft.-cube/lvl | Permanent | See text | Yes | Seals area against planar travel and teleportation, damages creatures of different alignment (see PHB 232); Material: holy water and rare incenses (1500 gp +1500 gp/cube (evtl. + (cubes+1) x 1000 gp)) |
| Ghost Trap | Abjuration | - | V, S | 1 standard | 5 ft./lvl | 5 ft./lvl emanation centered on you | 1 min/lvl (D) | None | No | All incorporeal creatures in area of effect turn corporeal |
| 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 |
| Greater Glyph of Warding | Abjuration | - | V, S, **M** | 10 Minutes | Touch | Object or 5 sq- ft-/lvl | Permanent until discharge (D) | None till discharge | No | Inscription harms those who pass it; Material: incense and diamond dust (400 gp) |
| Harm | Necromancy | - | V, S | 1 standard | Touch | 1 creature | Instantaneous | Will half | Yes | Deals 10 points/lvl damage (max 150 points), but never below 1 hp (on undead like heal) |
| 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 |
| Heroes’ Feast | Conjuration (Creation) | - | V, S, DF | 10 minutes | Close | Feast for 1 creature/lvl | 1 hour plus 12 hours | None | No | Feast takes 1 hour. Everybody participating gain 1d8+1/lvl (max +10) hp and +1 morale on attack and will, immunity to fear |
| 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) |
| 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 |
| Lucent Lance | Transmutation | Light | V, S, F | 1 standard | Close | Ray | Instantaneous | None | Yes | Ranged touch attack dazzles target for 1 round/lvl and blinds for 1 round; Deals 1d/lvl (max 15d); Bright light/ shadowy/no light in caster sq. (d6/d4/no dam); Focus: glass rod |
| 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 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 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 |
| Mass Eagle’s Splendor | Transmutation | - | V, S, M | 1 standard | Close | 1 creature/lvl (max 30 ft. apart) | 1 min./lvl | Will neg. (harml.) | Yes | +4 Cha to all subjects; Material: feathers or pinch of droppings of eagle |
| Mass Inflict Moderate Wounds | Necromancy | - | V, S | 1 standard | Close | 1 creature/lvl (max. 30 ft. apart) | Instantaneous | Will half | Yes | Inflict 2d8+1/lvl (max 2d8+30) negative energy damage to all creatures |
| Mass Make Manifest | Transmutation | - | V, S, M | 1 standard | Close | 25 ft. radius emanation in space | 1 round/lvl | None | Yes | Cause creatures in area on coexistent plane to appear on your plane; Material: Handful of copper dust |
| 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 |
| Planar Ally | Conjuration (Calling) | Matching creature | V, S, DF, XP | 10 minute | Close | 1 or 2 elementals or outsiders with 12- HD | Instantaneous | None | No | Conjure creature (name or deity’s choice) to do task, but against payment (see PHB 261); XP: 250 |
| Planar Exchange | Conjuration (Calling) | [alignment] | V, S, DF | 1 round | 0 ft. | 1 creature | 1 round/lvl (D) | None | No | Trade place with an avoral guardian, bone devil or babau demon, ; be in stasis for duration; take 3d6 damage if creature is slain |
| Quest | Enchantment (Compulsion) | Language-Dependend, Mind-Affecting | V | 10 minutes | Close | 1 living creature | 1 day/lvl or until discharge (D) | None | Yes | Give magical command to creature (3d6 damage/day if not following) |
| Rejection | Abjuration | - | V, S | 1 standard | 60 ft. | Cone-shaped burst | Instantaneous | Fort neg | Yes | Creatures are pushed away from you 5 ft/lvl (but not beyond range); hitting walls does 1d6/10 ft. damage |
| Revive Outsider | Conjuration (Healing) | - | V, S, **M**, DF | 1 minute | Touch | Dead outsider | Instantaneous | None | Yes | Revive outsider with max HD = lvl; Material: unworked material from home plane of outsider and diamond (5000 gp) |
