

THE
(NOT REALLY)
COMPLETE
TOME OF SPELLS



ULTIMATE EDITION!
A COMPENDIUM OF SPELLS FOR D&D 5E

CONVERTED AND COMPILED BY FAOLYN
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⊕ INTRODUCTION ⊕

So, this is my Ultimate Edition of my previously published netbook, the (Not Really) Complete Tome of Spells. I say “Ultimate” because I’ve drawn spells from a *ton* of sources, not just the old 2nd Edition spell compendiums. I was alerted to the existence of the 2nd Edition *Great Net Spellbook* and *Great Net Prayerbook* (I’d seen them probably 15 years ago and then completely forgot about them in the meantime), and I’ve scoured all the 3rd- and 3.5-edition books and online sources (d20pfsrd.com is a wonderful source) I could find in order to convert to 5th edition. All in all, there are just above 1,000 spells in this netbook. As with my original edition, a lot of spells here have been tweaked both for 5th edition, both for mechanics and for flavor. *Many* of the spells have changed quite a bit.

I’ve had much more opportunity to play 5e since I put out the last netbook – and possibly more importantly, I’ve had the opportunity to play dedicated spellcasters. I’ve been (hopefully) able to get a much better feel for both the way to streamline the spells and to make sure they’re better balanced.

I’d like to thank everyone from r/dndnext who helped me by pointing out my numerous mistakes and typos and for making helpful suggestions for improvement, especially folks such as u/dynath (who pointed out the Net Spell and Prayerbooks and went through first run-through of those spells), u/Asmor, and *many* others who went above and beyond the call of duty with their suggestions and proofreading. I seriously couldn’t have done it without you guys. You guys win at least half an internet each.

As always: comments, complaints, and cute cat pictures should be sent to faolyn@gmail.com.

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Much of the information in the monster entry for the shade was taken from the *Dragon Magazine* #126 (October 1987) article *The Ecology of the Shade* and from *Monstrous Compendium Annual Volume 4* © 1998 TSR, Inc.

The spells *Kilrukh's assisting hands* and *Kilrukh's defending hands* were originally named *Kil'Rkh's*, not *Kilrukh's*, as they were named for a thri-kreen druid from Athas, but I changed the name to be pronounceable by humanoid tongues.

The terms *doleovore* (pain-eater) and *metuovore* (fear-eater), which I used in the spell *distort life*, were taken from *GURPS Horror*. I'm not sure those words exist in the real world (my googlemancy failed me but let's face it, there's very little reason why they *should*), so credit goes to the author of that book, Kenneth Hite, or to whomever *he* took them from.

And finally, the fonts used in this are Book Antiqua, Kingthings Petrock Light (for the headers), and Faerie Moot Ornate (for the ©s).

Nothing here, except for my interpretations and adaptations of the spells, is original to me. It all belongs to its original creators. I'm just making it useful for 5th Edition. Please don't sue me!



⊙ SPELLS BY LEVEL ⊙

CANTRIPS (0-LEVEL SPELLS)

Allergy Field (transmutation): You cause creatures in a small area to sneeze uncontrollably.

Alpha's Spark Shower (evocation): You attack a target with sparks of electricity and inflict 1d6 damage.

Alpha's Sparkle Beam (evocation): You release a shower of sparkles that inflict 1d6 damage and blind your targets.

Alter Instrument (transmutation): You turn a musical instrument into a different one of similar size and quality, or perfectly tune it.

Befoul (transmutation): You cause organic, nonliving matter to age a day.

Bigby's Bookworm Bane (evocation): You create a tiny hand that destroys library pests.

Blacksteel (transmutation): You make a weapon matte-black and silent.

Bleeding Touch (necromancy): You cause bleeding wounds to appear on a target, inflicting damage equal to your spellcasting ability modifier each round for three rounds.

Bloodbridge (necromancy): You draw blood from one creature and donate it to another, healing the recipient.

Candletrick (transmutation): One candle cannot be snuffed.

Chill (evocation): You briefly freeze an opponent, giving it disadvantage on its rolls.

Copy (transmutation): You copy nonmagical text onto a blank sheet.

Crier's Boon (transmutation): A willing creature gains the ability to speak very loudly and clearly.

Darsson's Cooling Breeze (transmutation): You produce a pleasant breeze.

Deepen Shadows (illusion): You lower the light in an area.

Diction (transmutation): An enchanted pen writes words spoken in the area.

Diminutive Darkness (transmutation): You create a 2-foot sphere of darkness.

Disarm (evocation): You magically knock an object from a target's hand.

Distraction (enchantment): You cause a creature to be too distracted to notice things around it for one round.

Druidcraft (transmutation): New variants.

Empathy (divination): You learn a target's basic emotional state.

Erik's Quills (conjuration): You throw porcupine quills at a target, inflicting damage for 3 rounds.

Flicker (illusion): You convince onlookers that a target is an illusion.

Gnat Swarm (conjuration): You conjure a swarm of distracting, biting insects.

Hailstone (conjuration): You fire a stone from your hand, inflicting 1d8 damage and stunning your target.

Handcandle (evocation): You create flames in your hand, with which you can provide light or burn a target for 1d10 damage.

Handfang (transmutation): A fang-filled, acid-dripping mouth appears on your hand and inflicts 2d6 damage.

Haunting Sound (illusion): A scary sound frightens creatures that can hear it.

Hold Portal (abjuration): You hold a door closed or open.

Ill Omen (enchantment): You curse a target with bad luck for a round.

Iron Scarf (transmutation): You turn your scarf into bludgeoning weapon that inflicts 1d10 damage.

Kiss of Wounding (evocation): Your magical kiss inflicts 1d12 damage.

Leaf into Dagger (transmutation): You turn a leaf into a magical dagger.

Legerdemain (conjuration): You perform truly magical stage magic.

Liquid Orb (conjuration): You create a pint of any sort of liquid.

Nature Call (conjuration): You summon one or two CR 0 beasts.

Notice (enchantment): You become highly aware of your surroundings for 1 round.

Odeen's Magic Cloud (conjuration): You create a tiny cloud that you can use to obscure an area, produce a lightning bolt that inflicts 1d6 damage, create light rain, or make rainbows.

Open/Close (evocation): You open or close an unlocked container or door.

Orison (transmutation): You pray to your deity for a very minor miracle.

Pain (necromancy): Horrific pain causes a target to have a -2 penalty to most rolls for 1 minute.

Prestidigitation (transmutation): New variants.

Scatterspray (evocation): You cause unsecured items to go flying, possibly inflicting as much as 1d4 damage to all creatures within 20 feet.

Scratch (evocation): You create an illusory itch on someone.

Secret Signs (divination): You convey a thought to another creature via meaningful look or gesture.

Slash Tongue (transmutation): You damage a creature's tongue, hindering them with pain.

Spit Venom (conjuration): Your spit blinds your enemies.

Squeaking Floor (abjuration): You cause an area of floor to squeak if walked upon.

Stun Ray (evocation): A blast of electricity stuns your target for a round.

Sustain Fire (transmutation): A fire consumes its fuel at half the rate while producing as much heat and light.

Thaumaturgy (transmutation): New variants.

Thump (evocation): You whack a creature on the nose and stun it for a round.

Touch of Madness (enchantment): You fill a creature's mind with insane thoughts and incapacitate it for a round.

Warning Shout (evocation): You shout a word of warning, which can be heard a mile away.

Whisper's Darkstaff (conjuration): You create a quarterstaff out of shadowstuff.

1ST-LEVEL SPELLS

Acid Hands (evocation): You shoot a fan of corrosive acid at one or more foes, doing 2d8 damage and possibly dissolving armor.

Adhesion (transmutation): Two objects are stuck together magically.

Ahrvar's Forgery (transmutation): You can perfectly forge someone else's handwriting. (ritual)

Alpha's Hunting Hound (conjuration): A fey spirit that takes the form of a mastiff hunts and tracks for you.

Animal Animosity (enchantment): You cause beasts to hate your target.

- Animal Sense** (transmutation): A willing target gains the senses of an animal.
- Arcane Voice** (illusion): You project your voice to a spot within range and make it sound spooky. *(ritual)*
- Assess Value** (divination): You learn how much something is worth monetarily. *(ritual)*
- Augment Artistry** (transmutation): You give a target artistic ability.
- Aura of Protection** (abjuration): A magical aura allows you to take less damage from certain attacks.
- Autopsy** (divination): You learn how a corpse died. *(ritual)*
- Banish Dazzle** (abjuration): You protect a target from being blinded by bright light.
- Battle Cry** (enchantment): You shout a challenging cry and distract your targets.
- Beneficence** (illusion): You cast an illusion on yourself, making you look like a wise and blessed holy person.
- Bladethirst** (transmutation): A bladed weapon becomes wreathed in cold flame and inflicts an extra 1d6 damage.
- Borrow Fortune** (transmutation): You gain good luck now at the cost of bad luck later.
- Brambles** (transmutation): A wooden weapon grows vicious thorns and inflicts and additional 2d4 damage.
- Buzzing Bee** (conjuration): A magical bee harasses a target.
- Calder's Starry Sky** (illusion): A completely accurate starmap appears above you. *(ritual)*
- Camouflage** (illusion): Your skin, clothing, and equipment change color to match your surroundings.
- Cat Spirit** (transmutation): You become stealthy and resistant to falling damage.
- Cheat** (transmutation): You magically cheat at a game of chance.
- Chime** (abjuration): You put an alarm on an object, which will ring when a condition is met. *(ritual)*
- Chord of Shards** (transmutation): Your music turns into crystal shards that slice for 2d6 damage.
- Color** (illusion): You permanently change the color of an inanimate, organic object. *(ritual)*
- Comfort** (abjuration): Your song causes targets to forget their aches and pains. *(ritual)*
- Command Hair** (transmutation): You cause hair to grow and style itself, or to act as a prehensile tentacle.
- Common Prayer** (abjuration): A group prayer you lead gives all participants the ability to reroll a d20 that had rolled a 1.
- Compass** (divination): A magical home-made compass points to a destination of your choice. *(ritual)*
- Confuse Self** (enchantment): You confuse yourself to the point that you cannot be charmed, frightened, mind-probed, or mind-controlled.
- Conjure Fundamental** (conjuration): You conjure a flock of fundamentals to do your bidding.
- Create Earth** (conjuration): You create solid rock, loose gravel, sand, or soil.
- Creeping Darkness** (illusion): You create a large, dark cloud you can move and control that blinds and deafens those inside it.
- Darkray's Enhanced Dagger** (transmutation): A throwing dagger is imbued with radiant energy and inflicts additional damage equal to 1d6 + your spellcasting ability modifier.
- Death Candle** (divination): You light a special candle, which will only go out should a specific individual dies. *(ritual)*
- Death Grimace** (transmutation): You alter a corpse so it has a specific "signature." *(ritual)*

- Detect Harmony** (divination): You learn the general balance of good, evil, law, and chaos in the area. *(ritual)*
- Detect Metals and Minerals** (divination): You sense the location of a particular ore or mineral in the area. *(ritual)*
- Detect Secret Passages and Portals** (divination): You detect the presence of hidden doorways.
- Dispel Fatigue** (abjuration): You temporarily remove a level of exhaustion from your target.
- Drawmij's Breath of Life** (transmutation): You and eight others can hold your breath twice as long.
- Drawmij's Light Step** (transmutation): You can walk without leaving tracks or disturbing the ground.
- Drawmij's Scent Mask** (transmutation): Your target is made scentless.
- Drenal's Stone Flame** (transmutation): You temporarily turn a torch flame into a brightly-glowing rock.
- Ease Labor** (abjuration): You significantly ease the act of childbirth. *(ritual)*
- Electric Blades** (evocation): You cause a pair of metallic weapons to inflict an extra 1d10 or 2d10 lightning damage and possibly stun your foe.
- Elemental Burst** (evocation): You fire slivers of elemental matter, inflicting 2d8 damage to one target.
- Elonia's Glamer** (illusion): You make a target seem more or less attractive. *(ritual)*
- Endure Element** (abjuration): A willing target gains resistance to damage caused by a mundane energy source.
- Entangling Scarf** (transmutation): Your scarf magically restrains a foe.
- Epiphany** (enchantment): A creature is imbued with sense of purpose, which helps to calm fear and madness. *(ritual)*
- Erase** (transmutation): You erase written words, even magical ones. *(ritual)*
- Exorcism** (abjuration): Through a long and arduous process, you exorcise a spirit that is possessing a person.
- Exterminate** (necromancy): You instantly kill Tiny vermin in the area or do 2d10 damage to swarms *(ritual)*
- False Tracks** (illusion): You leave animal tracks behind you as you walk. *(ritual)*
- Fertility** (transmutation): You make a willing creature very fertile. *(ritual)*
- Filth's Bane** (transmutation): You completely clean a target. *(ritual)*
- Fire Truth** (divination): You enchant a candle to flare or gutter when a specific target tells a lie. *(ritual)*
- First Strike** (transmutation): You and your allies have advantage on initiative.
- Fist of Stone** (transmutation): Your hand becomes stone and your punch does 1d4+3 damage.
- Foundation of Stone** (abjuration): A willing target gains +2 to its AC as long as it doesn't move.
- Frost Fingers** (evocation): You fire a cone of ice shards, inflicting 3d6 damage to all in the area.
- Gift of Speech** (transmutation): You give an unintelligent creature the ability to speak. *(ritual)*
- Golden Barding** (conjuration): You summon magical armor for your mount.
- Hail of Stone** (conjuration): You summon a storm of stones that inflicts 1d6 damage to all caught within it.
- Hair** (transmutation): You clean and style your hair. *(ritual)*
- Healthful Rest** (abjuration): Your targets gain more benefit from a short rest.

- Heethem's Hydromorph** (transmutation): You create magical water fountains. *(ritual)*
- Hesitate** (enchantment): You cause creatures to have disadvantage on their initiative roll.
- Hidden Ward** (illusion): You hide protective spells and magical traps, making them difficult to find even with magic.
- Hunter's Lore** (divination): You gain a bonus to Intelligence and Wisdom checks while in your favored terrain.
- Idea** (divination): You gain advantage on one Intelligence- or Wisdom-based skill check.
- Inaudibility** (illusion): Your target becomes unable to speak and makes no noises when it moves.
- Indisputable Possession** (conjunction): You enchant an item so you can summon it to your hand at will.
- Infernal Wound** (transmutation): You imbue a sword with fiendish energy; a creature hit by it takes 5 damage each round for a minute.
- Insidious Rhythm** (enchantment): You sing an earworm of a song and distract your opponent.
- Instant Search** (divination): You instantly search a large area.
- Interrogation** (evocation): You cause a creature to suffer terrible pain if it doesn't answer your questions.
- Invisible Object** (illusion): You make an object invisible.
- Ironguts** (abjuration): One target has advantage on saving throws to avoid being poisoned.
- Ironthunder Horn** (evocation): A thunderous blast of sound knocks creatures over.
- Jayme's Melodramatic Music** (illusion): You give a creature a soundtrack.
- Kiss of Intoxication** (enchantment): Your kiss causes a target to become drunk.
- Kiss of Vampirism** (necromancy): Your kiss drains 1d10 damage and restores half that number of hit points to you.
- Know the Size of the Hidden** (divination): You learn how large a buried object is. *(ritual)*
- Ladder** (evocation): You create a magical 10-foot ladder.
- Laeral's Cutting Hand** (transmutation): Your hand becomes razor sharp and inflicts 1d8 damage.
- Last Image** (divination): You see the last thing seen by a corpse before it died. *(ritual)*
- Long Arm** (transmutation): One or both of your arms increases by 5 feet.
- Magic Motes** (abjuration): Motes of light protect you from oncoming damage.
- Magical Tether** (evocation): You attach an unbreakable magical leash to a creature, preventing it from straying away from you.
- Memorize Page** (enchantment): Your target can perfectly memorize a page of text. *(ritual)*
- Metal Arm** (transmutation): You turn your arm into a shield and get +2 AC.
- Nectar** (conjunction): You turn nectar into wine. *(ritual)*
- Odeen's Magic Tailor** (transmutation): You magically resize armor or clothing. *(ritual)*
- Painful Wounds** (necromancy): You cause an already-wounded creature to be in so much pain it is incapacitated.
- Painless Death** (necromancy): You instantly slay a completely willing creature.
- Parching Touch** (necromancy): You drain water out of a target, inflicting 1d10 damage and a level of exhaustion.
- Pilpin's Mapper** (divination): A map magically forms on a sheet of vellum, drawing everything you experience. *(ritual)*

- Pilpin's Prompt** (transmutation): You set yourself a reminder for a future appointment. *(ritual)*
- Power Word Attention** (evocation): A magical shout gains the complete attention of all around you.
- Protective Amulet** (abjuration): You enchant an amulet to provide protection from a single spell.
- Quick Step** (transmutation): A creature's speed increases by 15 feet and it can run without tiring for an hour.
- Ray of Clumsiness** (transmutation): A beam of energy causes your target's speed to be reduced and make it have disadvantage on certain skill checks.
- Ray of Flame** (evocation): A beam of flames inflicts 2d6 damage, plus another 1d6 each round for a minute.
- Reconstruct** (transmutation): You temporarily put a completely destroyed object back together.
- Repair** (transmutation): You heal inanimate objects.
- Reveal Owner** (divination): You gain a psychic impression of an object's owner. *(ritual)*
- Sacred Guardian** (abjuration): A mental link between you and another creature informs you when that creature is in danger.
- Sanh's Ray of Light** (evocation): A brilliant beam of light inflicts 1d10 damage and has the potential to permanently blind your target.
- Sea Sight** (divination): Your target can see through water with ease. *(ritual)*
- Secret Page** (transmutation): You make a page of text appear to say something different, permanently. *(ritual)*
- Segoan's Armor** (abjuration): You turns grass into armor.
- Shadetree** (illusion): You create an illusory tree that provides cooling shade. *(ritual)*
- Shadows** (illusion): You animate shadows, causing them to distract or frighten foes, or to help you hide.
- Sharptooth** (transmutation): A creature with a bite attack does +1 damage.
- Shrapnel Shot** (conjuration): Shards of stone inflict 2d10 damage to a target.
- Shut Up** (transmutation): You cause a target's mouth to disappear for the duration.
- Silvered Weapon** (transmutation): You turn a weapon into silver, for use against creatures weak against that metal.
- Simple Distillation** (transmutation): You distill up to five gallons of liquid. *(ritual)*
- Skill Enhancement** (transmutation): A tool you enchant gives its user a +2 bonus to its proficiency roll.
- Snapshot** (transmutation): You cause an image of something you see to appear on paper. *(ritual)*
- Special Effects** (transmutation): You create a minor, non-harmful, permanent physical effect in a small area. *(ritual)*
- Spider bite** (transmutation): You poison creatures within range.
- Spirit Mask** (abjuration): You use a minor spirit to distract attempts to divine on you.
- Suspend Disease** (abjuration): You "pause" an ongoing disease for one day. *(ritual)*
- Telltale Feet** (transmutation): A target's footprints will glow in your vision.
- Thunderous Footfalls** (evocation): A creature's footsteps become so loud and strong that they knock nearby creatures prone.
- Trance** (divination): You enter a trance and gain the ability to sense magical effects and unnatural creatures within 500 feet.
- Weapon Bless** (transmutation): You gain a +10 bonus to hit and inflict +10 damage on your first attack on a specific, named foe. *(ritual)*

Weapon of the Earth (transmutation): You turn a rock or soil into a weapon.

Web Bolt (conjunction): You hurl a ball of webbing that grapples and restrains your target.

Whisper's Hands of Darkness (evocation): You fire a cone of shadows that inflict 3d6 damage.

Xavier's Leaf Filter (divination): You can see through foliage as if it weren't there.

2ND-LEVEL SPELLS

Adamantine Weapon (transmutation): Your bludgeoning weapon becomes pure elemental adamantine, inflicting an additional 1d12 damage.

Aggressive Thundercloud (conjunction): You summon a small storm that follows and harasses a target with lightning bolts that inflict 4d6 damage.

Allegro (transmutation): You and up to 8 allies have your walking speed doubled.

Alpha's Moonlight (transmutation): You bathe the area in gentle moonlight instead of harsh sunlight.

Alpha's Rainbow Beam (evocation): A beam of light inflicts a 3d10 damage of a random type to an enemy.

Ancestral Blessing (necromancy): You summon a spirit to aid you in some way. *(ritual)*

Ancestral Vengeance (conjunction): You summon the spirit of one of your ancestors to attack an enemy that has wronged you.

Anesthesia (enchantment): A creature becomes immune to pain and falls unconscious. *(ritual)*

Animal Aspect (transmutation): You partially shapechange and gain an animalistic ability.

Apparition (illusion): You cause the target's face to become monstrous.

Arrow flight (transmutation): You double the range of a bow or crossbow.

Ash Storm (conjunction): A cylinder of whirling ash blocks vision and makes the area difficult terrain.

Augment Familiar (abjuration): You briefly make your familiar much more resilient.

Backstab Backlash (abjuration): When a creature sneak-attacks you, the damage rebounds on it.

Bearhug (transmutation): You gain the ability to crush your target in an incredibly strong bear hug, inflicting 2d12 damage each round.

Beastmask (illusion): You cause a target to look like a beast or monstrosity, but only to other members of its species.

Bigby's Dexterous Digits (evocation): You create tiny hands which can fence or box for you, silence or strangle a target, or through which you can feel things.

Bliss (enchantment): Your target suffers from waves of incapacitating pleasure.

Blistering Invective (evocation): You release words so cruel your target bursts into flame at take 4d10 damage.

Blood Biography (divination): A drop of blood tells you information about the creature that shed it. *(ritual)*

Body Blades (transmutation): Razor-sharp spikes grow out of your body, giving you +1 AC and inflicting an extra 2d10 damage to the other person in a grapple.

Body of the Sun (transmutation): You are surrounded by golden flames and inflict 3d10 damage and blind those who come too close.

Body Temperature (necromantic): You bring warmth to a cold-blooded or undead creature, or make a living creature appear to have no body heat. *(ritual)*

Bolt's Background Bustle (illusion): You create the illusion of background noise to cover the noises you are actually making.

- Bottomless Hate** (enchantment): You do extra damage to your favored enemy.
- Break Limb** (necromancy): You break a target's leg or arm, inflicting 2d10 damage and causing the injury to take a very long time to heal without magic.
- Brumal Stiffening** (transmutation): You make a weapon so cold it breaks easily.
- Circle of Privacy** (illusion): You discourage trespassers from entering an area you choose. *(ritual)*
- Claws of Darkness** (conjunction): You create talons out of material from the Shadowfell.
- Condition Protection** (abjuration): A willing target becomes resistant to one type of condition.
- Control Vapor** (transmutation): You can control mist and steam in an area within range, and can possibly control vaporous beings.
- Cook** (transmutation): You turn raw ingredients into a meal. *(ritual)*
- Crafter's Fortune** (transmutation): The target gains advantage on a roll when using artisan's tools and can double its crafting rate for one day. *(ritual)*
- Create Campsite** (conjunction): Tiny unseen servants set up your camp for you. *(ritual)*
- Curse of Ill Fortune** (necromancy): A cursed creature has disadvantage on all rolls for one round.
- Darklight's Inexplicable Image** (illusion): You create an audiovisual illusion or phantasm that appears once when triggered. *(ritual)*
- Death Knell** (necromancy): You steal another creature's life force for your own use.
- Decastave** (transmutation): You create a magical staff that inflicts 3d6 damage and restores some of your hit points.
- Deepockets** (transmutation): You enchant a pocket to hold up to 100 pounds.
- Deific Vengeance** (evocation): You smite a creature with godly wrath and inflict 3d10 damage.
- Detect Charm** (divination): You can discern whether or not creatures are under a *charm*.
- Dig** (transmutation): You can magically dig a hole. *(ritual)*
- Dive/Rise** (transmutation): You cause a target to sink to the bottom of the water or float to the surface.
- Divine Sacrifice** (transmutation): You sacrifice 5 hp to inflict 3d10 more damage to a target when in melee combat.
- Dolorous Blow** (transmutation): Critical hits become easier to inflict and more damaging.
- Drawmij's Swift Mount** (transmutation): Your trained riding beast doubles in speed.
- Dream Feast** (conjunction): Dream-food is made to be as nourishing as real food.
- Dumbness** (necromancy): You render a creature unable to speak.
- Early Judgment** (divination): You stun your target with visions of the afterlife.
- Echoes** (illusion): You cause a target to hear all sounds as being loud enough to be damaging and distracting and inflict 1d6 damage each turn.
- Entice Gift** (enchantment): You compel a creature to give you whatever it is holding.
- Euclarke's Cantankerous Clothing** (transmutation): You cause an opponent's clothing to hinder and delay it.
- Euphoric Cloud** (conjunction): A sphere of gas appears and causes all creatures within to bliss out.
- Fang Fist** (transmutation): Your arm turns into a venomous snake.
- Far Sight** (transmutation): Your vision improves by five times and you do not suffer

- disadvantage when using a missile weapon at maximum range. (*ritual*)
- Favorable Wind** (evocation): You increase the speed of a sailing ship. (*ritual*)
- Favor of Good Luck** (abjuration): Your target automatically succeeds its next saving throw.
- Favor of Ill Luck** (abjuration): Your target automatically fails its next saving throw.
- Favor of Serendipity** (abjuration): You are assured of an instance of good luck while traveling.
- Favor of the Earth** (abjuration): A small patch of plants is purged of disease and its yield is doubled.
- Fiery Eyes** (evocation): Your eyes begin to burn, allowing you to fascinate a target or set combustibles aflame.
- Fiery Fists** (evocation): Your fists are wreathed in smoky fire and your punches do an extra 2d10 damage.
- Fireburst** (evocation): The area around you explodes with flame, inflicting 4d6 damage to all those nearby.
- Fireproof** (abjuration): You render an object immune to magical and mundane fire.
- Firestaff** (evocation): Your staff bursts into flames, inflicting an additional 2d6 damage on a hit.
- Flu** (necromancy): You cause a target to suffer from a contagious, magical flu.
- Frostfire** (transmutation): You turn fire icy cold.
- Gem Record** (divination): You store information inside of a gemstone, or read information that another has stored by using this spell. (*ritual*)
- Ghost Whip** (conjuration): You create a whip made of force that inflicts 3d10 damage only to non-corporeal creatures.
- Ghoul Touch** (necromancy): You grow long claws that inflict 2d4 damage, sap your opponent's life force, and paralyze it.
- Grassdart** (transmutation): You turn blades of grass into weapons.
- Hand of Ithiqua** (evocation): A magical force pins your targets to the floor or wall.
- Heartfire** (evocation): Targets are surrounded by flames that prevent them from hiding.
- Hunter's Mercy** (transmutation): Your next attack with a bow and arrow inflicts double damage.
- Hurl Rock** (conjuration): You telekinetically hurl a rock, inflicting anywhere from 2d4 to 4d10 damage.
- Illusory Maze** (illusion): A phantasmal maze causes the target to alter its movement patterns.
- Ingold's Instant Insanity** (enchantment): You temporarily incapacitate a creature with insanity.
- Intensify Sensation** (enchantment): You cause a target become incapacitated due to sensory overload.
- Intoxicate** (enchantment): You cause your target to become drunk.
- Iron Maiden** (conjuration): You summon suits of animated armor to fight for you.
- Isolde's Answer** (divination): You ask a crystal ball or mirror a question and gain an image in response.
- Kâldane's Instant Burden** (transmutation): You make a creature's belongings crushingly heavy.
- Kallum's Cold Frost** (evocation): You cover an area with slippery ice and inflict 2d6 damage to all creatures in that area.
- Kilrukh's Assisting Hands** (evocation): You create a pair of magical hands to help you out in non-combat situations. (*ritual*)
- Kiss of Awakening** (abjuration): Your kiss awakens a magically sleeping target.
- Kiss of the Toad** (necromancy): Your kiss is toxic and inflicts 4d8 damage.

Leomund's Trap (illusion): You create an illusory trap. (*ritual*)

Light of Heavens (evocation): You are suffused with holy light, which you can use to cause 3d10 damage or heal the same amount.

Litany of Debasement (abjuration): Your prayer causes a serious negative effect in your target for 1 round.

Litany of Grace (abjuration): Your prayer gives you a protective affect for 1 round.

Lucky Blade (abjuration): An enchanted weapon's wielder may reroll a failed attack one time.

Lucky Cape (abjuration): An enchanted cloak's wearer may reroll a failed saving throw one time.

Magic Flask (transmutation): You enchant a vessel so it holds more than it should.

Make Lost (enchantment): You cause a creature to forget where it is and how it traveled there.

Merchant's Glamer (illusion): You make objects for sale appear to be worth more than it really is.

Mikki's Awesome Disarm (evocation): You cause an object held by another creature to burst into flame.

Mikki's Tracking (divination): Your target's spoor glows brightly in your vision.

Mistaken Missive (transmutation): You cause text to change into their exact opposite meaning over the course of a week.

Moon Rune (illusion): You write words that are only visible under very specific conditions. (*ritual*)

Nap (enchantment): A short rest is made to be as useful as a long rest. (*ritual*)

Nature's Balance (transmutation): You transfer some of your physical attributes to a willing target. (*ritual*)

Nightmare Lullaby (enchantment): Your song causes a target to believe it is in a waking nightmare.

Noise Filter (illusion): You cause targets to become deaf to background sounds.

Numbing Sphere (evocation): A sphere of freezing coldness inflicts 2d10 damage and paralyzes anyone it comes in contact with.

Orb of Acid (conjuration): You create a ball of acid that inflicts 4d6 damage and briefly poisons your target.

Orb of Cold (conjuration): You create a ball of frozen air that inflicts 4d6 damage and briefly blinds your target.

Orb of Electricity (conjuration): You create a ball of sparks that inflicts 4d6 damage and briefly stuns your target.

Orb of Fire (conjuration): You create a ball of smoky fire that inflicts 4d6 damage and briefly incapacitates your target.

Orb of Force (conjuration): You create a ball of energy that inflicts 4d6 damage and briefly restrains your target.

Orb of Sound (conjuration): You create a ball of sound waves that inflicts 4d6 and briefly deafens your target.

Otto's Soothing Vibrations (enchantment): You cause creatures of Intelligence 4 or less to become calm and passive.

Paldeggeron's Accurate Arrow (transmutation): You enchant an arrow so it always hits.

Piercing Shriek (evocation): You release an ear-piercing shriek that inflicts 2d10 damage and deafens one creature within range.

Pleasant Dreams (abjuration): You protect a creature from mundane and magical nightmares.

Power Word Fear (enchantment): You speak a terrifying magical word and frighten a target within range.

- Preservation** (abjuration): You perfectly preserve food for a month. (*ritual*)
- Prismal's Handy Mirror** (conjunction): You create a mirror that floats in midair.
- Raven's Flight** (transmutation): You briefly turned into a raven and fly 60 feet away.
- Ray of Ice** (evocation): A beam of freezing light inflicts 4d6 damage and sticks your target's feet to the floor.
- Ray of Paralysis** (necromancy): A beam of energy paralyzes your target for a minute.
- Ray of Stupidity** (enchantment): A beam of energy gives your target disadvantage on Intelligence-based rolls.
- Sand Glass** (transmutation): You turn sand into a glass object. (*ritual*)
- Sand Spray** (conjunction): You create a cone of sand that inflicts 2d10 damage and blinds your opponents.
- Sap** (conjunction): Sticky sap coats everything, making Dexterity-based rolls and abilities incredibly difficult.
- Savage Maw** (transmutation): Your jaws become optimized for biting and inflict 1d10 damage with each bite.
- Scent of Vengeance** (transmutation): You can perfectly track a being who wronged you. (*ritual*)
- Seal Mouth** (enchantment): You prevent a creature from saying mean things about you.
- See Through Other Eyes** (divination): You can see through the eyes of another creature.
- Seek Eternal Rest** (abjuration): A creature you are attempting to turn has disadvantage to resist you.
- Shadowbolt** (conjunction): You create magical arrows out of shadowstuff.
- Shark Bolt** (evocation): You create magical sharks which attack a target for 4d6 damage on each successful hit.
- Sign of Sealing** (abjuration): You place a magical seal on an opening, preventing it from being opened by mundane means.
- Silverlight** (evocation): An aura of silvery light inflicts damage to and poisons creatures that are weak against silver.
- Skull Watch** (necromancy): You enchant a skull so that it screams if another creature approaches it.
- Skyhook** (evocation): You create an immovable hook of force. (*ritual*)
- Specialization** (transmutation): Your god's might is channeled into your weapon, giving you double your proficiency bonus with it.
- Spiritual Spear** (evocation): You create a magical spear that inflicts 2d10 damage.
- Splinter Wood** (evocation): You cause a wooden object to explode, inflicting 4d6 damage to all creatures within range.
- Spring** (transmutation): You create a temporary freshwater spring.
- Talon's Soundmaster** (illusion): You pre-record sounds to use later on. (*ritual*)
- Tenser's Hunting Hawk** (transmutation): You turn an arrow into a hawk.
- Thrasne's Magical Mire** (conjunction): You create a pit of sticky goo which prevents your targets from moving.
- Transmute Water to Acid** (transmutation): You turn water into clear, scentless acid.
- Unnatural Lust** (enchantment): You cause the target to become completely infatuated in a creature or object of your choice.
- Untangle** (transmutation): You part *entangled* plants and cannot be tangled by other means.
- Venomous Blade** (transmutation): You envenom a weapon, causing it to inflict an additional 2d6 damage with each blow.
- Veschiul's Shadowcurse** (transmutation): You cause a target to become sensitive to sunlight.

Vylja's Airbolt (evocation): Your breath becomes a powerful gust of wind that knocks a target down and inflicts 4d8 damage.

Vylja's Webs to Dust (transmutation): You destroy normal and magical webbing.

Wall of Gloom (illusion): You create a wall of shadows which blocks vision and dulls sounds.

Whip of Vermin (conjuration): You create a lash of venomous insects which inflicts 2d10 damage and which you can turn into a swarm of insects.

Whispers (divination): A breeze carries conversations to your ears. *(ritual)*

Winds of Pain (necromancy): A harsh wind causes incredibly pain in all creatures within range.

Wolfjaws (transmutation): Your hand turns into wolf-like jaws that inflict 2d8 damage.

Word of Binding (conjuration): You conjure manacles around your target's wrists and ankles.

Wyvern Watch (evocation): A cloud of wyvern-shaped smoke attacks an intruder. *(ritual)*

Yoke of Mercy (enchantment): You force a creature into temporary pacifism.

Zone of Deception (enchantment): You create an area in which only lies can be spoken.

3RD-LEVEL SPELLS

Aalldam's Waterspray (conjuration): A blast of water inflicts 4d8 damage, knocks back foes, and puts out fires.

Acid Lash (transmutation): A whip of corrosive acid inflicts 4d10 damage.

Agitate Wounds (necromancy): You cause your target's wounds to bleed profusely, inflicting 2d6 damage and possibly more due to continual bleeding.

Agra's Ambush (abjuration): A mental trap protects you from attempts to read your mind or charm you.

Alpha's Rolling Thunder (evocation): A thunderclap stuns, deafens, and knocks foes down and inflicts 5d6 damage.

Alter Animal Intelligence (transmutation): You cause an unintelligent creature to gain 2 points of Intelligence. *(ritual)*

Alter Mass (transmutation): You make an object lighter or heavier. *(ritual)*

Amulet (abjuration): You create an amulet that provides you a measure of protection against one specific creature.

Anonymous Interaction (enchantment): You cause a creature to forget details about you and a conversation you had with it.

Arboreal Hammer (transmutation): You animate a tree branch to attack your foes, inflicting 3d6+4 damage.

Archer's Redoubt (evocation): You create an immovable shield with an arrow slit.

Attune Form (abjuration): Your targets become immune to Outer Planes' psychic dissonance.

Awaken Sin (enchantment): You inflict 6d10 damage to an evil creature by forcing it to feel tremendous guilt for its sins.

Azalldam's Fabrication (transmutation): You turn shadows into semi-physical objects.

Barrier Reaver (transmutation): You force an opening in a magical barrier.

Bestow Curse (necromancy): New variants.

Bite the Hand (enchantment): You cause conjured creatures to turn on their summoner.

Blades of Fury (illusion): You create five illusory flying swords that inflict 1d8 damage each.

Blessed Forgetfulness (enchantment): You cause a willing creature to forget a traumatic memory. *(ritual)*

- Blossom** (transmutation): After a long meditation, you cause the land around you to become enriched and fecund. (*ritual*)
- Bolt of Stone** (conjunction): You fire a stone ball at a target and inflict 5d8 damage, and damage those around it with shrapnel for 2d8 damage.
- Bone Shape** (transmutation): You can shape nonliving, non-animate bone however you like.
- Boon of Fortune** (transmutation): You give a creature good luck.
- Bottle of Smoke** (conjunction): Smoke, which you can capture and release at a later time, takes the form of a horse that you can ride. (*ritual*)
- Breathable Air** (transmutation): You create a bubble of self-cleaning air. (*ritual*)
- Burst of Nettles** (conjunction): Within a few seconds, stinging nettles grow, fill with acid, and then burst, spraying those around it for 4d6 damage, then additional damage for the next two rounds.
- Call Society** (illusion): You alert the nearest member of an organization to which you belong that you need help. (*ritual*)
- Cloud Walk** (transmutation): A willing target is granted the ability to walk on clouds.
- Commune with Spirit** (divination): You summon a local spirit to ask it questions. (*ritual*)
- Conceal Item** (illusion): You render an object invisible as long as it remains on your person.
- Control Temperature** (transmutation): You raise or lower the temperature by up to 50° F and gain resistance to cold and fire damage from area-effect spells.
- Create Magic Tattoo** (transmutation): You tattoo a temporary magical sigil on a creature that provides protection or aid.
- Crumble** (transmutation): You inflict 6d10 damage to a structure.
- Curse of Impending Blades** (transmutation): Your curse makes a target more likely to be hit in combat.
- Curse Tablet** (necromancy): Your curse inflicts horrible nightmares and 1d10 damage each night for a week.
- Cursed Image** (necromancy): You create a poppet and use it to paralyze or inflict 3d10 damage to your target.
- Darkbolt** (transmutation): You create a tentacular whip that causes 5d10 damage and can be used to constrict your target.
- Darklight's Haywire Hands** (conjunction): Wires fly from your hands to entangle your foes.
- Deadly Strike** (transmutation): You gain advantage and inflict double damage with one weapon.
- Death Star** (necromancy): A ball of light drains the health from all creatures within range, inflicting 4d6 damage to each one.
- Deforest** (transmutation): You turn normal plants into grass.
- Detonate** (evocation): You blow up an object and damage those close to it.
- Dire Charm** (enchantment): You inflict a target with unstoppable rage.
- Dirge of Discord** (enchantment): Jarring music causes your enemies to become clumsy and gain disadvantage on Dexterity rolls.
- Disposal** (transmutation): You create a pair of small *portable holes* to dispose of waste. (*ritual*)
- Ditan's Decorating Hands** (evocation): You create a pair of hands to help when crafting objects (*ritual*)
- Doomhound** (illusion): A illusory shadow mastiff haunts and terrifies your target.
- Downdraft** (evocation): A powerful blast of wind knocks flying creatures out of the sky.
- Dragon Breath** (evocation): You gain a breath weapon that inflicts 7d6 damage.
- Drawmij's Instant Exit** (conjunction): You create a magical doorway that leads to a random nearby place.

- Dread Word** (evocation): You speak a word of evil that causes your target to take 3d10 damage without a chance to resist.
- Dream Sight** (divination): Your spirit leaves your body and travels while you sleep.
- Drought** (transmutation): You cause the area around you to become much drier. (*ritual*)
- Dust Warriors** (necromancy): Scattered teeth turn into skeletons that fight for you.
- Encrypt** (illusion): You render a message completely unreadable. (*ritual*)
- Entomb** (transmutation): You temporarily encase a target in a stone block.
- Euphoric Tranquility** (enchantment): You cause a target to become blissed out and stunned for 10 minutes. (*ritual*)
- Everfull Quiver** (conjunction): You duplicate the arrows inside a quiver, producing an endless quantity of them.
- Evil Eye** (enchantment): You curse a creature to suffer a -1 penalty to all rolls until the following dawn.
- Excruciating Deformation** (transmutation): You warp a creature's body, causing it terrible pain and inflicting 4d6 damage each round.
- Eyes of the Sun** (evocation): Your eyes glow brilliantly, blinding some targets and inflicting 6d6 damage to creatures sensitive to sunlight.
- Falstaffe's Ethereal Firestorm** (evocation): You create a powerful fireball that affects only ethereal targets.
- Farspeaker** (transmutation): You enchant boxes to act as speakers.
- Favor of Amelioration** (abjuration): You protect a creature from poison, stunning, and unconsciousness, and give it 5 temporary hp.
- Fire Aura** (abjuration): An aura of green flame protects you from fire damage and inflicts 3d8 damage on anything that grapples you.
- Fool's Speech** (illusion): You and your allies speak in a secret language that cannot be understood by anyone else.
- Forceball** (evocation): You fire a ball of magical force that inflicts 7d6 damage and stun your targets.
- Forcewave** (evocation): A sphere of concussive force knocks all nearby creatures prone.
- Freeze** (abjuration): You put a creature in frozen stasis for one minute.
- Frost Whip** (conjunction): A whip of icy energy inflicts 4d10 damage and potentially freezes your foe.
- Garinthrall's Hideous Leech** (conjunction): You summon and hurl a blood-sucking magical leech at a foe, inflicting 1d4 damage each turn until the target is dead.
- Glyph of Warding** (abjuration): New variants.
- Godrage** (enchantment): You become filled with divine fury.
- Good Hope** (enchantment): Your allies gain advantage on all rolls for one round.
- Ghost Companion** (necromancy): You turn a badly-injured animal into a ghostly friend.
- Grasping Hands of Horror** (necromancy): Zombie-like hands reach out of the ground and grapple your foe.
- Graymantle** (necromancy): You prevent a creature from healing for 10 minutes.
- Guardian Seal** (abjuration): A magical seal keeps one type of creature from opening a door, lid, or other such closure.
- Hard Water** (transmutation): You turn part of the water's surface hard and capable of supporting weight. (*ritual*)
- Hellmouth Lash** (transmutation): Your tongue turns into a whip that inflicts 6d10 damage.
- Helping Hand** (evocation): You create a hand that seeks out a target to help you. (*ritual*)

- History** (divination): You gain psychic impressions of an object you touch (*ritual*)
- Holy Weapon** (transmutation): Your holy symbol turns into a magical weapon.
- Hypothermia** (transmutation): You inflict 4d10 damage and a level of exhaustion to a target.
- Ice Shape** (transmutation): You shape ice and snow as if it were clay.
- Iceball** (evocation): You fire a ball of ice shards, which inflict 7d6 damage and stuns targets caught in it.
- Invisibility Purge** (abjuration): All invisible creatures in the area become visible.
- Javelin** (transmutation): A throwing weapon inflicts double damage and is given a longer range.
- Junglerazer** (necromancy): You inflict 9d6 damage to beasts, fey, and plants.
- Kilrukh's Defending Hands** (evocation): You create a pair of magical hands to parry oncoming attacks.
- Kiss of Slavery** (enchantment): Your kiss charms your target.
- Lay of the Land** (divination): You gain a general knowledge of major landmarks in a 10-mile radius. (*ritual*)
- Layla's Morning-After Kiss** (enchantment): An unconscious creature loses its memories of the last hour before it fell asleep.
- Legolath's Weird Wildball** (conjuration): You summon a ball of random elemental energy, inflicting anywhere from 6d6 to 8d6 damage, and also having a secondary affect.
- Lightning Rod** (abjuration): A metallic object attracts a lightning bolt to it and away from you.
- Loathsome Veil** (illusion): A wall of alien light and patterns induces nausea on those who come close.
- Lorloveim's Creeping Shadow** (illusion): Your shadow moves away from you and you can spy or cast spells through it.
- Love's Pain** (evocation): You attack a creature, but that creature's dearest love takes 6d6 damage instead.
- Magnetism** (transmutation): You turn an iron or steel object into a magnet. (*ritual*)
- Malta's Patterned Teleportation Square** (conjuration): You create a pair of ornately patterned squares that become teleportation booths.
- Mass Camouflage** (illusion): You grant up to 12 people the ability to camouflage themselves.
- Mass Jump** (transmutation): You increase the jumping ability of up to 8 allies.
- Memory Read** (divination): You see your target's memory.
- Mindburn** (enchantment): You cause a spellcaster to lose its highest-level spell slot.
- Mindlocked Messenger** (enchantment): You lock a message in a creature's mind until it can deliver the message to the intended recipient. (*ritual*)
- Mirror Sending** (divination): You replace your target's reflection in a mirror and send it a message.
- Mordenkainen's Defense Against Beasts** (abjuration): You grant a target resistance to the attacks of normal animals.
- Mordenkainen's Defense Against Slime** (abjuration): You grant a target resistance to the attacks of fungi and oozes.
- Music of the Spheres** (enchantment): Beautiful music distracts all creatures around you.
- Mystic Rope** (conjuration): You create a magical rope with which you can climb or restrain your targets.
- Nightscar** (illusion): You put a magical mark on a target that is always visible to you.

Node of Blasting (evocation): You place a mental trap on an object, stunning the first creature to touch it and inflicting 8d6 damage to it.

Nystul's Radiant Baton (conjuration): Light from the Plane of Radiance inflicts 5d8 damage of different types, depending on the light's color.

Otiluke's Orb of Containment (evocation): You create an unbreakable magical container of force.

Pander's Whirlwind Travel (conjuration): You summon a whirlwind that carries you at a fast pace just above the ground.

Phantom Arms and Armor (illusion): You create semi-illusory armor and weaponry that you can use in battle.

Pilpin's Orchestra (conjuration): You summon musical instruments to play for you. *(ritual)*

Power Word Disrupt (evocation): You speak a magical word that disrupts another spellcaster's concentration.

Puppeteer (enchantment): You control the movements of a creature with magical puppet strings.

Revenance (abjuration): You grant an undead creature resistance to being turned.

Righteous Vigor (transmutation): You imbue a creature with divine energy, so that the more it successfully strikes its foe, the better its attacks gets and the more resilient it becomes.

Sacred Bond (evocation): You and a willing creature both wear a golden bracelet, and you may use Lay on Hands on that creature no matter how far apart you are.

Scalding Spout (conjuration): You blast a target with boiling steam, inflicting 7d10 damage.

Secret Light (evocation): You create a magical light that only you can see. *(ritual)*

Seek Teleporter (divination): You learn where a teleported creature ended up.

Seeking (transmutation): You turn a thrown weapon or missile into a homing weapon.

Shape Wood (transmutation): You shape wood as if it were clay.

Shellskin (transmutation): A willing creature grows chitinous armor.

Shivering Touch (necromancy): Your touch chills your targets, inflicting 3d6 damage and halving their movement.

Singing Stone (transmutation): You record a song in a stone, to be replayed later as you wish. *(ritual)*

Snapdragon (transmutation): You awaken flowering plants, turning them carnivorous.

Spirit Jaws (evocation): You create a set of disembodied jaws that bite targets for 4d10+8 damage.

Stunning Barrier (abjuration): You surround yourself with a force field that stuns creatures who touch or hit it.

Sunscorch (evocation): You strike your targets with intense heat and light for 4d10 or 6d10 damage.

Suppress Breath Weapon (abjuration): You prevent a creature from using its breath weapon.

Teleport Object (conjuration): You teleport an object to another location.

Throbbing Bones (necromancy): Your target's bones pulsate, causing terrible pain and inflicts 2d10 damage each round.

Transmute Gold and Gems (transmutation): You turn gem into coins, or vice versa.

Undead Torch (necromancy): You cause an undead creature to burst into flame, giving it additional fire damage when it attacks.

Urlic's Unwholesome Meal (illusion): You make bad food taste good, make illusory food seem real, and hide taint and poison.

Venomdust (conjuration): You create a sticky poison that inflicts 3d10 damage to anyone who touches it.

Vertigo (enchantment): Your target becomes incredibly dizzy and has disadvantage on all Dexterity-based checks.

Vision of Hell (illusion): The area around you appears to be a hellscape, frightening creatures within it.

Wall of Light (evocation): You create a wall of brilliant light that blocks vision and blinds creatures who attempt to cross it.

Ward of the Season (abjuration): You protect a creature with the power of one of the four seasons.

Weapon Return (transmutation): Your throwing weapon will return to your hand after you use it in battle.

Whip of Flame (evocation): A fiery lash inflicts 5d10 damage on creatures that it hits.

Whisper's Mana Bolt (evocation): You fire a bolt of energy that inflicts 3d12 damage and drains one point from your target's Wisdom.

Whisper's Rune of Protection (abjuration): You inscribe a rune that grants resistance to a type of damage.

Wind at Back (transmutation): Eight targets double their speed.

Windburn (evocation): You fire a blast of dry, hot air that inflicts 5d10 damage and causes exhaustion.

Zone of Natural Purity (evocation): You create an area that benefits fey and plants and penalizes aberrations and undead. (*ritual*)

4TH-LEVEL SPELLS

Acidball (evocation): You fire an explosive ball of corrosive acid, doing 6d6 damage over a 20-foot area and possibly dissolving acid.

Alcoreax's Ictrail (transmutation): A wave of ice freezes the ground and air in front of you, suffocating those caught in it and inflict 3d8 damage to creatures in the area.

Alpha's Chill of the Void (evocation): You attack someone with the freezing vacuum of space, inflicting 6d6 damage and exhausting your targets.

Alpha's Shadowfire (evocation): You fire a bolt of shadowy flame at a target, inflicting 6d10 damage.

Alter Path (transmutation): You clear the path ahead of you or clutter the path behind you.

Animal Call (enchantment): You summon animals to perform non-combat tasks for you.

Animate Flame (transmutation): You animate a flame and direct it to attack and inflict 7d6 damage.

Augmenting Wall (evocation): You create a magical wall which adds 1d10 acid, cold, fire, force, or lightning damage to any missile or thrown weapon that passes through it.

Bands of Sirellyn (conjuration): You create magical bands of metal to capture your target.

Beanstalk (conjuration): Beans that you plant grow into a 400-foot-tall beanstalk.

Bigby's Force Sculpture (evocation): You create a plane of force that you may shape however you wish.

Blast of Sand (conjuration): A cone of sand inflicts 7d6 damage, and double that to some objects.

Blessed Abundance (conjuration): You create an exact double of a small amount of nonliving animal or plant matter.

Bloodsworn Retribution (necromancy): You swear an oath and gain a bonus to rolls needed to fulfill your oath in direct proportion to the number of hit points you choose to shed when you cast this spell.

Breed True (transmutation): You ensure that magically-created traits are passed down to the target's offspring. (*ritual*)

Broom (transmutation): You create a temporary broom of flying.

Burning Blood (necromancy): You cause bleeding wounds to burst into flame and inflict 3d8 damage each round.

Cape of Wasps (conjunction): A swarm of insects inflicts 5d6 to creatures that hit you in combat and grants you the ability to fly.

Carry Companion (transmutation): You turn an animal companion into a stone figurine for easy carrying.

Chant (abjuration): Your prayer blesses your allies while harming your foes.

Chaotic Vision (illusion): You create an illusion of ever-shifting and mutating terrain.

Chilling Scythe (necromancy): You create a freezing-cold scythe that inflicts 3d10 damage, plus more if the target is undead.

Continuous Temperature (transmutation): You permanently set the temperature in an area between 35° F and 100° F.

Create Darkenbeast (transmutation): You turn a normal mammal into a hideous monster under your command.

Crushing Despair (enchantment): You cause creatures to become so depressed they have disadvantage on all rolls.

Cursed Blade (necromancy): Your weapon causes hit point reduction.

Dance of the Unicorn (abjuration): People in a 30-foot sphere around you gain resistance to airborne toxins.

Darsson's Potion (transmutation): You turn another spell into a potion to be consumed later.

Deconstruct (transmutation): You weaken a construct, making it easier to harm it.

Depress Resistance (transmutation): Your target becomes more susceptible to magic.

Detect Spellcasting (divination): You detect the presence of spellcasting within range.

Diamond Spray (conjunction): A cone of diamond shards inflicts 7d6 damage to aberrations, undead, and fiends.

Dimensional Anchor (abjuration): You prevent a creature from traveling magically.

Disease (illusion): You inflict someone with a horrific but illusory disease.

Displacement (illusion): You (or your target) gains the ability to displace your image.

Dolorous Motes (enchantment): A cloud of motes stuns anyone who enters it.

Dwarkanath's Tutor (divination): You "borrow" a skill from another creature. (*ritual*)

Eldarr's Shroud (evocation): You are surrounded with a shroud of cold, fire, or lightning, which both protects you from that element and can attack for 4d10 damage.

Enervation (necromancy): You inflict 4d10 damage to a target and sap its vitality.

Entrap Spirit (necromancy): You trap a ghost inside a mirror.

Explosion of Rot (necromancy): You cause several creatures to begin rotting away and inflict 7d6 damage.

Favor of the Flying Horse (transmutation): You grant a horse or horse-like creature useable wings.

Fellstar's Flaming Water (transmutation): You set a section of the water's surface on fire.

Fire Charm (enchantment): You charm targets that can see a magical fire you create.

Fool's Gold (illusion): You make objects made of cheap metal appear to be golden.

Forced Repentance (enchantment): You cause a humanoid to stop what it's doing and confess its sins to you.

Force Chest (evocation): You create an impenetrable box made of magical energy. (*ritual*)

- Gladden's Jet** (conjunction): A line of foul liquid inflicts 7d6 damage to all creatures in a 90-foot line.
- Glasse** (transmutation): You make metal, stone, or wood transparent. *(ritual)*
- Glory of the Martyr** (abjuration): You take some of a target's wounds onto yourself.
- Godly Protection** (abjuration): Your allies are immune to being frightened or charmed and have advantage on one kind of roll.
- Gravel Vortex** (conjunction): A column of whirling pebbles inflicts 6d6 damage on all creatures within.
- Gregori's Shadow** (divination): You replace a creature's shadow with your own, allowing you to spy through it.
- Guardian Weapon** (abjuration): You create an invisible, magical weapon to protect an area. *(ritual)*
- Hibernation** (enchantment): A targeted creature falls into hibernation for a month. *(ritual)*
- Hold Spirit** (enchantment): You paralyze an undead creature.
- Hurl Thunderbolt** (evocation): You summon and throw a lightning bolt, inflicting 6d8 damage and possibly deafening and stunning your target.
- Ice Blade** (conjunction): A sword made of ice shards inflicts 3d12 damage and attacks at advantage.
- Ice Web** (conjunction): You create a giant spider web of frozen air that inflicts 5d6 damage and stuns those it ensnares.
- Illusory Pit** (illusion): You create an illusion of a bottomless pit to hinder others' movements.
- Ilyykur's Mantle** (abjuration): A sparkling aura protects you from damage and from being charmed or frightened.
- Infected Wounds** (necromancy): A creature's wounds become gangrenous, reducing its hit point total as it takes damage.
- Instant Audience** (illusion): You summon a virtual audience.
- Katrine's Fragile Egg** (transmutation): You turn a normal egg into an extradimensional storage space.
- Kiri's Container** (transmutation): You create a temporary *bag of holding*.
- Kiss of Torment** (necromancy): Your kiss inflicts 5d10 damage and incapacitates your target with pain.
- Know Customs** (divination): You gain insight into local knowledge.
- Lava Bolt** (conjunction): You throw a bolt of lava, inflicting 6d8 damage, and potentially encase your target in rock and inflict an additional 1d8 damage each turn.
- Lightning Shield** (evocation): A shield of sparks protects you from lightning or acid damage.
- Log to Lizard** (transmutation): You turn a log or large branch into a crocodile, which will fight for you.
- Malicious Spite** (enchantment): You cause the target to develop growing hate for a particular subject. *(ritual)*
- Mass Protection from Evil and Good** (abjuration): You and up to 8 allies are protected from certain otherworldly creatures.
- Mass Swim** (transmutation): You grant swimming speeds to up to 8 allies.
- Mirage** (illusion): You create a mirage that compels creatures to move towards it.
- Mystyk's Backlash** (abjuration): A magical shield causes half the melee damage you would normally take to rebound back to the attacker.
- Necromantic Bolt** (necromancy): You drain a target's Strength and inflict 4d10 damage.
- Needlestorm** (transmutation): You cause needle-bearing plants to fire their needles, inflicting 5d12 damage to all those around it.

- Nystul's Blacklight Burst** (evocation): Dark energy inflicts 6d6 damage to all targets within range, and reduces their speed by half.
- Oath of Peace** (abjuration): You gain numerous resistances but can't attack.
- Otto's Drums** (enchantment): Your drumming causes dread in your foes or inspires your allies.
- Possess** (necromancy): You possess another creature's body for a time.
- Projected Magnification** (divination): You create a close-up, zoom-able image of a distant place.
- Psychic Poison** (abjuration): You lay a trap that psychically damages anyone who tries to scry or charm the subject.
- Rastor's Mystical Spy** (divination): You turn a brooch into a spy camera.
- Reprobation** (transmutation): You excommunicate a member of your faith in a way that makes its status obvious to all other faithful.
- Return to Earth** (necromancy): You inflict 5d10 damage to weaker undead within range.
- Rusting Grasp** (transmutation): Your touch inflicts 4d10 damage to metallic objects.
- Sacred Strike** (necromancy): A whip of force inflicts 5d10 damage and heals you.
- Sargasso** (conjunction): You fill an area of water with movement-hindering seaweed.
- Sarius' Giant Manifestation** (conjunction): You create a giant out of magical force, which you can use in combat or for labor.
- Scapegoat** (enchantment): You cause a target to be seen as untrustworthy and guilty of crimes.
- Searing Song** (evocation): You shout or whisper a magical song that inflicts either 4d10 or 5d10 damage.
- Sethron's Fearful Baying** (enchantment): You howl and frighten your targets, and also summon lupines.
- Shadow Blink** (conjunction): You can teleport between shadows.
- Shadow Dance** (transmutation): You or a willing target turn into a shadow.
- Shadow Play** (divination): The actions of an area's previous occupants are replayed as shadows on the wall. (*ritual*)
- Shadowstrike** (evocation): You harm an opponent by striking at its shadow.
- Shattershout** (evocation): Your shout inflicts 8d10 damage to nonmagical, inanimate objects.
- Shoulder Burden** (abjuration): You take another's curse onto yourself. (*ritual*)
- Shout** (evocation): Your shout inflicts 5d10 damage and deafens your targets.
- Sinister Surroundings** (illusion): You make a large patch of land seem dismal, giving disadvantage on saves against being frightened.
- Siren Song** (enchantment): Your target hears haunting music that lures it to wander aimlessly in search of its source.
- Site Warning** (abjuration): An enchanted gemstone causes dread in the minds of all who come too close. (*ritual*)
- Sleepcloud** (conjunction): You create a cloud of sleeping gas.
- Sleepwalking** (enchantment): You plant a *suggestion* in a sleeping target's mind.
- Sonoric's Minions** (conjunction): You summon etherlings to perform tasks for you.
- Sticks to Snakes** (transmutation): You turn sticks, staves, cudgels, and other wooden items into snakes to fight for you.
- Stone Bridge** (conjunction): You create a 100-foot-long bridge to appear.
- Strong Jaw** (transmutation): A friendly creature does additional damage with natural weapons.

Sunbolt (evocation): A mote of sunlight inflicts 6d10 damage to your target and blinds all creatures nearby.

Talon's Skitmaster (illusion): You create an illusion to accompany the story you tell. *(ritual)*

Tattoo Potion (transmutation): You enchant a potion so it becomes a tattoo when drunk, to be used later.

Tentacles (transmutation): You grow two tentacles, which inflict 2d10 damage and can be used to grapple and squeeze your opponents.

Terrain Bond (enchantment): You treat the area as favored terrain.

Thief's Lament (abjuration): You ward an area against thievery.

Valiant Fury (transmutation): You grant a target several bonuses and the ability to make an additional attack each round.

Vander's Librarian (conjunction): You summon a spirit of knowledge to research for you. *(ritual)*

View Past (divination): You create an illusory image of the events that happened in the recent past.

Vision Stone (divination): You place telepathic messages inside of gemstones. *(ritual)*

Wall of Coldfire (evocation): You create a wall of freezing cold which inflicts 5d8 damage to creatures who attempt to cross it.

Wall of Sound (evocation): You create a wall of shimmering sound that inflicts 6d6 damage and deafens creatures who attempts to cross it.

Watchful Ancestors (conjunction): An ancestral spirit protects you in battle.

Whisper's Storm of Darkness (evocation): A storm of nothingness inflicts 8d6 damage.

Wing Gifting (transmutation): You give a creature a pair of wings.

5TH-LEVEL SPELLS

Absorb Strength (necromancy): You gain the Strength and Constitution of a creature whose flesh you eat.

Acid Fog (conjunction): Thick fog inflicts 3d10 damage to all caught in it.

Age Animal (transmutation): You age a beast or monstrosity by one or more years.

Age Object (transmutation): You age an object by up to 50 years.

Airy Water (transmutation): You make a section of water as breathable as air.

Alpha's Blue Blaze (evocation): You blast targets with a cone of acidic fire, inflicting 4d8 fire and 4d8 acid damage.

Alpha's Heat Lightning (evocation): You attack a foe with fiery lightning, inflicting 4d10 fire and 4d10 lightning damage.

Alpha's Starshield (abjuration): A dark aura protects you from light-based attacks and provides you with stealth.

Animal Transfer (necromancy): You possess the body of a beast and have access to its abilities and senses.

Apparent Master (enchantment): You force a construct to obey you.

Archon's Trumpet (evocation): You produce a trumpeting noise that paralyzes your targets.

Azura's Soul Whip (necromancy): A magical whip grants you the half of the 6d10 damage it causes in others.

Ballant's Stonesplit (evocation): You reduce a Large or smaller rock to rubble or inflict 8d10 damage to stone-based elementals.

Ballant's Stonestrength (abjuration): You make a stone object tougher, giving it temporary hit points or healing it. *(ritual)*

- Battletide** (transmutation): You cause your enemies to slow down and yourself to speed up in battle.
- Bestow Enchantment** (evocation): You “give” a spell to another creature to control.
- Blizzard** (conjunction): You create a powerful blizzard, obscuring the area, freezing the ground, and inflicting 6d6 damage.
- Blood of Fire** (necromancy): You turn your own blood into flaming missiles, which inflict 9d6 damage.
- Bolt's Hellish Hail** (conjunction): A hailstorm causes 5d8 damage to targets in the area and sets the ground aflame.
- Chromatic Blade** (evocation): You create a sword that does 7d6 damage of varying types.
- Cloud of Purification** (transmutation): A white, fluffy cloud turns filth into clean water.
- Cloud of Putrefaction** (transmutation): A bilious cloud befouls clean water and creates flies and rats.
- Cobaltas' Thunder** (evocation): With crashing thunder or brilliant lightning, you inflict 4d8 damage and either deafen or blind your opponents.
- Cone of Acid** (evocation): A 60-foot cone of acid inflicts 7d10 on all those caught in it and destroys armor.
- Cone of Fire** (evocation): A 60-foot cone of flame inflicts 8d10 on all those caught in it.
- Cone of Force** (evocation): A 60-foot cone of golden energy inflicts 8d10 on all those caught in it.
- Conjure Beast Spirits** (conjunction): You conjure an undead or elemental beast.
- Conjure Divine Minion** (conjunction): You conjure a celestial or fiendish beast.
- Create Room** (conjunction): You create a furnished and stocked room of your choice.
- Darklight's Stapling Spikes** (evocation): Bolts of force pin a creature to the ground or wall.
- Darkray's Powerguard** (abjuration): You are enveloped in a shield of ablative energy.
- Darkray's Tracer** (divination): You become aware when another caster you specify is within a mile of you. (*ritual*)
- Deadly Feast** (necromancy): You put untraceable, undetectable poison in all food within range, inflicting 7d6 damage to those who eat it.
- Deathmaster's Vial** (necromancy): You create a jar full of life-destroying fluid that does 9d10 damage and paralyzes your target.
- Dheryth's Energy Cloak** (abjuration): A cloak of energy completely protects you from force damage and effects.
- Disfiguring Touch** (transmutation): You warp another creature's body in horrific ways.
- Draw Upon Holy Might** (evocation): By channeling your god's power, you increase two attributes, gain temporary hp, and improve your AC.
- Dweomervessel** (transmutation): You trap a spell in a bottle for later use.
- Eliminate Air** (transmutation): You destroy the air in a 20-foot cube.
- False Sending** (illusion): You cast *sending*, but fool the recipient into believing it was sent by another being.
- Favor of the Ocean Winds** (abjuration): You assure a sailor safety if it is ever washed overboard.
- Feldegast's Altered Appearance** (transformation): You permanently alter the appearance of a willing target.
- Fire Spiders** (conjunction): You summon several swarms of miniscule fire elementals.
- Fireward** (abjuration): An area where no fire can burn springs up around you.

- Flaming Symbol** (evocation): An fiery holy symbol appears above your head and inspires your allies.
- Flesh to Ice** (transmutation): You turn a creature into an ice statue.
- Flexible Force Field** (evocation): You create a nearly impermeable barrier. *(ritual)*
- Force Blast** (evocation): You inflict 8d10 damage to a creature or double that to an object.
- Force Shapechange** (transmutation): You force a shapechanged creature back to its natural form and inflict 3d10 damage in the process.
- Forcewhip** (evocation): A whip of magical energy damages and grapples your target.
- Globe of Tranquil Water** (abjuration): You create an area of calm waters which protect your ship from magical and mundane storms.
- Glyph of Revealing** (divination): You paint a magical rune, which causes all other written forms of magic in the area to glow.
- Greater Sign of Sealing** (abjuration): You place a magical seal on an opening, preventing it from being opened by mundane means.
- Hypnosis** (enchantment): You hypnotize a target and affect it mentally. *(ritual)*
- Illusory Feast** (illusion): You create a phantasm of a delicious meal that causes targets to stop what they're doing in order to eat.
- Impenetrable Falsehood** (abjuration): Your target becomes a perfect liar.
- Impregnate** (transmutation): You impregnate a female creature. *(ritual)*
- Imprison Possessor** (abjuration): You trap a creature inside the body it is possessing.
- Innar's Fast Pregnancy** (transmutation): You reduce the duration of a pregnancy. *(ritual)*
- Involuntary Shapeshifting** (transmutation): You force a shapeshifter to *polymorph* constantly.
- Ironguard** (abjuration): A willing target becomes immune to the touch of nonmagical metal.
- Joyful Rapture** (abjuration): You remove emotion-altering effects and hit point reduction from your allies.
- Kiss of Sleep** (enchantment): Your kiss puts your target to sleep.
- Kiss of Weakness** (necromancy): Your kiss drains your target's Strength.
- Lightbow** (conjunction): You create a bow out of light that inflicts 6d10 damage and has a secondary effect with each successful strike.
- Lizard Limbs** (transmutation): You may shed two wings and have them grow back later.
- Love Charm** (enchantment): You cause a target to fall madly in love with you.
- Magnifying Chime** (transmutation): An object releases sound waves that get shriller and inflict more damage over the course of a minute.
- Mark of Justice** (evocation): You inflict a curse on your target that is triggered only after it performs a certain action. *(ritual)*
- Mass Curse of Ill Fortune** (necromancy): You cause up to 8 targets to have disadvantage on all rolls for 1 round.
- Mass Protection from Energy** (abjuration): You and up to 6 targets have resistance to one damage type.
- Mass Sanctuary** (abjuration): Up to 8 allies are protected from incoming attacks.
- Metal Shape** (transmutation): You shape metal as if it were clay.
- Mind Fog** (You create a fog that causes all creatures caught in it to become befuddled).
- Mordenkainen's Defense Against Lycanthropes** (abjuration): You grant a target resistance to lycanthrope's bite and claw attacks.
- Nature's Charm** (enchantment): A natural area fascinates all creatures who enter.

- Northstar's Song of the Fey** (enchantment): Your song captivates and maddens those who hear it.
- Oasis** (transmutation): You create a permanent freshwater spring.
- Oathbinding** (enchantment): You bind a willing creature to an oath for a year. (*ritual*)
- Old Salt's Curse** (transmutation): You curse a creature with permanent seasickness.
- Pool of Deeds** (divination): You view a historical scene in a pool of water.
- Prosperous Room** (enchantment): You make a workroom or shop to become more prosperous for a month.
- Prosthesis** (necromancy): You attach a severed limb or prosthetic limb to the stump of a willing creature.
- Rain of Blood** (necromancy): Blood pours from the sky and inflicts 4d6 damage each round, even after a creature caught in it escapes.
- Rary's Replay** (divination): You receive psychic impressions from an area you are in. (*ritual*)
- Refusal** (abjuration): You create a ward that prevents spellcasters from passing.
- Resist Magic** (abjuration): A creature you touch gains magic resistance.
- Sand Shroud** (transmutation): You instantly bury an object underground. (*ritual*)
- Sand Storm** (conjunction): A large and violent sandstorm inflicts 7d6 to all creatures each round, and may blind them and force them to spend their action coughing.
- Sarcophagus of Death** (evocation): You create an air-tight cage of force that suffocates your target.
- Sensory Deprivation** (illusion): You engulf a target in illusory nothingness, temporarily destroying all of its senses.
- Sentry Skull** (necromancy): You turn a severed head into a sentry, which can alert you if something comes near. (*ritual*)
- Shadowcat** (illusion): You create a shadowy feline, through which you can spy and even cast spells.
- Skull sight** (divination): An enchanted gemstone lets you see through the eyes of a prepared skull.
- Soul Safe** (necromancy): You bind a creature's soul into a jet stone, but that creature may still function as normal.
- Soulfire** (necromancy): You set a creature's soul aflame, inflicting 3d8 damage each round.
- Spirit of Flame** (conjunction): You can teleport through flames.
- Spirit Scream** (necromancy): Your wail inflicts 8d6 damage and frightens your targets.
- Spiritual Triangle** (abjuration): A permanent magical sigil grants you resistance to damage, and to being charmed or frightened.
- Stone Tell** (transmutation): You give a rock the ability to answer questions.
- Tame Animal** (enchantment): You permanently befriend a beast that you help.
- Telepathic Broadcast** (evocation): You broadcast your thoughts to all creatures within range.
- Tentacle of Withering** (transmutation): Your arm turns into a tentacle, which causes 4d10 damage when you attack with it and renders part of your opponent useless.
- Thornwrack** (conjunction): You cause deadly thorns to grow out of your target's skin, inflicting 2d8 damage each round for up to 10 minutes.
- Transmute Bone to Steel** (transmutation): You make bone as hard as steel.
- Transmute Rock** (transmutation): New variants.
- Trick** (illusion): You switch your appearance and voice with another creature.

Vanishing Weapon (abjuration): You cause a weapon to banish conjured creatures back to their home Plane.

Vanquill's Drifting Blizzard (conjunction): You summon a powerful blizzard to inflict 5d8 damage to all creatures within range.

Visage of the Deity (transmutation): You take on some of your god's power, gaining many abilities while doing so.

Vylja's Storm Armor (abjuration): Your target is covered in armor made from storm clouds, granting it an AC of 13 and resistance to lightning and thunder damage.

Wall of Limbs (conjunction): You create a wall of flailing limbs that grapples and inflicts 6d6 damage to creatures who attempt to cross it.

Wall of Ooze (conjunction): You create a wall of slime that inflicts 5d8 damage to creatures who attempt to cross it.

Wingbind (evocation): You create a web of force that prevents a target creature from flying.

6TH-LEVEL SPELLS

Animate Blood (necromancy): You animate your blood to become a spy or to attack, causing 4d10 damage one time.

Aria of the Victorious Knights (illusion): You call forth illusory knights to attack and frighten your foes, inflicting 5d6 cold and 5d6 psychic damage.

Arrow of Bone (necromancy): You imbue a missile or thrown weapon with poisonous necrotic energy, inflicting 7d10 damage and poisoning the target.

Battle of Wills (evocation): You pit your will against another creature's, both taking and inflicting damage as you do so and potentially killing it.

Catching Chain (evocation): Magical chains capture and hinder your target, inflicting either

3d8 damage each round or 3d10 damage on an escape attempt.

Conjure Shadows (conjunction): By conjuring matter from the Shadowfell, you turn normal shadows into undead shadows.

Consume Likeness (transmutation): You eat raw flesh and take on the appearance of the creature from which the flesh came.

Curse of Disgust (enchantment): You curse a creature to become horribly ill when they encounter a certain object of your choice.

Curse of Lycanthropy (transmutation): You turn a humanoid into werebeast.

Curse of Undeath (necromancy): You curse a creature so that it rises as an undead when it dies.

Danse Macabre (conjunction): A magical dance frightens living creatures and paralyzes and inflicts 6d6 damage each round to undead for up to 10 minutes.

Dardan's Desiccation (necromancy): You draw the moisture out of targets in a 60-foot cone, inflicting 11d6 damage.

Darklight's Lightning Web (evocation): You create a giant spider web of electricity that inflicts 8d6 damage and stuns those it ensnares.

Darklight's Planar Weapon (conjunction): You create a weapon out of planar energy that inflicts 9d6 damage of various types.

Dheryth's Energy Globe (evocation): You turn a gemstone into an explosive conduit to the Positive plane and inflict 11d6 damage to all those within 10 feet.

Dissension (enchantment): You cause a large group of people to become angry and hostile.

Distort Life (transmutation): You mutate a fetus to produce a creature of your design.

Dusts of Death (transmutation): You turn sand into a deadly poison.

- Earthmaw** (transmutation): You cause a giant mouth to bite a target for 6d10 damage and possibly swallow it whole.
- Exalted Raiment** (abjuration): You bless clothing with protective abilities.
- Explosive Head** (evocation): You cause your target's head to explode.
- Eye of Curses** (necromancy): You inflict a wasting curse on a target, causing it to lose a point from two attributes each day.
- False Vision** (illusion): You create a fake vision to fool attempts to scry on you.
- Feast on Fear** (necromancy): You turn a creature's terror into temporary hit points.
- Flesh to Ooze** (transmutation): You turn one target into an ooze.
- Flesh to Salt** (transmutation): You inflict 6d10 damage to a target and possibly turn them into a salt pillar.
- Ghost Trap** (abjuration): Incorporeal and ethereal creatures become solid in an area around you.
- Greater Animate Dead** (necromancy): The skeletons and zombies you animate are permanently under your control.
- Gullship** (transmutation): You grant a ship the ability to fly.
- Hammer of Retribution** (evocation): A column of divine force crushes your enemies and their fortification, inflicting 11d6 damage.
- Hardening** (transmutation): You permanently make an object tougher and more durable.
- Horn of Plenty** (conjunction): You turn a goat's horn into a cornucopia.
- Hovering Road** (conjunction): You create a magical road that allows for easy long-distance travel.
- Hymn of Peace** (abjuration): You create an aura of pacifism around you.
- Imbue with Purpose** (transmutation): A weapon you enchant does extra damage against one type of creature.
- Ironskin** (abjuration): You render a creature immune to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Ironwood** (transmutation): You make wood as tough as iron permanently.
- Jungle's Rapture** (transmutation): You turn a target into a plant.
- Kevin's Holy Rain** (conjunction): You summon a rain of holy water, inflicting 8d8 damage each turn to fiends and undead caught in it.
- Korel's Wisdom Beyond Death** (transmutation): You enchant gemstones to raise the Intelligence, Wisdom, or Charisma of an undead you control.
- Learn Language** (divination): You permanently learn an unknown language.
- Lightning Curtain** (evocation): A wall of lightning inflicts 6d10 damage to anyone in its area or 3d10 damage to those within 10 feet.
- Major Curse** (necromancy): You inflict a long-lasting, possibly permanent, curse on a target.
- Mass Curse of Impending Blades** (transmutation): Your curse makes up to 8 targets more likely to be hit in combat.
- Master of the Rolling River** (conjunction): A powerful wave of water inflicts 9d6 damage to one or more targets and knocks targets over.
- Move Snow and Ice** (transmutation): You can move and reshape a large area of arctic terrain.
- Nature's Exile** (transmutation): You curse a target so that nature works against him.
- Nerve Dance** (necromancy): Magical streamers grapple your target, inflict 7d6 damage, and possibly incapacitate it.
- Obedience** (enchantment): You attach a slave collar to a target.

Obold's Brightness (evocation): You create a cloud of electrical sparks that inflict 6d6 damage to everyone inside.

Overland Flight (transmutation): A willing target can fly for 8 hours.

Pied Piping (enchantment): You charm creatures into following you.

Poison (necromancy): Your touch poisons a creature with a wasting toxin.

Prophecy (divination): You see a vision of the future.

Rain of Terror (conjuration): You cause a rain of frogs, blood, fish, or other noxious things to fall out of the sky.

Righteous Wrath of the Faithful (evocation): You grant your allies an additional action and +1 damage each round.

Rising Rot (necromantic): You cause your target to begin to rot from the outside in, inflicting 4d8 damage each round.

Scalesnare (transmutation): You throw a snake and it turns into a restraining tentacle that bites for 3d6 damage.

Scramble Portal (transmutation): You change an interplaner portal's destination.

Seal Portal (abjuration): You permanently seal a *gate* or other such portal.

Shadowguard (abjuration): You animate shadows to protect you and give you other abilities.

Shandari's Tracer (divination): You place a rune on an object, and thereafter can always know where it is.

Sheets of Acid (evocation): A wall of acid momentarily appears around you, inflicting 8d10 damage to all creatures and objects in the area.

Sheets of Electricity (evocation): A wall of lightning momentarily appears around you, inflicting 8d8 damage to all creatures in the area and possibly stunning them.

Sheets of Fire (evocation): A wall of flames momentarily appears around you, inflicting 9d8 damage to all creatures in the area and setting combustibles on fire.

Sheets of Frost (evocation): A wall of cold momentarily appears around you, inflicting 8d8 damage to all creatures in the area and possibly paralyzing them.

Sheets of Venom (evocation): A wall of poison momentarily appears around you, inflicting 8d8 damage and possibly poisoning them.

Skylight Blade (evocation): You create a sword out of sunlight or moonlight that inflicts 2d8 damage, or more to certain types of creatures.

Spectral Beast (illusion): You summon a ghostly creature that attacks for you.

Spell Catcher (abjuration): You catch a spell that was aimed at or near you and can throw it back, if you choose.

Starharp (abjuration): Your gentle song frees creatures of certain conditions and heals one for 30 hp.

Storm of Shards (evocation): A storm of divine light inflicts 7d10 damage to evil creatures and blinds them.

Symphonic Nightmare (enchantment): You fill a target's dreams with horrible music, keeping them from gaining any benefits from taking long rests.

Tasirin's Haunted Sleep (enchantment): You send a creature to sleep and influence its dreams.

Tattoo of Power (evocation): You tattoo a spell onto a creature's skin.

Teleport Trap (transmutation): You ward an area so that creature who teleports in or out is paralyzed.

Thousand Needles (conjuration): You conjure a thousand needles to inflict 7d10 damage to your opponent.

Treegrowth (transmutation): You cause a tree to grow out of a target creature over a period of days, inflicting 5d6 damage each hour until the creature dies.

True Name (divination): You learn the true name of a creature such as a fey or fiend.

Tunnel Swallow (transmutation): You cause a tunnel or hallway to “swallow” creatures within, inflicting 11d6 damage.

Tyvek's Temporary Inner Strength (abjuration): You grant a creature 50 temporary hp, several immunities, and a bonus on all saving throws.

Unburn (transmutation): You reverse the burning damage of a fire-destroyed object.

Valcon's Spectral Army (conjuration): You create an army of spectral soldiers out of shadowstuff.

Waves of Exhaustion (necromancy): All creatures in a 60-foot cone take a level of exhaustion.

Web of Shadows (conjuration): You fill an area with semi-intangible webs that slows and inflict 3d10 damage to creatures inside it.

7TH-LEVEL SPELLS

Acid Storm (transmutation): You summon a storm of corrosive acidic rain, doing 8d6 damage over up to 100 square feet.

Alpha's Comet (conjuration): You summon a meteor that trails noxious gases to strike your foes, inflicting as much as 10d8 bludgeoning, fire, and poison damage.

Alpha's Starlight Citadel (conjuration): A magical citadel appears to protect you and your companions.

Alter Beast (transmutation): You sculpt a beast's body how you wish.

Amorphous Blob (transmutation): You create a fluid that turns into an ochre jelly.

Animate Golem (transmutation): You turn an inanimate, artificial body into a golem.

Blood Burn (necromancy): You set a target's blood on fire, burning it to death over the course of a minute.

Blood to Dust (necromancy): You turn your target's blood into dust and inflict 14d10 damage.

Blood to Water (necromancy): You turn a target's blood into water, inflicting 8d10 damage, a level of exhaustion, and causing it to lose 1d4 points of Constitution.

Bolt of Glory (evocation): You fire a bolt of energy from the Positive Plane at a target, inflicting 10d10 damage to creatures that are not celestials.

Call Dragon (conjuration): You force the closet dragon to heed your call and travel to you.

Channel Flame (transmutation): You channel a bonfire into a deadly cone of flame that inflicts 8d6 damage.

Cloud of Death (necromancy): You create a cloud of life-destroying vapors that inflict 10d6 damage.

Corpse Host (necromancy): You possess a dead body for one week.

Create Quasimancer (necromancy): You create an undead minion with spell-casting abilities.

Cyclone Chariot (conjuration): You create a chariot out of a tornado.

Darklight's Finger of Ice (transmutation): You inflict 7d8+30 damage and may freeze your target in stasis.

Darklight's Tattooed Creature (transmutation): You turn a creature into ink and tattoo it on another creature, letting it be released at a later time.

Darklight's Tattooed Item (transmutation): You turn an inanimate object into ink and tattoo it on another creature, letting it be released at a later time.

- Deathwalk** (enchantment): You cause a creature to suffer from deadly insomnia and insanity.
- Déjà Vu** (transmutation): You send someone 24 hours back in time.
- Demand** (enchantment): You send a message to any creature you know and include a *suggestion* in it.
- Diamondblade** (transmutation): You make a normal sword incredibly sharp.
- Duo-Dimension** (transmutation): You become 2D, giving you immunity and resistance to many forms of attack and the ability to move through cracks.
- Endless Dance** (enchantment): You cause all creatures to start dancing wildly and uncontrollably.
- Energy Ball** (evocation): You throw a sphere of Positive energy or Negative energy, which heals 8d6 damage to some types of creatures and harms others for the same amount.
- Eye of the Beholder** (transmutation): You can use the inherent magical ability of a severed beholder's eyestalk.
- Flame Harvest** (evocation): A magical trap causes a large area to burst into flame and inflict 10d8 damage to all within it.
- Fog of Nightmares** (illusion): Silvery fog forms, produces nightmarish imagery, and inflicts 4d6 damage each round to frightened creatures.
- Fortunate Fate** (abjuration): You protect a creature from potential death.
- Ghoul Gauntlet** (necromancy): You slowly turn a target into a ghoul under your command.
- Glassteel** (transmutation): You make glass or crystal as tough as steel permanently.
- Gunther's Kaleidoscopic Strike** (evocation): You drain the spell slots from an opposing spellcaster.
- Half-Blood Extraction** (transmutation): You turn a half-blood creature into a full member of one of its parent's species.
- Heartbreaker** (necromancy): Your target suffers from a potentially fatal heart attack.
- Holy Star** (abjuration): A mote of divine light appears and can be invoked to inflict 9d10 damage, give you +6 to AC, or turn spells aimed at you.
- Hungry Darkness** (evocation): An area of magical darkness bites everyone inside it for 5d6 damage each round.
- Kiss of the Nereid** (conjunction): Your kiss fills the target's lungs with water.
- Legal Thoughts** (enchantment): You force a target to permanently obey a specific law.
- Lestat's Legion** (conjunction): You create up to 10 temporary clones.
- Mass Dominate Person** (enchantment): You beguile up to 12 humanoids.
- Mindkiller** (enchantment): You suppress the personality and control the body of a humanoid target.
- Moment of Prescience** (divination): A limited ability to see the future gives you a large bonus to one d20 roll.
- Nature's Avatar** (transmutation): You grant an animal increased armor, energy attacks, and other special abilities.
- Nilspace Doorway** (transmutation): You create an extradimensional space.
- Nine Lives** (abjuration): Your target can get out of trouble nine times over the course of 12 hours.
- Nymph's Beauty** (enchantment): You become so beautiful you blind your target or inflict 10d8 damage.
- Otiluke's Fire and Ice** (evocation): Twin bolts of energy explode and inflict 13d6 damage to all creatures within the area.
- Otiluke's Siege Sphere** (conjunction): You create a sphere of force that can be used to break into shards over a wide area for 12d6 damage, spray alchemist's fire over a smaller area for

6d6 damage plus 2d6 each round for a minute, or inflict 11d10 to a single creature.

Power Word Sleep (enchantment): You cause creatures within range to fall asleep for an hour.

Power Word Vaporize (transmutation): You utterly destroy a nonmagical object.

Prismal's Pictograph (transmutation): You turn a living creature or object into a painting.

Probe Thoughts (divination): You probe a creature's mind and learn the answers to up to 10 questions.

Radiant Assault (evocation): A brilliant burst of rainbow light inflicts 10d6 damage and blinds and stuns creatures within range.

Rain of Embers (evocation): Glowing coals fall from the sky, inflicting 12d6 damage and ignoring fire resistance.

Rain of Roses (conjuration): Magical roses rain down from above, poisoning evil creatures below.

Right of Might (transmutation): You grow in size and become stronger, more resilient, and more forceful in nature.

Sand Gems (transmutation): You turn sand into gemstones.

Seal of Destiny (abjuration): You protect a target from divinations that would reveal its fate.

Seven-Eyes (abjuration): Magical orbs are created, with which you can cast a spell or protect yourself from certain attacks.

Shade Transformation (transmutation): You turn a willing creature into a shade.

Soul Anchor (enchantment): You bind a living creature to a local, preventing it from ever leaving.