| Sarcophagus of Stone | Conjuration (Creation) | Earth | V, S, M, DF | 1 standard | Close | Medium or smaller creature | Instantaneous | Ref neg | No | Victim is trapped in airtight stone coffin (1 hour air inside); 15 hp hardness 8; DC 26 Str check to break free; Material: fragment of sarcophagus |
| Secure Corpse | Necromancy | - | V, S, DF | 1 standard | Close | 1 corpse | 1 day/lvl (D) | None | No | Traps corpse as energy inside holy symbol |
| Snare Astral Traveler | Abjuration | - | V, S | 1 standard | Medium | 1 astral creature | 1 round/lvl | Will neg | Yes | Attracts astral creature in Range and held it motionless and visible for caster |
| Spider Plague | Conjuration (Summoning) | Good or Evil | V, S | 1 round | Close | 5 spiders | 1 round/lvl | None | No | Summons 5 fiendish or celestial large monstrous spiders that attack opponents |
| Spiritual Guardian | Evocation | Force | V, S, DF | 1 standard | 5 ft. | Phantasmal knight | 1 min/lvl or 1 round/lvl | None | No | Knight protects you (deflect +6 AC) and strikes creature within 5 ft. once (1d8+1/3 lvl (max +10) force; your base attack +Wis); Loose it to attack full, but shorten duration |
| Stone Body | Transmutation | - | V, S | 1 standard | Personal | You | 1 min/lvl (D) | - | - | Body becomes living stone; DR 10/adamantine, several immunities, half speed, +4 Str, -4 Dex |
| Summon Babau Demon | Conjuration (Summoning) | Evil, Chaotic | V, S, DF | 1 round | Close | 1 babau demon | Concentration, up to 1 round/lvl + round | None | No | Babau Demon follows your command, but cannot conjure other creatures or teleport |
| Summon Monster VI | Conjuration (Summoning) | Matching creature | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. (D) | None | No | Conjures one extraplanar creature from 6th level list, 1d3 creatures from 5th level list or 1d4+1 creatures from any lower level list 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 |
| Symbol of Fear | Necromancy | Fear, Mind-Affecting | V, S, **M** | 10 minutes | 0 ft. | 1 symbol | See text | Will neg | Yes | Rune triggered panicks all creatures for 1 round/lvl; Material: Mercury, Phosphorus, diamond and opal powder (1000+ gp) |
| Symbol of Persuasion | Enchantment (Charm) | Mind-Affecting | V, S, **M** | 10 minutes | 0 ft. | 1 symbol | See text | Will neg | Yes | Rune triggered charms all creatures for 1 hour/lvl; Material: Mercury, Phosphorus, diamond and opal powder (5000+ gp) |
| Thousand Needles | Conjuration (Creation) | Evil | V, S, M | 1 standard | Medium | 1 living creature | 1 min/lvl | Fort part | Yes | Deals 2d6 damage(half if saved), -4 on attacks, saves and checks (if not saved); Material: Handfull of needles all of which have drawn blood |
| Touch of Adamantine | Transmutation | - | V, S | 1 standard | Touch | 1 weapon | 1 min/lvl | Will neg (obj, harm) | Yes | Weapon is masterwork and from adamantine while spell works |
| Undeath to Death | Necromancy | - | V, S, **M**, DF | 1 standard | Medium | Several undead within 40 ft. burst | Instantaneous | Will neg | Yes | Destroys 1d4 HD/lvl (max 20d4) undead, weakest first; Material: Crushed diamond (500 gp) |
| 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 |
| Visage of the Deity | Transmutation | Evil or Good | V, S, DF | 1 standard | Personal | You | 1 round/lvl | - | - | Take on many qualities of a fiendish or celestial creature (see SC 230) |
| Weight of Sin | Evocation | [aligned] | V, S | 1 standard | Medium | 1 creature | Instantaneous, then 1 round/lvl or perm | Fort part then Will part | Yes | Deal damage to subject according to alignment difference (see CC 129-130) |
| 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 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 |
| Zealot Pact | Evocation | - | V, S, DF, XP | 10 minutes | Touch | Willing living creature | 1 round/lvl after triggered | Will neg (harm) | Yes | Trigger: Subjects comes within 60 ft. of creature with deity-opposed alignment; then +4 to attack and double damage and must attack such creatures; XP: 500 |