Starmantle (abjuration): A cloak of stars provides immunity to nonmagical weapons and resistance to magical ones for a creature.

Stone Spiders (transmutation): You turn three pebbles into enormous spiders made of rock.

Symbol (abjuration): New variants.

Terror (illusion): A horrifying mental image inflicts 10d6 damage and frightens your targets.

Timed Stasis (transmutation): You put an object in stasis for up to 6 months.

Touch of the Styx (enchantment): You cause a creature to forget the events of the past day.

Undead Army (necromancy): You create an army of zombies and skeletons from corpses all around you.

Upsurge (evocation): You use the power of nature to inflict 8d10 damage to an unnatural creature.

Wither Limb (necromancy): You wither a target's body part into uselessness.

Withering Palm (necromancy): Your touch drains a target's Strength and Constitution and inflicts 6d10 damage.

8TH-LEVEL SPELLS

Aging (necromancy): You fire a bolt of life-draining energy that ages your target by 6d10 years and inflicts 6d10 damage.

Airboat (transmutation): You turn a cloud into a flying ship.

Awaken Forest (transmutation): You cause numerous plants to gain intelligence and mobility.

Bite of the King (necromancy): You swallow a target whole.

Chariot of the Gods (conjuration): You summon a chariot and horses made of elemental fire.

Circle of Blindness (transmutation): You create an area that blinds and deafens all creatures who enter it.

- Continuous Weather** (transmutation): You permanently cause an area to have a specific weather pattern of your choosing.
- Crown of Angels** (evocation): You enchant a circlet which channels divine powers of sunlight, fire, or incapacitating glory into you.
- Demonstar** (evocation): You inflict 12d6 damage each round to a fiend.
- Disbelief** (enchantment): You convince yourself something doesn't exist and it can no longer affect or be affected by you.
- Divine Truth** (divination): You learn the complete truth of a matter.
- Eternal Rest** (necromancy): You fire a beam of light which destroys weak undead and seriously damages stronger ones.
- Evolve** (transmutation): You turn a beast or unintelligent monstrosity into an anthropomorphic animal.
- Field of Icy Razors** (conjuration): Razor-sharp ice crystals grow around your targets, inflicting 12d6 damage and slowing movement.
- Flensing** (transmutation): You rip the skin off a foe, inflicting 3d10 damage and reducing Cha and Con each turn.
- Giant Size** (transmutation): You grow to Gargantuan size.
- Glass Storm** (conjuration): A powerful storm of glass shards inflicts 8d6 damage each round and blinds creatures within it.
- Heart and Soul** (enchantment): You turn a creature into a complete and willing slave.
- Heart of Stone** (necromancy): You remove your heart and replace it with a stone one, granting you may resistances and immunities.
- Heartseeker** (transmutation) A piercing weapon grows blood-seeking roots and inflicts 4d8 damage each round.
- Hellfire Ray** (evocation): You fire a bolt of hellish flames, inflicting 12d10 damage and possibly damning your target's soul.
- Holy Presence** (evocation): Divine power grants you bonuses on your rolls, temporary hit points, and inflicts 8d6 damage or charms certain creatures.
- Hornung's Random Dispatcher** (conjuration): You send a target to a random plane of existence.
- Khelben's Blackstaff** (transmutation): You create a powerful magical staff that has numerous abilities and inflicts 6d8 damage on a successful hit.
- Kiri's Soul Transfer** (necromancy): You switch bodies with another creature.
- Laeral's Invisible Blade** (evocation): An invisible, silent, magical sword inflicts 8d10 damage.
- Lifeblend** (transmutation): You merge two creatures together into a single, new entity.
- Lightning Storm** (evocation): You create a powerful storm of lightning bolts.
- Longevity** (necromancy): You stop aging for a time.
- Magic Susceptibility** (transmutation): You curse a creature with vulnerability to magic.
- Mass Contagion** (necromancy): You inflict a disease to up to 12 targets.
- Minute Size** (transmutation): You shrink to Tiny size.
- Mirage of Despair** (illusion): You cause everything your target sees to look horrifying or depressing, causing psychic damage each time it sees something particularly bad.
- Mordenkainen's Capable Caravel** (conjuration): You summon an extradimensionally-large sailing ship.
- Orko's Elemental Triad** (evocation): You fire three bolts that inflict 6d6 damage each of cold, fire, or lightning damage.
- Power Word Blind** (transmutation): A magic word causes a creature to go blind.

Quench the Spirit (necromancy): A target takes 6d12+30 damage and, if slain, becomes a zombie under your control.

Renew Deposit (transmutation): You cause a mineral resource to grow back over a period of decades.

Screen (illusion): You protect an area from scrying and spying and create an illusion to fool viewers.

Sheath (transmutation): You put an object in an extradimensional sheath and can withdraw and replace it at any time.

Simbul's Skeletal Deliquescence (transmutation): You turn a creature's bones to jelly for a week.

Smite (evocation): You smite enemies within range with divine energy, blinding and poisoning them and inflicting 10d6 damage.

Stash (transmutation): You store up to 10 tons in a pocket demiplane.

Storm (evocation): You create a powerful and dangerous thunderstorm, and can direct lightning bolts at targets for 8d6 damage.

Stormrage (transmutation): You gain a flying speed, several resistances and immunities, and the ability to fire lightning bolts that inflict 5d10 damage.

Submerge Ship (transmutation): You turn a sailing ship into a submarine with a renewable air bubble.

Succor (conjunction): An object you enchant will teleport a creature to your home when triggered.

Suffocate (necromancy): You cause all creatures within range to begin to suffocate.

Tyvek's Immortal Words (abjuration): You magically inscribe words that cannot be destroyed by any means and that will exist permanently.

Vaporize (transmutation): You completely destroy a 20-foot cube of inorganic matter.

Wail of the Banshee (necromancy): Your screech causes up to 5 creatures to drop to 0 hit points.

Whisper's Damage Transference (necromancy): You steal up to 50 hit points from another creature and inflict the same amount on it.

Year Stealing (necromancy): You steal another creature's life force to extend your own lifespan.

9TH-LEVEL SPELLS

Ancient Curse (abjuration): You protect an altar or other holy place with a curse that affects desecrators.

Arcane Tunnel (conjunction): You create a wormhole between two points of space.

Avatar (conjunction): You become a living avatar of your god, gaining a frightening aura, renewing your spell slots, resistance to damage, and regeneration abilities.

Bad Medicine (enchantment): You inflict a terrible curse on many creatures within range, causing them to suffer disadvantage on attack rolls, saving throws, and ability checks.

Bilocation (conjunction): You exist in two bodies at once.

Black Blade of Disaster (conjunction): You create a flying blade made of negative force that strikes for 15d10 damage.

Body Link (necromancy): You link your body parts so that if they are severed, you can control them.

Breath of Death (necromancy): You blow out diseased breath, inflicting all of those around you with a horrible life-threatening disease.

Breath of Life (abjuration): You blow out healing breath, curing the illnesses of those around you.

Call (conjunction): You call an intelligent creature by name and, if it is willing, teleport it to you. .

- Chain Madness** (enchantment): You curse a target with contagious insanity.
- Chaotic Terrain** (transmutation): You cause the ground and everything on it to warp and shift randomly and dangerously.
- Coalthirst's Universal Mindbender** (enchantment): You partially or completely rewrite a target's personality.
- Create Life** (necromancy): You create the body and soul of a living creature.
- Crystalbrittle** (transmutation): You cause metal to become as fragile as glass.
- Cursed Earth** (necromancy): You curse the land, causing famine, sickness, or a plague of zombies.
- Darklight's Creeping Curse of Frost** (transmutation): You cause magical ice to grow over a building permanently.
- Death Pact** (evocation): A pact you make with your deity ensures that a target will be brought back to life should it meet a violent death.
- Ding Shu's Draconian Holocaust** (evocation): You create a dragon-shaped magical entity to fight for you.
- Elminster's Effulgent Eputation** (abjuration): You negate up to 12 hostile spells aimed at you.
- Energy Drain** (necromancy): You inflict 8d10 damage and permanently drain a target's Strength and Constitution.
- Estate Transference** (conjunction): You move a large plot of land, along with a dome of weather and air, to an elemental plane.
- Eternity of Torture** (necromancy): You curse a creature to be incapacitated with pain for eternity.
- Feeblebody** (transmutation): Your target's Strength, Dexterity, and Constitution drop to 1.
- Genocide** (necromancy): You inflict 100 points of damage one creature and 50 points to all others of the same species within the area.
- Harp of War** (evocation): A silvery harp appears and produces seven different magical effects.
- Heart Call** (conjunction): You rip a target's heart right out of its chest.
- Ivy Siege** (transmutation): Ivy grows over a building and squeezes it to rubble.
- Kiss of Death** (necromancy): Your kiss instantly slays a creature of 100 or fewer hit points.
- Lorth's Translocation** (conjunction): You teleport to any place you imagine, even if you don't know if such a place exists.
- Maddening Oubliette** (conjunction): You temporarily banish a creature to a place of insanity.
- Mass Flesh to Salt** (transmutation): You inflict 9d10 damage to 8 creatures and possibly petrify them.
- Mass Flesh to Stone** (transmutation): You petrify up to 8 creatures.
- Mass True Seeing** (divination): You give truesight to up to 12 creatures.
- Naked Fury** (necromancy): You curse the land with poisonous fire.
- Pilpin's Massmorph** (transmutation): You turn all creatures within range into a beast.
- Power Drain** (necromancy): You drain another creature's life force to power your spells.
- Power Word Banish** (conjunction): You utter a word of power that instantly sends an extraplanar creature back to its home plane.
- Prismatic Beam** (evocation): You attack a creature with fire, acid, lightning, poison, and cold damage all at once, inflicting 15d10 damage.
- Ride the Lightning** (transmutation): You turn into a lightning bolt and attack a target once each round, inflicting 10d8 damage each time.
- Rip Life** (necromancy): You pull out a target's soul and use it for one of several different functions.

Rising Colossus (conjunction): You create a 50-foot-tall construct to rise out of the ground and obey you.

Scourge of the Horseman (necromancy): A blast of energy inflicts 12d6 damage to creatures in a large area and reduces their hit point total by part of that amount.

Skip Day (evocation): You travel 24 hours into the future.

Skycastle (transmutation): You cause a castle and its grounds to rise into the air.

Stop the Sun (illusion): You create the illusion of the sun or moon standing still in the sky.

Tharos' Temporal Study (transmutation): You are transported to a demiplane for 12 hours, but only a bit more than a minute will pass in the real world.

Timelessness (transmutation): You put a living creature in stasis for up to a month.

True Creation (conjunction): You create permanent objects out of shadowstuff.

Whisper's Mass Teleport (conjunction): You teleport up to 100 people or 10 Huge objects anywhere you wish.



⊙ SPELLS BY CLASS ⊙

BARD SPELLS

CANTRIP (0 LEVEL)

Allergy Field
Alpha's Sparkle Beam
Alter Instrument
Blacksteel
Candletrick
Copy
Crier's Boon
Diction
Disarm
Distraction
Empathy
Haunting Sound
Kiss of Wounding
Legerdemain
Open/Close
Prestidigitation (variants)
Scratch
Secret Signs
Slash Tongue
Thump
Warning Shout

1ST LEVEL

Ahrvar's Forgery
Arcane Voice
Augment Artistry
Aura of Protection
Battle Cry
Beneficence
Borrow Fortune
Buzzing Bee
Calder's Starry Sky

Cat Spirit
Cheat
Chime
Chord of Shards
Color
Comfort
Command Hair
Dispel Fatigue
Elonia's Glamer
Endure Element
Erase
Filth's Bane
Fire Truth
Gift of Speech
Hair
Healthful Rest
Idea
Inaudibility
Insidious Rhythm
Ironthunder Horn
Jamy'e's Melodramatic
Music
Kiss of Intoxication
Kiss of Vampirism
Memorize Page
Pilpin's Mapper
Pilpin's Prompt
Power Word Attention
Secret Page
Shadows
Shut Up
Snapshot
Special Effects

2ND LEVEL

Allegro
Bliss

Blistering Invective
Blood Biography
Bolt's Background Bustle
Circle of Privacy
Condition Protection
Crafter's Fortune
Create Campsite
Detect Charm
Dream Feast
Dumbness
Echoes
Euclark's Cantankerous
Clothing
Gem Record
Illusory Maze
Intensify Sensation
Intoxicate
Kiss of Awakening
Kiss of the Toad
Lucky Blade
Lucky Cape
Make Lost
Merchant's Glamer
Mikkis' Awesome Disarm
Mistaken Missive
Moon Rune
Nightmare Lullaby
Noise Filter
Otto's Soothing Vibrations
Piercing Shriek
Pleasant Dreams
Power Word Fear
Prismal's Handy Mirror
Seal Mouth
Sign of Sealing
Talon's Soundmaster
Zone of Deception

3RD LEVEL

Agra's Ambush
Anonymous Interaction
Blessed Forgetfulness
Boon of Fortune
Call Society
Conceal Item
Dirge of Discord
Drawmij's Instant Exit
Dread Word
Encrypt
Euphoric Tranquility
Farspeaker
Fool's Speech
Glyph of Warding (variants)
Good Hope
Guardian Seal
History
Kiss of Slavery
Lay of the Land
Layla's Morning-After Kiss
Mindlocked Messenger
Music of the Spheres
Mystic Rope
Pilpin's Orchestra
Power Word Disrupt
Puppeteer
Singing Stone
Teleport Object
Vertigo

4TH LEVEL

Alter Path
Crushing Despair
Displacement
Dwarkanath's Tutor
Fire Charm
Fool's Gold
Gregori's Shadow
Instant Audience
Katrine's Fragile Egg

Kiss of Torment
Know Customs
Malicious Spite
Mirage
Otto's Drums
Scapegoat
Searing Song
Shadow Blink
Shadow Dance
Shadow Play
Shattershout
Shout
Siren Song
Talon's Skitmaster
Vander's Librarian
Vision Stone
Wall of Sound

5TH LEVEL

Apparent Master
Archon's Trumpet
Battletide
Chromatic Blade
Cobaltas' Thunder
Darklight's Stapling Spikes
Darkray's Powerguard
False Sending
Forcewhip
Glyph of Revealing
Greater Sign of Sealing
Hypnosis
Illusory Feast
Impenetrable Falsehood
Joyful Rapture
Kiss of Sleep
Kiss of Weakness
Love Charm
Magnifying Chime
Mind Fog
Northstar's Song of the Fey
Pool of Deeds
Rary's Replay

Sleepwalking
Spirit Scream
Telepathic Broadcast
Trick

6TH LEVEL

Aria of the Victorious
Knights
Curse of Disgust
Danse Macabre
Dissension
False Vision
Feast on Fear
Hymn of Peace
Learn Language
Major Curse
Pied Piping
Shadowguard
Shandaril's Tracer
Starharp
Symphonic Nightmare
Tasrin's Haunted Sleep
Teleport Trap

7TH LEVEL

Call Dragon
Demand
Diamondblade
Endless Dance
Fog of Nightmares
Fortunate Fate
Gunther's Kaleidoscopic
Strike
Kiss of the Nereid
Mass Dominate Person
Mindkiller
Nymph's Beauty
Probe Thoughts
Starmantle
Symbol (variants)
Terror

8TH LEVEL

Circle of Blindness
Disbelief
Heart and Soul
Mirage of Despair
Mordenkainen's Capable
Caravel
Wail of the Banshee

9TH LEVEL

Coalthirst's Universal
Mindbender
Harp of War
Kiss of Death
Mass True Seeing



CLERIC SPELLS

CANTRIP (0 LEVEL)

Befoul
Bloodbridge
Candletrick
Copy
Diction
Empathy
Gnat Swarm
Hailstone
Handcandle
Orison
Squeaking Floor
Sustain Fire
Thaumaturgy (variants)
Thump
Warning Shout

1ST LEVEL

Augment Artistry
Aura of Protection
Beneficence
Brambles
Common Prayer
Create Earth
Death Candle
Detect Harmony
Dispel Fatigue
Ease Labor
Endure Element
Epiphany
Exorcism
Fertility
Foundation of Stone
Healthful Rest
Idea
Infernal Wound
Ironguts
Know the Size of the Hidden
Last Image
Magical Tether
Nectar
Painless Death
Protective Amulet
Quick Step
Reconstruct
Repair
Sacred Guardian
Secret Page
Silvered Weapon
Simple Distillation
Snapshot
Spirit Mask
Suspend Disease
Trance
Weapon Bless
Weapon of the Earth

2ND LEVEL

Adamantine Weapon
Ancestral Blessing
Ancestral Vengeance
Anesthesia
Bliss
Blood Biography
Body Blades
Body of the Sun
Break Limb
Curse of Ill Fortune
Death Knell
Deific Vengeance
Detect Charm
Divine Sacrifice
Dream Feast
Dumbness
Early Judgment
Favorable Wind
Favor of Good Luck
Favor of Ill Luck
Favor of Serendipity
Favor of the Earth
Gem Record
Ghost Whip
Hurl Rock
Light of Heavens
Nap
Preservation
Ray of Paralysis
Savage Maw
Seek Eternal Rest
Sign of Sealing
Silverlight
Specialization
Spiritual Spear
Spring
Vylja's Airbolt
Vylja's Webs to Dust
Whispers
Wyvern Watch
Yoke of Mercy

Zone of Deception

3RD LEVEL

Amulet
Attune Form
Awaken Sin
Bestow Curse (variants)
Blessed Forgetfulness
Blossom
Bone Shape
Boon of Fortune
Breathable Air
Call Society
Commune with Spirit
Control Temperature
Doomhound
Downdraft
Dread Word
Dream Sight
Euphoric Tranquility
Eyes of the Sun
Favor of Amelioration
Freeze
Frost Whip
Glyph of Warding (variants)
Godrage
Guardian Seal
Hard Water
Helping Hand
History
Holy Weapon
Hypothermia
Invisibility Purge
Kilrukh's Defending Hands
Memory Read
Music of the Spheres
Revenance
Secret Light
Seek Teleporter
Shellskin
Shivering Touch
Stunning Barrier

Undead Torch
Urlic's Unwholesome Meal
Vision of Hell
Wall of Light
Ward of the Season
Whip of Flame

4TH LEVEL

Alter Path
Animate Flame
Blessed Abundance
Breed True
Chant
Chilling Scythe
Continuous Temperature
Dance of the Unicorn
Depress Resistance
Diamond Spray
Dimensional Anchor
Entrap Spirit
Favor of the Flying Horse
Forced Repentance
Godly Protection
Guardian Weapon
Hold Spirit
Hurl Thunderbolt
Ice Blade
Know Customs
Log to Lizard
Mass Protection from Evil
and Good
Mirage
Possess
Psychic Poison
Reprobation
Return to Earth
Sacred Strike
Searing Song
Shattershout
Shoulder Burden
Siren Song
Site Warning

Sticks to Snakes
Stone Bridge
Thief's Lament
Valiant Fury
Vander's Librarian
Watchful Ancestors

5TH LEVEL

Age Object
Airy Water
Archon's Trumpet
Ballant's Stonestrength
Battletide
Cloud of Purification
Cloud of Putrefaction
Conjure Divine Minion
Disfiguring Touch
Draw Upon Holy Might
Eliminate Air
Favor of the Ocean Winds
Fireward
Flaming Symbol
Globe of Tranquil Water
Glyph of Revealing
Greater Sign of Sealing
Impenetrable Falsehood
Irnar's Fast Pregnancy
Joyful Rapture
Mark of Justice
Mass Curse of Ill Fortune
Mass Sanctuary
Metal Shape
Oasis
Pool of Deeds
Sarcophagus of Death
Skullight
Spirit of Flame
Stone Tell
Tame Animal
Telepathic Broadcast
Tentacle of Withering
Vanishing Weapon

Visage of the Deity
Vylja's Storm Armor

6TH LEVEL

Battle of Wills
Curse of Undeath
Danse Macabre
Earthmaw
Exalted Raiment
Eye of Curses
Flesh to Salt
Ghost Trap
Greater Animate Dead
Hammer of Retribution
Horn of Plenty
Hovering Road
Hymn of Peace
Imbue with Purpose
Kevin's Holy Rain
Major Curse
Obold's Brightness
Prophecy
Righteous Wrath of the
Faithful
Seal Portal
Spectral Beast
Storm of Shards
Thousand Needles
True Name
Unburn

7TH LEVEL

Animate Golem
Blood to Water
Bolt of Glory
Channel Flame
Deathwalk
Flame Harvest
Ghoul Gauntlet
Half-Blood Extraction
Holy Star
Legal Thoughts

Mindkiller
Nine Lives
Radiant Assault
Rain of Embers
Right of Might
Seal of Destiny
Starmantle
Shade Transformation
Symbol (variants)
Touch of the Styx
Undead Army
Withering Palm

8TH LEVEL

Chariot of the Gods
Continuous Weather
Crown of Angels
Disbelief
Divine Truth
Eternal Rest
Giant Size
Glass Storm
Hellfire Ray
Holy Presence
Longevity
Mass Contagion
Minute Size
Mirage of Despair
Quench the Spirit
Renew Deposit
Smite
Storm
Stormrage
Succor

9TH LEVEL

Ancient Curse
Avatar
Bad Medicine
Bilocation
Breath of Death
Breath of Life

Call
Chain Madness
Create Life
Death Pact
Heart Call
Mass Flesh to Salt
Scourge of the Horseman
Skip Day
Stop the Sun
Timelessness



DRUID SPELLS

CANTRIP (0 LEVEL)

Allergy Field
Darsson's Cooling Breeze
Deepen Shadows
Druidcraft (variants)
Erik's Quills
Gnat Swarm
Hailstone
Handfang
Leaf into Dagger
Nature Call
Notice
Orison
Spit Venom
Sustain Fire
Warning Shout

1ST LEVEL

Animal Animosity
Animal Sense
Banish Dazzle
Brambles
Buzzing Bee
Camouflage
Cat Spirit

Compass
Conjure Fundamental
Create Earth
Detect Harmony
Dispel Fatigue
Drawmij's Breath of Life
Drawmij's Light Step
Drawmij's Scent Mask
Ease Labor
Endure Element
False Tracks
Fertility
Fist of Stone
Foundation of Stone
Gift of Speech
Hail of Stone
Healthful Rest
Nectar
Quick Step
Sea Sight
Segojan's Armor
Sharp Tooth
Silvered Weapon
Spiderbite
Trance
Weapon of the Earth
Xavier's Leaf Filter

2ND LEVEL

Aggressive Thundercloud
Alpha's Moonlight
Ancestral Blessing
Ancestral Vengeance
Anesthesia
Animal Aspect
Bearhug
Beast Mask
Blood Biography
Body Temperature
Break Limb
Circle of Privacy
Control Vapor

Dig
Dive/Rise
Dream Feast
Euphoric Cloud
Fang Fist
Far Sight
Favorable Wind
Favor of Serendipity
Favor of the Earth
Fireproof
Frostfire
Grassdart
Heartfire
Hurl Rock
Kiss of the Toad
Make Lost
Mikkis' Tracking
Moon Rune
Nature's Balance
Preservation
Raven's Flight
Sap
Savage Maw
Scent of Vengeance
Silverlight
Spring
Thrasne's Magical Mire
Untangle
Venomous Blade
Vylja's Airbolt
Vylja's Webs to Dust
Whip of Vermin
Whispers
Wolfjaws

3RD LEVEL

Aalldam's Waterspray
Alpha's Rolling Thunder
Alter Animal Intelligence
Amulet
Arboreal Hammer
Bite the Hand

Blossom
Bolt of Stone
Bottle of Smoke
Breathable Air
Burst of Nettles
Cloud Walk
Commune with Spirit
Control Temperature
Crumble
Downdraft
Drought
Entomb
Freeze
Hard Water
Hypothermia
Ice Shape
Lay of the Land
Lightning Rod
Mass Camouflage
Mass Jump
Scalding Spout
Secret Light
Shape Wood
Shellskin
Snapdragon
Throbbing Bones
Vertigo
Ward of the Season
Wind at Back
Windburn
Zone of Natural Purity

4TH LEVEL

Alter Path
Animal Call
Blast of Sand
Blessed Abundance
Cape of Wasps
Carry Companion
Dance of the Unicorn
Depress Resistance
Explosion of Rot

Gravel Vortex
Hibernation
Hold Spirit
Lava Bolt
Log to Lizard
Mass Swim
Mirage
Needlestorm
Return to Earth
Sargasso
Sethron's Fearful Baying
Sleepcloud
Sticks to Snakes
Strong Jaw

5TH LEVEL

Age Animal
Airy Water
Alpha's Heat Lightning
Animal Transfer
Ballant's Stonestrength
Blizzard
Cobaltas' Thunder
Conjure Beast Spirits
Favor of the Ocean Winds
Flesh to Ice
Force Shapechange
Globe of Tranquil Water
Innar's Fast Pregnancy
Ironguard
Lizard Limbs
Mass Protection from
Energy
Nature's Charm
Northstar's Song of the Fey
Oasis
Sand Shroud
Sand Storm
Stone Tell
Tame Animal
Thronwrack
Transmute Rock

Vanquil's Drifting Blizzard
Vylja's Storm Armor

6TH LEVEL

Curse of Lycanthropy
Dardan's Desiccation
Earthmaw
Flesh to Ooze
Horn of Plenty
Ironwood
Jungle's Rapture
Master of the Rolling River
Move Snow and Ice
Nature's Exile
Rising Rot
Scalesnare
Skylight Blade
Spectral Beast
Treegrowth
True Name

7TH LEVEL

Call Dragon
Cyclone Chariot
Darklight's Finger of Ice
Endless Dance
Kiss of the Nereid
Nature's Avatar
Rain of Roses
Stone Spiders
Upsurge

8TH LEVEL

Airboat
Awaken Forest
Heartseeker
Lightning Storm
Mass Contagion
Renew Deposit
Storm
Stormrage

9TH LEVEL

Breath of Death
Breath of Life
Darklight's Creeping Curse
of Frost
Ivy Siege
Pilpin's Massmorph
Ride the Lightning



PALADIN SPELLS

1ST LEVEL

Aura of Protection
Battle Cry
Bladethirst
Common Prayer
Electric Blades
Epiphany
Exorcism
Filth's Bane
Fire Truth
Foundation of Stone
Golden Barding
Hesitate
Interrogation
Metal Arm
Quick Step
Sacred Guardian
Silvered Weapon
Weapon Bless

2ND LEVEL

Adamantine Weapon
Ancestral Blessing
Ancestral Vengeance
Deific Vengeance
Divine Sacrifice
Drawmij's Swift Mount

Early Judgment
Litany of Debasement
Litany of Grace
Seek Eternal Rest
Specialization
Word of Binding
Yoke of Mercy

3RD LEVEL

Awaken Sin
Barrier Reaver
Boon of Fortune
Call Society
Deadly Strike
Eyes of the Sun
Favor of Amelioration
Godrage
Holy Weapon
Nightscar
Righteous Vigor
Sacred Bond
Stunning Barrier

4TH LEVEL

Bands of Sirellyn
Bloodsworn Retribution
Chant
Forced Repentance
Glory of the Martyr
Mass Protection from Evil
and Good
Oath of Peace
Reprobation
Shoulder Burden
Watchful Ancestors

5TH LEVEL

Archon's Trumpet
Battletide
Cloud of Purification
Conjure Divine Minion
Darkray's Powerguard

Draw Upon Holy Might
Mark of Justice
Oathbinding
Vanishing Weapon



RANGER SPELLS

1ST LEVEL

Alpha's Hunting Hound
Animal Animosity
Animal Sense
Autopsy
Banish Dazzle
Bladethirst
Camouflage
Cat Spirit
Comfort
Compass
Darkray's Enhanced Dagger
Dispel Fatigue
Drawmij's Breath of Life
Drawmij's Light Step
Drawmij's Scent Mask
False Tracks
First Strike
Hesitate
Hunter's Lore
Magical Tether
Quick Step
Sea Sight
Sharptooth
Silvered Weapon
Telltale Feet
Trance
Weapon Bless
Xaviar's Leaf Filter

2ND LEVEL

Alpha's Moonlight
Animal Aspect
Arrowflight
Bearhug
Beastmask
Bottomless Hate
Circle of Privacy
Cook
Create Campsite
Decastave
Dig
Dive/Rise
Drawmij's Swift Mount
Dream Feast
Far Sight
Grassdart
Hunter's Mercy
Make Lost
Mikkis' Tracking
Noise Filter
Paldeggeron's Accurate
Arrow
Raven's Flight
Savage Maw
Scent of Vengeance
Shadowbolt
Silverlight
Spring
Tenser's Hunting Hawk
Venomous Blade
Whispers
Wolfjaws

3RD LEVEL

Amulet
Archer's Redoubt
Boon of Fortune
Bottle of Smoke
Breathable Air
Call Society
Conceal Item

Deadly Strike
Everfull Quiver
Javelin
Lay of the Land
Mass Camouflage
Mass Jump
Nightscar
Seeking
Shape Wood
Ward of the Season
Weapon Return
Wind at Back
Zone of Natural Purity

4TH LEVEL

Alter Path
Animal Call
Bloodsworn Retribution
Carry Companion
Displacement
Hibernation
Mass Swim
Sargasso
Sethron's Fearful Baying
Shadow Blink
Strong Jaw
Terrain Bond

5TH LEVEL

Battletide
Darkray's Powerguard
Force Shapechange
Globe of Tranquil Water
Lightbow
Mass Protection from
Energy
Northstar's Song of the Fey
Tame Animal
Thornwrack
Wingbind

SORCERER SPELLS

CANTRIP (0 LEVEL)

Alpha's Spark Shower
Candletrick
Chill
Crier's Boon
Darsson's Cooling Breeze
Diminutive Darkness
Disarm
Empathy
Flicker
Hailstone
Handcandle
Hold Portal
Iron Scarf
Kiss of Wounding
Liquid Orb
Open/Close
Prestidigitation (variants)
Scatterspray
Stun Ray
Thump
Touch of Madness
Whisper's Darkstaff

1ST LEVEL

Acid Hands
Animal Sense
Arcane Voice
Banish Dazzle
Cheat
Color
Command Hair
Compass
Creeping Darkness
Darkray's Enhanced Dagger
Drenal's Stone Flame
Electric Blades
Elemental Burst
Entangling Scarf

Fist of Stone
Frost Fingers
Inaudibility
Indisputable Possession
Infernal Wound
Invisible Object
Ironthunder Horn
Kiss of Intoxication
Kiss of Vampirism
Ladder
Long Arm
Magic Motes
Painful Wounds
Parching Touch
Ray of Clumsiness
Ray of Flame
Reconstruct
Repair
Reveal Owner
Sanh's Ray of Light
Shadows
Thunderous Footfalls
Web Bolt
Whisper's Hands of
Darkness

2ND LEVEL

Aggressive Thundercloud
Alpha's Rainbow Beam
Animal Aspect
Apparition
Augment Familiar
Backstab Backlash
Body Blades
Body of the Sun
Break Limb
Brumal Stiffening
Condition Protection
Control Vapor
Darklight's Inexplicable
Image
Decastave

Dolorous Blow
Dumbness
Euphoric Cloud
Fiery Eyes
Fiery Fists
Fireburst
Fireproof
Firestaff
Ghost Whip
Hand of Ithiqua
Intensify Sensation
Intoxicate
Kallum's Cold Frost
Kiss of Awakening
Kiss of the Toad
Merchant's Glamer
Mikki's Awesome Disarm
Numbing Sphere
Power Word Fear
Ray of Ice
Ray of Paralysis
Ray of Stupidity
Sand Glass
Sand Spray
See Through Other Eyes
Shark Bolt
Silverlight
Skyhook
Splinter Wood
Venomous Blade
Veschiul's Shadowcurse
Wall of Gloom

3RD LEVEL

Acid Lash
Agra's Ambush
Alter Mass
Attune Form
Azalldam's Fabrication
Bite the Hand
Blades of Fury
Cloud Walk

Control Temperature
Curse of Impending Blades
Darklight's Haywire Hands
Death Star
Detonate
Dragon Breath
Dream Sight
Euphoric Tranquility
Excruciating Deformation
Falstaffe's Ethereal
Firestorm
Fire Aura
Forceball
Forcewave
Graymantle
Hellmouth Lash
Invisibility Purge
Junglerazer
Kiss of Slavery
Layla's Morning-After Kiss
Legolath's Weird Wildball
Loathsome Veil
Magnetism
Memory Read
Mirror Sending
Mystic Rope
Node of Blasting
Nystul's Radiant Baton
Pander's Whirlwind Travel
Phantom Arms and Armor
Scalding Spout
Spirit Jaws
Stunning Barrier
Sunscorch
Suppress Breath Weapon
Teleport Object
Throbbing Bones
Ulric's Unwholesome Meal
Vertigo
Wall of Light
Weapon Return
Whisper's Mana Bolt

Whisper's Rune of
Protection
Windburn

4TH LEVEL

Acidball
Alcoreax's Ictrail
Alpha's Shadowfire
Animate Flame
Augmenting Wall
Bands of Sirellyn
Blast of Sand
Burning Blood
Chaotic Vision
Crushing Despair
Displacement
Dolorous Motes
Eldarr's Shroud
Enervation
Entrap Spirit
Fellstar's Flaming Water
Force Chest
Glasse
Gravel Vortex
Hurl Thunderbolt
Ice Web
Ilyykur's Mantle
Katrine's Fragile Egg
Kiss of Torment
Malicious Spite
Mass Swim
Mystyk's Backlash
Necromantic Bolt
Nystul's Blacklight Burst
Otto's Drums
Rusting Grasp
Shadow Blink
Shattershout
Shout
Sleepcloud
Sunbolt
Wall of Coldfire

Wall of Sound
Whisper's Storm of
Darkness
Wing Gifting

5TH LEVEL

Acid Fog
Age Object
Alpha's Blue Blaze
Alpha's Starshield
Azura's Soul Whip
Ballant's Stonesplit
Ballant's Stonestrength
Blizzard
Blood of Fire
Bolt's Hellish Hail
Chromatic Blade
Cobaltas' Thunder
Cone of Acid
Cone of Fire
Cone of Force
Darkray's Powerguard
Dheryth's Energy Cloak
Disfiguring Touch
Eliminate Air
Fireward
Flexible Force Field
Force Blast
Force Shapechange
Forcewhip
Impregnate
Involuntary Shapeshifting
Ironguard
Kiss of Sleep
Kiss of Weakness
Mass Protection from
Energy
Mind Fog
Oasis
Rain of Blood
Resist Magic
Sensory Deprivation

Soulfire
Spirit of Flame
Telepathic Broadcast
Trick
Vanquil's Drifting Blizzard
Wingbind

6TH LEVEL

Battle of Wills
Catching Chain
Curse of Disgust
Dardan's Desiccation
Darklight's Lightning Web
Darklight's Planar Weapon
Dheryth's Energy Globe
Explosive Head
Ironskin
Lightning Curtain
Mass Curse of Impending
Blades
Move Snow and Ice
Nerve Dance
Obold's Brightness
Overland Flight
Scramble Portal
Sheets of Acid
Sheets of Electricity
Sheets of Fire
Sheets of Frost
Sheets of Venom
Skylight Blade
Spell Catcher
True Name
Unburn
Waves of Exhaustion
Web of Shadows

7TH LEVEL

Acid Storm
Alpha's Comet
Blood Burn
Blood to Water

Channel Flame
Cyclone Chariot
Darklight's Finger of Ice
Déjà Vu
Duo-Dimension
Energy Ball
Fortunate Fate
Gunther's Kaleidoscopic
Strike
Kiss of the Nereid
Lestat's Legion
Mass Dominate Person
Moment of Prescience
Nymph's Beauty
Power Word Sleep
Power Word Vaporize
Probe Thoughts
Radiant Assault
Seven-Eyes
Terror
Withering Palm

8TH LEVEL

Aging
Bite of the King
Circle of Blindness
Demonstar
Field of Icy Razors
Flensing
Hellfire Ray
Hornung's Random
Dispatcher
Kiri's Soul Transfer
Magic Susceptibility
Power Word Blind
Sheath
Stash
Storm
Stormrage
Whisper's Damage
Transference
Year Stealing

9TH LEVEL

Black Blade of Disaster
Chaotic Terrain
Coalthirst's Universal
 Mindbender
Cursed Earth
Ding Shu's Draconian
 Holocaust
Eternity of Torture
Genocide
Kiss of Death
Naked Fury
Power Drain
Power Word Banish
Prismatic Beam
Ride the Lightning
Rip Life
Scourge of the Horsemen
True Creation
Whisper's Mass Teleport



WARLOCK SPELLS

CANTRIP (0 LEVEL)

Alpha's Spark Shower
Befoul
Bleeding Touch
Bloodbridge
Chill
Copy
Crier's Boon
Deepen Shadows
Diction
Diminutive Darkness
Empathy
Ill Omen
Kiss of Wounding

Legerdemain
Open/Close
Pain
Prestidigitation (variants)
Secret Signs
Spit Venom
Thump
Touch of Madness
Whisper's Darkstaff

1ST LEVEL

Animal Animosity
Animal Sense
Arcane Voice
Beneficence
Borrow Fortune
Confuse Self
Creeping Darkness
Death Grimace
Erase
Exorcism
Fire Truth
Interrogation
Invisible Object
Kiss of Vampirism
Laeral's Cutting Hand
Long Arm
Magic Motes
Memorize Page
Metal Arm
Painful Wounds
Parching Touch
Pilpin's Prompt
Ray of Clumsiness
Ray of Flame
Reconstruct
Repair
Reveal Owner
Secret Page
Shadows
Shut Up
Spirit Mask

Suspend Disease
Thunderous Footfalls
Trance
Web Bolt
Whisper's Hands of
 Darkness

2ND LEVEL

Aggressive Thundercloud
Apparition
Augment Familiar
Blood Biography
Body Blades
Break Limb
Claws of Darkness
Condition Protection
Darklight's Inexplicable
 Image
Dolorous Blow
Echoes
Euphoric Cloud
Fiery Eyes
Firestaff
Flu
Frostfire
Ghost Whip
Ghoul Touch
Hand of Ithiqua
Illusory Maze
Intensify Sensation
Isolde's Answer
Kilrukh's Assisting Hands
Kiss of the Toad
Merchant's Glamer
Mikki's Awesome Disarm
Moon Rune
Nature's Balance
Power Word Fear
Raven's Flight
Ray of Ice
Ray of Paralysis
Ray of Stupidity

See Through Other Eyes
Sign of Sealing
Thrasne's Magical Mire
Transmute Water to Acid
Unnatural Lust
Venomous Blade
Veschiul's Shadowcurse
Wall of Gloom
Whip of Vermin
Whispers
Winds of Pain

3RD LEVEL

Acid Lash
Agitate Wounds
Agra's Ambush
Alpha's Rolling Thunder
Alter Mass
Amulet
Anonymous Interaction
Azalldam's Fabrication
Call Society
Create Magic Tattoo
Curse of Impending Blades
Curse Tablet
Cursed Image
Darkbolt
Death Star
Deforest
Dire Charm
Doomhound
Dream Sight
Euphoric Tranquility
Evil Eye
Excruciating Deformation
Grasping Hands of Horror
Graymantle
Hellmouth Lash
History
Invisibility Purge
Kilrukh's Defending Hands
Kiss of Slavery

Loathsome Veil
Lorloveim's Creeping
Shadow
Memory Read
Mirror Sending
Mordenkainen's Defense
Against Beasts
Mordenkainen's Defense
Against Slime
Mystic Rope
Nightscar
Puppeteer
Secret Light
Shivering Touch
Spirit Jaws
Ulric's Unwholesome Meal
Venomdust
Vision of Hell
Whisper's Mana Bolt
Whisper's Rune of
Protection

4TH LEVEL

Alpha's Shadowfire
Animal Call
Bands of Sirellyn
Breed True
Burning Blood
Cape of Wasps
Chaotic Vision
Chilling Scythe
Create Darkenbeast
Crushing Despair
Cursed Blade
Darsson's Potion
Dimensional Anchor
Displacement
Eldarr's Shroud
Enervation
Entrap Spirit
Fire Charm
Glamden's Jet

Gregori's Shadow
Ilyykur's Mantle
Infected Wounds
Katrine's Fragile Egg
Kiss of Torment
Malicious Spite
Mass Protection from Evil
and Good
Mirage
Mystyk's Backlash
Necromantic Bolt
Otto's Drums
Possess
Psychic Poison
Rastor's Mystical Spy
Reprobation
Rusting Grasp
Scapegoat
Shadow Blink
Shadow Dance
Shadowstrike
Siren Song
Site Warning
Sleepwalking
Sonoric's Minions
Tattoo Potion
Watchful Ancestors
Whisper's Storm of
Darkness
Wing Gifting

5TH LEVEL

Absorb Strength
Alpha's Blue Blaze
Alpha's Heat Lightning
Animal Transfer
Blood of Fire
Bolt's Hellish Hail
Create Room
Darklight's Stapling Spikes
Deadly Feast
Disfiguring Touch

Dweomervessel
Feldegast's Altered
 Appearance
Force Shapechange
Greater Sign of Sealing
Hypnosis
Impregnate
Imprison Possessor
Involuntary Shapeshifting
Irnar's Fast Pregnancy
Ironguard
Kiss of Sleep
Love Charm
Mark of Justice
Mind Fog
Mordenkainen's Defense
 Against Lycanthropes
Old Salt's Curse
Prosthesis
Rain of Blood
Refusal
Resist Magic
Sand Shroud
Sand Storm
Sarcophagus of Death
Sensory Deprivation
Sentry Skull
Shadowcat
Soul Safe
Stone Tell
Visage of the Deity
Wall of Limbs
Wall of Ooze

6TH LEVEL

Animate Blood
Arrow of Bone
Battle of Wills
Catching Chain
Conjure Shadows
Consume Likeness
Curse of Disgust

Curse of Lycanthropy
Curse of Undeath
Darklight's Lightning Web
Darklight's Planar Weapon
Dusts of Death
Eye of Curses
False Vision
Feast on Fear
Flesh to Ooze
Flesh to Salt
Ghost Trap
Mass Curse of Impending
 Blades
Nature's Exile
Obedience
Overland Flight
Poison
Rain of Terror
Shadowguard
Skylight Blade
Symphonic Nightmare
Tasrin's Haunted Sleep
Tattoo of Power
Thousand Needles
True Name
Tyvek's Temporary Inner
 Strength
Unburn
Valcon's Spectral Army
Waves of Exhaustion
Web of Shadows

7TH LEVEL

Amorphous Blob
Animate Golem
Blood to Dust
Blood to Water
Corpse Host
Create Quasimancer¹
Darklight's Tattooed
 Creature
Darklight's Tattooed Item

Deathwalk
Diamondblade
Duo-Dimension
Flame Harvest
Fog of Nightmares
Hungry Darkness
Mindkiller
Moment of Prescience
Nine Lives
Nymph's Beauty
Power Word Sleep
Prismal's Pictograph
Probe Thoughts
Shade Transformation
Soul Anchor
Terror
Touch of the Styx
Wither Limb
Withering Palm