## 7. Level Spells

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Blasphemy | Evocation | Evil, Sonic | V | 1 standard | 40 ft. | Non-evils in 40 ft. emanation on you | Instantaneous | None/Will neg | Yes | Dazes (HD <= lvl), weakens (HD <= lvl-1), paralyzes (HD <= lvl-5), kills (HD <= lvl-10) nonevils; banishes nonevils (allows will save) |
| Blood to Water | Necromancy | Water | V, S | 1 standard | Close | Up to 5 living creatures | Instantaneous | Fort half | Yes | Deals 2d6 constitution damage (doesn’t affect fire or water creatures) |
| Brain Spider | Divination | Mind-Affecting | V, S, M, DF | 1 round | Long | Up to 8 living creatures | 1 min/lvl | Will neg | Yes | As standard action eavesdrop on up to 8 minds and allows suggestions (see SpC 38); Material: Dead spider with all legs |
| 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 |
| Call Kolyarut | Conjuration (Calling) | Lawful | V, S, DF, XP | 10 minutes | Close | 1 kolyarut | Instantaneous | None | No | A kolyarut inevitable performs one task (max 1 hour) for you; XP: 250 |
| 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 |
| Death Dragon | Necromancy | Evil, Fear, Mind-Affecting | V, S, DF | 1 round | Personal | Dragon-shaped armor of energy and bones | 1 round/lvl (D) | - | - | Grants +4 deflect AC, +4 to nat armor, unarmed attacks = short swords; can’t cast spells with S, F, M components; as standard project cone of *fear* or melee touch *critical wounds* |
| Destruction | Necromancy | Death | V, S, **F** | 1 standard | Close | 1 creature | Instantaneous | Fort part | Yes | Kills creature and destroys corpse/ if saved take instead 10d6 damage; Focus: Special (un)holy symbol of silver (500 gp) |
| Dictum | Evocation | Lawful, Sonic | V | 1 standard | 40 ft. | Non-lawful in 40 ft. emanation on you | Instantaneous | None/Will neg | Yes | Deafenes (HD <= lvl), slows (HD <= lvl-1), paralyzes (HD <= lvl-5), kills (HD <= lvl-10) nonlawfulss; banishes nonlawful (allows will save) |
| Energy Ebb | Necromancy | Evil | V, S | 1 standard | Close | Ray | 1 round/lvl | Fort part | Yes | Ranged touch bestows 1 negative level, then loses 1 level/round if not saved; undead gains 4d4x5 temp hp for 1 hour |
| Ethereal Jaunt | Transmutation | - | V, S | 1 standard | Personal | You | 1 round/lvl (D) | - | - | You become ethereal for 1 round/lvl |
| Evil Glare | Necromancy | Evil, Fear, Mind-Affecting | V, S, DF | 1 standard | 30 ft. | 1 living creature | 1 round/lvl | Will neg | Yes | Paralyze creature with your glare for 1d8 rounds, allows to target another one after that |
| Fiendish Clarity | Divination | Evil | V, S | 1 standard | Personal | You | 10 min/lvl | - | - | Grants Darkvision (60ft.) see in magical darkness, *see invisible* and *detect good* at will |
| Fortunate Fate | Conjuration (Healing) | - | V, S | 1 minute | Touch | 1 living creature | 1 min/lvl or until discharge | None (harm) | Yes | Target immediately receives a *heal* if it would be killed by damage or something *heal* could heal |
| Greater Bestow Curse | Necromancy | - | V, S | 1 standard | Touch | 1 creature | Permanent | Will neg | Yes | Bestow curse on subject, see SpC 27 for strength |
| Greater Consumptive Field | Necromancy | Death, Evil | V, S | 1 standard | 30 ft. | 30 ft. emanation centered on you | 1 round/lvl | Will neg | Yes | Creatures with fewer than 9 hp must save or die; each caused death give +2 Str and 1d8 temp hp; +1 caster level (up to ½ lvl) per death |
| Greater Plane Shift | Conjuration (Teleportation) | - | V, S, **F** | 1 standard | Touch | 1 creature or up to 8 willing | Instantaneous | Will neg | Yes | Sends subjects to another plane or dimension,but if you have been there you can visit exact location; Focus: small forked metal rod, appropriate to plane |
| Greater Restoration | Conjuration (Healing) | - | V, S, XP | 3 rounds | Touch | 1 creature | Instantaneous | Will neg (harml) | Yes | Dispels almost all conditions and negative levels; reverses level drain if within 1 week/lvl; XP: 500 |