8TH LEVEL

Aging
Bite of the King
Circle of Blindness
Flensing
Heart and Soul
Heart of Stone
Kiri's Soul Transfer
Laeral's Invisible Blade
Magic Susceptibility
Mirage of Despair
Power Word Blind
Sheath
Simbul's Skeletal
 Deliquescence
Stash
Storm
Tyvek's Immortal Words
Whisper's Damage
 Transference
Year Stealing

9TH LEVEL

Bad Medicine
Body Link
Call
Chain Madness
Chaotic Terrain
Coalthirst's Universal
 Mindbender
Cursed Earth
Eternity of Torture
Kiss of Death
Maddening Oubliette
Mass Flesh to Salt
Mass Flesh to Stone
Naked Fury
Pilpin's Massmorph
Power Word Banish
Rip Life
Stop the Sun
Tharos' Temporal Study



WIZARD SPELLS

CANTRIP (0 LEVEL)

Alpha's Spark Shower
Alpha's Sparkle Beam
Befoul
Bigby's Bookworm Bane
Blacksteel
Candletrick
Chill
Copy
Darsson's Cooling Breeze
Diction
Empathy
Flicker
Hailstone
Hold Portal

Iron Scarf
Liquid Orb
Odeen's Magic Cloud
Open/Close
Prestidigitation (variants)
Scatterspray
Secret Signs
Squeaking Floor
Stun Ray
Sustain Fire
Thump
Touch of Madness
Warning Shout
Whisper's Darkstaff

1ST LEVEL

Acid Hands
Adhesion
Ahrvar's Forgery
Alpha's Hunting Hound
Animal Sense
Arcane Voice
Assess Value
Augment Artistry
Autopsy
Calder's Starry Sky
Cheat
Chime
Color
Command Hair
Compass
Confuse Self
Conjure Fundamental
Creeping Darkness
Darkray's Enhanced Dagger
Detect Metals and Minerals
Detect Secret Passages and
 Portals
Drawmij's Breath of Life
Drawmij's Light Step
Drawmij's Scent Mask
Drenal's Stone Flame

Electric Blades
Elemental Burst
Entangling Scarf
Erase
Exterminate
Filth's Bane
Fire Truth
Frost Fingers
Hail of Stone
Hair
Heethem's Hydromorph
Hidden Ward
Idea
Inaudibility
Indisputable Possession
Instant Search
Interrogation
Invisible Object
Know the Size of the Hidden
Ladder
Last Image
Long Arm
Magic Motes
Memorize Page
Odeen's Magic Tailor
Painful Wounds
Parching Touch
Pilpin's Mapper
Pilpin's Prompt
Power Word Attention
Protective Amulet
Ray of Clumsiness
Ray of Flame
Reconstruct
Repair
Reveal Owner
Sanh's Ray of Light
Secret Page
Shadetree
Shadows
Shrapnel Shot
Silvered Weapon
Simple Distillation

Skill Enhancement
Snapshot
Special Effects
Thunderous Footfalls
Web Bolt
Whisper's Hands of
Darkness

2ND LEVEL

Anesthesia
Animal Aspect
Ash Storm
Augment Familiar
Backstab Backlash
Bigby's Dexterous Digits
Blood Biography
Body Temperature
Break Limb
Brumal Stiffening
Condition Protection
Control Vapor
Cook
Crafter's Fortune
Darklight's Inexplicable
Image
Death Knell
Deeppockets
Detect Charm
Dig
Drawmij's Swift Mount
Dumbness
Entice Gift
Euphoric Cloud
Fiery Eyes
Fireburst
Fireproof
Firestaff
Flu
Frostfire
Gem Record
Ghost Whip
Ghoul Touch

Hand of Ithiqua
Ingold's Instant Insanity
Intensify Sensation
Intoxicate
Iron Maiden
Isolde's Answer
Kâldane's Instant Burden
Kallum's Cold Frost
Leomund's Trap
Magic Flask
Merchant's Glamer
Mikkis' Awesome Disarm
Mistaken Missive
Moon Rune
Numbing Sphere
Orb of Acid
Orb of Cold
Orb of Electricity
Orb of Fire
Orb of Force
Orb of Sound
Pleasant Dreams
Power Word Fear
Prismal's Handy Mirror
Ray of Ice
Ray of Paralysis
Ray of Stupidity
Sand Glass
Sand Spray
See Through Other Eyes
Shadowbolt
Shark Bolt
Sign of Sealing
Silverlight
Skull Watch
Skyhook
Splinter Wood
Spring
Transmute Water to Acid
Venomous Blade
Veschiul's Shadowcurse
Wall of Gloom
Whip of Vermin

3RD LEVEL

Aalldam's Waterspray
Acid Lash
Agra's Ambush
Alpha's Rolling Thunder
Alter Animal Intelligence
Alter Mass
Anonymous Interaction
Attune Form
Azalldam's Fabrication
Barrier Reaver
Bestow Curse (variants)
Bite the Hand
Blades of Fury
Bolt of Stone
Bone Shape
Call Society
Cloud Walk
Control Temperature
Create Magic Tattoo
Curse of Impending Blades
Curse Tablet
Darkbolt
Darklight's Haywire Hands
Death Star
Deforest
Detonate
Dire Charm
Disposal
Ditan's Decorating Hands
Dragon Breath
Drawmij's Instant Exit
Dream Sight
Downdraft
Dust Warriors
Entomb
Euphoric Tranquility
Excruciating Deformation
Falstaffe's Ethereal
Firestorm
Farspeaker
Fire Aura

Fool's Speech
Forceball
Forcewave
Frost Whip
Garinthrall's Hideous Leech
Ghost Companion
Glyph of Warding (variants)
Grasping Hands of Horror
Graymantle
Hellmouth Lash
History
Iceball
Invisibility Purge
Loathsome Veil
Lorloveim's Creeping
Shadow
Love's Pain
Magnetism
Malta's Patterned
Teleportation Square
Memory Read
Mindburn
Mirror Sending
Mordenkainen's Defense
Against Beasts
Mordenkainen's Defense
Against Slime
Mystic Rope
Node of Blasting
Nystul's Radiant Baton
Otiluke's Orb of
Containment
Phantom Arms and Armor
Power Word Disrupt
Scalding Spout
Secret Light
Seek Teleporter
Shape Wood
Spirit Jaws
Stunning Barrier
Suncorch
Suppress Breath Weapon
Teleport Object

Throbbing Bones
Transmute Gold and Gems
Undead Torch
Ulric's Unwholesome Meal
Venomdust
Wall of Light
Weapon Return
Whip of Flame
Whisper's Mana Bolt
Whisper's Rune of
Protection
Windburn

4TH LEVEL

Acidball
Alcoreax's Ictrail
Alpha's Chill of the Void
Alpha's Shadowfire
Animate Flame
Augmenting Wall
Bands of Sirellyn
Beanstalk
Bigby's Force Sculpture
Blast of Sand
Breed True
Broom
Burning Blood
Carry Companion
Chaotic Vision
Continuous Temperature
Create Darkenbeast
Crushing Despair
Darsson's Potion
Deconstruct
Depress Resistance
Detect Spellcasting
Dimensional Anchor
Disease
Dwarkanath's Tutor
Eldarr's Shroud
Enervation
Entrap Spirit

Fellstar's Flaming Water
Force Chest
Glasse
Gravel Vortex
Ice Web
Illusory Pit
Ilyykur's Mantle
Kiri's Container
Lava Bolt
Lightning Shield
Malicious Spite
Mass Protection from Evil
and Good
Mass Swim
Mystyk's Backlash
Necromantic Bolt
Nystul's Blacklight Burst
Projected Magnification
Psychic Poison
Rastor's Mystical Spy
Rusting Grasp
Sargasso
Sarius' Giant Manifestation
Scapegoat
Shadow Blink
Shadow Play
Shout
Sinister Surroundings
Site Warning
Sleepcloud
Sonoric's Minions
Stone Bridge
Tattoo Potion
Tentacles
Thief's Lament
Vander's Librarian
View Past
Vision Stone
Wall of Coldfire
Wall of Sound
Whisper's Storm of
Darkness
Wing Gifting

5TH LEVEL

Acid Fog
Age Animal
Age Object
Alpha's Starshield
Animal Transfer
Apparent Master
Bestow Enchantment
Blizzard
Bolt's Hellish Hail
Chromatic Blade
Cone of Acid
Cone of Fire
Cone of Force
Conjure Beast Spirits
Create Room
Darklight's Stapling Spikes
Darkray's Tracer
Deadly Feast
Deathmaster's Vial
Disfiguring Touch
Dweomervessel
False Sending
Feldegast's Altered Appearance
Fire Spiders
Fireward
Flexible Force Field
Force Blast
Force Shapechange
Forcewhip
Greater Sign of Sealing
Hypnosis
Illusory Feast
Impregnate
Imprison Possessor
Involuntary Shapeshifting
Innar's Fast Pregnancy
Ironguard
Love Charm
Mass Protection from Energy

Metal Shape
Mind Fog
Mordenkainen's Defense
 Against Lycanthropes
Oathbinding
Old Salt's Curse
Prosperous Room
Prosthesis
Rary's Replay
Refusal
Resist Magic
Sensory Deprivation
Sentry Skull
Shadowcat
Sleepwalking
Skullight
Soul Safe
Soulfire
Spirit of Flame
Spiritual Triangle
Telepathic Broadcast
Transmute Bone to Steel
Transmute Rock
Trick
Vanishing Weapon
Vanquil's Drifting Blizzard
Wall of Limbs
Wall of Ooze
Wingbind

6TH LEVEL

Animate Blood
Arrow of Bone
Battle of Wills
Catching Chain
Conjure Shadows
Curse of Disgust
Curse of Lycanthropy
Curse of Undeath
Dardan's Desiccation
Darklight's Lightning Web
Darklight's Planar Weapon

Distort Life
Dusts of Death
Explosive Head
False Vision
Feast on Fear
Flesh to Ooze
Ghost Trap
Greater Animate Dead
Gullship
Hardening
Ironskin
Ironwood
Korel's Wisdom Beyond Death
Learn Language
Lightning Curtain
Major Curse
Mass Curse of Impending Blades
Move Snow and Ice
Nerve Dance
Obedience
Obold's Brightness
Overland Flight
Poison
Rain of Terror
Scramble Portal
Seal Portal
Shandaril's Tracer
Sheets of Acid
Sheets of Electricity
Sheets of Fire
Sheets of Frost
Sheets of Venom
Skylight Blade
Spell Catcher
Tasrin's Haunted Sleep
Tattoo of Power
Teleport Trap
True Name
Tunnel Swallow
Tyvek's Temporary Inner Strength

Unburn
Valcon's Spectral Army
Waves of Exhaustion
Web of Shadows

7TH LEVEL

Acid Storm
Alpha's Comet
Alpha's Starlight Citadel
Alter Beast
Amorphous Blob
Animate Golem
Blood Burn
Blood to Water
Call Dragon
Cloud of Death
Corpse Host
Create Quasimancer
Darklight's Finger of Ice
Darklight's Tattooed
 Creature
Darklight's Tattooed Item
Déjà Vu
Demand
Diamondblade
Duo-Dimension
Eye of the Beholder
Fog of Nightmares
Glassteel
Ghoul Gauntlet
Gunther's Kaleidoscopic
 Strike
Half-Blood Extraction
Heartbreaker
Lestat's Legion
Mass Dominate Person
Moment of Prescience
Nilspace Doorway
Nymph's Beauty
Otiluke's Fire and Ice
Otiluke's Siege Sphere
Power Word Sleep

Power Word Vaporize
Prismal's Pictograph
Probe Thoughts
Radiant Assault
Rain of Embers
Sand Gems
Seven-Eyes
Shade Transformation
Soul Anchor
Stone Spiders
Symbol (variants)
Terror
Timed Stasis
Undead Army
Wither Limb
Withering Palm

8TH LEVEL

Aging
Airboat
Circle of Blindness
Continuous Weather
Demonstar
Evolve
Field of Icy Razors
Flensing
Giant Size
Heart and Soul
Heart of Stone
Hellfire Ray
Khelben's Blackstaff
Kiri's Soul Transfer
Lifeblend
Magic Susceptibility
Mordenkainen's Capable
 Caravel
Orko's Elemental Triad
Power Word Blind
Screen
Sheath
Simbul's Skeletal
 Deliquescence

Stash
Storm
Stormrage
Submerge Ship
Suffocate
Tyvek's Immortal Words
Vaporize
Wail of the Banshee
Whisper's Damage
 Transference
Year Stealing

9TH LEVEL

Arcane Tunnel
Bilocation
Black Blade of Disaster
Body Link
Call
Chain Madness
Chaotic Terrain
Coalthirst's Universal
 Mindbender
Create Life
Crystalbrittle
Cursed Earth
Ding Shu's Draconian
 Holocaust
Eliminster's Effulgent
 Eputation
Energy Drain
Estate Transference
Eternity of Torture
Feeblebody
Genocide
Lorth's Translocation
Maddening Oubliette
Mass Flesh to Stone
Mass True Seeing
Pilpin's Massmorph
Power Drain
Power Word Banish
Prismatic Beam

Ride the Lightning
Rip Life
Rising Colossus
Scourge of the Horsemen
Skip Day
Skycastle
Tharos' Temporal Study
Timelessness
True Creation
Whisper's Mass Teleport



⊗ THE SPELLS ⊗

AALDAM'S WATERSPRAY

3rd-level conjuration

Casting Time: 1 action

Range: Self (50-foot cone)

Components: V, S, M (a beaker of water)

Duration: Instantaneous

Source: The Great Net Spellbook

You create a high-pressure line of water, 50 feet long and 10 feet wide, which gushes out from your hands. All creatures within the area must make a Strength saving throw. A creature takes 4d8 bludgeoning damage and is knocked prone on a failed saving throw, or half as much damage and remains standing on a successful one.

This spell can also be used to put out fires in a 20-foot cube centered on your target.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, you inflict an additional 1d8 damage for each slot level above 3rd.

ABSORB STRENGTH

5th-level necromancy

Casting Time: 1 minute

Range: Self

Components: V, S, M (one ounce of meat)

Duration: 1 hour

Source: *Book of Vile Darkness*

You eat at least an ounce of fresh, raw meat from a once-living creature (beast, dragon, giant, humanoid, or monstrosity). You then gain a bonus to your Strength and Constitution equal to that creature's ability modifier for those attributes. For instance, if

you eat the flesh of an owlbear (Strength 20, Constitution 17), you gain a +5 bonus to Strength and +3 bonus to Constitution. If the creature doesn't have a positive modifier for one of the attributes, you gain no bonus to your own corresponding attribute.

ACID FOG

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (powdered dried peas)

Duration: 1 minute

Source: d20pfsrd.com

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured.

The area inside the fog is thick and cloying, and acts as difficult terrain. The fogs are also highly acidic. Each round a creature ends its turn in the fog, it takes 3d10 acid damage. It lasts for the duration or until a strong wind (20 miles per hour or more) disperses it.

If a target takes at least 10 points of damage and is wearing nonmagical armor, the armor's AC is permanently reduced by one level of effectiveness. If the armor is reduced to AC 10, it is destroyed. A spell such as *repair* (q.v.) will fix the damage and restore the armor to its normal strength.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher,

the radius of the fog increases by 10 feet for each slot level above 1st.

ACID HANDS

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

Source: The Great Net Spellbook

As you hold your hands with thumbs touching and fingers spread, a thin sheet of corrosive liquid shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d8 acid damage on a failed save, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

ACID LASH

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (three drops of an acidic liquid)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You create a glowing line of vivid purple force that lashes out at your command towards a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 4d10 acid damage and if the creature is Large or smaller, you pull it up to 10 feet closer to you.

ACID STORM

7th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: 1 minute

Source: *Wizard's Spell Compendium*

A storm made of gelatinous, acidic droplets appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube.

Each creature in the area must make a Dexterity saving throw. A creature takes 8d6 acid damage on a failed save, or half as much damage on a successful one, each round that the creature ends its turn in the storm and for one round afterwards. If a target takes at least 10 points of damage and is wearing nonmagical armor, the armor's AC is permanently reduced by one level of effectiveness. If the armor is reduced to AC 10, it is destroyed. A spell such as *repair* (q.v.) will fix the damage and restore the armor to its normal strength.

ACIDBALL

4th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a tiny ball of bat guano and caustic soda)

Duration: Instantaneous

Source: The Great Net Spellbook

A yellowish blob of light flashes from your pointing finger to a point you choose within range and splashes outwards, drenching everyone nearby with droplets of acid. Each creature in a 20-foot-radius sphere centered on that point must make a

Dexterity saving throw. A target takes 8d6 acid damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

ADAMANTINE WEAPON

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of diamond powder)

Duration: 1 minute

Source: *Priest's Spell Compendium*

You transform your own cudgel, mace, staff, or other bludgeoning weapon into one made of pure elemental adamantine. It does an additional 1d12 bludgeoning damage on a successful hit.

ADHESION

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of powdered horse's hoof)

Duration: 1 hour

Source: *Wizard's Spell Compendium*

You bring together two solid, inanimate objects, which become stuck together. It requires a Strength (Athletics) ability check, made at disadvantage, to pry them apart (DC equal to your spell save DC).

At Higher Levels. When you cast this spell with a 3rd-level spell slot, you increase the duration to 3 hours. When you cast it with a 4th-level spell slot, you increase the duration to 8 hours. When you cast it with a 5th-level or higher spell slot, you increase the duration to 12 hours.

AGE ANIMAL

5th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

This spell ages any beast, dragon, or monstrosity with an Intelligence of 4 or less at a rate of 1 year per round you concentrate. It may make a Constitution saving throw each round to resist. To succeed, it is not affected during that round.

AGE OBJECT

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a flask of seawater and a piece of coal)

Duration: Concentration, up to 1 minute

Source: *Priest's Spell Compendium*

You age a nonmagical item of Large size or smaller at a rate of 5 years per round you concentrate. The actual effect depends on the nature of the item—iron and steel will rust and corrode, masonry will crack and weaken, wood will rot away to nothing, and so on. This inflicts 3d6 force damage each round.

AGGRESSIVE THUNDERCLOUD

2nd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of wood that has been struck by lightning)

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

You summon a storm cloud that fits in a 5-foot square; it doesn't fill its space. It hovers 10 feet above the ground, but you can command it to rise to 20 feet or sink to ground level; no action is required by you. When you cast the spell and as a bonus action on your subsequent turns, you can move the cloud up to 20 feet and then direct it to send a thunderbolt at a single target within 10 feet of it. The target must make a Dexterity saving throw, taking 4d6 lightning damage on a failed save and no damage on a successful one. Anything within the cloud is lightly obscured, and it provides dim light to a 5-foot radius around it.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you inflict an additional 1d6 damage for each slot level above 2nd.

AGING

8th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a black opal worth at least 500 gp)

Duration: Instantaneous

Source: The Great Net Spellbook

A sickly gray bolt of energy shoots out from your outstretched hand towards a creature within range. Make a ranged spell attack. On a hit, the target must make a Constitution saving throw. The target takes 6d10 necrotic damage and instantly ages that many years on a failed saving throw, or half as much damage and years on a successful one. In either case, the creature is also knocked unconscious for 1 minute. If the target dies from this damage, it is considered to have died of old age and can only be brought back through a *wish*.

The aging is permanent unless reversed with a *greater restoration* spell. The aging has no game effects unless the DM determines that the target has been pushed into old age, in which case the subject suffers from one level of exhaustion, which is permanent until the aging has been reversed.

Celestials, constructs, elementals, fey, fiends, undead, and any other sort of creature that doesn't age is immune to this spell.

AGITATE WOUNDS

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of salt)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You choose one creature that you see within range that has recently been injured by an edged weapon (i.e., not at full hit points and not yet been treated with a healer's kit, a curative potion, or with healing magic), or by another attack that caused bleeding. This spell will cause the wounds to open and bleed profusely. The target takes 2d6 damage and must make a Constitution saving throw. On a success, the target takes no more damage. On a failure, the target takes another 1d4 damage each round until the wound is treated.

AGRA'S AMBUSH

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of roughly-ground glass)

Duration: 8 hours

Source: *Wizard's Spell Compendium*

You provide protection for yourself or one willing creature against unwanted mental intrusion. The trap will be triggered if a protected creature be affected by a spell or effect that would sense its emotions, read its thoughts, or put the charmed condition on it. The attacker must make a Wisdom saving throw. The attacker takes 3d10 psychic damage on a failed saving throw, or half as much damage on a successful one. In either case, you are alerted as to the potential intrusion.

Once this spell has been triggered, it ends.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, the trap inflicts another 1d10 damage per slot level above 3rd.

AHRVAR'S FORGERY

1st-level transmutation (ritual)

Casting Time: 1 round

Range: Self

Components: V, S, M (a sample of the handwriting to be copied)

Duration: 10 minutes

Source: The Great Net Spellbook

When you cast this spell, you gain the ability to perfectly mimic one person's handwriting for the next ten minutes.

AIRBOAT

8th-level transmutation

Casting Time: 1 action

Range: 5 miles

Components: V, S

Duration: Concentration, up to 12 hours

Source: *Wizard's Spell Compendium*

You must be outside to cast this spell. You point to a cloud, which immediately descends towards you and changes shape until it becomes a ship made of clouds. You

determine its shape (caravel, dragon-galley, rowboat, etc.), but that has no bearing on its performance.

You and up to eight other creatures of your choice may board the airboat, which flies at a speed of 100 feet under your telepathic command. You are considered to have proficiency with the airboat. While captaining the boat, you have resistance to lightning and thunder damage and are immune to harm caused by nonmagical winds. The airboat has an AC of 13 and 100 hit points.

At Higher Levels. When cast with a 9th-level spell slot, you may bring up to sixteen other creatures onboard with you.

AIRY WATER

5th-level transmutation

Casting Time: 1 action

Range: Self (20-foot-radius sphere)

Components: S, M (a handful of salt)

Duration: 1 hour

Source: *Stormwrack*

You turn the water in a 20-foot bubble around you turns into a frothy substance that can be breathed as easily as air. In addition, movement is easier through *airy water*—a creature's swimming speed increases by 20 feet and Strength (Athletics) checks made in order to swim are made at advantage, and boats traveling in a patch of *airy water* have their speed increased by 25%.

ALCORSAX'S ICETRAIL

4th-level transmutation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a steel pin and a cup of water)

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

You tap the ground at your feet and a wave of ice 10 feet high and 20 feet wide appears on the ground and begins to snake forward, leaving a sheet of ice in its wake. The wave moves at a rate of 30 feet in a straight line, but at the beginning of each of your turns, you may direct it to turn and move in a different direction at a 45- or 90-degree angle.

A creature standing in the area when the ice enters its space will be caught by the icy wave and will be restrained by it (escape DC equal to your spell save DC). A restrained creature will begin to suffocate, as per the suffocation rules in the *Player's Handbook*, page 183. Magical fire will melt the wave without harming the creatures trapped by it.

A creature who enters the area with the sheet of ice or ends its turn there must succeed on a Dexterity saving throw to avoid slipping on the ice and falling prone. The ice sheet counts as difficult terrain. In addition, the air up to 10 feet above the ice sheet is so cold that each creature that ends its turn in that area take 3d8 cold damage.

ALLEGRO

2nd-level transmutation

Casting Time: 1 action

Range: Self (20-foot radius circle)

Components: V, S, M (a tail feather from a bird of prey)

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

You and up to eight allies within 20 feet of you have their walking speed doubled for the duration of this spell.

ALLERGY FIELD

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of ragweed)

Duration: 1 minute

Source: *Priest's Spell Compendium*

You choose a point within range that you can see and fill it with a 10-foot cube of pollen. All creatures within that area must make a Constitution saving throw against poison or suffer disadvantage on all attack rolls and skill checks for the next minute due to uncontrollable sneezing and watering eyes. A creature may make a new saving throw at the start of each of its turns, ending the effect on a success. A wind of at least 5 miles per hour will blow the pollen away and end the spell.

ALPHA'S BLUE BLAZE

5th-level evocation

Casting Time: 1 action

Range: Self (60-foot-long cone)

Components: V, S

Duration: Instantaneous

Source: The Great Net Spellbook

You cause blue flames and purple acid to fan forth from your outstretched hand in a 60-foot cone. All creatures in that area must make a Dexterity saving throw. A creature takes 4d8 fire damage and 4d8 acid damage on a failed saving throw, or half as much on a successful one.

ALPHA'S CHILL OF THE VOID

4th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a piece of ice)

Duration: Instantaneous

Source: The Great Net Spellbook

You bring forth a wave of airless, supernaturally-intense cold in a 60-foot cone. All creatures in the area take 6d6 cold damage and one level of exhaustion as the air is sucked from their lungs. There is no saving throw. Creatures that don't need to breathe take no exhaustion.

All normal vegetation of Medium size or smaller in the area dies, and larger vegetation has a 50 percent chance of dying. Plant creatures are no more susceptible than other living beings are. Normal fires in the area are immediately snuffed and standing water instantly freezes.

ALPHA'S COMET

7th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a ball of pitch mixed with sulfur and phosphorus)

Duration: Instantaneous

Source: The Great Net Spellbook

You create a sphere of flaming rock with a tail of noxious, superheated gasses. This unerringly strikes one target you can see within range, causing 4d8 bludgeoning damage and 4d8 fire damage. In addition, all creatures within 5 feet of the target must make a Dexterity saving throw, taking 4d8 fire damage on a failed roll or half as much on a successful one.

Finally, all creatures within 10 feet of the target, including the target (if the target is a creature), must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling, takes 2d8 poison damage, and is poisoned for 1 minute. Creatures that don't need to breathe or are immune to poison automatically succeed

on this saving throw. The gasses disperse after 1 round.

At Higher Levels: If you cast this spell with a 8th-level or higher spell slot, you inflict an additional 1d8 bludgeoning, fire, and poison damage for each spell slot above 7th.

ALPHA'S HEAT LIGHTNING

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a short glass rod, a bit of fur, and a bit of iron or lodestone)

Duration: Instantaneous

Source: The Great Net Spellbook

You call down a bolt of purplish-red lightning, which strikes a single creature you can see within range. Make a ranged spell attack to hit. On a success, that creature takes 4d10 fire damage and 4d10 lightning damage. If the creature is wearing nonmagical metallic armor or carrying a metallic weapon, the creature takes an additional 1d10 lightning damage. The lightning will also set combustibles on fire.

At Higher Levels. If you cast this spell with a 6th-level or higher spell slot, you inflict an additional 1d10 lightning damage for each slot level above 5th.

ALPHA'S HUNTING HOUND

1st-level conjuration

Casting Time: 1 round

Range: 30 feet

Components: V, S, M (a piece of meat)

Duration: Concentration, up to 1 hour

Source: The Great Net Spellbook

You summon a fey spirit that takes the form of a white and red mastiff. It is identical to the mastiff from the *Monster Manual* (page 332), save that it's Perception

skill bonus is +5. It is friendly to you and your companions. Roll initiative for it, as it has its own turns. It will obey any commands that you issue. If you don't issue commands to it, it will defend itself from hostile creatures, but otherwise takes no actions. The mastiff disappears when it drops to 0 hit points or when the spell ends.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you conjure one additional hound for each slot level above 1st.

ALPHA'S MOONLIGHT

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a moonstone)

Duration: Concentration, up to 1 hour

Source: The Great Net Spellbook

An area 30 in radius of soft, blue-gray light shines down from above. In this area, all color is washed out; creatures in that area cannot discern color and can only see in shades of gray. Creatures who have the trait Sunlight Sensitivity are not affected by sunlight while in this area; creatures who take damage from sunlight only take half the normal amount of damage.

While in this area, infected lycanthropes must make a Wisdom saving throw to avoid being forced to transform.

If you cast this spell on yourself, the area moves with you. Otherwise, it is stationary.

ALPHA'S RAINBOW BEAM

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a clear gem or crystal prism worth at least 50 gp)

Duration: Instantaneous

Source: The Great Net Spellbook

You draw forth a beam of elemental light and fire it at a creature you can see within range. Make a ranged spell attack to hit. You may attempt a DC 13 Intelligence (Arcana) check to choose the beam's color; otherwise, it is randomly determined. You may not attempt to create a multihued beam. The beam does 3d10 damage of a type determined by its color; the target may make a Dexterity saving throw for half damage. Roll a d8 to determine the color.

d8	Beam's Color
1	Red (force damage)
2	Orange (fire damage)
3	Yellow (acid damage)
4	Green (poison damage)
5	Blue (lightning damage)
6	Indigo (cold damage)
7	Violet (radiant damage)
8	Multihued; roll twice and ignore further rolls of 8.

The beam stops once it hits a solid object, even if that object is transparent.

At Higher Levels. When you cast this spell with a 3rd-level spell slot or higher, it does an additional 1d8 damage per slot level above 2nd.

ALPHA'S ROLLING THUNDER

3rd-level evocation

Casting Time: 1 action

Range: Self (30-foot radius circle)

Components: S

Duration: Instantaneous

Source: The Great Net Spellbook

You throw your hands skyward and a tremendous clap of thunder sounds directly overhead. All creatures within 30 feet must make a Constitution saving throw. A creature takes 5d6 thunder damage and is knocked prone on a failed saving throw, or half as much damage and is not knocked prone on a successful one. In addition, regardless of the saving throw, a creature is deafened until the end of its next turn.

ALPHA'S SHADOWFIRE

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a black opal worth at least 100 gp)

Duration: Instantaneous

Source: The Great Net Spellbook

A streak of black and green flame erupts from your hands and strikes a point you choose within range. Make a ranged spell attack to hit. On a success, your target takes 3d10 fire damage plus 3d10 necrotic damage.

At Higher Levels. For each spell slot of 5th level or higher, you inflict an additional 1d10 fire or 1d10 necrotic damage (your choice) per slot level above 4th.

ALPHA'S SPARK SHOWER

Evocation cantrip

Casting Time: 1 action

Range: Self (20-foot cone)

Components: V, S, M (a bit of fur, glass, and copper)

Duration: Instantaneous

Source: The Great Net Spellbook

You extend your arms and a sheet of sizzling purple sparks shoot forth from your hands. Each creature in a 15-foot cone must make a Dexterity saving throw. A

creature takes 1d6 lightning damage on a failed saving throw, or half as much on a successful one. A creature wearing metal armor has disadvantage on this roll.

This spell does additional damage when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

ALPHA'S SPARKLE BEAM

Evocation cantrip

Casting Time: 1 action

Range: Self (10-foot cone)

Components: V, S

Duration: Instantaneous

Source: The Great Net Spellbook

You draw upon the Positive Plane and call forth a cone filled with shining motes of silver and gold light. All creatures in a 10-foot cone must make a Constitution saving throw or be blinded until the end of their next turn. A creature with the Sunlight Sensitivity trait has disadvantage on this roll.

Undead, fiends, and creatures of any type native to the Shadowfell take 1d6 + your spellcasting attribute modifier in radiant damage. This spell's damage increases by 1d6 when you reach 5th level (2d6 + your modifier), 11th level (3d6 + your modifier), and 17th level (4d6 + your modifier). Creatures of types other than those listed above do not take damage from this spell, but they might still be blinded.

ALPHA'S STARLIGHT CITADEL

7th-level conjuration

Casting Time: 10 minutes

Range: 120 feet

Components: V, S, M (a star sapphire worth at least 1,000 gp and a small steel carving of a tower)

Duration: Special

Source: The Great Net Spellbook

You create a citadel out of a magical metal that is midnight blue with silvery accent in color. It is identical in shape, size, and layout to *Daern's instant fortress*, although it slowly coalesces instead of suddenly growing and thus does not cause damage to creatures who cannot get out of the way. The door opens on your command and on the command of up to 10 others that you designate when casting the spell.

This spell can only be cast at night and will last until touched by the first rays of direct sunlight.

ALPHA'S STARSHIELD

5th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a black sapphire and a star sapphire, each worth at least 100 gp)

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

You are enveloped in a nearly skin-tight magical shield that looks like a moonless night sky. While this spell is in effect, you are immune to radiant damage and to being blinded. You are also advantage on any saving throw to resist spells that uses light or color to blind, charm, confuse, or damage you. You can see through magical darkness and gain darkvision to 60 feet; if you already have darkvision, it expands to an additional 30 feet. Finally, you also gain advantage on all Dexterity (Stealth) rolls when in dim light or darkness.

ALTER ANIMAL INTELLIGENCE

3rd-level transmutation (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a dried fish, piece of brain coral, and rare herbs worth 100 gp)

Duration: Permanent

Source: The Great Net Prayerbook

You cause one aberration, beast, dragon, monstrosity, or ooze with an Intelligence of 4 or less to gain 2 points of Intelligence permanently. The creature must make a Constitution saving throw when you cast this spell, whether or not the creature is willing. On a failure, the spell still succeeds but the creature takes 4d10 psychic damage as its brain is painfully altered.

You may cast this spell on a creature multiple times, raising its intelligence by 2 each time, to a maximum of 10. This does not grant the creature the ability to speak, nor does it secure the creature's friendship for you.

You may cast this spell on a normal plant, giving it an Intelligence of 2 (or more, if you cast this spell multiple times), but this doesn't give it mobility beyond what it already has.

ALTER BEAST

7th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (two strands of gold twisted together to form a double helix, worth 10 gp)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You may sculpt part of a beast's body as you wish. For instance, you could change paws or hooves into hands, make a quadruped walk upright, alter a creature's mouth and larynx to make it capable of speech, and so on. The DM will determine if there are any changes to its attributes due to the change. The creature must make a

Constitution saving throw when you cast this spell, whether or not the creature is willing. On a failure, the spell still succeeds but the creature takes 5d10 force damage as its body is painfully altered.

You may only make one change with each casting of this spell, although the change can be complex (such as rearranging a quadruped's hips and legs so it becomes a biped), but you may cast this spell on a single creature multiple times. You can't increase a creature's intelligence with this spell, nor can you add body parts (such as additional limbs); you may remove parts, however. The changes you make are permanent and might be passed down to any offspring it may have.

ALTER INSTRUMENT

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

Source: *Wizard's Spell Compendium* and *The Great Net Spellbook*

You may transform one musical instrument into another one of similar size (up to 50% larger or smaller) with which you are familiar; you don't need to be proficient in its use, however. The instrument remains in this shape for as long as you are touching it. If you put it down for more than 1 minute, it reverts to its normal shape. It also reverts back if someone else attempts to play it.

The spell's duration increases to 1 hour when you reach 5th level and 8 hours when you reach 11th level.

You can instead use this spell to perfectly tune an instrument you touch. This effect is permanent, although the

instrument may eventually fall out of tune anyway.

ALTER MASS

3rd-level transmutation (ritual)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (the feather of a hummingbird and the toenail of an elephant)

Duration: Concentration, up to 10 minutes

Source: *Wizard's Spell Compendium*

You can control the weight of one inanimate object you choose within range, making it heavier or lighter by 25%.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can make an item heavier or lighter by an additional 25% for each slot level above 3rd. If you make an object weigh less than nothing, it will float but not fly.

ALTER PATH

4th-level transmutation

Casting Time: 1 action

Range: Self (10-foot line)

Components: V, S, M (a knife blade, the straw from a broom, and a handful of pebbles)

Duration: Concentration, up to 1 hour

Source: *Priest's Spell Compendium*

When you cast this spell, you pick one of the following options:

☉ *Clear Path.* The road ahead of you to a distance of ten feet is cleared of debris as you walk, providing you with an easy path on which to walk.

☉ *Clutter Path.* The road behind you is strewn with debris to a distance of ten feet, turning the path behind you into difficult terrain.

Only relatively light debris (light branches, gravel, 3 inches or less of snow, or puddles no more than an inch deep) is moved. Large obstacles such as fallen trees, heavy branches, and boulders are unaffected.

At Higher Levels. When you cast this spell with a 5th-level or higher spell slot, you increase the range by 5 feet per slot level above 4th.

AMORPHOUS BLOB

7th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a glass orb or bottle filled with a specially-prepared, viscous fluid)

Duration: 24 hours

Source: *Wizard's Spell Compendium*

You prepare a special fluid inside of a glass orb, a process that takes ten minutes. At any time in the next 24 hours, you may break the orb, releasing the blob within. The blob has the same attributes as the ochre jelly (*Monster Manual*, page 243). At the end of the 24 hours, if the blob has not been released, the fluid breaks down and becomes useless. If you release the blob, it remains an ochre jelly until it is slain.

The blob has no ability to discern friend from foe and will attack indiscriminately.

AMULET

3rd-level abjuration

Casting Time: 1 hour

Range: Touch

Components: V, S, M (objects worth at least 5 gp and an item that once belonged to the target creature or a piece of that creature)

Duration: 1 month

Source: *Priest's Spell Compendium*

You create a token out of polished semi-precious gemstones, old coins, bundles of dried herbs, or other such things, and attach to it object that once belonged to or was part of a specific creature. While making the token, you must name that creature or at least provide a recognizable description of it (such as "the vampire Ebon Thuthane" or "the one-eyed giant boar that destroyed hamlet of Marswick"). You may then wear this token or give it to someone else.

When the person who wears the token confronts this creature in melee combat, it must make an Intelligence saving throw when it sees the token. If it fails, it will be at disadvantage on attack rolls against the wearer. After the battle with that creature ends (regardless of the outcome), the token breaks and the spell ends.

ANCESTRAL BLESSING

2nd-level necromancy (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a dozen grains of any cereal or grain and a thimble filled with wine)

Duration: Special

Source: *Priest's Spell Compendium*

You call upon your ancestor spirits for advice or protection. You may ask it to do one of the following:

- ⊙ **Oracle.** You ask the spirit one question, which it answers to the best of its ability. It will not lie to you, but it may not know the answer.

- ⊙ **Blessing.** The spirit blesses you. For the next 24 hours, you have advantage on one saving throw of your choice.

- ⊙ **Guardianship.** The spirit will guard your home or workspace. It will alert you

instantly if there are any intruders, no matter where you are (as long as you are on the same plane), but it cannot fight or otherwise interfere. You may specify individuals or types of creatures that are allowed entry. It will remain for one month before departing.

ANCESTRAL VENGEANCE

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: *Oriental Adventures*

You summon the spirit of one of your ancestors and tell it about the crime the target has committed against you, personally, or against another of its descendants. The spirit lashes out at your target, who must make a Constitution saving throw (undead have disadvantage). The target takes 2d10 slashing and 1d10 psychic damage on a failed saving throw, or half as much on a successful one, and its hit point total is reduced by the amount of slashing damage it took. Hit point reduction lasts until the creature takes a short or long rest.

This creature must have wronged you or a member of your family personally for this spell to work; you cannot use it on a creature that has not harmed you in some way first.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you inflict an additional 1d10 psychic damage for each slot level above 2nd.

ANCIENT CURSE

9th-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V

Duration: Permanent

Source: *Priest's Spell Compendium*

You put a protective curse on an object or place dedicated to your god, such as a shrine, icon, cemetery gate, or so on. If the object is desecrated, then this spell is triggered and a curse is placed on the desecrators. Choose one of the following curses:

⊙ **Bad Luck.** The target is haunted by ill luck. It has disadvantage three times per day on rolls that the GM determines are important.

⊙ **Clumsiness.** The target is prone to mishaps. A roll of 1-4 counts as a critical failure for it.

⊙ **Disease.** The target gains a degenerative disease. Every month, one of its attributes is reduced by 1 and its hit point total is reduced by 1d4. A *lesser restoration* will halt the disease's progression for a month.

⊙ **Haunting.** The target is haunted by poltergeist (*Monster Manual*, page 279). If the poltergeist is slain, a new one will appear to haunt the target in one month.

⊙ **Poverty.** The target is cursed with poverty. Within 24 hours of gaining money or goods worth 10 gp or more, half of it will be lost, stolen, or destroyed.

⊙ **Vulnerability.** The target is easily injured. All attacks made against the target do an extra 1d6 damage.

⊙ **Weakness.** Choose one ability score. While cursed, the target's score is reduced by 1d4 + your spellcasting ability modifier.

The affects are not instantaneous but develop over the course of months to a year. It may not be immediately obvious to the target that it has been cursed, but eventually the curse will become undeniable.

At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect. The curse can also be removed if the target fixes the damage it caused and dedicates itself to serving that god.

A *remove curse* spell ends this effect, provided it is cast by an adherent of the same faith. If not, then there is a 50% chance that the *remove curse* will fail to work.

ANESTHESIA

2nd-level enchantment (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a petal from a lotus flower)

Duration: Concentration, up to 1 hour

Source: *Wizard's Spell Compendium*

A creature you touch becomes unconscious, insensate, or both—you decide when casting the spell. The target creature may attempt a Constitution saving throw, ending this effect on a success. Undead, constructs, and creatures that are immune to being charmed or rendered unconscious are immune to this spell.

Upon waking up, the creature is groggy has disadvantage on all rolls for 1 minute.

ANIMAL ANIMOSITY

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

Source: *Priest's Spell Compendium*

One creature you can see within range must make a Wisdom saving throw or develop a hateful aura beasts can sense. All beasts who come within 30 feet of the target will become angry with that target and may attempt to attack it. A *remove curse* will end this effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional target for each slot level above 1st.

ANIMAL ASPECT

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of fur, scale, or other part from the animal you are changing into)

Duration: Concentration, up to 1 minute

Source: d20pfsrd

You change partly into an animal and gain some of that animal's abilities. When you cast this spell, choose from the following list:

⦿ *Bear's Hide.* You grow thick, dense fur and gain a +1 bonus to your armor class and if you grapple someone, that creature is at -2 to escape the grapple.

⦿ *Cheetah's Legs.* Your legs lengthen and become specialized for running and covered with spotted fur. Your walking speed increases by 20 feet, and you can take the Dash action as a bonus action.

⦿ *Falcon's Eyes.* Your eyes become wide and raptor-like, and you grow feathers on your face and ears. You gain a +2 bonus on attack rolls with missile weapons and you do not take a penalty

when attacking something beyond weapon's normal range.

◉ **Frog's Legs.** Your legs become elongated and muscular and mottled green. You gain a +2 bonus to on Acrobatics checks and you do not need to use a running start in order to jump your full distance.

◉ **Gecko's Setae.** Your hands and feet grow dozens of thin hair-like objects. You gain a climbing speed equal to one-half of your normal walking speed (if you already have a climbing speed, it increases by 25%), and you gain advantage on rolls you make in order to climb, and +2 to attack rolls when using thrown weapons.

◉ **Gorilla's Arms.** Your arms become long and strong and covered with dark hair. You do +2 damage when attacking with your bare hands, and if you grapple someone, that creature is at -2 to escape the grapple.

◉ **Monkey's Hands.** Your hands and arms become modified for climbing and throwing. You gain advantage on rolls you make in order to climb, and +2 to attack rolls when using thrown weapons.

◉ **Nightingale's Throat.** Your tongue narrows and you grow small feathers on your face and throat. You gain advantage on Charisma (Performance) ability checks when singing and a +2 bonus on Charisma (Persuasion) ability checks.

◉ **Otter's Flippers.** Your hands and feet become flat and webbed. You gain a swimming speed equal to one-half of your normal walking speed (if you already have a swimming speed, it increases by 25%), and you can hold your breath for an additional 4 rounds.