| Greater Scrying | Divination (Scrying) | - | V, S | 1 standard | Unlimited | Magical Sensor | 1 hour/lvl | Will neg | Yes | Spies on subject at distance |
| Greater Seed of Undeath | Necromancy | - | V, S, **M** | 1 round | Close | 40 ft. emanation | 1 day/lvl (D) | Fort neg | Yes | All humanoids and animals dying in area rise as undead; Material: Black onyx (5000 gp) |
| Holy Star | Abjuration | - | V, S | 1 standard | 0 ft. | Protective Star of Energy | 3 rounds (D) | - | - | Small mote of energy as bright as a candle, choose 1 of 3 functions each round: Turn up to 1d4+3 spells; give +6 to AC; deal 1d6/2 lvl fire (max 10d6) as ray |
| Imprison Soul | Necromancy | Evil | V, S, M, F | 1 standard | Medium | 1 creature | Instantaneous | Will neg | No | Traps soul in receptacle; subject takes 1d4 Con damage/day; Material: portion of targets body, name known; Focus: Prepared object as receptacle |
| Infernal Transformation | Transmutation | Evil | V, S, DF | 1 standard | Personal | You | 1 round/lvl | - | - | Change into bone devil, gain many abilities (SpC 122, MM 52) |
| 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 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 |
| Mass Inflict Serious Wounds | Necromancy | - | V, S | 1 standard | Close | 1 creature/lvl (max. 30 ft. apart) | Instantaneous | Will half | Yes | Inflict 3d8+1/lvl (max 3d8+35) negative energy damage to all creatures |
| Mass Restoration | Conjuration (Healing) | - | V, S, **M** | 1 round | Close | 1 creature/lvl (max 30 ft. apart) | Instantaneous | Will neg (harml) | Yes | Dispel magical ability, negative levels, heals all ability damage and restores 1 drained ability; restores one drained level within lvl days; eliminates exhausted or fatigued; Material: Diamond dust (100 gp) |
| Mass Spell Resistance | Abjuration | - | V, S, DF | 1 standard | Close | 1 creature/lvl (max 30 ft. apart) | 1 round/lvl. | Will neg (harm) | Yes | Grants every subject SR 12+lvl |
| Necrotic Curse | Necromancy | Evil | V, S, M | 1 round | Close | 20 ft emanation | 1 hour/lvl | None | Yes | Casters of Cure spells must succeed caster level check (DC 11+ lvl) or deal instead lvl damage; no natural healing in area; undead gain natural healing; Magerial: grave dust |
| Plague | Necromancy | Evil | V, S | 1 standard | Close | 1 creature/lvl (max 30 ft. apart) | 1 round/lvl | Fort neg | Yes | Subjects contract quickly terminal disease (PHB2 121) |
| Planar Bubble | Abjuration | - | V, S, DF | 1 standard | Touch | 10 ft emanation from creature | 10 min/lvl | Will neg (harm) | No | Creates bubble that emulates creatures natural planar environment |
| Pulse of Hate | Necromancy | Evil | V, S, DF | 1 standard | 20 ft. | 20 ft emanation centered on you | 1 round/lvl | Will half | Yes | 2d6 unholy damage/round to all enemies |
| Radiant assault | Evocation | Light | V, S, F | 1 standard | Long | 20 ft. burst | Instantaneous | Will part | Yes | Deals 1d6/lvl (max 15d6) and dazes for 1d6 rounds; if saved half damage and dazzled for 1d6 rounds; Focus: Eye of outsider with at least 4 HD |
| Ravenous Darkness | Necromancy | Darkness | V, S, DF | 1 standard | Touch | 1 object | 1 min/lvl (D) | None/Fort neg | No/ Yes | Object sheds darkness (60ft.) within, save each round or take 1d6 negative energy damage (or 2d6 if under negative energy effect); undead gain fast healing 1 |
| Refuge | Conjuration (Teleportation) | - | V, S, **M** | 1 standard | Touch | 1 Object | Permanent until discharge | None | No | Teleports possessor of item to you or you to item (chosen when cast); Material: Special object with gems (1500 gp) |
| 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) |