◉ **Raccoon's Paws.** Your hands become narrow and highly dexterous. You

gain a +2 bonus on Dexterity (Sleight of Hand) rolls and when using thieves' tools.

◉ **Stag's Antlers.** Your features and legs grow long and sinewy and you grow antlers. Your walking speed increases by 10 feet, your movement is not hindered by undergrowth, and you may use your action to attack with your antlers. You have proficiency with the antlers and inflict 1d6 + your Strength ability modifier in bludgeoning damage.

◉ **Wolf's Fangs.** Your face grows gray-brown fur and your incisors lengthen and sharpen. You gain advantage on Wisdom (Perception) ability checks that rely on smell or hearing, and you gain a +2 bonus on melee weapon attacks when one of your allies is within 5 feet of your target and isn't incapacitated.

ANIMAL CALL

4th-level enchantment

Casting Time: 1 round

Range: Self (500-foot radius circle)

Components: V, S

Duration: Concentration, up to 10 minutes.

Source: The Great Net Prayerbook

You call all beasts of CR 1 or lower that are within 500 feet of you. They will begin arriving a round later and will continue to arrive for 1 minute. While the spell is in effect, the creatures will pay attention to you and will not attack each other. For the duration of the spell, they will be charmed by you and will see you as someone to trust and heed.

While the animals are in front of you, you may set a non-combat-related task for them to perform. As long as the task is within their physical capabilities, they will perform the task to the best of their ability. When the spell ends or you lose

concentration, the animals will peacefully disperse.

Although you cannot order the animals to directly attack, you can order them to harass or threaten foes. For instance, you can order squirrels to throw nuts at a target, beavers to gnaw down a tree so that it blocks the road, wolves to growl menacingly or stalk the target as if it were prey, goats to make mock charges, and so on. An animal that is injured will flee and will no longer be subject to your spell

At Higher Levels. When you cast this spell with a 6th-level spell slot, the beasts will be charmed by you for 1 hour. When you cast this spell with an 8th-level spell slot, the beasts will be charmed by you for 8 hours.

ANIMAL SENSE

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of the animal from which you are borrowing the sense)

Duration: Concentration, up to 10 minutes

Source: The Great Net Prayerbook

You grant one willing creature you touch one animal sense. You may choose from one of the following senses:

⊙ *Bat's Sight.* The target gains blindsight to 60 feet but cannot use it while deafened.

⊙ *Cat's Whiskers.* The target gains darkvision to 60 feet. If the target already has darkvision, its range increases by 30 feet.

⊙ *Dog's Nose.* The target gains advantage on all Wisdom (Perception) checks that rely on smell, even if the target is of a species that does not have a notably

good sense of smell to begin with (such as humans).

⊙ *Hawk's Eyes.* The target gains advantage on all Wisdom (Perception) checks that rely on sight.

⊙ *Rabbit's Ears.* The target gains advantage on all Wisdom (Perception) checks that rely on hearing.

⊙ *Spider's Touch.* The target gains tremorsense to 60 feet.

ANIMAL TRANSFER

5th-level necromancy

Casting Time: 1 minute

Range: 100 feet

Components: V, S

Duration: Concentration, up to 1 hour

Source: *Priest's Spell Compendium*

You transfer your mind into the body of a beast, who may make a Charisma saving throw to resist. If it fails, you take over the creature's body. Once you possess a creature's body, you control it. Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You can use your host body's physical abilities, but you cannot cast spells while in beast's body.

While you're in the beast's bodies, your own body is comatose during this time and the animal's mind is suppressed. You may use your action to switch back to your own body at any time. This ends the spell.

If the animal dies while you are controlling it, your mind instantly returns to your own body. You suffer 3d8 psychic damage and must make a DC 15 Wisdom saving throw. On a failure, you suffer from a form of insanity for an hour where you believe you are that animal and you act accordingly. At the end of that hour and

every hour after that, you may make another DC 15 Wisdom saving throw, ending the effect on a success. If you don't succeed on a saving throw within 24 hours, the insanity becomes permanent.

ANIMATE BLOOD

6th-level necromancy

Casting Time: 1 round

Range: 150 feet

Components: V, S, M (up to 6 drops of your blood)

Duration: 10 minutes

Source: *Wizard's Spell Compendium*

You animate up to six drops of your own blood and turn them into inch-tall spies. Each droplet has 1 hit point, AC 14, a speed of 20 feet, Stealth +10, Perception +4, darkvision to 60 feet, and the ability to long-jump 20 feet and high-jump 10 feet. A droplet that moves more than 150 feet away from you becomes inert.

You are mentally linked to each of the droplets and may switch your perception to one of them in order to use their senses as your own by using your action. While doing so, you are blinded and deafened to your own surroundings.

You may also use your action to direct one of the droplets to attack, using your spell attack modifier. If your attack succeeds, the droplet has hit, causing 4d10 necrotic damage. This destroys the droplet in the process.

ANIMATE FLAMES

4th-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Priest's Spell Compendium*

You animate a Medium-size nonmagical flame, causing it leave its source of fuel and move with a speed of 30 feet. When you cast this spell and as a bonus action on subsequent rounds, you may direct its movements. The flame does not require fuel during this time. When it hits the ground, it ignites any combustible materials it touches.

If you use the flame to attack, your target may make a Dexterity saving throw to resist. A creature takes 7d6 fire damage on a failed saving throw, or half as much on successful one.

ANIMATE GOLEM

7th-level transmutation

Casting Time: 8 hours

Range: Touch

Components: V, S, M (an ounce of gorgon's blood, and incense and materials other worth at least 1,000 gp, which is consumed when you cast this spell)

Duration: Permanent

Source: *The Great Net Spellbook*

You cast this spell on an inanimate body made of clay, flesh, iron, stone, or other material, summoning a nearly-mindless elemental spirit to inhabit the body, which animates it as a golem under your command. Note that the cost of the spell does not include to cost of creating the golem. You do not need to personally construct the golem's body. Your DM has its attributes.

On each of your turns, you can use a bonus action to mentally command the golem if it is within 60 feet of you (if you control multiple golems, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the golem will take and

where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the golem only defends itself against hostile creatures. Once given an order, the golem continues to follow it until its task is complete.

Each week, roll a d20. On a roll of 1, it may make a Wisdom saving throw. If it succeeds, it will break free of your control and stops obeying any command you've given it. To re-establish control of the golem if this occurs, you must cast this spell on the creature again.

ANONYMOUS INTERACTION

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Special

Source: d20pfsrd.com

You cast this spell on a creature with whom you are having a conversation, and that creature will forget all but the most general information about you and what you spoke about, unless it first makes an Intelligence saving throw. For instance, if you cast this spell on a town guard and question her about a rash of mysterious murders that had recently occurred, and that guard was later asked about you and failed her save, she will remember nothing specific about the event. ("A male human...maybe elf? And he definitely had hair. Except...maybe it was a woman? Oh, and she was asking about stuff that was going on around here. Hmm...did I remember to tell him about the harvest festival next week?") Creatures who are immune to being charmed are immune to this spell.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you may affect one other target per slot level above 2nd.

APPARENT MASTER

5th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

Source: d20pfsrd.com

You force a construct to make a Wisdom saving throw. On a failure, it thinks that you are its master and will follow your directions as it would normally follow its true master's directions. Any hostile action towards it taken by you or your companions immediately breaks this spell.

If the construct's true master attempts to reassert control, you must succeed at a contest of your spellcasting ability against its master's Charisma. If you fail, the spell immediately ends and its true master regains control. This spell has no effect on free-willed constructs.

At Higher Levels. When you cast this spell with a 7th-level or higher spell slot, you may cast this on a free-willed construct. If the construct fails its saving throw, you may control it as if you had cast *dominate person* on it. The duration remains 1 hour.

APPARITION

2nd-level illusion

Casting Time: 1 round

Range: Touch

Components: V, S, M (a miniature palette dotted with many colors of paints)

Duration: 1 minute

Source: *Oriental Adventures*

You cause the target's face to appear horrific and monstrous. You may not attempt to duplicate a specific creature or person, but otherwise can make the creature look like anything you want. All creatures except for you and up to 8 allies who see the target's face must make a Wisdom saving throw or become frightened. A creature remains frightened while it can see the target or is within 30 feet of it and must use its movement to move to the nearest safe spot from which it can't see the target. If it ends its turn in a location where it doesn't have line of sight to you, it is no longer frightened.

In addition, the target has advantage on all Charisma (Intimidation) ability checks.

ARBOREAL HAMMER

3rd-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

You animate a tree branch within range and direct it to attack a foe within 10 feet of it. It uses your spell attack modifier to hit and inflicts 3d10 bludgeoning damage on a successful blow. You may use your bonus action to direct it to change targets.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, you may animate one additional tree branch per slot level above 3rd. Each branch gets one attack each round. When you cast this spell with a 5th, 7th, or 9th-level spell slot, the trees do an additional 2d6 damage with each successful hit.

ARCANE TUNNEL

9th-level conjuration

Casting Time: 1 action

Range: Up to 1,000 miles

Components: V, S, M (a 1-inch length of copper tubing engraved with silver runes)

Duration: Concentration, up to 10 minute.

Source: *Wizard's Spell Compendium*

You open up a wormhole between your current location and an area that is well known to you and that is no more than 5,000 miles away. If anyone else comes within 5 feet of either opening, that creature may make a Dexterity saving throw or get sucked through and instantly expelled at the other end. You may enter the tunnel (or not) as you wish.

The *arcane tunnel* can stay open for as long as 10 minutes, but you can dismiss it as a bonus action.

You can create a permanent *arcane tunnel* if you cast this spell in both locations every day for one year. If you do so, you may specify a triggering circumstance or password that will cause the tunnel to open. This trigger may be as general or detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object.

ARCANE VOICE

1st-level illusion (ritual)

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (a small glass jar, which you smash underneath your foot)

Duration: 1 round

Source: The Great Net Spellbook

You may project your voice to any point within range; you do not need to see that point to target it. If you choose so, you may

alter your voice so that it is loud and booming, weird and eldritch, etc., although you cannot make it completely recognizable. You may not cast spells with this voice, although you can say command words.

ARCHER'S REDOUBT

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of metal from a shield)

Duration: 1 minute

Source: *Priest's Spell Compendium*

You create an immovable, nearly invisible barrier around yourself or one willing creature. This barrier is solid save for an "arrow slit" and grants the target AC 17. The target may fire a bow or crossbow through the slit and may mentally command the slit to move, thus allowing the target to fire in any direction. This does not require an action.

You may dismiss the barrier at any time. Otherwise, the creature inside cannot leave until the spell ends.

ARCHON'S TRUMPET

5th-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

Source: d20pfsrd.com

You produce a booming yet clear and pure-sounding trumpeting. All creatures within a 30-foot cone must make a Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature may make a new saving throw at the beginning

of each of its turns, ending the effect on a success.

ARIA OF THE VICTORIOUS KNIGHTS

6th-level illusion

Casting Time: 1 round

Range: 100 feet

Components: V, S, M (an illuminated opera script worth at least 100 gp)

Duration: 1 round

Source: d20pfsrd.com

You sing a rousing operetta and a squadron of illusory mounted knights coalesces out of the air; they appear to be spectral or shadowy and cannot be mistaken for living beings. They form a line 120 feet long and 10 feet wide, centered on any point you choose within range, and ride forth, moving up to 40 feet from their starting point in a direction you choose before vanishing. All creatures in their path must make Dexterity saving throws. A creature takes 5d6 cold damage and 5d6 psychic damage from a failed saving throw, or half as much damage from a successful one. A creature in the area who can see the army is also frightened for 1 round.

At Higher Levels. When you cast this spell with a 7th-level or higher spell slot, you may increase the size of the squadron by either 10 feet long or by 10 feet wide for each slot level above 6th.

ARROW OF BONE

6th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a powdered sliver of bone mixed with acid or the blood of an acidic creature, which is used to make the ink)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You paint runes of dire power on one missile or thrown weapon and it turns bone that radiates cold. You may then throw or fire the missile yourself or give it to a companion to use.

This missile 7d10 necrotic damage, plus the target must make a Constitution saving throw or be poisoned for 1 minute. If the sliver of bone you use comes from a close blood relative of the target (sibling, parent, child, grandparent, or first cousin), then the person who is firing or throwing the missile has advantage on the attack.

ARROWFLIGHT

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of down from a flying bird)

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

You touch a bow or crossbow. For the duration of this spell, the range for this weapon is doubled.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may affect one additional bow or crossbow for each slot level above 2nd.

ASH STORM

2nd-level conjuration

Casting Time: 1 action

Range: 400 feet

Components: V, S, M (a pinch of ash)

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

A cloud of swirling ash appears in the shape of a cylinder that is 20 feet tall with a 40-foot radius, centered on a point you can see up to 400 feet away. This blocks all

sight, including darkvision and truesight, and the falling cinders cause the area to become difficult terrain.

In addition, a creature that ends its turn in the storm must make a Constitution saving throw. On a failure, it spends its next turn coughing and choking.

ASSESS VALUE

1st-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Source: *Priest's Spell Compendium*

You touch an item and instantly know its fair market value, to within 10%, based on the average price within 50 miles of your location. This does not take into consideration local conditions that may drive the price up or down.

ATTUNE FORM

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of stone or earth from your home plane)

Duration: 8 hours

Source: *Manual of the Planes*

Up to three creatures you touch (which can include yourself) will not suffer from psychic dissonance (*Dungeon Master's Guide*, page 59) while on an Outer Plane for the duration.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, you may affect one additional creature per slot level above 3rd.

AUGMENT ARTISTRY

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a scroll bearing a piece of epic poetry)

Duration: 1 hour

Source: *Priest's Spell Compendium*

You or a willing target gains proficiency with one form of artisan's tools. If the target already has proficiency in the desired tools, then that target may use double its proficiency bonus.

At Higher Levels. If you cast this spell with a 4th-level or higher spell slot, the target gains triple its proficiency bonus.

AUGMENT FAMILIAR

2nd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

Source: *Spell Compendium*

For the spell's duration, you grant your familiar or animal companion 10 temporary hit points, resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and advantage on all saving throws.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you grant the creature an additional 5 temporary hit points per spell slot above 2nd.

AUGMENTING WALL

4th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

You create a nearly-invisible wall, up to 10 feet high and 30 feet long, of shimmering energy. Choose from acid, cold, fire, force, or lightning damage when you cast this spell. Any weapon thrown or fired through your side of the wall emerge from the other side imbued with that energy and inflict an additional 1d10 damage of that type to its target, should it hit. This has no effect on melee weapons or on creatures who pass through the wall, nor does it enhance spells that pass through it. It will enhance magical missiles and thrown weapons, however. The wall does not block vision.

At Higher Levels. When you cast this spell with a 5th-level or higher spell slot, thrown and missile weapons inflict an additional 1d10 damage per slot level above 4th.

AURA OF PROTECTION

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

Source: *The Great Net Spellbook*

A bright aura surrounds you. While under the protection of this spell, you take 1 less point of damage from any attack by a bludgeoning, piercing, or slashing nonmagical weapon.

At Higher Levels. When you cast this spell with a 3rd-level spell slot, you subtract 2 points of damage from any nonmagical bludgeoning, piercing, or slashing nonmagical weapons. When you cast this spell with a 5th-level spell slot, you subtract 3 points from attacks by magical weapons as well.

AUTOPSY

1st-level divination (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V

Duration: Instantaneous

Source: The Great Net Spellbook

You touch a corpse that has been dead no longer than 1 week and learn what truly killed it. You do not gain any other information (such as the identity of the killer), but the spell will reveal if the cause of death was magical.

At Higher Levels. When you cast this spell with a higher-level spell slot, you may receive information from an older corpse: 2nd-level spell slot (1 month); 3rd-level spell slot (6 months); 4th-level spell slot (1 year); 5th level spell slot (10 years); 6th-level spell slot (50 years); 7th-level spell slot (100 years); 8th-level spell slot (1,000 years); 9th-level spell slot (10,000 years).

AVATAR

9th-level conjuration

Casting Time: 1 minute

Range: Self

Components: V, S, M (a sacrifice of something of value to your god)

Duration: Concentration, up to 1 hour

Source: The Great Net Prayerbook

You channel a portion of your god or patron's power into you, becoming a living avatar of your god. For the duration, you gain the following powers:

- ☉ You are surrounded by an aura of holy or unholy light. All people within 30 feet who can see you and who are not of your faith must make a Wisdom saving throw or be frightened for the duration and take 2d6 psychic damage.

- ☉ All spell slots you have expended that day are renewed, as are any abilities that you may have used that would require you to take a short or long rest to use again.

- ☉ You have advantage on all ability checks, saving throws, and attack rolls.

- ☉ You gain resistance to all forms of damage.

- ☉ You regenerate 5 hit points at the start of each of your turns if you have at least 1 hit point.

This spell can only be attempted if you are in good standing with your god. If you have been less than exemplary in your faith, the spell simply fails to work. If you have angered your god in any way recently, then you will instead take 8d8 psychic damage.

Furthermore, while this spell in effect, your personality is overwhelmed by that of your god's. While you do not lose all control of yourself, you must make a DC 15 Charisma saving throw to do something that is not in the direct and immediate interests of your god.

Once this spell is over, you take 4d6 psychic damage and your hit point total is reduced by that amount until you take a long rest.

AWAKEN FOREST

8th-level transmutation

Casting Time: 1 hour

Range: Self (10-mile radius)

Components: V, S

Duration: 24 hours

Source: The Great Net Prayerbook

You awaken the spirits of the forest around you. You may cause a number of trees and shrubs equal to ten times your spellcasting attribute modifier to gain intelligence and mobility, as per the spell

awaken. You maintain constant empathic contact with these plants. You may use your action to shift your sense of perception to any one of them; you are blinded and deafened to your own senses until you use your action to return to your own senses.

You can permanently awaken these plants by casting this spell in the same location every day for one year. You will be able to remain in empathic contact as long as you are within 10 miles of them.

AWAKEN SIN

3rd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Source: *Spell Compendium*

When cast on an evil creature with an Intelligence of 5 or higher, this spell causes feelings of intense guilt and shame to well up in that creature's mind. It must make a Wisdom saving throw or take 5d10 psychic damage. If this brings the target to 0 hit points, it is instead reduced to 1 hit point and falls unconscious instead of dying. Upon waking up, the creature must make a second Wisdom saving throw or have its hit point total reduced by 3d10. This reduction remains until *greater restoration* or a similar spell is cast upon it.

AZALDAM'S FABRICATION

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a wooden carving of the item you wish to create)

Duration: Concentration, up to 1 hour

Source: The Great Net Spellbook

You can fold and manipulate shadows, creating a semi-physical object of Medium size or smaller. These objects, which are dark gray and weightless, are capable of carrying objects, although only half as much as a normal object of that type. The object, regardless of its appearance, has an armor class of 12 and 25 hit points.

If the object is flashed with bright light or with radiant damage, you must make a concentration check. On a failure, the shadows dissipate and the created object disappears. In addition, if a creature attempts to damage the object, you must make a concentration check. If you succeed, the object takes no damage. On a failure, it takes full damage.

At Higher Levels. When you cast this spell with a 5th-level spell slot, you can create a Large-sized object, and the object has AC of 14 and 50 hit points. When you cast this spell with a 7th-level spell slot, you can create a Huge-sized object, and the object has AC of 16 and 75 hit points. When you cast this spell with a 9th-level spell slot, you can create a Gargantuan-sized object, and the object has AC of 20 and 100 hit points.

AZURA'S SOUL WHIP

5th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

Source: The Great Net Spellbook

You create a shining black line of magical force that lashes out at your command towards a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 6d10 necrotic damage and if the creature is Large

or smaller, you pull it up to 10 feet closer to you, and you receive temporary hit points equal to half the damage inflicted. These temporary hit points last for no more than 10 minutes.

BACKSTAB BACKLASH

2nd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

Source: The Great Net Spellbook

You create a protective field around you. If someone successfully hits you with a sneak attack, the attack rebounds and your attacker suffers the damage it would have inflicted on you instead.

BAD MEDICINE

9th-level enchantment

Casting Time: 1 minute

Range: 400 feet

Components: V, S, M (a bundle of indigenous herbs, the claw of an eagle, and the venom of a poisonous snake)

Duration: Permanent

Source: *Priest's Spell Compendium*

You pick a point within range. All creatures within a 100-foot radius of that point are cursed, unless a Wisdom saving throw is made.

A creature that fails its save will be permanently at disadvantage on all ability checks, attack rolls, and saving throws. This spell can also be countered by a *remove curse*, but each affected creature must be targeted separately. You may also dispel the effect, on all victims or one at a time, at will.

BALLANT'S STONESPLIT

5th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a diamond-tipped chisel worth 500 gp, which is consumed in the casting)

Duration: 1 round

Source: *Wizard's Spell Compendium*

You channel extreme magical force and strike a Large or smaller rock or object (or portion of an object) made primarily of stone, such as a stone wall. When you touch the stone, brilliant magical light flares out and a huge glowing crack grows in the rock. At the end of your next turn, the rock crumbles into rubble.

At any point between your casting the spell and the end of your next turn, this spell can be countered by *dispel magic* or a similar effect, preventing the rock from crumbling.

If cast on a creature made from stone, such as a stone-based earth elemental (such as a gargoyle) or a stone golem, the creature may make a Constitution saving throw. The creature suffers 8d10 force damage on a failed saving throw, or half as much damage on a successful one.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, you may inflict an additional 1d10 damage when you cast this on a stone-based earth elemental for each slot level above 5th. In addition, if you cast this spell with a 6th-level spell slot, you can affect a Huge stone object, and if you cast this spell with an 7th-level spell slot, you can affect a Gargantuan stone object.

BALLANT'S STONESTRENGTH

5th-level abjuration (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small granite wedge and a pinch of powdered iron)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You provide magical strength to a stone structure by providing it with temporary hit points equal to its regular hit points. These temporary hit points last until they are depleted. You cannot cast this spell on the same object a second time until it has run out of temporary hit points.

Optionally, you can heal 8d6 hit points to a damaged stone object such as a wall or statue, or to a stone-based elemental or construct such as a gargoyle or stone golem.

BANDS OF SIRILLYN

4th-level conjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (three miniature interlocked bands of silver)

Duration: Concentration, up to 10 minutes

Source: *Wizard's Spell Compendium*

You conjure a number of shining metal bands which encircle and capture a Huge or smaller target of your choice within range. The target may make a Dexterity saving throw to avoid capture. A creature captured by the bands is grappled and restrained (escape DC equal to your spell save DC).

At Higher Levels. If you cast this using a 6th-level or higher spell slot, the target has disadvantage on all saving throws.

BANISH DAZZLE

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shard of glass or any clear stone)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You or one willing creature you touch becomes immune to being blinded by nonmagical light, can see through nonmagical mirages and optical illusions, and gets a +2 bonus to ability checks to determine if visual-only illusions are real or not, and on saving throws to resist spells that cause blindness through light, such as *blinding smite*, *color spray*, or *holy aura*.

This spell also keeps creatures with the Sunlight Sensitivity trait from taking disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight. It does *not* protect creatures with Sunlight Hypersensitivity such as vampires, however or provide any resistance against radiant damage.

At Higher Levels. When you cast this spell with a spell slot of 2nd level or higher, you may protect one additional creature per slot level above 1st.

BARRIER REAVER

3rd-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a small metal key)

Duration: 1 round

Source: *Wizard's Spell Compendium*

You can force an opening in one solid, magical barrier within range, including spells such *antimagic field*, *flexible force field* (q.v.), *prismatic wall*, *wall of fire*, *wall of stone*, and so on. You automatically open a hole in

any barrier created through a spell of 3rd level or lower. For a barrier created with a higher-level spell, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, a hole appears. It doesn't affect non-solid barriers, such as *blade barrier* or *wall of thorns*.

Until the end of your next turn, you and other creatures may walk through the hole, cast spells through it, attack through it, and so on.

At the end of your next turn, the hole closes, inflicting 2d6 force damage on any creature still in the hole and shunting the creature either inside or outside the wall (50% chance of either).

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically breach a barrier the spell's level is equal to or less than the level of the spell slot you used.

BATTLE CRY

1st-level enchantment

Casting Time: 1 action

Range: Self (30-yard-radius sphere)

Components: V, S

Duration: 1 round

Source: The Great Net Prayerbook

You let loose a shout of challenge and up to 6 hostile creatures in range that you choose and that have CRs of 2 or less must make a Wisdom saving throw or be stunned until the end of their next turn. However, once they have recovered from their stun, their sights will be set on you and they will attack you first.

BATTLE OF WILLS

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pair of ivory dice worth 100 gp and a drop of your blood)

Duration: Instantaneous

Source: The Great Net Prayerbook

You pit your mind and life against another creature's via a contest of wills. Both you and one target, who must agree to this contest, must make ability checks using your spellcasting ability; the DC is equal to your spell save DC. You may use magic and other aids to increase your chances of success, as may your opponent.

If you succeed at an ability check, you take 1d6 psychic damage. If you fail, you take 4d6 psychic damage; your opponent does likewise.

The first of you to win three of these checks wins the contest. The successes and failures do not need to be consecutive. A natural 20 counts as two wins (you only take 1d6 psychic damage in total). The contest's loser is immediately reduced to 0 hit points.

If the loser survives, when it regains consciousness it will lose 2 points of Wisdom. These points can only be restored by a spell such as *greater restoration*.

BATTLETIDE

5th-level transmutation

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S, M (a piece of human hair as long as your hand)

Duration: Concentration, up to 1 minute

Source: *Priest's Spell Compendium*

You gain a +2 bonus to your armor class, one extra attack each round, and

advantage on Dexterity saving throws. In addition, all enemy creatures within 20 feet of you must make a Wisdom saving throw. If a creature fails, its speed is reduced to half and it takes a -1 penalty to its armor class.

BEANSTALK

4th-level conjuration

Casting Time: 1 minute

Range: Special

Components: V, S, M (a handful of beans)

Duration: 24 hours

Source: d20pfsrd.com

You plant a few beans in the ground and a huge beanstalk erupts from the ground. It grows at a rate of 50 feet per round, to a maximum height of 400 feet. It is easy to climb (DC 5) and strong enough to support up to 5,000 pounds at a time. After 24 hours, the beanstalk withers and in one hour becomes nothing more than compost.

At Higher Levels. When you cast this spell with a spell slot of 5th level or higher, the beanstalk grows an additional 200 feet high per slot level above 4th.

BEARHUG

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of bear fur)

Duration: 1 minute

Source: *Priest's Spell Compendium*

You gain the ability to bear hug a creature up to one size category larger or smaller than you. If you successfully make an unarmed attack, you can grapple that creature (escape DC is equal to your spell save DC). As long as the grapple remains in effect, that target is restrained. At the start

of each of your turns, you may constrict, doing 2d12 + your Strength modifier in bludgeoning damage. While grappling someone, you cannot use your hands or arms for any other purpose.

BEASTMASK

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a wooden mask carved to look like the animal)

Duration: 12 hours

Source: *Priest's Spell Compendium*

You or one willing creature is made to look, feel, sound, and smell exactly like a particular species of aberration, beast, dragon, or monstrosity that has an Intelligence of 4 or lower – but only to other members of that species. Members of that species will treat you as they would normally treat another member of their species: they might ignore you, see you as a rival, pack or herd leader, or even potential mate.

Members of closely related species are also fooled, provided those creatures have Intelligences of 4 or less. For instance, a dog mask will also fool wolves and death dogs, and a bear mask will also fool giant bears and owlbears.

This spell does not give you any ability to communicate with animals.

BEFOUL

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Source: *Ravenloft, Gazetteer Volume V* (Sword & Sorcery)

Up to 10 pounds of organic, non-living matter is aged by 1 day with each casting of this spell. If you cast this spell on an object that weighs more than 10 pounds, only part of it will be aged. However, you can cast this spell multiple times on an object, aging all of it over the course of numerous castings, or part of it while leaving the rest untouched.

The object is aged by 1 week when you reach 5th level, 1 month when you reach 11th level, and 3 months when you reach 17th level.

BENEFICENCE

1st-level illusion

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 hour

Source: *Priest's Spell Compendium*

You surround yourself with an aura of mystical wisdom and holiness, causing those who see you to believe you to be a holy person of virtue and kindness. For the duration, you gain proficiency and advantage in all Charisma skills when attempting to illicit positive reactions towards you or the church you (claim to) represent.

A creature that has reason to doubt your holiness may make an Intelligence saving throw to resist.

BESTOW CURSE (NEW VARIANTS)

3rd-level necromancy

Source: *Wizard's Spell Compendium*

These are new variants of the spell *bestow curse* that appears in the *Player's Handbook* (page 218). Many of these variants are useful only if you are casting the spell with a 7th-level or higher spell slot.

⊙ The target is in pain. It has disadvantage on all Dexterity skill checks its speed is reduced by 10 feet.

⊙ The target exudes an aura of antipathy, causing creatures to have hostile feelings towards it. While cursed, the target has disadvantage on Deception and Persuasion skill checks.

⊙ The creature is either deafened or blinded until the curse ends.

⊙ The creature gains a deadly touch. Everything it touches takes 1d10 damage of a type of your choice. It cannot turn off or control this ability.

⊙ The target develops an obviously supernatural and disturbing (and often ironic) physical trait. The creature may grow a pig's nose, pure black eyes, have its hair turn into worms, smell like sulfur, and so on. While cursed, the target has disadvantage on Deception and Persuasion skill checks.

⊙ The creature becomes insatiable. Whenever food or drink is present, the creature must make a Wisdom saving throw or stop whatever it is doing in order to eat or drink.

⊙ Whenever the creature encounters a particular substance, it becomes incredibly nauseated. It must make a Constitution saving throw or become incapacitated for 1d6 rounds due to vomiting and dry heaves.

BESTOW ENCHANTMENT

5th-level evocation

Casting Time: 1 round

Range: Touch

Components: V

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You may cast a spell that has a range of Self or Touch and then “hand” it to a willing creature, who is then able to control and benefit from that spell as she it had cast it herself.

BIGBY'S BOOKWORM BANS

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a child-sized glove)

Duration: 10 minutes

Source: *Wizard's Spell Compendium*

You create a Tiny hand out of shimmering, translucent force. This hand immediately seeks out and destroys bookworms, roaches, mice, and other creatures that eat paper, vellum, parchment, glue, and leather—that is, typical library pests: creatures of Tiny size and no more than 1 hit point. It cannot defend itself, attack anything other than the aforementioned pests, or perform any other actions.

BIGBY'S DEXTEROUS DIGITS

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pair of gloves stitched with your name and studded with gems worth at least 500 gp)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You create a pair of Tiny hands made of shimmering, translucent force in an unoccupied space that you can see within range.

The hands are objects that have AC 15 and 5 hit points. If all of the hands created by your spell are destroyed the spell ends. When you cast the spell and as a bonus

action on your subsequent turns, you can move the hands up to 30 feet. Roll initiative for the hands as a group, which has its own turns.

The hands perform various tasks for you; you may choose from the following options:

Fantastic Fencers. The hands are created holding long, rapier-like blades made of force. They attack using your spell attack modifier, and can attack two different targets at once. On a hit, the target takes 1d8 force damage.

You may choose for the *fencers* to do nonlethal damage instead, to use as a fencing partner for yourself or another. The wounds it inflicts cause you pain and appear to be real, but vanish when the spell ends, and if the *fencers* bring you down to 1 hit points, the spell automatically ends. When you choose to make the *fencers* inflict nonlethal damage, the spell's duration increases to 10 minutes.

Feeling Fingers. The hands have a Strength and Dexterity of 8 (-1) but otherwise functions of an *unseen servant*. It also has an amazingly sensitive sense of touch: it has Perception +6 and has advantage on all Perception checks, allowing it to detect minute cracks and openings. You can choose to use your action to treat the hands as a sensor and feel through them.

Pugnacious Pugilists. The hands are clenched and covered with bandages, as if they belong to a boxer. They attack using your spell attack modifier. On a hit, the target takes 1d8 bludgeoning damage.

You may choose for the *pugilists* to do nonlethal damage instead, to use as a fencing partner for yourself or another. The wounds it inflicts cause you pain and appear to be real, but vanish when the spell

ends, and if the *pugilists* bring you down to 1 hit points, the spell automatically ends. When you choose to make the *pugilists* inflict nonlethal damage, the spell's duration increases to 10 minutes.

Silencing Hand. The hands fly towards a target you choose within range that you can see. Make a ranged spell attack to hit. On a success, the hands clamp themselves over the target's mouth. They cannot be pulled away and as long as they remain, the target cannot speak and is at disadvantage to all ranged attack. The hands take only half-damage that is dealt to them; the creature to which the hands are attached take the other half.

Strangling Grip. The hands fly towards a Small- or Medium-sized target you choose within range that you can see and grab onto its throat, using your spell attack modifier to attack. On a hit, it does 2d4 bludgeoning damage and the target is grappled (escape DC is equal to your Spell Save DC). Until this grapple ends, the target can't breathe. At the beginning of each of its turns, the hands inflict an additional 2d4 bludgeoning damage.

BIGBY'S FORCE SCULPTURE

4th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a lump of clay with diamond dust in it)

Duration: Concentration, up to 1 hour

Source: *Wizard's Spell Compendium*

You create a visible plane of shimmering force that you can shape in any form and color as you wish. The object you create must be fairly rigid, have no moving parts, cannot possess finely-detailed features, and must fit in a 10-foot cube. If

you create a weapon with it, it does 3d8 + your Strength modifier in bludgeoning damage.

The force sculpture is an object that has AC 15 and 15 hit points. When you cast the spell and as a bonus action on subsequent turns, you can move the sculpture up to 30 feet.

At Higher Levels. When cast with a 5th- or 6th-level spell slot, you can make a more complex sculpture. The item can have large, moving parts or have an edge or point, but it must still be rigid and cannot be larger than 50 cubic feet. It has AC 18 and has 30 hit points.

When cast with an 7th- or 8th-level spell slot, the sculpture can be very complex, contain small moving parts, and be very flexible. It can be any size up to 100 cubic feet. It has AC 20 and 60 hit points.

When cast with a 9th-level spell slot, the sculpture has AC 24 and 100 hit points.

If used as a weapon, it inflicts an additional 1d8 bludgeoning damage per slot level above 4th.

BILOCATION

9th-level conjuration

Casting Time: 1 round

Range: 30 feet

Components: V

Duration: Concentration, up to 1 hour

Source: d20pfsrd.com

You create an identical copy of yourself and all of your clothing and equipment. Your duplicate appears in an empty space within 30 feet of you. This additional body is also you; you exist as both bodies at once. Each of your bodies has the same number of hit points that you had before you cast this spell.

You gain one additional action each round and you determine which body will perform any particular action. You use both body's senses with full understanding and have advantage on Wisdom (Perception) checks.

This spell copies common and uncommon magical items, as long as those items don't require attunement. If you have items that have limited use, such as ammunition, potions, or wands, then they are copied, but even though both of your bodies have copies of that item, you do not gain additional uses—drinking a potion causes both copies of the potion to be used at once.

When the spell ends, you may choose which of your bodies is the “real you.” The other body vanishes and any equipment it was carrying end up on your own body. If one body dies before the spell ends, then vanishes as detailed above.

BITE OF THE KING

8th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V

Duration: Concentration, up to 1 minute

Source: *Libris Mortis*

Make a melee spell attack against a living creature of your size or smaller. If you succeed, your mouth expands to many times its normal size and you swallow the creature whole. Your mouth then returns to its normal size.

Your swallowed victim is not in your stomach but in a temporary “stomach dimension.” It is subject to magical peristalsis but not stomach acids. While swallowed, your target is blinded and restrained, has total cover against attacks,

and it takes 3d12 bludgeoning damage at the start of each of your turns. The swallowed creature may attempt to escape. The stomach dimension has AC 17, and if it takes 30 damage or more on a single turn from the swallowed creature, it will escape and will appear, seemingly out of thin air, in a space within 5 feet of you. Although this stomach dimension is not technically connected to you, you take half of the damage inflicted to it during escape attempts.

Each time you cast this spell, you create a separate stomach dimension. Thus, you may swallow multiple creatures at one time.

BITE THE HAND

3rd-level enchantment

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

You target a creature that has been conjured and cause it to turn on its summoner, provided that individual is present. The creature will attack its summoner to the best of its ability but will perform no other actions for you.

To succeed in controlling the creature, you must make a successful ability check, using your spellcasting ability, with a DC equal to the summoner's saving throw DC. If you succeed, the creature is under your control, as if you had cast the spell that had conjured it. This spell has no effect on creatures summoned with the *find familiar* or *find steed* spells.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot,

you may target one additional creature per slot level above 3rd.

BLACK BLADE OF DISASTER

9th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

You create a magical, weightless, black blade-shaped planar rift about 3 feet long. When you create the blade and as a bonus action on subsequent turns, you may direct it to strike any creature that you can see within its range, using your spell attack modifier and with advantage on the roll.

A creature hit by the *blade* must make a Constitution saving throw. The creature takes 15d10 necrotic damage on a failed saving throw, or half as much on a successful one. The blade can pass through any magical barrier, save an *antimagic fiend*. The blade cannot be harmed by physical attacks, but *dispel magic* and antimagic effects can affect it.

BLACKSTEEL

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Source: *Wizard's Spell Compendium*

One weapon you touch becomes completely matte-black and utterly silent—it makes no noise when being drawn, when striking someone even if it hits armor, or when dropped.

BLADES OF FURY

3th-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a miniature longsword)

Duration: Concentration, up to 1 minute

Source: *The Great Net Spellbook*

You summon five illusory flying longswords, which you set to duel other creatures within range. When you cast the spell and as a bonus action on your subsequent turns, you can move a sword up to 30 feet and cause it to attack a new target.

Your swords attack using your spell attack modifier. On a hit, the sword inflicts 1d8 slashing damage. Each time a target is struck by a sword, it may make an Intelligence saving throw. On a success, the target becomes aware that the sword is an illusion, which causes the sword to vanish. If another creature is told that the swords are illusions or sees one vanish, that creature has advantage on its next saving throw.

If a creature is reduced to 0 hit points by these illusory blades, they instead drop to 1 hit point and fall unconscious.

At Higher Levels. When you cast this spell with a spell slot of 6th level or higher, you summon one additional sword per slot level above 5th.

BLADETHIRST

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

Source: *Spell Compendium*

Your sword or other slashing weapon bursts into unearthly steel-blue flame. Until the end of your turn, you have advantage on all rolls to hit with this weapon and inflict an additional 1d6 cold damage. The weapon sheds bright light in 10-foot radius and dim light for a further 10 feet.

At Higher Levels. When you cast this spell with a spell slot of 2nd level or higher, the amount of cold damage you inflict increases by 1d6 for each slot level above 1st.

BLAST OF SAND

4th-level conjuration

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a pinch of sand)

Duration: Instantaneous

Source: *Sandstorm*

A cone of course sand sprays out from your outstretched palm with punishing force. All creatures within the area must make a Dexterity saving throw. A creature takes 7d6 piercing damage on a failed saving throw, or half as much damage on a successful one. Fragile objects and structures (as per the *Dungeon Master's Guide*, page 247) take double damage.

BLEEDING TOUCH

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a needle)

Duration: 1 minute

Source: *The Great Net Spellbook*

You cause a bleeding wound to appear on one living creature you touch. That creature must make a Constitution saving throw. On a failure, it takes an amount of necrotic damage equal to your spellcasting

ability at the end of each of its turns for the next three rounds.

You inflict an additional +2 damage at 5th level, +4 damage at 11th level, and +8 damage at 17th level.

BLESSED ABUNDANCE

4th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

Source: *Priest's Spell Compendium*

You can duplicate up to 10 pounds of inanimate, nonliving animal or vegetable matter. You hold the object you wish to duplicate in one hand while you cast this spell and its double appears in your other hand. Magical items, ores and minerals, and living creatures cannot be affected by this spell.

At Higher Levels. When you cast this spell with a slot of 5th level or higher, you can duplicate up to 10 additional pounds per spell slot above 4th.

BLESSED FORGETFULNESS

3rd-level enchantment (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a few drops of holy water)

Duration: Permanent

Source: *Priest's Spell Compendium*

You touch a creature and completely repress one terrible memory it has. An unwilling creature may make a Charisma saving throw to resist. This can negate the effect of a failed fear or sanity check (should your game use such things) or simply remove a horrible memory that has no actual game effect. This has no effect on

magically-induced or altered memories. You cannot use this spell on yourself. This spell can be reversed with *hypnosis* (q.v.)

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, you may choose to suppress the traumatic nature of the memory while otherwise leaving it intact.

BLISS

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

Source: *Priest's Spell Compendium*

One creature within range that you can see must make a Wisdom saving throw or fall into a trance of intense pleasure; for the duration of the spell, the creature is incapacitated. The creature may make a new saving throw at the end of each of its turns, ending the effect on success.

This spell has potential for addiction and is debilitating with frequent use. If a creature is subjected to this spell three times in a 24-hour period, it must make a Wisdom saving throw. On a failure, it takes 1d10 psychic damage and its hit point total is reduced by that amount. This hit point reduction lasts for 1 week or until a spell such as *greater restoration* is cast on it. Until its hit point total has been restored, it can't make a saving throw to resist the spell, but must still make a Wisdom saving throw to avoid taking psychic damage.

At Higher Levels. If you cast this spell with a 3rd-level or higher spell slot, the spell no longer requires concentration. If you cast this spell with a 5th-level or higher spell slot, the duration increases to 10 minutes.

BLISTERING INVECTIVE

2nd-level evocation

Casting Time: 1 action

Range: Self (30-foot radius sphere)

Components: V, S

Duration: Special

Source: d20pfsrd.com

You deliver a outburst of vulgarities so vicious that it literally sets your foes on fire. All enemy creatures within range that have an Intelligence of at least 4 and can understand at least one language must make a Charisma saving throw. On a failure, a creature bursts into flames, taking 4d10 fire damage.

A creature that doesn't understand your language has advantage on this roll. In addition, for one minute afterwards, you have advantage on Charisma (Intimidation) ability checks made against those creatures that failed their saving throw. This spell does not affect constructs, plants, and undead.

BLIZZARD

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (five acorns and any gem worth at least 50 gp)

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

You create a blizzard with a radius of 60 feet centered on any point you choose within range. While in this storm, all creatures are lightly obscured, the ground becomes difficult terrain, and a strong wind springs up, extinguishing all nonmagical flames and dispersing all gas-type attacks, including a green dragon's breath weapon and spells such as *cloudkill*.

In addition, sharp slivers of ice fall. All creatures in the area must make a Constitution saving throw. A creature takes 6d6 cold damage on a failed saving throw or half as much on a successful one each round that they end their turn inside the blizzard.

BLOOD BIOGRAPHY

2nd-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a sheet of parchment)

Duration: Instantaneous

Source: d20pfsrd.com

You touch a drop of blood or a bloodstain and learn information about the being that shed it. The answers to the following questions are written out, in that creature's blood and in no more than 10 words per answer, on the paper that makes up the material component:

☉ *Who are you?* This reveals the creature's most commonly-used name, which is not necessarily its real name. If the creature doesn't have a name, this part of the spell reveals nothing.

☉ *What are you?* This reveals creature's race or species, gender, and profession or role in society, which is not necessarily its character class.

☉ *How were you injured?* This reveals the events that caused the wound, and when, to the best of the creature's knowledge.

The answers always appear in a language you can read, even if the creature the blood came from cannot speak your language or has no language.

If the creature is dead, or is a living creature with an Intelligence of 4 or lower,

this knowledge is automatically obtained. However, if the blood came from an intelligent living creature or any sort of undead, you must make an ability check using your spellcasting ability modifier, with a DC equal to 10 + the creature's Charisma ability modifier. This spell does not work on celestials, constructs, elementals, or fiends, or on aberrations or fey that don't have blood.

BLOOD BURN

7th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, M (a drop of blood and a pinch of sulfur)

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

You target one creature you can see within range. Unless that creature succeeds at a Constitution saving throw, its blood begins to boil over the course of a minute.

Round 1. At the beginning of its first turn, the creature begins to feel warm and feverish. It takes 1 level of exhaustion.

Round 2. The creature's temperature begins to rise to dangerous levels. It takes 1d8 fire damage at the beginning of its turn.

Round 3. The creature's blood begins to boil. It takes 1d8 fire damage and 1d8 necrotic damage. Anyone who touches the creature's skin must make a DC 10 Dexterity check or take 1 point of fire damage from the sheer heat the creature is emitting. Anything flammable the creature is holding or touching with bare or lightly-clothed skin will ignite.

Round 4-9. The creature takes an additional 1d8 fire and 1d8 necrotic damage. At the end of each of its turns on

rounds 5 and 8, it also takes an additional level of exhaustion.

Round 10. The creature takes an additional 1d8 fire damage.

The creature may attempt a saving throw at the end of each of its rounds. If successful, it takes no damage or exhaustion that round. If it makes three successful saving throws, the spell ends. These successes do not have to be consecutive. If the creature is reduced to 0 hit points due to this spell, it dies and is reduced to cooked chunks of flesh and still-boiling blood. If the creature doesn't die, its hit point total is reduced by the amount of necrotic damage it took. This reduction lasts until it takes a long rest.

This spell can be countered by casting *dispel magic*. Spells that inflict cold damage can be used to counter the fire damage taken, although any damage inflicted that exceeds the fire damage taken will be taken by the victim as well.

BLOOD OF FIRE

5th-level necromancy

Casting Time: 1 action

Range: 160 feet

Components: V, S, M (3 drops of your own blood)

Duration: Instantaneous

Source: *Oriental Adventures*

You take your own freshly shed blood and shape it into three missiles, which you may fire at up to three different targets. As the missiles fly through the air, they begin to boil. Make a ranged spell attack to hit. If you hit, the target takes 9d6 fire damage. In addition, if you successfully hit your target, all creatures within 5 feet of it must make a Dexterity saving throw. A creature takes

6d6 fire damage on a failed saving throw or half as much on a successful one.

BLOOD TO DUST

7th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of dust and a drop of your blood)

Duration: Instantaneous

Source: The Great Net Spellbook

You turn the blood in your victim's veins into dust. You choose one living creature within range you can see to make a Constitution saving throw. On a failure, the target takes 14d10 necrotic damage. The creature is unaffected on a successful save. A creature that dies from this damage will shrivel into a mummified husk.

Only living creatures with blood can be affected by this spell; constructs, elementals, oozes, plants, and undead are immune.

BLOOD TO WATER

7th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Source: *Spell Compendium*

You target one creature within range; this creature must be a beast, dragon, giant, humanoid, or monstrosity in order to be affected. The creature's blood thins out and its veins become filled with a watery plasma.

The creature must make a Constitution saving throw. It takes 8d10 necrotic damage on a failed saving throw, or half as much on a successful one. In addition, its hit point total is reduced by the amount of damage it

took. The hit point reduction lasts until it takes a long rest.

BLOODBIDGE

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (two golden needles)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You touch two creatures and draw blood out from one (the "donor"), channel it through yourself, and infuse it into the other (the "recipient"). The donor then loses a number of hit points equal to 1d6 + your spellcasting ability modifier and the recipient gains that number of hit points, up to its normal maximum. The donor does not need to be willing and may make a Dexterity or Strength saving throw to evade or escape your grasp. This spell has no effect on constructs, elementals, oozes, plants, undead, and other creatures that lack blood.

BLOSSOM

3rd-level transmutation (ritual)

Casting Time: 3 hours

Range: self (300-foot radius)

Components: V, S, M (an ear of grain and a gallon of water)

Duration: Instantaneous

Source: *Priest's Spell Compendium*

You spend three hours meditating and the area around you becomes much more verdant and fertile than it was before. If the land was dry, it becomes moist. If the earth was barren, it becomes enriched. If the land was waterlogged and swampy, the water drains away to reveal fresh loam.

This spell cannot, in and of itself, overcome truly bad conditions such as that

caused by a long and terrible drought, but it can help to significantly improve conditions.

A particular plot of land can only be affected by this spell once every three months, and the effects last until the end of the current growing season.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, the radius of area you affect increases by 100 feet per slot level above 3rd.

BLOODSWORN RETRIBUTION

4th-level necromancy

Casting Time: 1 round

Range: Self

Components: V, S, M (your own blood)

Duration: Special

Source: d20prsr.com

You shed your own blood, inflicting up to 25 points of damage on yourself, and your hit point total is reduced by that amount. While doing so, you swear an oath. For every 5 hit points you inflict on yourself, you gain a +1 bonus to all attack rolls, saving throws, and ability checks you make that are made specifically when you are attempting to fulfill that oath. Your hit point total returns to normal after you have fulfilled the oath or deliberately chosen to forsake it.

BODY BLADES

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (two sharp pieces of metal) and a shard of bone.

Duration: 1 minute

Source: *Priest's Spell Compendium*

Dagger-like growths grow out of your body, passing harmlessly through any

clothing or armor you wear. You gain +1 AC. If you grapple anyone or are grappled, you do 2d10 + your spellcasting ability bonus in piercing damage.

The growths are metallic-looking but are not made of metal and cannot be affected by spells that affect metal.

BODY LINK

9th-level necromancy

Casting Time: 1 round

Range: Self

Components: V, S, M (a small amount of tree sap and a pearl worth 500 gp, which is consumed in the casting)

Duration: 8 hours

Source: *Wizard's Spell Compendium*

You can prevent your own death by decapitation or dismemberment. Your body parts become linked so that even if they are separated from the rest of your body, you still in control of them. A severed arm can still write and even wield weapons and magical items. A severed leg can still hop around and kick. A severed head can still think, talk, and even eat, although if the head is severed, the rest of the body will become inert. If the severed body part is held against the stump during the spell's duration, the two parts will instantly fuse together.

This does not prevent you from taking damage from the dismemberment or from other damage, nor does it prevent you from being killed from methods other than dismemberment.

BODY OF THE SUN

2nd-level transmutation

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

You burst into brilliant golden flames, which extend up to five feet from your body in all directions. A creature that enters the area or ends its turn there must make a Dexterity saving throw. A creature takes 3d10 fire damage on a failed saving throw, or half as much on successful one. In addition, A creature within 10 feet of you must make a Constitution saving throw or be blinded until the end of its next turn. You shed bright light out to a radius of 30 feet and dim light to an additional 30 feet.

BODY TEMPERATURE

2nd-level necromantic (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small flame, such as a lit candle)

Duration: 8 hours

Source: *The Great Net Spellbook*

One cold-blooded creature you touch gains warmth in its body, as if it was a living, warm-blooded creature. This has two main functions:

Warmth. You provide warmth and energy to a cold-blooded creature. This will prevent a reptile from going into torpor. It can also be cast on an undead creature, giving it a near-living body temperature and some color to its skin rather than just the pallor of death, and will even cause its heart to beat, thus allowing the undead to better masquerade as living beings.

Chill. The second use of this spell causes one warm-blooded creature is made to appear to have the same body temperature as its surroundings, making it invisible to creatures and spells that seek heat and unpalatable to creatures that feed on heat. This also mutes that creature's heartbeat,

allowing it to appear dead (or undead), even on close inspection.

BOLT OF GLORY

7th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small amber rod bound with bronze)

Duration: Instantaneous

Source: *Priest's Spell Compendium*

You fire a burst of energy from the Positive plane at one target you can see within range. That creature must make a Constitution saving throw. The creature takes 10d10 radiant damage on a failed saving throw, or half as much on a successful one. Celestials are not affected by this spell, but fiends and undead are at disadvantage on the saving throw.

BOLT OF STONE

3rd-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a polished chip of marble)

Duration: Instantaneous

Source: The Great Net Spellbook

A stone ball flies from your hand to a point you choose within range. One target must make a Dexterity saving throw, taking 5d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

All creatures within 20 feet must also make Dexterity saving throws, taking 2d8 piercing damage from shrapnel, or half as much on a successful one. All creatures who take damage are stunned until the end of their next turns.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage of both the initial strike and the shrapnel increases by 1d8 for each slot level above 3rd.

BOLT'S BACKGROUND BUSTLE

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small paper cone)

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

You alter the sounds in a 5-foot radius around the target to match those outside of that area, thus covering the actual sounds being made. For instance, the sounds of violent combat and spellcasting could be replaced by the normal sounds of the market in the next street over.

BOLT'S HELLISH HAIL

5th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

Source: The Great Net Spellbook

A raging hailstorm appears in the shape of a cylinder that 20-foot high, 40-foot radius cylinder centered on a point within range. All creatures in that area must make a Dexterity saving throw.

A target takes 5d6 damage on a failed saving throw, or half as much damage on a successful one. When you cast the spell, you may split these dice between bludgeoning, cold, lightning, and thunder damage as you wish. All creatures take the same type of damage. For instance, you may decide that all targets take 2d6 bludgeoning damage, 2d6 cold damage,

and 1d6 lightning damage, or that they all take 2d6 cold and 3d6 thunder damage, or that they all take 5d6 lightning damage.

Upon striking the ground, the hailstones burst into flames. All creatures touching the ground take an additional 3d6 fire damage. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, the amount of damage you inflict on the initial strike (not from fire damage) increases by 1d6 damage per slot level above 5th.

BONE SHAPE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (fresh bone dust)

Duration: Permanent

Source: The Great Net Prayerbook

You can mold and shape nonliving, non-animate bone into whatever shape you want, and can even join multiple bones together to form larger objects. The bone cannot be attached to or inside a living creature, although you may shape bones that are inside a corpse that still has flesh on its bones. Nor can the bones be part of a construct or undead creature, although the bones can later be animated. If you use this spell on a corpse and then attempt to raise it from the dead, that attempt will fail unless you use *true resurrection* or *wish*; the creature will be restored to its original form, however. The shaped corpse can still rise as an undead.

This spell can also be cast on teeth, claws, chitin, cartilage, horn, and antler,

and you can use this spell to blend those substances together into a single substance.

If you attempt to make an object that would normally require a tool proficiency if made with another substance (such as making bone armor, when making armor out of metal would normally require proficiency in smith's tools), the DM may require you to make Intelligence ability check to properly construct the object.

BOON OF FORTUNE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a four-leaf clover or a piece of amber)

Duration: Special

Source: *Priest's Spell Compendium*

You or one willing creature you touch gains good luck. You may choose from one of the following ways:

- ◉ *Sudden Knowledge.* The target gains proficiency in up to six types of tools, weapons, or armors it did not already know how to use for the next minute.

- ◉ *Hidden Strengths.* Choose two attributes. The target has advantage on all ability checks and saving throws based on that attribute for the next minute.

- ◉ *Amazing Luck.* Three times in the next 24 hours, if the target fails a saving throw, it may choose to succeed instead.

BORROW FORTUNE

1st-level transmutation

Casting Time: 1 reaction, taken when you need to make a d20 roll.

Range: Self

Components: V

Duration: Instantaneous

Source: d20pfsrd.com

You cast this spell when you need to roll a d20; you not only get a +2 bonus to that roll, but you roll at advantage as well – and if you would normally roll at advantage, you instead may roll three d20s and choose the highest. However, the next time you must make a d20 roll, you roll at disadvantage (and if you would roll at disadvantage, you roll 3d20 and pick the lowest).

BOTTLES OF SMOKE

3rd-level conjuration (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (10 gp worth of burning incense, which is consumed by the spell, and a bottle covered in silver filigree worth at least 10 gp, which is not consumed)

Duration: 24 hours

Source: *Spell Compendium*

You burn the incense and trap the smoke it produces in the bottle. At any point during the next 24 hours, you may then open the bottle and allow the smoke to emerge. The smoke takes the form of a horse-like creature. Anyone holding the bottle, and only that creature, may then ride the smoke-horse. Should the rider lose the bottle, it will then immediately fall through the smoke-horse to the ground below. If the bottle breaks, the spell instantly ends.

The smoke-horse is utterly silent and completely intangible to anyone other than its rider. It cannot attack or be attacked. It has a speed of 90 feet and although it doesn't fly, it can move over shallow bodies of water (10 feet deep or less) and is not hindered by difficult terrain. As it moves, the rider may command it to leave a 10-foot wide, 10-foot tall trail of smoke behind it,

which lasts for 10 minutes. Anything within the trail of smoke or riding on the smoke-horse is considered to be heavily obscured.

A strong wind (20 miles per hour or more) disperses the smoky trail in 1 round, and magical wind will disperse the smoke-horse.

The rider can return the smoke-horse to the bottle at any time. The smoke-horse will only last for 24 hours, however, regardless of how much time it spent in the bottle.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, the smoke-horse's speed increases by 30 feet for each slot level above 3rd.

BOTTOMLESS HATE

2nd-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Ghostwalk*

You are filled with pure hatred for your favored enemy. You gain a +1 bonus on all attack and damage rolls made when fighting creatures of that type.

This spell is countered by *calm emotions*.

At Higher Levels. When you cast this spell with a 3rd-level spell slot, your bonus increases to +2. When you cast it with a 4th-level or higher spell slot, your bonus increases to +3.

BRAMBLES

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small thorn)

Duration: 1 minute

Source: *Spell Compendium*

A wooden or primarily wooden weapon you are wielding (such as a club or staff) grows thorns and barbs all over its striking surface. For the spell's duration, it does 2d4 additional points of piercing damage.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, the weapon inflicts an additional +2 damage per slot level above 1st.

BREAK LIMB

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a broken animal bone)

Duration: Until healed

Source: *Priest's Spell Compendium*

You touch a creature's limb. The creature must make a Constitution saving throw. The creature's bone breaks and it takes 2d10 force damage on a failed saving throw; on a success, it takes the damage but its limb doesn't break. Treat a broken arm or leg as if it was temporarily lost, as per the lingering injuries table in the *Dungeon Master's Guide* (page 272).

Depending on the limb, it takes one to six months to heal naturally; neither spending hit dice after a short rest nor taking a long rest will heal this break even after all hit points have been restored. A *lesser restoration* spell or any healing spell cast with a 2nd-level or higher spell slot will heal the break immediately but not heal the damage; you will need a separate casting of a healing spell for that.

BREATH OF DEATH

9th-level necromancy

Casting Time: 10 minutes

Range: Self (500 foot radius)

Components: V, S, M (a handful of mummy dust and powdered pearls worth 500 gp)

Duration: Instantaneous

Source: *Priest's Spell Compendium*

You exhale a foul-smelling breath which turns into a breeze that radiates outward. This causes all creatures within range except for you to make a Constitution saving throw or contract a magical, life-threatening disease. When you cast this spell, you may choose to have it only affect one type of creature (such as only humanoids or only beasts).

It takes one day for an infected creature to manifest symptoms. Symptoms include pain, nausea, weakness, fatigue, and horrific-looking lesions that begin to form all over the body. The infected creature takes 1d3 levels of exhaustion and cannot regain hit points by spending Hit Dice or taking a long rest. At the end of each long rest, an infected creature must make a new Constitution saving throw. On a failure, it takes 3d6 necrotic damage and its hit point total is reduced by that amount. This reduction lasts until the disease is completely cured.

On a successful save, the creature takes no damage. If the creature makes three successful saves (which do not have to be consecutive), it will stop taking damage, but is not cured. Instead, it must continue to make a Constitution saving throw daily. On a success, its level of exhaustion decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease, and may begin to heal lost hit points naturally.

This disease is somewhat contagious. A healthy creature that comes into physical contact with an infected creature must

make a Constitution saving throw or contract the disease. A creature needs to make this saving throw only once each day, no matter how many diseased individuals it comes into contact with.

Since this spell induces a powerful magical disease, nonmagical treatments and spells of 3rd-level and below (including *lesser restoration*) do not cure the disease; they do give the individual a +2 bonus on its next saving throw.

BREATH OF LIFE

9th-level abjuration

Casting Time: 10 minutes

Range: Self (500 foot radius)

Components: V, S, M (a cone on incense worth 50 gp that has had a *bless* spell cast on it)

Duration: Instantaneous

Source: *Priest's Spell Compendium*

You exhale a sweet-smelling breath which turns into a breeze that radiates outward. This restores 10d6 hit points to all creatures within range, removes 1d3 levels of exhaustion, and cures nonmagical diseases. This cannot cure magical diseases or curses, except for the disease produced by the *breath of death* spell and afflicted lycanthropy. Creatures under magical diseases or curses get an immediate saving throw at advantage, however, with the disease or curse ending on a success. This spell does not protect against re-infection.

BREATHABLE AIR

3rd-level transmutation (ritual)

Casting Time: 1 round

Range: Touch

Components: V, S, M (a gemstone worth at least 50 gp)

Duration: 1 hour

Source: The Great Net Prayerbook

You create a bubble of clean, breathable air in a 30-foot-radius sphere centered on the gemstone that is the material component. The air will continuously renew itself for the duration of the spell. In an open environment, such as out-of-doors or underwater, the air will quickly disperse.

You can create a permanent bubble of air by casting this spell in the same location every day for one year.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, the bubbles size increases by 10 feet. In addition, when you cast this spell with a 5th-level spell slot, the duration increases to 8 hours, and when you cast it with a 7th-level spell slot, the duration increases to 24 hours. Finally, when you cast this spell with a 6th-level or higher spell slot, the bubble's outer surface becomes semi-permeable; a creature can move through it but air will not escape if this spell is cast underwater or in a vacuum.

BREED TRUE

4th-level transmutation (ritual)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (fresh mistletoe)

Duration: Instantaneous

Source: The Great Net Prayerbook

You may use this spell in one of two ways:

- ◉ **Ensure Heredity.** You guarantee that any changes you make to a creature via other spells (such as *awaken* or *evolve* (q.v.)) will pass on to its offspring. You can also use this spell on creatures of any type that have desirable but completely mundane traits, such as eye or hair color or a particular type of body shape, that you

wish them to pass on to their offspring. You may state a number of traits equal to your spellcasting ability modifier. When you cast the spell this way, it has a duration of 1 week—if pregnancy does not occur during this time period, the spell fails (the traits may be passed down anyway, however, due to simple genetics).

☉ **Ensure Hybridization.** You may also use this spell to allow two different species to mate and produce a hybrid creature. This spell does not guarantee that pregnancy will occur but makes it possible, even if the parents are vastly different species (such as dwarf/treant).

BROOM

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a wing feather from any bird)

Duration: Concentration, up to 1 hour

Source: The Great Net Spellbook

You touch a broom, staff, or similar object and grant it a flying speed of 60 feet. This object is capable of carrying up to 500 pounds. In addition, while the spell is active, if you are not riding the broom, you can cause it to fly towards you by using a bonus action to give it a mental command.

At Higher Levels. When you cast this spell with a spell slot of 5th-level or higher, the broom's speed increases by 20 feet per slot level above 4th.

BRUMAL STIFFENING

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

Source: *Frostburn*

A beam of blue-gray light springs from your hand and envelops a nonmagical weapon you can see within range. Make a ranged spell attack to hit. If you hit, the weapon becomes brittle due to extreme cold. For the duration, each time that weapon is used to attack, a roll of 1-3 on the attack roll means that the weapon breaks. It doesn't matter if the weapon is being wielded or not, or the weapon's size or type.

At Higher Levels. When you cast this spell with a 4th-level or higher level spell slot, the break occurs on a roll of 1-5 (for nonmagical weapons) or on a 1 (for magical weapons).

BURNING BLOOD

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of blood and a pinch of saltpeter)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You cause the open, bleeding wounds of one target you can see within range to burst into blood-red flame. The target must make a Constitution saving throw each round. The creature takes 3d8 fire damage on a failed saving throw, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

BURST OF NETTLES

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S
Duration: 1 round
Source: d20pfsrd.com

You cause a patch of stinging nettles to immediately grow in a 10-foot radius at any point you choose within range, then fill with acid. At the beginning of your next turn, the nettles burst and all creatures in that area must make a Dexterity saving throw. A creature takes 4d6 acid damage on a failed saving throw, or half as much on a successful one. On the next two rounds, creatures take an additional 2d6 acid damage; those that succeeded on their saving throw only take 1d6 acid each round.

BUZZING BEE

1st-level conjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a dab of honey)

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

You conjure a magical bee that hums and buzzes in the ears of one creature you can see within range. The bee has a flying speed of 180 feet and invariably recognizes its target, even if the target moves into total darkness, turns invisible, or polymorphs into a different form.

While this bee is in existence, its target must make a concentration saving throw when casting a spell, or each round when concentrating on one, and is at disadvantage on all Dexterity (Stealth) skill rolls.

CALDER'S STARRY SKY

1st-level illusion (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (an unblemished silver mirror)

Duration: 1 hour

Source: *Wizard's Spell Compendium*

A completely accurate starmap of the local sky is projected upwards from the mirror. It can be used to study the sky or, if cast outside, the aid in navigation during the day or on overcast nights. A creature who uses the stars to navigate gains a +2 bonus to Wisdom (Survival) or to a vehicle proficiency.

CALL

9th-level conjuration

Casting Time: 1 action

Range: Special

Components: V, S, M (a miniature wax statue of the target)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You call a specific intelligent by name, and if that target is on the same plane as you, then it becomes aware of your call and may choose to accept or reject it. If the target accepts, it is instantly teleported to any safe location within 30 feet of you. If there are no safe spaces within 30 feet, the spell fails.

CALL DRAGON

7th-level conjuration

Casting Time: 1 minute

Range: Self (100 mile radius)

Components: V, S, M (a statuette of a dragon worth at least 10,000 gp)

Duration: Special

Source: *The Great Net Spellbook*

You call the nearest young dragon within range to you. It must succeed on a Wisdom saving throw to resist the summons. You have no automatic control

over the dragon when it arrives. Its attitude towards you will depend on its alignment and personality, although you may attempt to influence or charm it through magical or mundane means. The DM will choose what type of dragon arrives or roll a d10 to determine it.

d10	Dragon	d10	Dragon
1	Black	6	Gold
2	Blue	7	Green
3	Brass	8	Red
4	Bronze	9	Silver
5	Copper	10	White

If the dragon is in the middle of doing something important, such as defending its lair or tending to its young, it will not heed your call until it is finished.

At Higher Levels. When you cast this spell with an 8th-level spell slot, you summon an adult dragon. When you cast this spell with a 9th-level spell slot, you summon an ancient dragon.

CALL SOCIETY

3rd-level illusion (ritual)

Casting Time: 1 action

Range: 5 miles

Components: V, S, M (a badge, letter, or other symbol of membership)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You point in a direction and cast this spell to alert other members of an organization you belong to, such as a Mages' or Merchants' Guild, that you require aid. An illusory (and obviously magical) bird springs into being and will fly in that direction. You may record a message of no more than 25 words in the bird before it leaves.

The bird will fly in a straight line in the direction you choose to a maximum distance of 5 miles. If it passes within 1 mile of a fellow member of your organization it will divert its flight to meet that individual. When it approaches within 10 feet of its target, it will relay its message and then vanish. The target will also gain a brief mental image of the path the bird traveled and your location. If the bird travels the full five miles without sensing a co-member, it dissipates.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the range increases by one mile for every slot level above 2nd.

CAMOUFLAGE

1st-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Source: *Spell Compendium*

Your skin, clothing, and other belongings you are carrying shift in color as you move, allowing you to blend into your background. You have advantage on all Dexterity (Stealth) ability checks while this spell is active.

CANDLESTRICK

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 hour

Source: *Wizard's Spell Compendium*

You light a candle or lantern—any source of light that has a wick (as opposed to torches). For the duration of the spell, this flame cannot be extinguished by

nonmagical means. If the flame is snuffed out, it will automatically relight itself.

CAPE OF WASPS

4th-level conjuration

Casting Time: 1 action

Range: Self (5-foot-radius sphere)

Components: V, S

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

A swarm of stinging insects appears around you. The area around you is lightly obscured. Any creature within 5 feet of you who makes a successful melee attack against you takes 2d6 poison damage.

You may also choose to have the wasps cling to you and lift you into the air. This does not require an action. While doing so, you gain a flying speed of 20 feet. However, you are not obscured and you don't inflict damage to attackers.

At Higher Levels. When you cast this spell with a 6th-level spell slot, the spell's area increases to a 15-foot-radius sphere and your flying speed increases to 30 feet.

CARRY COMPANION

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of sand or limestone dust)

Duration: Permanent

Source: d20pfsrd.com

You touch one friendly beast, dragon, or monstrosity of Intelligence 4 or less and turn it into a stone figurine that is small enough to fit in the palm of your hand. While in this form, the creature is petrified. It will remain in this form indefinitely until you dispel it; to do so, you must place the figurine on the ground and speak a

command word that you specified when casting this spell.

If the figurine is damaged, the creature takes 2d8 force damage when it is returned to its normal form. If completely broken, it takes 5d8 damage.

CAT SPIRIT

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: S, M (a cat's whisker)

Duration: Concentration, up to 10 minutes

Source: The Great Net Spellbook

While this spell is in effect, you have advantage on all Dexterity (Stealth) rolls and resistance to falling damage.

CATCHING CHAIN

6th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (three joined links of chain made from very pure metal)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You call forth a chain made of pure, shining energy, target a creature you can see within range, and make a ranged spell attack. On a hit, the chain coils around that target. The target is not restrained by the chain, but has disadvantage on all attack rolls, ability checks, and saving throws, and reduces speed by 10 feet. The target may make a Strength saving throw at the beginning of each of its turns, breaking free on a success (escape DC equal to your spell save DC).

The chain is an object that has AC 15, resistance to all forms of attacks, and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends.

Choose which of the following chains you create:

☉ **Howling Chain.** The chain is blood-red and constantly emits an ominous, howling chant. It beats against its trapped target, using your spell modifier to attack once each round. On a hit, it deal 3d8 bludgeoning damage.

☉ **Sighing Chain.** The chain glows white-blue and constantly sighs, whispers, and hums. If the trapped creature attempts to pull at it, the chain tightens, inflicting 3d10 bludgeoning damage. If someone tries to pull at the chain or remove it from the trapped creature, it inflicts 2d10 bludgeoning damage to both creatures.

CHAIN MADNESS

9th-level enchantment

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a piece of brain matter from a mind flayer)

Duration: Until dispelled

Source: *Priest's Spell Compendium*

You pick a creature within range that you can see and that has an Intelligence of 5 or higher. Over the next 48 hours, that creature will begin showing the effects of insanity: the DM can decide the effects or roll on the indefinite-length madness table in the *Dungeon Master's Guide* (page 258).

After one week, the creature must make a Wisdom saving throw. On a success, the creature regains sanity. On a failure, it takes 3d6 psychic damage and its hit point total is reduced by that amount, and it remains insane for another week. At the end of that week, it must make another saving throw. This continues until the creature succeeds a saving throw or its hit point total is reduced to 0 hit points, at which point it dies.

After this creature has been infected for 6 hours, it has the potential to spread the madness through physical, skin-to-skin contact. Each creature it touches must make a Wisdom saving throw or contract the madness. If these secondary victims touch another creature, they have the potential to pass on the madness as well, but the tertiary (and later) victims have advantage on their saving throw.

A *remove curse* will end this effect.

CHANNEL FLAMES

7th-level transmutation

Casting Time: 1 action

Range: Self (60-yard cone)

Components: V, S, M (a burning fire)

Duration: Concentration, up to 1 minute

Source: *Priest's Spell Compendium*

You stand within 30 feet of mundane flames at least the size of a Large bonfire and channel that fire into a deadly attack. The fire travels through you and becomes a 60-foot cone. All creatures in that cone must make a Dexterity saving through. A creature takes 8d6 fire damage on a failed save, or half as much on a successful one. Each round, you may change your facing so that you attack a different area.

If the fire burns out before the end of the minute, the spell ends.

CHANT

4th-level abjuration

Casting Time: 1 round

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Priest's Spell Compendium*

You call upon your deity to grant you and your allies special favor and to curse your foes.

As long as you continue to recite the holy writ, your allies that are within range gain +1 to attack and damage, +1 to AC, and 5 temporary hit points. At the same time, your words cause mental distress in any enemies within range, inflicting 2d10 psychic damage. If you are rendered unable to speak in any way, the spell ends.

CHAOTIC TERRAIN

9th-level transmutation

Casting Time: 1 minute

Range: 100 feet

Components: V, S

Duration: Concentration, up to 1 hour

Source: The Great Net Spellbook

You create an area of utter chaos, 30 feet in diameter, centered on a point you can see within range. This has a powerfully detrimental effect on all creatures in the area or who end their turn there.

- ☉ The ground constantly roils and twists. It becomes difficult terrain, and all creatures touching the ground must make a Dexterity saving throw at the start of each of their turns or fall prone.

- ☉ Once each minute, all creatures other than yourself must make a Wisdom saving throw or be *polymorphed* into an aberration, beast, or monstrosity of their CR or lower. 1d4 minutes after leaving the area of effect, a *polymorphed* creature will resume its normal form.

- ☉ All creatures take 1d10 force damage at the start of each of their turns due to the chaotic stresses tearing them apart.

- ☉ Mundane plants, boulders, buildings, and other structures of warp into strange shapes and may turn into something completely different—possibly even a living creature. When this spell ends, the DM should roll a die for each such

object. On an odd number, the change is permanent.

CHAOTIC VISION

4th-level illusion

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S

Duration: 1 hour

Source: The Great Net Spellbook

You cause the land around you to appear to shift, warp, and mutate in a completely random, bizarre, and sometimes nightmarish fashion. Objects in the area will appear to shift shape, proportions, or both. The ground becomes difficult terrain and at the beginning of each of its turns, each creature in that area must make a Wisdom saving throw or take 1d6 psychic damage due to the hallucinatory nature of the area.

In reality, this is entirely a purely audio-visual illusion. The changes wrought by this spell fail to hold up to physical inspection. A creature who discerns the illusion for what it is will no longer be affected by the spell.

CHARIOT OF THE GODS

8th-level conjuration

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a piece of wood, two holly berries, and a burning torch)

Duration: 12 hours

Source: *Priest's Spell Compendium*

You summon a chariot pulled by two great horses, all of which is alight with elemental fire. The chariot appears in a clap of thunder and cloud of smoke. The chariot has a ground speed of 50 and a flying speed of 100, and you control it with verbal commands (no action required by you).

You and up to seven allies may ride in the chariot. Any creature other than yourself and your companions that is not immune to fire must make a Dexterity saving throw if they come within 5 feet of the chariot or ends its turn there. It takes 1d10 fire damage on a failed saving throw, or half as much on a successful one.

The chariot and horses are physical objects. The horses have the same attributes as war horses (*Monster Manual*, page 340), save for the following: They are immune to fire and radiant damage and are vulnerable to cold damage, and each of their attacks does an additional 2d6 fire damage. The chariot has AC 16, 100 hit points, is immune to fire and radiant damage and vulnerable to cold damage. If the chariot or either of the horses is reduced to 0 hit points, the spell ends.

CH&AT

1st-level transmutation

Casting Time: 1 action or reaction, taken when you are about to take your turn at a game.

Range: Self

Components: V, S, M (a pair of dice made from human bones)

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

You may subtly alter the hands of fate during games of chance. While using a gaming set, you may choose one player (who may be yourself) to make one roll at advantage or you may choose one player to make one roll at disadvantage. This spell can only be used with games that rely at least somewhat on chance; games that rely entirely on skill, such as dragonchess, cannot be affected by this spell.

CHILL

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

Source: *The Great Net Spellbook*

One living creature you see within range must make a Constitution saving throw or be chilled and have disadvantage on all Dexterity-based rolls until the end of its next turn. A creature that is resistant or immune to cold damage is unaffected by this spell.

CHILLING SCYTHES

4th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a fragment of bone)

Duration: 1 minute

Source: *Priest's Spell Compendium*

You create an oversized but weightless scythe made of glowing, blue-black force. You may choose to wield it or give it to someone else to wield; you are considered proficient in it.

The scythe does 3d10 + the wielder's Strength modifier in slashing damage, plus 2d10 cold damage. If the target is undead it takes an additional 4d10 cold damage, even if it is normally immune or resistant to cold damage, and it must make a Strength saving throw or be knocked prone. The scythe is a two-handed weapon with reach.

CHIME

1st-level abjuration (ritual)

Casting Time: 1 round

Range: 30 feet

Components: V, S, M (a tiny bell)

Duration: 8 hours

Source: The Great Net Spellbook

Similar to *alarm*, this spell is cast on an inanimate object and will cause a noise (typically a chime or ring) to sound loudly when certain conditions you specify are met, such as the item being touched or moved by a particular type of person, when an animal approaches the item, when someone casts a spell within 10 feet of the item, and so on. This will continue ringing for 1 minute and then the magic will end.

CHORD OF SHARDS

1st-level transmutation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

Source: d20pfsrd.com

You strike a musical chord so shrill that the notes literally turn into razor-sharp, crystalline shards, blasting the area in a 15-foot cone. All creatures in that area must make a Dexterity saving throw. A creature takes 2d6 piercing damage on a failed saving throw, or half as much on a successful one.

At Higher Levels. When you cast this spell with a spell slot of 2nd-level or higher, you inflict an additional 1d6 damage for each slot level above 1st.

CHROMATIC BLADE

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a dagger set with gems of seven colors, worth at least 100 gp)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You create a magical blade of shimmering, weightless force that constantly changes hue. You may choose to wield the blade or give it to an ally; you are considered proficient in it. The blade inflicts 7d6 damage on a successful hit, but the constantly-changing colors means that the type of damage it inflicts changes with each blow. On a successful hit, roll a d8:

d8	Color	Damage Type
1	Red	Fire
2	Orange	Acid
3	Yellow	Lightning
4	Green	Poison
5	Blue	Cold
6	Violet	Force
7	White	Radiant
8	Black	Necrotic

If you roll a natural 20, you inflict an additional 2d6 damage and may roll again. If you roll a 20 again, you sever one of the target's limbs, as per the *sword of sharpness*.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

CIRCLE OF BLINDNESS

8th-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: 1 hour

Source: *Wizard's Spell Compendium*

You create an immobile circle with a 100-foot-radius and use it to delay and confuse your enemies. Within the area of effect, all creatures become blinded and deafened; creatures also lose tremorsense, if they had it. It also suppresses divination

spells that enhance senses or produce additional senses, such as *arcane eye*, *clairvoyance*, *detect magic*, *see invisibility*, and so on. It does not affect either truesight or the spell *true seeing*, however. An affected creature that leaves the area regains its sight and hearing immediately.

At Higher Levels. If cast with a 9th-level spell slot, the circle's radius increases to 250 feet.

CIRCLE OF PRIVACY

2nd-level illusion (ritual)

Casting Time: 1 action

Range: Self (20-foot diameter radius)

Components: V, S, M (hair from a skunk, a mouse's whisker, and a handful of salt)

Duration: 8 hours

Source: *Priest's Spell Compendium*

This spell allows you to discourage predators and trespassers from disturbing a campsite. You sprinkle salt in a circle around you while you cast this spell. For the duration, sounds and scents generated within the circle are muted. All Perception checks made to find you or your food using hearing or smell are at disadvantage.

CLAWS OF DARKNESS

2nd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

You draw material from the Shadowfell and cause long, dark talons to grow from your hands. You are considered proficient in these weapons. On a successful hit, you inflict 2d10 plus either your Strength or Dexterity modifier in cold damage. You

also have advantage on all attempts to grapple another target.

If, while using the claws, you roll a natural 20, the target is affected as if by a *slow* spell for 1 minute: it takes a -2 penalty to AC and Dexterity saving throws, can't use reactions, and can use only an action or bonus action during its turn but not both. If the creature attempts to cast a spell, it must roll a d20; on an 11 or higher, the spell doesn't take effect until the creature's next turn.

As a bonus action, you may extend the claws to give yourself a 10-foot reach, or retract them.

CLOUD OF DEATH

7th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *The Great Net Spellbook*

You create a 20-foot-radius sphere of bruise-colored, life-draining corrosive fog centered on a point you choose within range. It lasts for the duration or until strong wind (20 miles per hour or more) disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d6 acid damage and 5d6 necrotic damage on a failed saving throw, or half as much damage on a successful one. In addition, the creature's hit point total is reduced by the amount of necrotic damage taken. Creatures are affected even if they hold their breath or don't need to breathe. The fog moves 10 feet away from you at the start of each of

your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 2d6 for each of acid and necrotic damage for each slot level above 7th.

CLOUD OF PURIFICATION

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Permanent

Source: *Priest's Spell Compendium*

You create a billowy white cloud that fills a 20-foot cube anywhere within range. This cloud moves with the prevailing wind and a magical wind quickly disperses it. The cloud is heavier than air and will sink to the ground rather than float away. The cloud lasts for one minute before vanishing, but the effects are permanent.

Filth, garbage, excrement, and small, non-magical vermin such as insects, normal rats and mice, etc., are transformed into an equal quantity of pure water.

CLOUD OF PUTREFACTION

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Permanent

Source: *Priest's Spell Compendium*

You create a billowy cloud colored like an old bruise that fills a 20-foot cube anywhere within range. This cloud moves with the prevailing wind and a magical wind quickly disperses it. The cloud is

heavier than air and will sink to the ground rather than float away. The cloud lasts for one minute before vanishing, but the effects are permanent.

The cloud transmutes pure water into filth, excrement, and garbage, and magically generates flies, rats, and roaches.

CLOUD WALK

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a hair from a nightmare)

Duration: Concentration, up to 1 hour

Source: *The Great Net Spellbook*

One willing creature you touch gains the ability to walk or climb on fog, cloud, or smoke at the creature's normal walking speed. If the fog is moving, it will also carry you along at its speed at will.

COALTHRIST'S

UNIVERSAL MINDBENDER

9th-level enchantment

Casting Time: 1 hour

Range: 30 feet

Components: V, S, M (rare incense worth at least 1,000 gp)

Duration: Permanent

Source: *The Great Net Spellbook*

You completely rewrite the target creature's entire personality. With each casting, may change a number of major behaviors equal to twice your spellcasting attribute modifier. If the creature is unwilling, then it may attempt to resist each major change you make.

A major changes is one that adds, removes, or completely alters memories, beliefs, or opinions it has about an

individual, organization, or concept, especially if it has a great deal of intellectual or emotional significance to the target. You may also change a creature's alignment in this manner.

For instance, you can alter a paladin's memories so that where she once remembered the high priest of her homeland as being a fair and just man, she now remembers him slaughtering peasants for fun and as sacrifices to dark gods. You can cause cool-headed assassin to become sickened by the thought of harming another and turn herself and her entire guild over to the law for just punishment. Or you can make a dull and retiring peasant believe that he is the Chosen One and cause him to immediately begin rallying people to join his cause to try to issue in a new world order. Any of these things would act as an example of a single major change.

You may change any number of minor behaviors, such as nervous habits and unconscious mannerisms, personality quirks, trivial memories, or opinions on inconsequential matters. For instance, you can cause a target to become a teetotaler (or to begin drinking more heavily), to stop spitting and belching in public, or to forget about that one time the baker overcharged him. A minor change such as this is automatic and cannot be resisted.

This spell cannot be used to alter attributes or remove or grant abilities, but can be used to make the target attempt to gain new abilities or refuse to use existing one.

COBALTAS' THUNDER

5th-level evocation

Casting Time: 1 action

Range: Self (20-foot cone)

Components: S

Duration: Instantaneous

Source: The Great Net Spellbook

You create a powerful blast of deafening thunder or blinding lightning.

☉ **Thunderclap.** You raise your hands high and clap them powerfully together, producing a blast of thunderous noise in a 20-foot cone. All creatures in that area take 4d8 thunder damage and must make a Constitution saving throw. On a failure, a creature becomes deafened for 10 minutes.

☉ **Thunderflash.** You raise your hands high and then bring them down in a slashing motion, producing a powerful flash of light in a 20-foot cone. All creatures in that area take 4d8 lightning damage and must make a Constitution saving throw. On a failure, a creature becomes blinded for 10 minutes.

COLOR

1st-level illusion (ritual)

Casting Time: Special

Range: Touch

Components: V, S

Duration: Permanent

Source: *Wizard's Spell Compendium*

You may permanently change the color of cloth, leather, or any other inanimate, organic object that can fit in a 5-foot cube and is not currently being worn or held. The time it takes to color the item varies on the complexity of the color: changing the entire item to a single color takes 1 action, but patterns or variations of color require you to trace the design you wish on the item with your finger while picturing the colors you desire, a process that may take several minutes.

COMFORT

1st-level abjuration (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

Source: *Wizard's Spell Compendium*

You sing a pleasant song and all allies within range will cease feeling pain, heat, cold, hunger, thirst, or exhaustion, as long as those feelings were produced naturally and not induced by magic or through combat. Thus, you could make someone feel wide awake after being up all night, but not one that had been struck by a *ray of fatigue* (q.v.).

This spell does not negate or prevent the targets from normal damage through the elements, starvation, etc.; it merely prevents the targets from feeling the effects.

COMMAND HAIR

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V

Duration: Concentration, up to 10 minutes

Source: *The Great Net Prayerbook*

You may cause the hair of a willing target to grow up to one foot, be cut or shaved off, and style itself in any manner you choose.

You may also cause the hair to act like a prehensile tentacle, under the control of the hair's owner. The hair has Strength 6 (-2) and Dexterity 9 (-1) and while it performs all combat-related actions at disadvantage, it can do other things such as grabbing items, picking locks, untying ropes, and so forth at no penalty.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot,

the hair has a +1 bonus to Strength and Dexterity for each slot level above 1st.

COMMON PRAYER

1st-level abjuration

Casting Time: 1 minute

Range: Self (30-foot radius circle)

Components: V, S

Duration: 1 hour

Source: *The Great Net Prayerbook*

You lead a group in prayer to your deity. You and all other creatures who participate in the prayer and who are of the same faith or of an allied faith are affected. If a participant rolls a 1 on any d20 roll at any point in the next hour, that participant may choose to reroll the die and use the new roll.

The definition of "allied faith" depends on the nature of the game world. In most cases, those who worship good-aligned deities not specifically said to dislike each other can be considered to be allied. Likewise, gods with similar portfolios (that is, gods who use the same domains) can be considered to be allied.

You may only cast this spell on an individual once during any 24-hour period.

COMMUNE WITH SPIRIT

3rd-level divination (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (incense worth at least 20 gp)

Duration: Special

Source: *Oriental Adventures*

You summon a local spirit and ask it questions. You may ask it a number of questions equal to twice your spellcasting ability modifier. The spirit will answer questions honestly and literally, limited to

its knowledge of local affairs (*local* meaning within one or two miles of your location).