| Rejuvenating Light | Conjuration (Healing) | Light | V, S, DF | 1 standard | Touch | 1 object | 1 min/lvl (D) | None/Fort neg | No/ Yes | Object sheds bright light (60ft.) within, undead save each round or take 1d6 positive energy damage (or 2d6 if vulnerable to sunlight); living creatures gain fast healing 1 |
| Renewal Pact | Conjuration (Healing) | - | V, S, **M**, DF | 10 minutes | Touch | Willing living creature | Permanent until triggered | Will neg (harm) | Yes | Creature is healed as if targeted by Panacea if adverse condition affects it (SpC 173); Material: topaz (500+ gp) |
| Repulsion | Abjuration | - | V, S, DF | 1 standard | Up to 10 ft./lvl | 10 ft./lvl emanation centered on you | 1 round/lvl (D) | Will neg | Yes | If save fails subjects are unable to close you |
| Resurrection | Conjuration (Healing) | - | V, S, **M**, DF | 10 minutes | Touch | Dead creature | Instantaneous | None | Yes | Raise creature dead no longer than 10 years/lvl; requires only small portion of creatures body ; Material: sprinkle of holy water and diamonds worth 10000+ gp |
| 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 |
| Summon Monster VII | Conjuration (Summoning) | Matching creature | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. (D) | None | No | Conjures one extraplanar creature from 7th level list, 1d3 creatures from 6th level list or 1d4+1 creatures from any lower level list to fight for you. |
| Symbol of Stunning | Enchantment (Charm) | Mind-Affecting | V, S, **M** | 10 minutes | 0 ft. | 1 symbol | See text | Will neg | Yes | Rune triggered stuns all creatures for 1d6 rounds; Material: Mercury, Phosphorus, diamond and opal powder (5000+ gp) |
| Symbol of Weakness | Necromancy |  | V, S, **M** | 10 minutes | 0 ft. | 1 symbol | See text | Fort neg | Yes | Rune triggered deals 3d6 Str damage to creatures; Material: Mercury, Phosphorus, diamond and opal powder (1000+ gp) |
| Symphonic Nightmare | Enchantment (Compulsion) | Mind-Affecting | V, S, **F** | 1 standard | Touch | Living creature | 24 hours/lvl (D) | Will neg | Yes | Range unlimited with scrying or object from subject; Discordant noises haunts subjects sleep (doesn’t regenerate or dream (-2 to Wis checks)); Focus: Statue (Open skull with miniature orchestra, 1000 gp) |
| Withering Palm | Necromancy | - | V, S | 1 standard | Touch | 1 Living creature | Instantaneous | Fort neg | Yes | Deal Str and Con damage 1/2 lvl (max 10); on crit, it is drain instead |
| Word of Chaos | Evocation | Chaotic, Sonic | V | 1 standard | 40 ft. | Non-chotic in 40 ft. emanation on you | Instantaneous | None/Will neg | Yes | Deafens (HD <= lvl), blinds (HD <= lvl-1), paralyzes (HD <= lvl-5), kills (HD <= lvl-10) nonchaotics; banishes nonchaotics (allows will save) |
| Wretched Blight | Evocation | Evil | V, S | 1 standard | Medium | 20 ft spread | Instantaneous | Fort part | Yes | Deals 1d8/lvl damage to good creatures and stuns them 1d4 rounds, half damage to neutral creatures and no stun; Save halfes damage (again) and negates stun |

## 8. Level Spells

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Antimagic Field | Abjuration | - | V, S, DF | 1 standard | 10 ft. | 10 ft emanation centered on you | 10 min/lvl (D) | None | Sp. | Negates magic within 10 ft. |
| Befoul | Transmutation | Evil | V, S, M | 1 minute | Touch | Water in 100 ft./lvl x 100 ft./lvlx10 ft./lvl (S) | Permanent | None | No | Makes water foul and poisonous. Kills HD 1- creatures; Drinking: save fort or 1d4 Con damage; Material: dead fish and drop of poison |
| Bodak Birth | Transmutation | Evil | V, S, **F**, Drug | 1 minute | Touch | 1 creature | Instantaneous | None | No | Transforms willing subject into bodak; Material: figurine of subject bathed in blood of three small or larger animals; Drup: Agony |
| Bodak’s Glare | Necromancy | Death, Evil | V, S, **F** | 1 standard | 30 ft. | 1 living creature | Instantaneous | Fort neg | Yes | Targeted creature who must be able to see you, is slain; awakens as Bodak 24 hours later; Focus: black onys gem 500 gp |