The DM should roll a die. On an even number, the spirit is generally friendly and will try to be helpful. On an odd number, the spirit is malicious and give you factual but incomplete or distorted information.

COMPASS

1st-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a brass bowl filled with water, an iron needle, and a cork)

Duration: 1 week

Source: *Wizard's Spell Compendium*

You use the pin, cork, and brass bowl to make a simple compass. However, instead of pointing to magnetic north, the needle points towards any destination you choose, as long as you know for certain that destination exists. For instance, you could set it to point towards your home port or a major city, but not to the rumored location of a long-lost dungeon.

The spell ends if the water is drained from the bowl or the cork or needle is removed.

CONCEAL ITEM

3rd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of any kind of gemstone dust)

Duration: Concentration, up to 1 hour

Source: *Priest's Spell Compendium*

You render a single inanimate, nonliving object of Small-size or smaller completely undetectable when you hide it on your person. The object must be placed in a bag, hidden underneath your clothing,

or otherwise concealed. No amount of searching, even a physical pat-down, will reveal the object, although a *true seeing* will reveal its location.

You may take the object out, at which point it becomes visible, but until the spell's duration is over, it will return to being invisible once you return it to hiding.

CONDITION PROTECTION

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

Source: *The Great Net Spellbook*

While this spell is in effect, you or a willing creature you touch have immunity to *one* of the following conditions: blinded, charmed, deafened, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, or unconscious. If your target is already suffering from one of these conditions, this spell will allow them to make an additional saving throw to recover from it.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, the target becomes immune to one additional condition per slot level above 3rd.

CONE OF ACID

5th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a citrus fruit)

Duration: Instantaneous

Source: *The Great Net Spellbook*

A jet of bubbling acid erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A

creature takes 7d10 acid damage on a failed save, or half as much damage on a successful one. A creature killed by this spell dissolves into a puddle of stinking goo.

If a target takes at least 10 points of damage and is wearing nonmagical armor, the armor's AC is permanently reduced by one level of effectiveness. If the armor is reduced to AC 10, it is destroyed. A spell such as *repair* (q.v.) will fix the damage and restore the armor to its normal strength.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

CONE OF FIRE

5th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a red garnet)

Duration: Instantaneous

Source: The Great Net Spellbook

A cone of white flame erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d10 fire damage on a failed save, or half as much damage on a successful one. A creature killed by this spell is burned to ashes. This spell sets nonmagical flammable items on fire.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

CONE OF FORCE

5th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a small cone made of quartz worth at least 25 gp)

Duration: Instantaneous

Source: The Great Net Spellbook

A cone of green and golden magical force erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d10 force damage on a failed save, or half as much damage on a successful one. A creature killed by this spell is reduced to dust.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

CONFUSE SELF

1st-level enchantment

Casting Time: 1 reaction, taken when you detect someone trying to read your mind

Range: Self

Components: V, S

Duration: 1 minute

Source: The Great Net Spellbook

You become utterly and completely confused. You are incapacitated for the duration, but you are also immune to being charmed or frightened and to having your mind or emotions read or mind controlled. You are also immune to all mundane attempts to persuade or intimidate you.

CONJURE BEAST SPIRITS

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Source: *Priest's Spell Compendium*

You summon a minor spirit that takes the form of either a ghost-like undead or elemental beast, dragon, or monstrosity

with an Intelligence of 4 or less and a CR of 3 or lower (before applying the template). Choose one of the following options for what appears:

- ◉ One beast of challenge rating 3 or lower.
- ◉ Two beasts of challenge rating 2 or lower.
- ◉ Four beasts of challenge rating 1 or lower.

You may choose to summon a flame-beast, ghost-beast, stone-beast, wave-beast, or wind-beast. The spirits' type is undead (for the ghost-beast) or elemental (for the others). It disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions for the duration. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

Templates for the beast spirits are in the appendix.

At Higher Levels. When you cast this spell using a higher-level spell slot, you choose one of the summoning options above, and more creatures appear: twice as many with a 7th-level slot or three times as many with a 9th-level spell slot.

CONJURE DIVINE MINION

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Source: *Priest's Spell Compendium*

You summon a celestial (if you worship a good or neutral deity) or fiend (if you worship an evil deity) that takes the form of an beast, dragon, or monstrosity with an Intelligence of 4 or less and a CR of 2 or lower (before applying the template). If you are a follower of a Great Old One, you summon an eldritch abomination instead. Choose one of the following options for what appears:

- ◉ One creature of challenge rating 2 or lower.
- ◉ Two creature of challenge rating 1 or lower.
- ◉ Four creature of challenge rating 1/2 or lower.

The summoned creatures are friendly to you and your companions for the duration. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

Statistics for divine and eldritch minions are in the appendix.

At Higher Levels. When you cast this spell using a higher-level spell slot, you choose one of the summoning options above, and more creatures appear: twice as many with a 8th-level slot or three times as many with a 9th-level spell slot.

CONJURE FUNDAMENTAL

1st-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (a tiny piece of burning incense for air, a pinch of clay for earth, a pinch of sulfur for fire, or a drop of water and pinch of sand for water)

Duration: Concentration, up to 1 hour

Source: The Great Net Spellbook

You call forth a number of fundamentals—the smallest and weakest of the elementals—equal to twice your spellcasting ability modifier.

A fundamental disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions for the duration. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. If your concentration is broken, the fundamental flies off and will disappear 1 hour after you summoned it.

The statistics for the fundamentals appear in the appendix.

At Higher Levels. When you cast this spell with a 2nd level spell slot, you summon a swarm of fundamentals. When you cast this spell with a 3rd-level or higher spell slot, you summon one additional swarm of fundamentals for each slot level above 2nd.

CONJURE SHADOWS

6th-level conjuration

Casting Time: 1 round

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

Source: The Great Net Spellbook

You open minute portals to the Shadowfell and turn the shadows of ordinary objects into undead shadows. You choose whether you want four shadows or one greater shadow. The shadows

disappears when they drop to 0 hit points or when the spell ends.

The summoned shadows are friendly to you and your companions for the duration. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. If your concentration is broken, the shadows don't disappear. Instead, you lose control of the shadows, they become hostile toward you and your companions, and attack. An uncontrolled shadow can't be dismissed by you, and it disappears 1 hour after you summoned it.

The DM has the shadow's statistics. The statistics for the greater shadow appear in the appendix.

At Higher Levels. When you cast this spell with a 7th-level spell slot, you may summon twice as many shadows or greater shadows. When you cast this spell with an 8th-level spell slot, you may summon three times as many shadows or greater shadows. When you cast this spell with a 9th-level spell slot, you may summon four times as many shadows or greater shadows.

CONSUME LIKENESS

6th-level transmutation

Casting Time: 1 minute

Range: Self

Components: V, S, M (one ounce of meat)

Duration: Permanent

Source: *Book of Vile Darkness*

You consume an ounce of raw flesh from a creature of the same type and size category as yourself, and your form

changes to perfectly match the way that creature looked when alive (you may also cast this using meat from a still-living creature). This change is permanent but is also primarily cosmetic. You gain none of the original creature's attributes, abilities, or knowledge. However, if the creature had gills and had the amphibious or limited amphibious trait, you also gain the ability to breathe underwater. You can also gain up to one additional pair of limbs, if the original creature had extra limbs; likewise, if you were missing a limb and the original creature was not, you regrow that limb—however, if the original creature was missing a limb (and not from the way it was killed), you also lose that limb. When you die, you resume your true form.

CONTINUOUS TEMPERATURE

4th-level transmutation

Casting Time: 1 hour

Range: 30 feet

Components: V, S, M (a pinch of sulfur)

Duration: Permanent

Source: The Great Net Prayerbook

You cause an 40-foot-cube area to maintain a temperature of anywhere between 35° to 100° Fahrenheit, regardless of the outside temperature. This does not prevent outside weather from entering the area, but if the weather is temperature-dependent, it may change due to the temperature in the area. For instance, a snowfall in an area where the temperature is constantly 90° will quickly turn into rain.

CONTINUOUS WEATHER

8th-level transmutation

Casting Time: 8 hours

Range: 30 feet

Components: V, S, M (a pinch of dirt and a drop of water)

Duration: Permanent

Source: The Great Net Prayerbook

You “trap” the current weather conditions in a 60-foot-cube area, causing it to remain the same permanently. For instance, trapping stormy weather causes the area to be permanently stormy; trapping a lovely day will cause the area to always have beautiful weather.

You don't stop or loop time in this area, so day and night and the turn of the seasons will still occur as normal, as will their normal effects: an area of perpetual storm will produce warm rain in the summer and sleet during the winter. This spell also cannot prevent or cause geological events such as earthquakes or volcanoes. Neither will the side effects of the weather you produce such as drought, flash floods, or wildfires, be prevented from occurring inside the spell's area or starting from the outside and then entering the area.

Minor forms of weather (such as gentle winds, rain showers, flurries) will be unable to enter the spell's area, but strong forms of weather (such as tornadoes, torrential downpours, white-out blizzards) will affect the weather inside the area for a brief time. A blizzard might turn a perpetually stormy area to turn to sleet or cause light flurries to appear in an area of perfect weather.

You cannot maintain magical “weather” such as the storms produced by a *call lightning* or *firestorm* spell, but you can use *control weather* to shape the weather in the area to your liking and have it be maintained by this spell.

CONTROL TEMPERATURE

3rd-level transmutation

Casting Time: 1 action

Range: Self (10-foot radius sphere)

Components: V, S, M (a strip of willow bark or raspberry leaves)

Duration: 1 hour

Source: *Priest's Spell Compendium*

You lower or raise the air temperature in the area by up to 50° F. The temperature falls or rises to your desired level over the course of one minute—not fast enough to cause damage in and of itself, although the altered temperature may eventually cause harm after an extended length of time.

You also gain resistance to area-effect attacks that cause cold or fire damage.

At Higher Levels. When you cast this spell with a 5th-level or higher spell slot, you can lower or raise the air temperature by an additional 10° F for each slot level above 4th.

CONTROL VAPOR

2nd-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a bean or pea)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You pick a point within range that contains mist, steam, cloud, or vapor of any sort, even magically-created mists such as that produced with a *cloudkill* spell. You can control all mists within a 30-foot radius sphere of that point. You may move it as you will, with a speed of 40 feet, hold it still, or split it multiple smaller clouds, and so on.

If the vapor was magically produced *and* under the control of its caster, you must make a check, using your spellcasting

ability, to take control over it. The DC equals 10 + the spell's level + the caster's spellcasting ability modifier. If you succeed, you gain control. Note that many vaporous spells move only due to their initial push and downwards due to being heavier than air and are not actually under their caster's direct control, and therefore don't require you to roll to attempt to take it over.

If the mist is actually an intelligent being, such as a vampire in mist-form or certain types of air elementals, it must make a Charisma saving throw or be under your control; you may move its physical location but can't otherwise control its actions, nor can you prevent it from using any of its abilities. If it cannot change shape, it may make a new saving throw at the beginning of each of its turns, ending the effect on a success. You cannot cause the creature damage through this spell.

COOK

2nd-level transmutation (ritual)

Casting Time: 1 round

Range: 10 feet

Components: V, S, M (enough food for one or two meals, a pinch of tinder, a small dab of sulfur, and 1 gold piece)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

This automatically transforms prepared but raw ingredients into a decent-quality meal for two, provided that the ingredients are fit to be eaten. This spell cannot be used on living beings, plant matter that has not been picked, or on an animal's unbutchered carcass. This also removes natural toxins (such as bacteria that would cause food poisoning) from the food, but it will not remove deliberately-placed poisons or contaminants such as shards of glass.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can prepare food for two additional people for each spell slot above 2nd level. You must provide ingredients for the additional meals.

COPY

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You hold a blank sheet of paper, a book with empty pages, or another similar material over a document and this spell produces a perfect copy. Each casting of this spell will duplicate a standard 8 inch ×10 inch quarto size.

Attempts to copy magical text of any sort will automatically fail. If you copy a text-based trap (such as a *symbol*), you set the trap off.

CORPSE HOST

7th-level necromancy

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: 1 week

Source: *Wizard's Spell Compendium*

You or one willing person you touch may transfer your soul to temporarily animate a fresh humanoid corpse (dead for less than 1 day). The corpse will not decay during this time, but will still look recently dead without the use of magic or makeup to make it appear living.

While in the corpse, you control it. Your game statistics are replaced by the statistics of the creature and have its normal total of

hit points, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. You use the corpse's senses as your own. Your own body is paralyzed but must remain within five miles of your host body. However, you are still linked to your body, and you may use your action to transfer your senses to your original body.

While you are in the corpse's body, you do not need to eat, drink, or breathe, and you only need to sleep half as much as normal. However, you don't heal after a long rest and only heal half as much when spending hit dice after short rests.

If the corpse drops to 0 hit points, you move more than five miles from your original body, or the link between your original and host bodies is severed (such as by a *dispel magic* spell or by entering an *antimagic field*), you must make a DC 20 Constitution saving throw. On a failure, the shock of this was too great and your own body immediately drops to 0 hit points. You may choose to end the link between the two at any time and return to your own body without harm.

At Higher Levels. When you cast this spell with an 8th-level or higher spell slot, the duration increases to 1 month.

CRAFTER'S FORTUNE

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 8 hours

Source: d20pfsrd.com

One willing creature gains advantage on its next artisan tool proficiency roll and for the next 24 hours, it can make 10 gp worth

of goods instead of 5 gp. The target may only have this spell cast on it once every 24 hours, no matter how many tool proficiencies it may have.

CREATS CAMPSITE

2nd-level conjuration (ritual)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a bit of string, a bit of wood, and a drop of water)

Duration: Special

Source: *Priest's Spell Compendium*

You create a squadron of tiny unseen servants that create a campsite for you and your companions—they will clear the land of debris, set up tents and bedrolls, start a fire, fetch water, and even begin cooking (they are not particularly good cooks, however). They cannot create the materials needed for the campsite; they can only use what is available to them in the immediate area and what you and your companions have brought. These servants have no other abilities.

It takes 5 minutes for the servants to set up camp for each member of your party.

CREATS DARKENBEAST

4th-level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (dried wyvern's blood and rare herbs worth 5 gp)

Duration: Permanent.

Source: *Wizard's Spell Compendium*

You transform a mammalian beast of CR 1 or lower into a darkenbeast. You can only cast this spell when you and the target creature are not in sunlight.

The darkenbeast is friendly to you and your companions. Roll initiative for it, as it

has its own turns. The darkenbeast will follow any commands that you issue to it (no action required by you). If you don't issue any commands to it, it will act as any vicious, carnivorous animal might, but it won't attack any creature you specifically order it not to.

If the darkenbeast is touched by natural sunlight, it automatically reverts back to its original form and is no longer under your control.

Statistics for the darkenbeast are in the appendix.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can create one additional darkenbeast per spell slot above 4th level.

CREATS EARTH

1st-level conjuration

Casting Time: 1 round

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: *The Great Net Prayerbook*

You may create 10 pounds of stone (either a solid block or loose gravel) or 50 pounds of sand or soil.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you may create an additional 10 pounds of stone or 75 pounds of soil for each slot level above 2nd.

CREATS LIFE

9th-level necromancy

Casting Time: 1 week

Range: Touch

Components: V, S

Duration: Instantaneous

Source: *The Great Net Prayerbook*

You create a living creature, body and soul. It may be of any species you like, or it may be something you have created whole-cloth, but it must be an aberration, beast, dragon, giant, humanoid, monstrosity, ooze, or plant.

The new creature is an adult but has the mentality of an infant. It learns quickly, however, and will typically reach intellectual and emotional maturity in 1d4 years. Its lifespan will be fairly random—it will live for an additional 2d20+40 years. Without the aid of magic, however, it is sterile.

CREATE MAGIC TATTOO

3rd-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (100 gp worth of tattoo inks)

Duration: 24 hours

Source: *Spell Compendium*

You tattoo a magical sigil onto a creature, providing protection or aid in some way. To make an accurate tattoo, you must make a DC 13 Intelligence ability check; if you have proficiency with calligrapher's tools or painter's supplies, you may add your proficiency modifier to the roll.

The effect depends on the spell slot you use to cast this spell and lasts for the duration:

3rd level spell slot. The tattoo takes up one slot and grants one of the following abilities:

- +2 bonus on one type of saving throw
- +1 bonus on attacks when using one particular weapon
- +1 bonus to armor class
- 5 temporary hit points

- Advantage when using one tool set

5th level spell slot. The tattoo takes up two slots and grants one of the following abilities:

- +2 bonus on three different saving throws
- +2 bonus on attacks and damage when using one particular weapon
- +1 bonus on all attack and damage rolls
- 10 temporary hit points
- +10 feet to your speed

7th level spell slot. The tattoo takes up four slots and grants one of the following abilities:

- Advantage on saving throws against magical spells and effects
- advantage on any three saving throws
- +2 bonus to any attribute
- +3 bonus to armor class
- 15 temporary hit points

A Medium-sized humanoid has one slot on its neck, two on each arm, four on each leg, ten on its back and ten on its chest. A Small-sized humanoid has one slot on its neck, one on each arm, two on each leg, and five on its back and chest. When the spell expires, the tattoo fades away. A creature may have multiple *magic tattoos* but they must each be of different types. For instance, a creature could have two *magic tattoos* cast with a 3rd-level spell slot, with one granting a bonus to attack rolls and one granting a bonus on saving throws. Note that the presence of mundane tattoos does not get in the way of a *tattooed creature*, but body slots taken up by other forms of magical tattoos (such as one made with a *Darklight's tattooed creature* or *Darklight's tattooed item* spell (q.v.)) cannot be used by this spell.

CREATE QUASIMANCER

7th-level necromancy

Casting Time: Special

Range: Touch

Components: V, S, M (special)

Duration: Permanent

Source: *Ravenloft, Gazetteer Volume II* (Sword & Sorcery)

You create a quasimancer—a loyal, undead minion with one or more spells that you imbue it with. You may cast this spell on an existing corporeal undead creature of CR 3 or lower, or on a corpse. The creature has the attributes and abilities of a wight.

In order to imbue the quasimancer with a spell, you must be able to cast that spell, must have the appropriate material components for it (if necessary), and must have additional components that cost 100 gp per level of the spell you are imbuing. It takes 1 minute per level of spell to imbue the quasimancer with a spell, in addition the spell's normal casting time, and you may imbue a quasimancer with up to a number of spells of any level equal to twice your spellcasting ability modifier. It can cast each spell once per day, unless you choose to imbue it with a single spell multiple times. The quasimancer has the Innate Spellcasting ability and uses Charisma as its spellcasting attribute.

The quasimancer is under your control for 1 month, after which it stops obeying any command you've given it. To maintain control of the quasimancer for another month, you must cast this spell on the creature again before the current month ends. The use of the spell reasserts your control over up to four quasimancers you have animated with this spell, rather than animating a new one.

CREATE ROOM

5th-level conjuration

Casting Time: 1 minute

Range: 300 feet

Components: V, S, M (a drop of oil, a bit of cloth, a splinter of wood, a piece of flint, a piece of glass, a small knife, and a silver coin)

Duration: 24 hours

Source: The Great Net Spellbook

You create furniture, decorations, and supplies for a type of room of your choice. The objects you create will be arranged as if in a room that fits inside a 30-foot cube. You may determine the appearance of the objects you create. This spell does not create a floor, walls, ceiling, or door. If you cast the spell outdoors, the objects will appear on the ground. If you create the room indoors, the air will be maintained at a pleasant temperature; if cast outdoors, it has the ambient temperatures and weather conditions of the surrounding area. If you choose, the room can be stocked with up to 10 *unseen servants*. Any attempt to remove an object from the room or use an object in combat will cause that object to disappear. The objects in the room cannot be used as spell components.

The following is a list of rooms that can be created by this spell:

- ⊙ **Bathing Room.** The room contains a large tub (you can make it large enough to fit 1-4 people); a fire pit to heat water; a mirror and dressing table; scented soaps and perfumes; combs, files, and scissors for nail, hair, and skin care; washcloths, loofahs, and towels; and a curtained-off area with a garderobe. If you create both this room and the bedroom, you can bring the clothes and supplies back and forth.

⊙ **Bedroom.** This room contains up to six comfortable beds with sheets, duvets, and pillows, a small table next to each bed with a fully-stocked oil lamp; a storage chest at the end of each bed; and a chamber pot under each bed. If you create both this room and the bedroom, you can bring the clothes and supplies back and forth.

⊙ **Dining Room.** You create a dining table and comfortable chairs or benches that can sit up to 20 people. It will also create tablecloths, dishes and silverware, fingerbowls, table decorations, and if you wish, a name card at each place setting. If you create both this room and the kitchen adjacent to each other, you can bring the dishes and silverware back and forth.

⊙ **Kitchen.** You create up to five large tables; up to two complete sets of cooking utensils, pots, pans, bowls, measuring cups and spoons, and other such equipment; a sink with a water pump; a large stove; two fireplaces (one with a spit and one with a cauldron); and a box with a large brick of ice in it. It does not create food to be cooked. If you create both this room and the dining room adjacent to each other, you can bring the dishes and silverware back and forth.

⊙ **Meeting Room.** You create up to three conference tables and benches or chairs that can seat up to 20 people; parchment and ink; a common-quality map of the country, continent, or known world; lamps; and a dais with two chairs on it.

⊙ **Temple.** You create a lectern; an empty basin in which you may pour holy water; a sacrificial altar; pews to sit up to 20 people; up to 8 banners with religious imagery; a holy book (the most common variety); and a table with up to 20 prayer candles.

⊙ **Throne Room.** You create one, two, or three thrones on a dais; an equal number of crowns and scepters; up to 20 banners that display your choice of motif; a narrow carpet that leads to the thrones; and tall candelabras loaded with dozens of candles.

⊙ **Work Room.** You create a room with 1-3 work benches and tool sets of your choice; parchment, ink, and charcoal for planning; and numerous lamps. You do not create the raw materials needed to use those tools, except for wood or coal for any forges or ovens. Items made with these tools can be removed from the room, but not the tools themselves.

At Higher Levels. When you cast this spell with an 7th-level spell slot, the room may fit inside a 60-foot cube and the amount of beds, tables, chairs, etc., is doubled. When you cast this spell with a 9th-level spell slot, the room may fit inside a 120-foot cube and the amount of beds, tables, chairs, etc., is quadrupled. If you cast this spell with a 9th-level spell slot each day for a year, creating the same room and items each time, you can make this spell permanent. Objects still cannot be removed from the room or be used in combat or as spell components, but consumables will be replaced every 24 hours.

CREEPING DARKNESS

1st-level illusion

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a whisker from a black cat and a tiny bottle of smoke)

Duration: Concentration, up to 10 minutes

Source: *Wizard's Spell Compendium*

You create an amorphous cloud of inky darkness that can fit inside a 20-foot sphere. When you cast this spell and as a bonus

action each round, you can move the cloud 20 feet. The cloud can enter a hostile creature's space and stop there, and it can move through a space as narrow as 1 inch wide without squeezing. All creatures within the cloud may make a Wisdom saving throw or are blinded and deafened for as long as they remain in it.

If any of this spell's area overlaps with an area of light created by a spell of 1st level or lower, the spell that created the light is dispelled.

CRISER'S BOON

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of vellum rolled into a cone)

Duration: Concentration, up to 10 minutes

Source: The Great Net Spellbook

One willing creature you touch gains the ability to speak loudly and clearly; that creature can make itself be heard up to 200 feet away, regardless of background noise.

CROWN OF ANGELS

8th-level evocation

Casting Time: 1 action

Range: Self (30-foot-radius sphere)

Components: V, S, M (an opal worth at least 200 gp and a circlet or crown made of a material appropriate to your deity; the opal is shattered during the casting but the circlet is not)

Duration: 1 minute

Source: *Priest's Spell Compendium*

You place a circlet on your head or the head of an ally and the circlet begins to glow. The circlet takes one of three forms; you must choose which when you cast the spell:

⦿ *Crown of Brilliance.* The circlet glows with blazing golden light. All enemies within 30 feet of you must make a Constitution saving throw. For the duration, a creature is blinded on a failed saving throw, or at disadvantage to directly attack with a melee or missile weapon attack.

A creature with either the Sunlight Sensitivity or Sunlight Hypersensitivity traits will be frightened of you if it fails its saving throw. A frightened creature drops whatever it is holding and must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move.

⦿ *Crown of Flames.* Your circlet erupts with holy fire which burns unnatural creatures around you. All aberrations, celestials, fey, fiends, and undead with evil alignment (if you are good or neutral) or good alignment (if you are evil) within 30 feet of you must make a Constitution saving throw and the start of each of its turns. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed saving throw, or half as much on a successful one.

A creature that failed its saving throw continues to burn, even if it moves more than 30 feet away from you. It takes 4d6 fire damage at the beginning of each of its next two turns.

⦿ *Crown of Glory.* Your circlet glows with beautiful rainbow light, inspiring awe in lesser creatures. All creatures within 30 feet of you must make a Wisdom saving throw or become incapacitated for 1 minute, unable to do anything but stare. A creature may make a new saving throw at the beginning of each of its turns, ending the effect on a success.

Furthermore, when you speak, your words form a *suggestion*, as per the spell.

All creatures that are incapacitated when the spell's duration has expired must make a second Wisdom saving throw or be charmed by you for up to 8 hours. A creature will follow your suggestions to the best of its ability. Creatures that are immune to being charmed will be incapacitated but not charmed.

CRUMBLE

3rd-level transmutation

Casting Time: 1 action

Range: 160 feet

Components: V, S

Duration: Instantaneous

Source: *Spell Compendium*

You cause a building or other structure to begin to erode, as if suddenly subjected a great deal of wear and tear. You inflict 6d10 force damage to that object.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, you inflict an additional 1d10 damage per slot level above 3rd.

CRUSHING DESPAIR

4th-level enchantment

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Concentration, up to 1 minute

Source: d20srd.org

Each creature in a 30-foot cone must succeed on a Wisdom saving throw or lapse into despondent depression as they realize the hopelessness and folly of their beliefs.

An affected creature has disadvantage on all rolls. It may make a new saving throw at the start of each of its turns, but at disadvantage, ending the effect on a success. This spell counters and dispels *good hope*.

CRYSTALBRITTLE

9th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You touch a metal object of any sort, whether as soft as gold or as hard as adamantite, to become permanently as fragile as glass. You can affect up to 1,000 pounds of metal. If the object is being held or worn by a creature, that creature may make a Charisma saving throw to negate this spell. If the item is magical, the creature has advantage on that roll. The effects of this spell cannot be reversed by anything short of a *wish*. A 5-foot panel of crystallized metal has an armor class of 12 and 2 hp.

CURSE OF DISGUST

6th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Permanent

Source: d20pfsrd.com

You curse a creature to become disgusted by the sight of a specific type of creature, object, or event you designate, unless the creature successfully resists with a Wisdom saving throw. Whenever the target is within 30 feet of the trigger and is aware of it, the target is sickened, taking the poisoned condition and feeling a strong (but not overwhelming or magical) urge to leave. The target will remain poisoned as long as it is within 30 feet of the trigger.

A *remove curse* will end this effect, and a *lesser restoration* will temporarily remove the poisoned condition, but will not

prevent the curse from taking effect the next time the target comes close to the trigger.

CURSE OF ILL FORTUNES

2nd-level necromancy

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: 1 round

Source: *Spell Compendium*

You choose one creature you can see within range. It must succeed on a Wisdom saving throw or have disadvantage on all rolls until the end of its next turn. A *remove curse* will end this effect.

CURSE OF IMPENDING BLADES

3rd-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a nail hammered through a piece of leather)

Duration: Concentration, up to 10 minutes

Source: *Spell Compendium*

You choose one creature you can see within range and force it to make a Wisdom saving throw. If it fails, it will suffer a -2 penalty to its armor class for the duration. A *remove curse* will end this effect.

At Higher Levels. When you cast this spell with a higher spell slot, you increase the armor class penalty by when you use a 5th-level (to -4), 7th-level (to -6), or 9th-level (to -6) spell slot.

CURSE OF LYCANTHROPY

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of blood from a true lycanthrope and a silver medallion worth 100 gp)

Duration: Permanent

Source: *Wizard's Spell Compendium*

You touch a humanoid and infect it with lycanthropy. The target may make a Constitution saving throw to avoid this spell. The exact species of lycanthrope depends on the nature and temperament of your target; you have no control over it.

If your target fails its saving throw, then it will transform into a lycanthrope on each of the three nights of the next full moon and on all subsequent full moons.

If your target does not kill any living creatures that have an Intelligence of 5 or greater during that time, then on the morning after the third day it may make a new saving throw. If it does kill an intelligent creature, it may attempt the saving throw at disadvantage.

This spell continues until the target succeeds at three saving throws. Those successes do not need to be consecutive. If the target instead fails at three saving throws, the curse is permanent.

Casting *remove curse* on the target allows it to make its next saving throw at advantage but does not automatically restore the target. Other forms of lycanthropy cures work as well as they normally do.

CURSE OF UNDEATH

6th-level necromancy

Casting Time: 1 round

Range: 90 feet

Components: V, S, M (a pinch of bone from an undead creature)

Duration: Permanent

Source: *The Great Net Spellbook*

You curse a creature so that, when it eventually dies, it will rise up again 1d4 hours later as an undead. As an undead, it will have a CR no higher than what the creature had when alive.

In addition, upon rising, it is permanently under your control (assuming you are still alive and able to assume control).

If your target dies and the *gentle repose* spell is cast upon the corpse, the caster of that spell must make saving throw using its spellcasting ability in order to successfully prevent your curse from activating. A *remove curse* spell can also end the curse.

CURSE TABLET

3rd-level necromancy

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a lead tablet)

Duration: 1 week

Source: *Wizard's Spell Compendium*

You inscribe your victim's name on a lead tablet, invoke the spirits of the dead, and place the tablet in an occupied tomb or grave.

Each midnight thereafter, your victim must succeed at a Wisdom saving throw. Failure means the subject suffers horrifying nightmares of its own death. When the target wakes up, it will take 1d10 psychic damage and its hit point total will be reduced by that amount. The reduction to the target's hit point total lasts until the curse is broken.

If your target succeeds at three saving throws, the curse is broken and the spell ends. The successful saving throws do not need to be consecutive. If the curse tablet is found and destroyed, this also breaks the

curse, but it will inflict 1d10 psychic damage to the target as well.

Because the curse is laid upon the tablet and not directly on the target, a *remove curse* spell will not end the curse. It will, however, prevent the target from having nightmares that night and give him advantage on the following night's saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell lasts an additional two days per spell slot above 3rd level. When you cast this spell with an 8th-level or higher spell slot, the target makes all saving throws at disadvantage.

CURSED BLADE

4th-level necromancy

Casting Time: 1 bonus action

Range: Touch

Components: V

Duration: 1 minute

Source: *Spell Compendium*

You imbue a weapon with evils magic and its blade turns a disturbing, greasy black in color. For the spell's duration, when this weapon used to attack a target, the target's hit point total is reduced by the amount of damage it inflicts. This hit point reduction remains until the target takes a short or long rest.

CURSED EARTH

9th-level necromancy

Casting Time: 10 minutes

Range: Self (1-mile radius circle)

Components: V, S, M (10,000 gp worth of powdered onyx)

Duration: Permanent

Source: d20pfsrd.com

You curse the land in a terrible and permanent way. Choose one of the following effects:

☉ *Famine.* All normal plants have their harvest reduced by one half.

☉ *Living Death.* All Small or larger beasts, dragons, giants, humanoids, or monstrosities that die in the area rise as zombies in 24 hours, as do any corpses that were buried in the area less than a year ago. Burning or decapitating a corpse prevents it from rising as a zombie.

☉ *Plague.* Once every 10 days, at sundown, all creatures of one type (choose from beasts, dragons, giants, humanoids, or monstrosities when you cast this spell) must make a Constitution saving throw or catch a disease: choose one of the diseases listed under the *contagion* spell.

A *remove curse* will end this effect, but it must be cast in the spot in which you cast this spell.

CURSED IMAGE

3rd-level necromancy

Casting Time: 1 minute

Range: 1 mile

Components: V, S, M (a clay or cloth poppet and part of your target's body)

Duration: 1 round

Source: *Wizard's Spell Compendium*

You create a small effigy out of clay that resembles your target. You must have a drop of blood, strand of hair, nail clipping, etc., of the target. You may then choose one of the following actions to take:

☉ *Immobilization.* You hold the effigy tightly. The target becomes paralyzed. The escape DC is equal to your spell save DC.

☉ *Wounding.* You stab or pummel the effigy. The target may attempt to avoid taking damage by making a Constitution

saving throw. The target takes 3d10 force damage on a failed saving throw, or half as much damage on a successful one.

CYCLONE CHARIOT

7th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Source: *Wizard's Spell Compendium*

You call forth a whirlwind of great strength, which forms beneath your feet in the shape of a horseless chariot. It is capable of carrying you and up to eight other creatures of your choice and can fly at a speed of 120 feet as high as 50 feet above the ground. You control the chariot's horizontal and vertical movements mentally.

Any nonmagical missile lighter than a cannonball or catapult stone that is aimed at the chariot is blown aside, although someone inside the chariot can fire or throw a weapon outside without problems. Melee attacks aimed in or out of the chariot are at disadvantage. The chariot itself is immune to physical attack.

The chariot can be used to ram an opponent; use your spell attack modifier to hit. If your attack is successful, your target takes 6d6 bludgeoning damage, and if it's of Large size or smaller, it must make a Strength saving throw or be flung 30 feet in a random direction and is knocked prone.

DANCE OF THE UNICORN

4th-level abjuration

Casting Time: 1 action

Range: Self (30-foot radius sphere)

Components: V, S

Duration: 1 minute

Source: *Spell Compendium*

A swirling, silver-white fog surrounds you and washes the air clean of smoke, dust, and poisons. Nonmagical toxins, smoke, pollen, and the like are instantly washed clear, and all creatures in the area have resistance to poison damage and advantage on saving throws against magical gas-based attacks, including spells such as *cloudkill* and the breath weapon of a green dragon.

DANSE MACABRE

6th-level conjuration

Casting Time: 1 round

Range: Self (60-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

Source: *Ravenloft, Van Richten's Arsenal*

You begin a ritualized dance which summons energy from the Positive Plane. All living, physical creatures within 60 feet of you must make a Wisdom saving throw or become frightened for 10 minutes. A frightened creature will drop whatever it is holding and, using the Dash action, move away from you by the safest available route on each of its turns. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw, ending the effect on a success.

All undead creatures must make a Constitution saving throw or become paralyzed for the duration. In addition, an undead takes 6d6 radiant damage at the end of each of its turns on a failed saving throw, or half as much on a successful one. This spell doesn't affect celestials, constructs, elementals, or fiends.

DARDAN'S DESICCATION

6th-level necromancy

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a pinch of ground silica and a mummified insect)

Duration: Instantaneous

Source: *The Great Net Spellbook*

A 60-foot long cone of light tan energy erupts from your hands. All creatures in that area must make a Constitution saving throw. A creature takes 11d6 necrotic damage on a failed saving throw, or half as much damage on a successful one. Oozes and water-based elementals have disadvantage on their saving throw. A creature who dies from this spell leaves behind only a mummified husk.

DARKBOLT

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a dead worm or a piece of octopus or squid tentacle)

Duration: 1 minute

Source: *Priest's Spell Compendium*

You create a black, rubbery tentacle that lashes out at your command towards a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 5d10 bludgeoning damage and if the creature is Large or smaller, you pull it up to 10 feet closer to you. The tentacle wraps around the target and grapples it (escape DC is equal to your spell save DC).

Until this grapple ends, the target is restrained and you cannot use the *darkbolt* on another target. In addition, at the start of each of the target's turns, the *darkbolt* squeezes, causing an additional 3d8

bludgeoning damage. You may release your target as a bonus action.

DARKLIGHT'S CREEPING CURSE OF FROST

9th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth at least 1,000 gp)

Duration: Permanent

Source: The Great Net Spellbook

You touch a single building and ice begins to slowly spread out from the point you are touching at a rate of 10 feet each minute, until the entire structure is coated with a layer of frost. The ice will even creep under doors and through windows, coating a large amount of the building's interior. This ice is permanent and can only be removed by a *dispel magic* spell cast with at least an 9th-level spell slot. A fire- or heat-based spell will only remove the ice in 5-foot square patch, but unless the entire spell is *dispelled*, the ice will grow back.

The entire structure will remain at freezing temperature, regardless of ambient temperature. Touching the ice with bare hands or through thin gloves or shoes causes 1d4 cold damage at the end of each round a creature remains in contact with it. The grounds and floor or the building become difficult terrain. A creature that enters the area or ends its turn there must succeed on a Dexterity saving throw or fall prone.

DARKLIGHT'S FINGER OF ICE

7th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Source: The Great Net Spellbook

You send a bolt of bitterly cold energy to a creature you can see within range, who must make a Constitution saving throw as the coldness freezes the blood in its veins. It takes 7d8+30 cold damage on a failed saving throw, or half as much damage on a successful one.

A creature killed by this spell becomes a solid block of ice. Optionally, you may choose to reduce it to 1 hit point and freeze it in a form of stasis. If you choose this, the creature will be petrified as ice instead of stone. It will remain encased in ice as long as the temperature remains below 50° F in the immediate area. If the temperature rises above that, the frozen creature will defrost over a period of 1 week. If touched by magically-produced heat, it will defrost in 1 minute. Upon becoming completely defrosted, the creature must immediately make a Constitution saving throw or fall to 0 hit points.

DARKLIGHT'S HAYWIRE HANDS

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a length of twisted steel wire)

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

Two strands of wire erupt from your outstretched hands and strike out at one or two individuals in range that you can see within range. A target must make a Dexterity saving throw or become grappled and restrained (escape DC equal to your spell save DC). The wires may also be cut; they each have AC 15 and 10 hit points.

At Higher Levels. If you cast this spell with a 4th-level or higher spell slot, you create one additional wire for each slot level above 3rd. For each additional wire you create, you may target one additional creature. A creature who is restrained by two or more wires has disadvantage on its saving throws. When you cast this spell with a 6th-level or higher spell slot, the wires have resistance to all forms of damage.

DARKLIGHT'S INEXPLICABLE IMAGE

2nd-level illusion (ritual)

Casting Time: 1 round

Range: Touch

Components: V, S, M (a drawing of the illusion you wish to create)

Duration: Permanent until triggered

Source: The Great Net Spellbook

You enchant an inanimate object so that the next person other yourself who touches with bare hands triggers it, creating a clear image and sound. You may choose to make the image visible and audible to all or appear only in the triggering creature's mind.

The image sound can be of anything you wish, but cannot take more than two or three words to describe ("giggling halfling child" or "menacing wraith"). If you include a message, it cannot be longer than 15 words long. Sound effects (such as the giggling of the illusory halfling) do not count as words. The illusion lasts for no longer than 30 seconds.

DARKLIGHT'S LIGHTNING WEB

6th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of hide from an electric eel)

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. webs layered over a flat surface have a depth of 5 feet.

As soon as the webs are created, they begin to crackle with arcs of electricity. A creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failure, it is restrained (escape DC equal to your spell save DC). At the end of each of its turns, the creature must make a Constitution saving throw. A creature takes 8d6 lightning damage and is stunned until the end of its next turn on a failed saving throw, and suffers no ill effect on a successful save.

DARKLIGHT'S PLANAR WEAPON

6th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M

Duration: Concentration, up to 10 minutes

Source: The Great Net Spellbook

You create a 3-foot-long blade of energy drawn from one of the Planes. You are considered proficient in it. The exact effects of the weapon depends on from which plane the energy came. It inflicts 9d6

damage on a hit; the exact type of damage inflicted by the sword depends on its type.

You may attempt to choose what sort of blade you produce by making a DC 15 ability check using your spellcasting ability. On a success, you get the blade you wish. Otherwise, the blade you receive is completely random.

d100 Sword Type

01-03 ***Abyssal Blade.*** This blade is made of embers and inflicts 3d6 acid damage, 3d6 fire damage, and 3d6 poison damage. It inflicts double damage to celestials.

04-05 ***Acheronian Blade.*** This sword is made of partially-rusted iron and inflicts 5d6 cold damage and 4d6 poison damage. It inflicts double damage to celestials.

06-09 ***Airy Blade.*** This sword is transparent with swirling streaks of white. It inflicts 5d6 slashing damage and 4d6 thunder damage, plus you are surrounded by a cloud of fog 5 feet in radius. You are lightly obscured but your own vision is not hindered.

10-12 ***Arborean Blade.*** This sword is made shining bronze and inflicts 5d6 lightning damage and 4d6 slashing damage. It inflicts double damage to fiends.

13-14 ***Arcadian Blade.*** This sword is made of white gold and inflicts 4d6 radiant damage and 5d6 slashing damage. It inflicts double damage to fiends.

15-16 ***Ashen Blade.*** This sword is iron-gray and inflicts 4d6 cold damage and 5d6 necrotic damage, plus you are surrounded by a cloud of swirling ashes 5 feet in radius. You

are lightly obscured but your own vision is not hindered.

17-20 ***Astral Blade.*** This sword is made of silver and inflicts 9d6 force damage. The target's hit point total is reduced by that amount. The reduction lasts until the creature takes a short or long rest. This blade ignores bonuses to magical armor and if you are wielding it on the Astral Plane, then on a natural 20 it severs your foe's silver cord (if it has one).

21-22 ***Bestial Blade.*** This sword is made of thorny wood and inflicts 3d6 piercing damage, 3d6 poison damage, and 3d6 slashing damage. It inflicts double damage to fiends.

23-24 ***Bytopian Blade.*** This sword is made of bright beaten iron and inflicts 6d6 radiant damage and 3d6 force damage. It inflicts double damage to fiends.

25-26 ***Carcerian Blade.*** This sword is made of dully-glowing red stone and inflicts 6d6 force damage and 3d6 thunder damage. It inflicts double damage to celestials.

27-29 ***Celestian Blade.*** This sword is made of gold and inflicts 9d6 radiant damage. It inflicts double damage to fiends.

30-31 ***Concordant Blade.*** This sword is made of plain steel and inflicts 9d6 force damage. It inflicts double damage to fiends and celestials.

32-33 ***Dust Blade.*** This sword is dull gray-brown and inflicts 5d6 cold damage and 4d6 necrotic damage. On a successful hit, your target must make a Constitution saving throw or spend its next turn coughing and choking due to dust

in its lungs. Creatures that do not need to breathe are not affected by this.

34-37 **Earthen Blade.** This sword is gray and brown and inflicts 9d6 bludgeoning damage. On a successful hit, your target must make a Constitution saving throw or be petrified until the end of its next turn due to being temporarily turned to stone.

38-40 **Elysium Blade.** This sword is made of rose-colored metal and inflicts 3d6 bludgeoning damage and 6d6 psychic damage. It inflicts double damage to fiends.