| Brilliant Aura | Transmutation | - | V, S | 1 standard | Close | Weapons carried by 1 creature/2 lvl | 1 round/lvl | Will neg (harm) | Yes | All weapons of all affected creatures gain brilliant energy special abiliry |
| Chain Dispel | Abjuration | - | V, S, DF | 1 standard | Close | 1+ creatures (max 30 ft. apart) | Instantaneous | None | No | Dispel multiple effects in multiple creatures; Dispel check +lvl (max 25) |
| Cloak of Chaos | Abjuration | Chaotic | V, S, **F** | 1 standard | 20 ft. | 1 creature/lvl in 20 ft. burst on you | 1 round/lvl | Special | Yes | Grants +4 deflect AC, +4 resistance to saves, SR 25 against lawful spells and spells by lawfuls; lawful attackers save against will or are confused; Focus: Tiny reliquiary (500 gp) |
| Create Greater Undead | Necromancy | Evil | V, S, **M** | 1 hour | Close | 1 corpse | Instantaneous | None | No | Create Shadow (15th-), Wraith (16th-17th), Spectre (18th-19th) or Devourer (20th), must be cast at night; Material: 2 Clay pots with grave dirt and dirty water, black onyx (50 gp/HD) |
| Death Pact | Necromancy | - | V, S, **M**, DF | 10 minutes | Touch | Willing living creature | Permanent until triggered | None | No | Subject permanently loses 2 points Con, but is resurrected as by true resurrection when slain; Material: Diamond (1000+ gp) |
| Dimensional Lock | Abjuration | - | V, S | 1 standard | Medium | 20 ft emanation in space | 1 day/lvl | None | Yes | Blocks teleportation and planar travel |
| Discern Location | Divination | - | V, S, DF | 10 minutes | Unlimited | 1 creature or object | Instantaneous | None | No | Reveals exact location of creature (you know) or object (you have touched) |
| 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) |
| 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) |
| General of Undeath | Necromancy | Evil | V, S, DF | 1 standard | Personal | You | 24 hours | - | - | Allows you to control lvl HD of undead more |
| Greater Planar Ally | Conjuration (Calling) | Matching creature | V, S, DF, XP | 10 minute | Close | 1 -3 elementals or outsiders with 18- HD | Instantaneous | None | No | Conjure creature (name or deity’s choice) to do task, but against payment (see PHB 261); XP: 500 |
| Greater Planar Exchange | Conjuration (Calling) | [alignment] | V, S, DF | 1 round | 0 ft. | 1 creature | 1 round/lvl (D) | None | No | Trade place with a leonal guardinal, barbed devil or hezrou demon, ; be in stasis for duration; take 4d6 damage if creature is slain |
| Greater Spell Immunity | Abjuration | - | V, S, DF | 1 standard | Touch | 1 creature | 10 min/lvl | Will neg (harm) | Yes | Subject gains ubeatable SR against 1 specified spell (8th level or lower) per 4 lvl |
| Heat Drain | Necromancy | Cold | V, S, DF | 1 standard | 20 ft. | 20 ft burst centered on you | Instantaneous | Fort neg | Yes | 1d6 cold damage/lvl (20d6 max); gain 2 temp hp/affected creature for 1 min/lvl |
| Lion’s Roar | Evocation | Sonic | V, S, DF | 1 standard | 120 ft. | 120 ft. burst centered on you | Instantaneous or 1 min/lvl | Fort part or Will neg (harm) | Yes | Enemies: 1d8 sonic damage/2 lvl (max 10d8) and stunned for 1 round (save halfes and negates stun); Allies: +1 morale to attack and against fear, 1d8+1/lvl temp hp (max 1d8+20) |
| 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 |
| 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 Inflict Critical Wounds | Necromancy | - | V, S | 1 standard | Close | 1 creature/lvl (max. 30 ft. apart) | Instantaneous | Will half | Yes | Inflict 4d8+1/lvl (max 4d8+40) negative energy damage to all creatures |
| Pestilence | Necromancy | Evil | V, S, Disease | 1 standard | Touch | 1 living creature | Instantaneous | Fort neg | Yes | Spread contagious (touch) disease, no incubation, 1d4 Con damage/day; Disease: Any |
| Shield of law | Abjuration | Lawful | V, S, **F** | 1 standard | 20 ft. | 1 creature/lvl in 20 ft. burst on you | 1 round/lvl | Special | Yes | Grants +4 deflect AC, +4 resistance to saves, SR 25 against chaotic spells and spells by chaotic; chaotic attackers save against will or are slowed ; Focus: Tiny reliquiary (500 gp) |
| Spread of Contentment | Enchantment (Compulsion | Mind-Affecting | V, S, **M** | 1 hour | Long | 10 ft/lvl spread | 1 hour/lvl (D) | None | Yes | Calms creatures in area; Material: Lammasu’s feather |
| 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 Monster VIII | Conjuration (Summoning) | Matching creature | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. (D) | None | No | Conjures one extraplanar creature from 8th level list, 1d3 creatures from 7th level list or 1d4+1 creatures from any lower level list to fight for you. |
| Symbol of Death | Necromancy | Death | V, S, **M** | 10 minutes | 0 ft. | 1 symbol | See text | Fort neg | Yes | Rune triggered slays creatures with less than 150 hp; Material: Mercury, Phosphorus, diamond and opal powder (5000+ gp) |
| Symbol of Insanity | Enchantment (Compulsion) | Mind-Affecting | V, S, **M** | 10 minutes | 0 ft. | 1 symbol | See text | Will neg | Yes | Rune triggered makes creatures insane; Material: Mercury, Phosphorus, diamond and opal powder (5000+ gp) |
| Unholy Aura | Abjuration | Evil | V, S, **F** | 1 standard | 20 ft. | 1 creature/lvl in 20 ft. burst on you | 1 round/lvl | Special | Yes | Grants +4 deflect AC, +4 resistance to saves, SR 25 against good spells and spells by goods; good attackers save against fort or take 1d6 str dmg; Focus: Tiny reliquiary (500 gp) |
| Veil of Undeath | Necromancy | Evil | V, S, M | 1 standard | Personal | You | 10 min/lvl | - | - | Gain undead traits without undead type; Material: finger of zombie |
| Visions of the Future | Divination | - | V, S | 10 minutes | Personal | You | 1 hour/lvl or until discharge | - | - | +2 sacred to saves, +2 dogde to AC; discharge as immediate to gain bonus to ½ lvl (max +25) for 1 round |
| Wall of Greater Dispel Magic | Abjuration | - | V, S, DF | 1 standard | Close | 1 10 ft. sq./lvl | 1 min/lvl | None | No | Straight wall, anybody passing is subject to greater dispel magic; only visible by Detect Magic, true seeing |

## 9. Level Spells

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | School (Subschool) | Descriptors | Components | Casting Time | Range | Target/Effect/Area | Duration | Saving throw | SR | Notes |
| Abyssal Army | Conjuration (Summoning) | Chaotic, Evil | V, S | 10 minutes | Medium | Summoned creatures | 10 min/lvl (D) | None | No | 2d4 dretches, 10 min later 1d4 babau demons, 10 min later 1 vrock demon (all max hp) |
| Astral Projection | Necromancy | - | V, S, **M** | 30 minutes | Touch | You + 1 willing creature/2 lvl | Until ended | None | Yes | Allows Astral travel; Material: jacinth (1000gp) + silver bar (5 gp)/person |
| Awaken Construct | Transmutation | - | V, S, M, XP | 8 hours | Touch | 1 construct | Instantaneous | Will neg (harm) | Yes | Construct gains humanlike sentience; Material: brain of shortly diseased human; XP 5000 |
| Call Marut | Conjuration (Calling) | Lawful | V, S, DF, XP | 10 minutes | Close | 1 called marut | Instantaneous | None | No | A marut inevitable performs one duty for you; XP: 500 |
| Despoil | Transmutation | Evil | V, S, M | 1 minute | Touch | 100 ft./lvl radius | Instantaneous | Fort part (plants) Fort neg (others) | Yes | Kills plants, damages objects; Material: Corpse of bloody living creature |
| End to Strife | Enchantment (Compulsion) | Mind-Affecting | V, S, DF | 1 standard | 80 ft. | 80 ft. emanation centered on you | 1 round/lvl | None | Yes | Any attack made inside area causes spell to deal 20d6 damage (lethal or non-lethal, chosen when cas) to attacker |
| Energy Drain | Necromancy | - | V, S | 1 standard | Close | Ray of negative energy | Instantaneous | Fort part | Yes | Bestows 2d4 negative Levels (no save); after 24 hours save for each lvl or it is drained |
| Etherealness | Transmutation | - | V, S | 1 standard | Touch | You + 1 creature/3 lvl | 1 min/lvl (D) | - | Yes | You and other become ethereal for 1 round/lvl |
| Gate | Conjuration (Creation or Calling) | [creature type if calling] | V, S, XP | 1 standard | Medium | See Text | concentrate (max 1 round/ lvl) s or Instant | None | No | Connects two planes, allows to call creature (see Text PHB 234); XP: 1000 (to call) |
| Greater Visage of the Deity | Transmutation | Evil or Good | V, S, DF | 1 standard | Personal | You | 1 round/lvl | - | - | Take on many qualities of a half-fiendish or half-celestial creature (see SC 231) |
| Hellish Horde | Conjuration (Summoning) | Lawful, Evil | V, S | 10 minutes | Medium | Summoned creatures | 10 min/lvl (D) | None | No | 2d4 bearded devils, 10 min later 1d4 chain devils, 10 min later 1 bone devil (all max hp) |
| Hunters of Hades | Conjuration (Summoning) | Evil | V, S, **M** | 1 minute | Medium | Two pack fiends or one retriever | 10 min/lvl (D) | None | No | Summons one retriever or 2 pack fiends (PH 128) to serve you; Material: Pinch of ash; bloodstone (500 gp) for retriever |
| Implosion | Evocation | - | V, S | 1 standard | Close | 1 corporeal creature/round | Concentration (max 4 rounds) | Fort neg | Yes | Kills target creature if not saved |
| Mass Heal | Conjuration (Healing) | - | V, S | 1 standard | Close | 1+ creatures (max 30 ft. apart) | Instantaneous | Will neg (harm) | Yes | Heal 10 hp/lvl (max 250 hp) and removes most conditions; on undead like harm |
| Miracle | Evocation | - | V, S, XP | 1 standard | See text | See text | See text | See text | Yes | Request deity’s intercession; XP: none/5000 (PHB 254) |
| Plague of Undead | Necromancy | Evil | V, S, **M** | 1 standard | Close | 1 or more corpses | Instantaneous | None | No | Animates bones or bodies in range as zombies or skeletons; Material: black sapphires (100 gp) |
| Soul Bind | Necromancy | - | V, S, **F** | 1 standard | Close | Corpse | Permanent | Will neg | No | Trap soul of newly dead body (1 round/lvl); Focus: Black sapphire 1000 gp/HD |
| Spread of Savagery | Enchantment | Evil | V, S, DF | 1 hour | Long | 10 ft/lvl spread | 1 hour/lvl | Will neg | Yes | Creatures affected turn hostile and attack anyone not affected |
| 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 |
| Sublime Revelry | Abjuration | - | V, S, DF | 1 standard | Close | 1 creature/lvl (max 30 ft. apart) | 1 min/lvl (D) | None | No | Targets immune to pain and mind-affecting magic, half damage from melee and ranged attacks |
| 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 Golem | Conjuration (Summoning) | - | V, S, F | 1 round | Close | 1 summoned golem | 1 min/lvl | None | No | Summon flesh, clay, stone or iron golem; Focus: lump of material |
| Summon Monster IX | Conjuration (Summoning) | Matching creature | V, S, DF | 1 round | Close | One or more creatures | 1 round/lvl. (D) | None | No | Conjures one extraplanar creature from 9th level list, 1d3 creatures from 8th level list or 1d4+1 creatures from any lower level list to fight for you. |
| True Resurrection | Conjuration (Healing) | - | V, S, **M**, DF | 10 minutes | Touch | Dead creature | Instantaneous | None | Yes | Raise creature dead no longer than 10 years/lvl, no body required; no level loss; Material: sprinkle of holy water and diamonds worth 25000+ gp |
| Vile Death | Conjuration (Calling) | Evil | V, S, **M**, XP | 1 hour | Touch | 1 corporeal undead | Permanent (D) | None | Yes | Summons fiendish spirit in undead (grants fiendish template); Material: brimstone and bloodstone (500 gp); XP: 100 |
| Were-Doom | Evocation | Evil, Chaotic | V, S, M | 1 minute | Long | 50 ft./lvl spread | 24 hours | Fort neg | Yes | Castable only at night; 1d4 random targets in area are infected mit lycanthropy and change shape to savagely attack; Material: bit of lycanthrope’s fur or skin |