41-44 **Ethereal Blade.** This sword is made of transparent smoke and inflicts 9d6 force damage. The target's hit point total is reduced by that amount. The reduction lasts until the creature takes a short or long rest. It inflicts double damage to creatures with the etherealness or ethereal stride abilities.

45-47 **Faerie Blade.** This blade is made of faintly-glowing, silvery wood and inflicts 3d6 poison damage and 6d6 psychic damage. A non-fey creature struck with this blade must make a Constitution saving throw or fall unconscious and fall prone until the end of its next turn.

48-51 **Fiery Blade.** This sword is made of flames and inflicts 9d6 fire damage. This also ignites flammable objects that your target is wearing; the target must make a Dexterity saving throw or take an additional 2d6 fire damage the following round.

52-53 **Gehennan Blade.** This sword is made of black ice and inflicts 6d6

cold damage and 3d6 necrotic damage. It inflicts double damage to celestials.

54-56 **Hadean Blade.** This sword is made of matte-gray metal and inflicts 3d6 cold damage, 3d6 necrotic damage, and 3d6 psychic damage. It inflicts double damage to celestials.

57-59 **Hellish Blade.** This sword is made of shards of obsidian and inflicts 5d6 fire damage and 4d6 psychic damage. It inflicts double damage to celestials.

60-61 **Icy Blade.** This sword is shining blue-white and inflicts an 9d6 damage. On a successful hit, your target must make a Constitution saving throw or be paralyzed until the end of its next turn due to being frozen by the intense cold.

62-63 **Maddening Blade.** This blade is made of dark, corroded metal and is covered with glowing eldritch runes. It inflicts 9d6 psychic damage and the On a successful hit, your target must make a Wisdom saving throw or be confused; a confused creature can't take actions or reactions until the end of its next turn. If the creature dies due to the psychic damage, it instead drops to 1 hit point and falls unconscious. When it wakes up, it is inflicted by long-term madness.

64-65 **Magma Blade.** This sword is black with glowing red streaks and inflicts 5d6 fire damage and 4d6 bludgeoning damage. This also ignites flammable objects that your target is wearing; the target must make a Dexterity saving throw or

take an additional 2d6 fire damage the following round.

66-68 **Mechanical Blade.** This sword is made of copper with glowing, intricately-etched lines. It does 9d6 force damage. It inflicts double damage to chaotic creatures.

69-70 **Mineral Blade.** This sword is made of jagged, multihued crystals and inflicts 4d6 force damage and 5d6 slashing damage. On a successful hit, your target must make a Dexterity saving throw or be frozen by the cold and paralyzed until the end of its next turn.

71-72 **Negative Blade.** This sword is pure black. It inflicts 9d6 necrotic damage, and the target's hit point total is reduced by that amount. If the target dies due to this damage, it rises as an undead of equal or lesser CR in 1d4 hours. This hit point reduction lasts until *greater restoration* is cast. It inflicts double damage to creatures native to or that drawn energy from the Positive Plane.

73-74 **Oozing Blade.** This sword is made of constantly-swirling translucent goo and inflicts 6d6 acid damage and 3d6 poison damage. On a successful hit, your target must make a Constitution saving throw or be poisoned until the end of its next turn.

75-76 **Pandemoniacal Blade.** This sword is made of smooth black limestone and inflicts 5d6 psychic damage and 4d6 thunder damage. It inflicts double damage to celestials.

77-78 **Positive Blade.** This sword is pure white. It inflicts 9d6 radiant damage, and if the target dies due

to this damage, it explodes. All creatures within 10 feet must make a Dexterity saving throw. A creature takes 3d6 radiant damage on a failed saving throw, or half as much on a successful one. It inflicts double damage to creatures native to or that drawn energy from the Negative Plane.

79-80 **Radiant Blade.** This sword is made of brilliant light and inflicts 9d6 radiant damage. On a successful hit, your target must make a Constitution saving throw or be blinded until the end of its next turn.

81-82 **Salt Blade.** This sword is made of white crystals and inflicts 3d6 necrotic damage, 3d6 poison damage, and 3d6 slashing damage. On a successful hit, your target's hit point total is reduced by the amount of necrotic damage it took. This hit point reduction lasts until the target takes a short or long rest.

83-85 **Shadow Blade.** This blade is made of shadow and inflicts 4d6 force damage and 5d6 psychic damage. You may attack your opponent's shadow, if it has one (this requires a light source that is not directly overhead). The shadow has an AC of 10 plus the creature's Dexterity modifier, but the attack is at disadvantage.

86-87 **Smoke Blade.** This sword is dark gray and shot through with tiny red sparks, and inflicts 4d6 fire damage and 5d6 poison damage, plus you are surrounded by a cloud of thick smoke 5 feet in radius. You are lightly obscured but your own vision is not

hindered.

88-89 **Steam Blade.** This sword is a pale silvery-gray and inflicts 9d6 fire damage, plus you are surrounded by a cloud of thick fog 5 feet in radius. You are lightly obscured but your own vision is not hindered.

90-91 **Vacuum Blade.** This sword is black and flecked with stars and inflicts 9d6 force damage. On a successful hit, your target must make a Constitution saving throw or spend its next turn gasping and choking, attempting to replace the air that has been sucked from its lungs. Creatures that do not need to breathe are not affected by this.

92-95 **Watery Blade.** This sword is a translucent blue-green and inflicts 9d6 slashing damage. On a successful hit, your target must make a Constitution saving throw or spend its next turn coughing and choking due to water in its lungs. Creatures that do not need to breathe or that breathe water are not affected by this.

96-98 **Xaotic Blade.** This sword changes color and form with each movement. It inflicts 9d6 psychic damage. It inflicts double damage to lawful creatures.

99-100 **Ysgardian Blade.** This sword is made of glowing steel and inflicts 3d6 cold damage, 3d6 fire damage, and 3d6 lightning damage.

At Higher Levels. When you cast this spell with a 7th-level spell slot, the die type for all damage increases to d8. When you cast it with an 8th-level spell slot, the die type increases to d10. When you cast it with

a 9th-level spell slot, the die type increases to d12.

DARKLIGHT'S STAPLING SPIKES

5th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small iron spike)

Duration: 24 hours or until escaped.

Source: The Great Net Spellbook

You create a dozen bolts of force which you direct at one Small- to Large-sized creature you see within range. That creature must make a Dexterity saving throw. On a failure, the spikes pin that creature to ground or to the nearest wall, restraining it but causing no damage. The escape DC is equal to your spell save DC, but if the creature attempts to escape, then the spikes sharpen, causing 2d4 force damage whether the attempt is successful or not.

The spikes fade away if the target successfully escapes them or when 24 hours have passed, whichever comes first.

DARKLIGHT'S TATTOOED CREATURE

7th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (tattoo inks worth 100 gp and a golden needle worth 50 gp; the inks are consumed when you cast the spell)

Duration: Permanent until triggered

Source: The Great Net Spellbook

You touch a living creature and transform it into ink. Only Large-sized and smaller beasts, dragons, giants, humanoids, monstrosities, and plants may be affected. Shapechangers cannot be affected by this spell and an unwilling creature may make a Wisdom saving throw to resist.

You must use this ink to create a tattoo on a willing target. If you use it for any other purpose, destroy the ink, or fail to use it within 1 hour, it turns back into the original creature.

To make an accurate tattoo, you must make either a DC 13 Intelligence ability check; if you have proficiency with calligrapher's tools or painter's supplies, you may use that as well. If you fail your roll, the creature will take 1d10 force damage when reappearing, due to mistakes you made in depicting it accurately. If you roll a 1 when you inscribe the tattoo, the creature instead takes 5d10 force damage.

The target may release the creature at any time by touching the tattoo and speaking a command word. This causes the tattoo to vanish and the creature to appear in an empty space within 10 feet of you.

A tattoo of a Tiny creature takes up one slot, a tattoo of a Small creature takes up two slots, a tattoo of a Medium creature takes up four slots, and a tattoo of a Large creature takes up ten slots.

A Medium-sized humanoid has one slot on its neck, two on each arm, four on each leg, ten on its back and ten on its chest. A Small-sized humanoid has one slot on its neck and half as many on every other body part. Note that the presence of mundane tattoos does not get in the way of a *tattooed creature*, but body slots taken up by other forms of magical tattoos (such as one made with a *create magic tattoo* or *Darklight's tattooed item* spell (q.v.)) cannot be used by this spell.

A creature that has been made into a tattoo is effectively in stasis. While affected by this spell, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells will reveal the tattoos true nature. When it is released from tattoo

form, it has no particular loyalty to you or to the person on whom it was tattooed. However, if that creature had been subject to a spell such as *animal friendship*, *charm person*, or *dominate monster* and had been charmed, it will continue to be charmed after being released until the duration of the charm has ended.

DARKLIGHT'S TATTOOED ITEM

7th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (tattoo inks worth 100 gp and a golden needle worth 50 gp; the inks are consumed when you cast the spell)

Duration: Until triggered

Source: The Great Net Spellbook

You touch an inanimate object and transform it into ink. You must use this ink to create a tattoo on a willing target. If you use it for any other purpose, destroy the ink, or fail to use it within 1 hour, it turns back into the original object.

The target may release the item at any time by touching the tattoo and speaking a command word. This causes the tattoo to vanish and the item to appear in an empty space within 10 feet of you.

A tattoo of a item of 10 pounds or less takes up one slot, a tattoo of an item of 11-50 pounds takes up two slots, a tattoo of an item 51-150 pounds takes up three slots, a tattoo of an item 151-500 pounds takes up six slots, and a tattoo of an item 501-1,000 pounds takes up 10 slots.

A Medium-sized humanoid has one slot on its neck, two on each arm, four on each leg, ten on its back and ten on its chest. A Small-sized humanoid has one slot on its neck and half as many on every other body part. Note that the presence of mundane

tattoos does not get in the way of a *tattooed creature*, but body slots taken up by other forms of magical tattoos (such as one made with a *create magic tattoo* or *Darklight's tattooed creature* spell (q.v.)) cannot be used by this spell.

At Higher Levels. When you cast this spell with an 8th-level spell slot, you may transform an item that weighs up to 2,000 pounds. When you cast this spell with a 9th-level spell slot, you may transform an item that weighs up to 5,000 pounds. These items take up 10 slots.

DARKRAY'S ENHANCED DAGGER

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (the dagger to be enchanted)

Duration: 1 minute

Source: The Great Net Spellbook

You imbue a dagger with magical energy from the Positive Plane. You may then wield or throw it, or give it to someone else. On a successful hit, the dagger erupts into a brilliant white ball of energy. In addition to its normal damage, it inflicts 1d10 plus your spellcasting ability modifier in radiant damage. The dagger is then destroyed.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you may enchant one additional dagger for each slot level above 1st.

DARKRAY'S POWERGUARD

5th-level abjuration

Casting Time: 1 action or reaction, taken when you are attacked with a melee or missile weapon

Range: Self

Components: S, M (two silver coins)

Duration: Concentration, up to 1 minute; or 1 round

Source: The Great Net Spellbook

You are enveloped in a shield of energy that absorbs 50 points of damage you would normally take from melee or missile weapons. This shield provides ablative armor; damage you take by those weapons is subtracted from the field's total amount of remaining protection. If the field takes damage in excess to the amount of protection it has left, it collapses and you take the remaining damage. This spell does not protect from damage caused by spells.

If you cast this spell as a reaction, it lasts for 1 round.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, your shield provides you with an additional 10 hit points of protection for each slot level above 5th.

DARKRAY'S TRACER

5th-level divination (ritual)

Casting Time: 1 minute

Range: Self (1-mile-radius sphere)

Components: V, S, M (Special)

Duration: 1 week

Source: The Great Net Spellbook

When you cast this spell, you become aware when a particular spellcaster is within 1 mile of you. You must have a material component that spellcaster has previously used in a spell (or the ashy remains of a material component that was destroyed in the casting). Alternatively, you may use a drop of blood, a strand of hair, and so on from the caster you wish to track.

If that caster comes within 300 feet of you, you will receive a brief mental image

of his or her location, as well as that person's general direction.

At Higher Levels. When you cast this spell with a 6th-level spell slot, the duration increases to 1 month. When you cast it with a 7th-level or higher spell slot, the duration increases to 7th level.

DARSSON'S COOLING BREEZE

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

Source: *Wizard's Spell Compendium*

This produces a pleasant breeze that moves clockwise at approximately 4 miles per hour (roughly the speed of a ceiling fan). You may choose to place the effect on an object (including a willing target) or at a specific point in midair. This cantrip's primary function is its use as air conditioning.

DARSSON'S POTION

4th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a vial of pure water)

Duration: 1 hour

Source: *Wizard's Spell Compendium*

You cast this spell on a vial of water, and then immediately cast another spell on the vial. The second spell must be of 3rd level or lower and must have a range of Self or Touch. Rather than take effect immediately, the second spell is absorbed into the water, creating a temporary "potion." This potion lasts for 1 hour before going inert.

DEADLY FEAST

5th-level necromancy

Casting Time: 1 minute

Range: Self (10-foot-radius sphere)

Components: S, M (a drop or pinch of poison)

Duration: 1 hour

Source: *Ravenloft: Legacy of Blood*

You poison all food and drink within range. Anyone who consumes it must make a saving throw or take 7d6 poison damage and be poisoned for 1 hour. A creature takes half as much damage on a successful saving throw. This poison cannot be detected through use of the *detect poison and disease* spell although it can be seen with *detect magic*. After one hour, all traces of the poison vanish and surviving targets lose all but one level of exhaustion and are no longer poisoned, although they do not regain lost hit points.

DEADLY STRIKE

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

Source: *The Great Net Spellbook*

You gain advantage with one specific weapon. In addition, on a successful hit, you roll twice as many damage dice as normal. You must be proficient with this weapon for the spell to work.

DEATH CANDLE

1st-level divination (ritual)

Casting Time: 1 minute

Range: Special

Components: V, S, M (a candle)

Duration: Special

Source: *Priest's Spell Compendium*

You give a willing creature; while casting this spell, that creature must light the candle.

From then on, the candle will burn continuously without using any fuel for as long as the creature that lit it is alive. If that creature is ever near death or contracts a fatal illness, the candle will gutter and dim, but it will only go out when that creature reaches 0 hit points. The candle cannot be extinguished except by magical means. If the creature reaches 0 hit points and is stabilized, or dies and brought back to life, it does not reignite the candle.

DEATH GRIMACE

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: S

Duration: Permanent

Source: *Book of Vile Darkness*

You touch a corpse and alter it in a specific way, such as by causing its face to twist in a horrific grimace, writing a glowing word, carving a rune or symbol on it, altering the color of its eyes, and so on. This is primarily used to “sign” the corpse to indicate it was killed by a specific person or for a specific reason. You cannot alter a corpse to be unrecognizable.

DEATH KNELL

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Source: d20pfsrd.com

You touch a dying creature (one that is at 0 hit points but is not yet dead) and steal what remains of its life force for yourself.

Your target must make a Constitution saving throw. If it fails, it dies and you gain 5 temporary hit points.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you gain an additional 5 temporary hit points per slot level above 2nd.

DEATH PACT

9th-level evocation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (seven drops of holy water)

Duration: Until triggered

Source: *Priest's Spell Compendium*

You make a pact with your deity or patron to protect the life of a single target of your choice. This pact ensures that the target will survive what would have been an untimely death. You must cast this spell in an area which has been sanctified to your deity or patron, and you must permanently sacrifice 10 hit points.

Should that target die due to combat, spell, or accident, the target's remains are instantly transported back to the sanctuary where you cast this spell and the creature will be brought back to life, whole and intact—any missing limbs will be restored, and all conditions, enchantments, and curses will be removed. The creature's hit point total will be permanently reduced by 10, as those hit points become a sacrifice.

DEATH STAR

3rd-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a drop of swamp water and a pinch of grave dirt)

Duration: 1 minute

Source: The Great Net Spellbook

You create an immobile, pulsating ball of sickly light at any point within range you can see. The *star* floats 5 feet off the ground. All living creatures (including inanimate plants) within 10 feet of the ball take 4d6 necrotic damage at the end of each of their turns as it drains the life out of them. This damage is not subject to any form of resistance or immunity.

When the spell's duration ends, all creatures that had been affected by the *star* must make a Constitution saving throw. On a failure, a creature's hit point total is reduced by the amount of necrotic damage it took. This hit point reduction lasts until the creature takes a long rest.

A creature can only be affected by one *death star* at a time.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, you gain 5 temporary hit points for each creature that failed its saving throw when the spell ended. These temporary hit points last for 1 hour.

DEATHMASTER'S VIAL

5th-level necromancy

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a vial filled with liquid from the boiled remains of a ghoul, worth 50 gp).

Duration: 1 week

Source: *Wizard's Spell Compendium*

You create a greasy, phlegm-colored liquid that radiates palpable evil, and seal it in a specially-prepared jar. The liquid will remain potent for 1 week, but will go bad within a hour of being directly exposed to sunlight or any spell that does radiant damage.

You may throw the vial at a target within 30 feet, using your spell attack modifier. On a hit, the vial shatters and the target must make a Constitution saving throw. The target takes 10d10 necrotic damage and is paralyzed for 1 minute on a failed saving throw. It may make a new saving throw at the beginning of each of its turns, ending the effects on a success.

DEATHWALK

7th-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a black shroud and a small crystal sphere worth 500 gp, which is consumed in the casting)

Duration: Permanent

Source: The Great Net Prayerbook

Your target must make a Wisdom saving throw or begin to suffer from extreme insomnia, which will lead into madness or even death. It will gain no benefits from long rests. For every full 72 hours that pass, the target will take 1 level of exhaustion. Spells and other effects that induce unconsciousness for a period of 1 hour or more will reduce the creature's exhaustion by one level but will not end the spell; likewise, spells that remove exhaustion either temporarily or permanently will do so but will not prevent the creature from taking new levels.

After one week, and at the end of each day after that, the creature must make a Wisdom saving throw. On a failure, the creature suffers from short-term madness (*Dungeon Master's Guide*, page 258), which will strike at some point during that day (the DM chooses when).

If the creature fails three saving throws (which do not need to be consecutive), it

instead suffers from long-term madness; the creature will not need to attempt another saving throw until this madness ends. All failed saving throws after this point result in long-term madness. If, after beginning to suffer from long-term madness, the creature fails three more saving throws, then it will develop infinite madness. A *remove curse* or *heal* spell will end this effect.

DESCASTAVE

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a sliver of wood)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You hold a sliver of wood or bamboo while casting this spell and it turns into a pole of shimmering magical force. This pole can be used as a quarterstaff and acts as a magical weapon.

On a hit, the staff does 2d6 force damage and 1d6 radiant damage. The opponent's hit point maximum is reduced by an amount equal to the amount of radiant damage taken, and you regain hit points equal to that amount. The reduction lasts until your opponent finishes a short or long rest. The opponent dies if this effect reduces its hit point maximum to 0.

DECONSTRUCT

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Van Richten's Arsenal* (Sword and Sorcery)

This spell weakens the magic that holds constructs together and can only be used on them. One construct you touch must make a Wisdom saving throw. If it fails, any damage immunities it has become resistances for the spell's duration, and any damage resistances it has are lost.

DEEPEN SHADOWS

Illusion cantrip

Casting Time: 1 minute

Range: 30 feet

Components: S

Duration: 1 hour

Source: *Wizard's Spell Compendium*

Over the course of a minute, the shadows in one 10 foot × 10 foot or smaller area grow larger, deeper, and more concealing, causing a brightly-lit area to become dimly lit, and a dimly-lit area to become dark. The change is so gradual that it requires a Wisdom (Insight) check, using your spell save DC, to notice it while it is occurring.

Any light-based spell, even that created by another 0th-level spell, will instantly end this spell. Light sources will continue to provide their normal illumination.

The size of the area that can be affected increases when you reach 5th level (20×20), 11th level (40×40), and 17th level (80×80).

DEEPPOCKETS

2nd-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a tiny golden needle worth at least 5 gp that is consumed in the casting, and a strip of fine cloth twisted into a Möbius strip)

Duration: 8 hours

Source: *Wizard's Spell Compendium*

You touch a pocket or bag that has been sewn into an existing garment and turn it into an extradimensionally large container. It can hold up to 50 pounds of objects but never weighs no more than 10 pounds. The objects must fit into the mouth of the pocket; this can be no larger than 3 inches in radius.

When the spell expires, the objects suddenly pour out of the pocket. You can also command the objects to pour out in the same manner at any time.

DEFOREST

3rd-level transmutation

Casting Time: 1 minute

Range: Self (30-foot radius)

Components: V, S

Duration: Instantaneous

Source: The Great Net Spellbook

All normal, stationary plants in the affected area turn into grass. At least 25 percent of the above-ground portion of a plant must be within the spell's radius to be affected.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, the area of effect increases by an additional 10 feet per slot level above 3rd.

DEIFIC VENGEANCE

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: *Spell Compendium*

You state the sins of one creature you can see within range and call upon your god to smite that creature. It must then make a Wisdom saving throw. It takes 4d10 psychic damage on a failed saving throw,

and no damage on a successful one. Undead have disadvantage on the saving throw.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you inflict an additional 1d10 damage per slot level above 2nd.

DÉJÀ VU

7th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a timekeeping device of any sort worth at least 100 gp, which is consumed in the casting of the spell).

Duration: Instantaneous

Source: The Great Net Spellbook

A creature you can see is sent back in time to the place where it was exactly 24 hours ago (do not take planetary rotation into account). An unwilling creature may make a Wisdom saving throw to resist. If another creature or object is in the location you send it to, it will appear in the nearest empty space. If the creature was on a different plane at that time, the spell fails.

At Higher Levels. When you cast this spell with a 7th-level or higher spell slot, you transport the creature back an additional 24 hours for each slot level above 6th.

DEMAND

7th-level enchantment

Casting Time: 1 action

Range: Unlimited

Components: V, S, M (a short piece of copper wire)

Duration: 8 hours

Source: d20srd.org

This spell functions as the *sending* spell, in that you can send a message of twenty-five words or fewer to a creature with which you are familiar. However, this spell also contains a *suggestion*, as per that spell. This *suggestion* lasts for 8 hours and does not require concentration.

The recipient must make a Wisdom saving throw or become subject to the *suggestion*. The *demand* is understood even if you don't share a language with the subject or if the subject has no language.

DEMONSTAR

8th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a golden star)

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

You create a small golden star and throw it at a fiend you see within range. You must make a ranged spell attack to hit. On a success, the star attaches itself to the fiend. At the beginning of each of its turns, the fiend must make a Constitution saving throw. It takes 12d6 force damage and is paralyzed until the end of its turn on a failed saving throw, or half as much damage and is not paralyzed on a successful save. If the fiend makes a successful saving throw three times, the spell ends. The successes don't need to be consecutive.

DEPRESS RESISTANCE

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a broken iron rod)

Duration: Concentration, up to 10 minutes

Source: *Priest's Spell Compendium*

You target one creature you can see within range, and that creature must make a Wisdom saving throw. If it fails and it has Magic Resistance, it loses that trait for the duration. If it doesn't have Magic Resistance, it has disadvantage on saving throws against spells and magical effects for the duration.

DETECT CHARM

2nd-level divination

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (the crushed petals of a bleeding-heart flower)

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

You look into the eyes of a target and can see if that creature is under a magical charm or under any similar spell (this includes any spell that does not function if the target is immune to charm, such as *suggestion*). This spell does not reveal what sort of charm the target is under or who placed the charm on that person. You can examine one person per round.

DETECT HARMONY

1st-level divination (ritual)

Casting Time: 1 round

Range: Self (60-foot-radius sphere)

Components: V, S, M (a scroll on which prayers have been written in exotic inks worth at least 10 gp)

Duration: Instantaneous

Source: *Priest's Spell Compendium*

You gain understanding of the balance of good, evil, law, chaos, naturalness, and unnaturalness there is in a 60-foot-radius sphere around you. The information you receive is vague ("there are many unnatural things" or "there is much randomness and

little order”) and don’t reveal the exact nature or cause of the imbalance.

DETECT METALS AND MINERALS

1st-level divination (ritual)

Casting Time: 1 action

Range: Self (60-foot-radius sphere)

Components: V, S, M (a small magnet, a vial of weak acid, and a small sample of the desired material)

Duration: Concentration, up to 10 minutes.

Source: *Wizard’s Spell Compendium*

For the duration, you sense the presence of a single type of ore, mineral deposit, or worked metal you specify within range. You will learn how far away it is, and roughly how much of it is there.

DETECT SECRET PASSAGES

AND PORTALS

1st-level divination

Casting Time: 1 action

Range: Self (10-foot radius sphere)

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Wizard’s Spell Compendium*

For the duration, you can sense the presence of secret doors, compartments, and so on that have been deliberately constructed to escape detection within range. You do not gain any understanding of how to open them. This spell does not detect traps or other hidden objects that can harm you.

DETECT SPELLCASTING

4th-level divination

Casting Time: 1 action

Range: Self (120-foot radius sphere)

Components: V, S, M (a pinch of powdered gemstone worth 10 gp)

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

You become aware of other spells currently being cast or activated within a 120-foot radius of you. You do not become aware of what spell it is or where, precisely, it originates from, although you gain a general sense of its direction (“to the west”). However, you may make a DC 12 check using your spellcasting ability to determine what the spell’s level, school, or type (arcane or divine).

DETONATE

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a burning coal and an eagle’s feather)

Duration: Instantaneous

Source: The Great Net Spellbook

You cause one nonmagical, inanimate object of Medium-size or smaller (or a Medium-sized piece of a larger object) you can see within range to explode. Fragile items (as per the *Dungeon Master’s Guide*, page 247) are automatically affected. If you target a resilient object, make a d20 roll, adding your spellcasting ability modifier. On a roll of 10 or higher, it explodes.

The object itself takes 5d10 force damage. All creatures within 10 feet of it must make a Dexterity saving throw. A creature takes 3d6 fire damage and 3d6 piercing damage and is knocked prone on a failed saving throw, or half as much damage and remains standing on a successful save. The fire ignites flammable objects in the area that aren’t being worn or carried.

At Higher Levels: When you cast this spell with a spell slot of 4th-level or higher,

you inflict an additional 1d10 damage to the object and 1d6 fire and 1d6 piercing damage for each slot level above 3rd.

DHERYTH'S ENERGY CLOAK

5th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a miniature shield)

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

You surround yourself with a multicolored cloak of energy. While this spell is in effect, you are immune to force damage and cannot be harmed or hindered in any way by spells that create, manipulate, or grapple or restrain with magical force, including (but not limited to) *Bigby's hand*, *Darklight's stapling spikes* (q.v.), *disarm* (q.v.), *forcecage*, *Otiluke's resilient sphere*, *sarcophagus of death* (q.v.), *wall of force*, or *wingbind* (q.v.).

In addition, you have a +2 bonus to your armor class.

DHERYTH'S ENERGY GLOBE

6th-level evocation

Casting Time: 1 action

Range: Touch

Components: S, M (a gemstone worth at least 20 gp, which is consumed in the casting of the spell)

Duration: 1 round

Source: The Great Net Spellbook

You turn a gem into a minute gateway to the Positive Plane; you may then throw it (range 15/30), drop it, hide it somewhere, and so on. At the end of the next round, the gem explodes. All creatures within 10 feet of the gem must make a Dexterity saving throw. A creature takes 11d6 radiant

damage on a failed saving throw, or half as much damage on a successful one.

DIAMOND SPRAY

4th-level conjuration

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (diamond dust worth at least 100 gp)

Duration: Instantaneous

Source: *Book of Exalted Deeds*

You blow the diamond dust at your targets and a 60-foot cone of diamond shards blasts outwards. All aberrations, fiends, and undead in the area must make a Dexterity saving throw. A creature takes 7d6 piercing damage on a failed saving throw, or half as much damage on a successful one. This bypasses resistance to piercing damage. In addition, the creature is stunned for 1 minute. It may make a Wisdom saving throw at the beginning of each of its turns, ending the effect on a success.

DIAMONDBLADE

7th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a diamond worth at least 100 gp)

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

One bladed weapon you touch becomes incredibly sharp. You may then use the weapon or give it to someone else; you are considered to have proficiency with it.

The sword grants +3 to hit and damage. If you roll a 20, you inflict an additional 4d10 slashing damage and an additional 1d10 damage on each of the target's next 3 turns due to excessive bleeding.

DICTION

Transmutation cantrip

Casting Time: 1 action

Range: Self (10-foot-radius sphere)

Components: V, S, M (a writing instrument, ink, and something to write on)

Duration: Concentration, up to 1 hour

Source: *Wizard's Spell Compendium*

You animate a pen or other writing instrument and it will begin to write any words that are spoken within ten feet of you. The words will appear in a language you can read. For languages you don't know, it will write the words phonetically but won't translate. No other details will be given, although emphasis will be noted. If there is more than one speaker, it will begin a new paragraph for each one. If you supply multiple colors of ink, you can also direct it to switch colors with different speakers.

If a spell with verbal components is cast in the area, it will be recorded as a string of meaningless symbols. Command words for magical items, however, *will* be recorded.

The spell's range will increase when you reach 5th level (15 feet), 11th level (20 feet), and 17th level (30 feet).

DIG

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a miniature shovel and bucket)

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

This spell digs a hole 5 feet wide and 5 feet deep in a single round. In each subsequent round, you can choose to make the hole wider by five feet or deeper by five feet. You may dig through nonmagical,

unworked earth, sand, mud, gravel, or loose rocks, but not through solid rock.

This spell can also be used to inflict damage against earth elementals and constructs made of earth or clay. The target earth elemental must make a Constitution saving throw. The target takes 3d10 force damage on a failed saving throw, or half as much damage on a successful one.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, you may dig through solid, unworked rock.

DIMENSIONAL ANCHOR

4th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Source: *Priest's Spell Compendium*

You fire a ray of emerald energy at one creature within range. You must make a ranged spell attack to hit. If you are successful, the target is bound by a magical net that blocks all forms of extradimensional travel. While trapped by the spell, the affected creature cannot use spells or magical effects such as *astral projection*, *blink*, *dimension door*, *Drawmij's instant exit* (q.v.), *etherealness*, *gate*, *maze*, *misty step*, *plane shift*, or *teleport*, or use *gates* and *teleportation circles*. It also prevents creatures from using native abilities, such as a blink dog's or balor's teleportation.

This spell is ineffective against creatures that are already ethereal or astral, nor does it prevent extradimensional perception or attack. It does not stop summoned creatures from vanishing when the spell that summoned them ends.

DIMINUTIVE DARKNESS

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Source: The Great Net Spellbook

This spell produces sphere of magical darkness 2 feet in radius or smaller. It can be used to hide a small light, blind an individual, and so on.

DING SHU'S DRACONIAN HOLOCAUST

9th-level evocation

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (a dragon's scale and a fire opal worth at least 1,000 gp, which is consumed when you cast the spell)

Duration: Concentration, up to 1 hour

Source: The Great Net Spellbook

You create a dragon made of pure magical energy, which appears in the air and fights by your command, using a breath weapon made of fire and magical energy.

Roll initiative for the force dragon, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the force dragon, it will continue following the last command you gave it, or if you haven't given it any, it will do nothing.

DIRS CHARM

3rd-level enchantment

Casting Time: 1 action

Range: 200 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

You force a creature within range to make a Wisdom saving throw. If it fails, it is charmed. A charmed creature is filled with murderous rage and will instantly go berserk, similar to a barbarian's rage, and will seek to destroy everyone around it, friend and foe alike. It will not attack you, however, unless you attack it first.

While raging, the creature has advantage on Strength checks and Strength saving throws, does bonus damage equal to your spell attack modifier when making an attack that uses Strength, and has resistance to bludgeoning, piercing, and slashing damage.

FORCE DRAGON

Huge construct, unaligned

Armor Class 15 (natural armor)

Hit Points 115 (10d12+50)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	3 (-4)	5 (-3)	1 (-5)

Skills Perception +5

Damage Immunities force, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, unconscious

Senses blindsight (blind beyond this radius) 120 ft. passive Perception 7

Languages Understands the languages of its creator but can't speak

Challenge 13 (10000 XP)

Force Absorption. Whenever the force dragon is subjected to force damage, it takes no damage and instead regains a number of hit points equal to the force damage dealt.

Immutable Form. The force dragon is immune to any spell or effect that would alter its form.

Magic Resistance. The force dragon has advantage on saving throws against spells and other magical effects.

ACTIONS

Magical Breath. The force dragon exhales magical fire in a 90-foot cone. Each creature in that area must make a DC 16 saving throw, taking 24 (7d6) force damage and 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

The creature cannot cast spells or use missile attacks while raging. At the end of the rage, the creature will take a level of exhaustion, which lasts until it takes a long rest.

DIRGE OF DISCORD

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of ashes)

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

You play jarring music and up to 6 creatures you see within range are forced to make a Wisdom saving throw. Those who fail have disadvantage on all attack rolls and Dexterity ability checks and saving throws and have their speed reduced to half-normal.

DISARM

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You create a minor telekinetic burst of force and aim it at a weapon or other object held in a target's hand. The target must make a Dexterity saving throw with a +2 bonus or drop the weapon.

This spell becomes harder to resist when you reach 5th level (no bonus), 11th level (-2 penalty), and 17th level (-4 penalty).

DISBELIEF

8th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Priest's Spell Compendium*

You convince yourself or a creature you touch that as many as four objects or creatures of Huge size or smaller simply do not exist. Unwilling creatures may make an Intelligence saving throw to resist. The objects and creatures cannot harm or hinder you in any way, nor you can take any action against them. You can pass through a disbelieved creature or object as if it was difficult terrain and take 1d10 force damage if you end your turn inside one.

DISEASE

4th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 month

Source: *The Great Net Spellbook*

This spell creates a long-lasting illusion of a terrible disease on one creature you see within range, unless that creature succeeds at an Intelligence saving throw. The illusion causes the appearance of unsightly boils and lesions, patches of gangrene, hemorrhaging, swelling, and so on. The disease has no actual true effect but convinces the target that it does – the target has a -2 penalty on all Constitution and Dexterity saving throws for the duration.

The changes wrought by this spell fail to hold up under physical inspection. For example, the target could appear to be covered with weeping pustules but someone touching it would feel its normal skin.

Any spell that dispels illusions will automatically end the effect. If the target is given strong evidence that it isn't actually

ill, it may make a new saving throw, ending the effect on a success.

DISFIGURING TOUCH

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 day

Source: d20pfsrd.com

You touch your victim, forcing it to make a Charisma saving throw. On a failure, the victim takes 5d8 force damage and becomes horribly disfigured: its spine twists, its limbs warp unevenly, its head and extremities shrink or become grotesquely swollen, horrible growths appear all over it, and so on. The target takes a -2 penalty to all rolls it makes, has disadvantage on one saving throw of your choice, and its speed is reduced by half. However, it has advantage on all Charisma (Intimidation) ability checks.

A remove curse will end this effect.

At Higher Levels. When you cast this spell with a 6th-level spell slot, the duration increases to one week. When you cast it with an 8th-level spell slot, the duration increases to one year.

DISPEL FATIGUE

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

Source: The Great Net Prayerbook

One willing creature you touch loses a level of fatigue—but only for 10 minutes, at which point they suffer from it again. Once you cast it on a creature, you can't cast it on that creature again until it takes a short or

long rest. While this spell is in effect, the target cannot suffer from any more levels of exhaustion.

DISPLACEMENT

4th-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of fur from a displacer beast)

Duration: Concentration, up to 1 hour

Source: The Great Net Spellbook

You or a willing target are covered by an illusion that displaces your image, making it appear that you are standing near to but not at your exact location. This works exactly the same way it does for a displacer beast. All attack rolls you are at disadvantage. If you are hit by an attack, this trait is disrupted until the end of your next turn. In addition, if you are targeted by an attack that requires a Dexterity saving throw, you take no damage on a successful throw and half damage on a failed one.

DISPOSAL

3rd-level transmutation (ritual)

Casting Time: 1 round

Range: 5 feet

Components: V, S, M (a pair of jet stones worth 10 gp each)

Duration: 1 week

Source: The Great Net Spellbook

You create a pair of 12-inch-wide inky-black portable holes. One appears on any surface you choose within 5 feet of you; the other appears at another location you know about within 500 feet. Anything placed into one of the holes will vanish and emerge from the other hole.

Inanimate objects (both mundane and magical) may be placed in the hole, as can

living things with an Intelligence of 1 or lower (such as insects and normal plants) and that weigh less than 10 pounds. The holes do not stretch; nothing that is larger than 12 inches in diameter will fit.

This spell is normally used as a form of plumbing or garbage disposal.

DISSENSION

6th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Source: The Great Net Spellbook

You choose a point within range, and all creatures within 60 feet of that point must make a Wisdom saving throw. Those who fail are charmed and will become filled with anger and contempt for all others in that area. A creature that is immune to being charmed are not affected by this spell.

An affected creature will focus its anger first on those creatures they already have cause to dislike, no matter how poor a reason. In the absence of someone like that, it will grow to loathe anyone and everyone, including close friends, family members, and lovers. Creatures that are prone to violence (especially evil and chaotic creatures) will start fighting. Affected creatures had disadvantage on all Intelligence, Wisdom, and Charisma saving throws.

A creature that leaves the spell's area will continue to suffer from magically-induced anger for 1 minute afterwards and then will need to calm down naturally.

The effects of this spell can be countered by a *calm emotions* spell, for as long as that spell is in effect. If the *calm emotions* spell

ends while this spell is still active, the angry emotions will come back full-force.

DISTORT LIFE

6th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a silver model of the pregnant creature worth 500 gp)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You touch a pregnant beast, dragon, giant, humanoid, or monstrosity, or an egg laid by one of those creatures, and alter the fetus within it in one of the following ways:

- ⊙ **Armor.** You thicken the creature's skin, add scales or leathery hide, or cover it with a shell. It's AC improves by +1.

- ⊙ **Attack.** You give the creature larger claws, sharper teeth, stronger arms, a spiked tail, etc. to use as a weapon. It gains a new attack form or does one additional die of damage to an existing attack. Optionally, you can give it a second attack each of its turns.

- ⊙ **Breathing.** You alter the creature's respiratory system, giving it the ability to breathe water, air, or both.

- ⊙ **Diet.** You alter the creature's digestive track, turning it into a herbivore, carnivore, omnivore, hemovore (creature that feeds on blood), liquivore (creature that feeds on liquefied internal organs), or even a dolevore (creature that feeds on pain) or metuovore (creature that feeds on fear). You can also alter the creature's diet in less severe ways, such as by turning a carnivore into a insectivore.

- ⊙ **Energy Attack.** You give the creature a poisonous bite, fiery breath, acidic spittle, lightning stare, etc. This attack can do no more than 1d8 damage per hit die it has.

⊙ **Heads.** You give the creature an additional head.

⊙ **Hide Covering.** You change the creature's coloration or type of skin, giving it skin, fur, feathers, scales, and so on. This doesn't alter its AC.

⊙ **Innate Spellcasting.** You give the creature the ability to cast one cantrip or one 1st-level spell once per day.

⊙ **Limbs and Extremities.** You give the creatures another pair of limbs or a tail, turn existing limbs into functioning wings (flying speed equal to twice its walking move) or turn wings into arms or legs, change its mouth into a beak or vice versa, turn a normal tail prehensile, turn paws into hands or vice versa, give it the ability to swim, burrow, leap, or walk if it couldn't do so before, or increase or decrease one type of movement by 25%.

⊙ **Magic Resistance.** You give the creature advantage on saving throws against spells and magical effects.

⊙ **Mighty.** You improve one or two of its attributes by a total of +3.

⊙ **Morality.** You breed it to have a strong inclination to good, evil, chaos, or law.

⊙ **Resistances.** You give the creature resistance to one type of damage.

⊙ **Senses.** You give the creature keen senses (up to two senses), darkvision, or tremorsense.

⊙ **Size.** You increase or decrease the creature's adult size by one size category.

⊙ **Vigorous.** You improve its hit dice by 25%.

After choosing what change you want to make, the DM will roll 1d20 + your spellcasting ability modifier for each offspring it has.

d20 Result

Failure. The creature is horribly defective or mutated in some way. It may be stillborn or it might die shortly after birth—or it might survive to adulthood, in which case it will always breed true. In this case, it has the aberration monster type. If it survives to adulthood, it may gain unforeseen abilities.

1-6

Success. The creature is more or less what you wanted. It may (25% chance) have also have a weakness or vulnerability of some sort, or the change you made is somewhat different from what you had wanted. There is a 50% chance that it will not pass the trait on to any future offspring, however.

7-16

Complete Success. The creature is exactly how you envisioned it and will always breed true.

You may cast this spell on fetus multiple times. However, each time you do so causes you to have a cumulative -1 penalty when the DM rolls on the table to determine success.

At Higher Levels. When you cast this spell with a 9th-level spell slot, the GM always rolls with advantage.

Distraction

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M

Duration: 1 round

Source: *Wizard's Spell Compendium*

One creature you can see must make a Wisdom saving throw or become incapacitated for one round, too

preoccupied by its own thoughts or too distracted by shiny things to notice any movement, sound, or smell around them. Creatures with an Intelligence of 1 or that are immune to being charmed are unaffected by this spell.

If you cast this spell on a creature more than once in a period of one minute, the creature makes its saving throw at advantage.

The number of people you can affect increases to 3 when you reach 5th level, 6 when you reach 5th level, and 12 when you reach 17th level.

DITAN'S DECORATING HANDS

3rd-level evocation (ritual)

Casting Time: 1 round

Range: 30 feet

Components: V, M (a pair of white leather gloves)

Duration: 8 hours

Source: The Great Net Spellbook

You create a pair of human-sized hands made of shimmering, translucent force. They appear in an unoccupied space that you can see within range. The hands are objects that have AC 10 and 5 hit points. When you cast the spell and as a bonus action of your subsequent turns, you can move the hands up to 30 feet.

The hands have proficiency (equal to your spellcasting attribute modifier) in one of type of artisan's tools; you must choose which when you cast the spell. The hands can create 5 gp worth of finished goods (as per the crafting rules in the *Player's Handbook*, page 187). You may have the hands work on their own or assisting you or someone else.

These hands have no other skills and cannot fight or defend themselves in any

way. If they finish their task before 8 hours has passed, they will vanish and the spell will end.

DIVE/RISE

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small ball of lead or a cork)

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

You point to a creature or object floating in the water and cause it to dive. Creatures may make a Strength saving throw to resist. On a failure, it sinks at a rate of 30 feet each round until the spell ends or it hits the bottom; at that point, it will remain at the bottom until the spell ends. A creature may make a new Strength saving throw at the end of each of its turns, ending the effect on a success.

You may also use this spell to cause a creature or object to rise to the surface, as long as it weighs 1,000 pounds or less. Creatures may make a Strength saving throw to resist. On a failure, it rises at the rate of 30 feet each round until the spell ends or it hits the surface; at that point, it will float until the spell ends. A creature or object that is buoyant will continue to float even after the spell ends; otherwise, it will sink again. The target may make a new saving throw at the end of each of its turns, ending the effect on a success.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you may cause an additional 1,000 pounds to rise to the surface per slot level above 2nd.

DIVINE SACRIFICE

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

You offer your own life force to your god in exchange for the power to destroy your foes. One melee attack you make each round inflicts an additional 3d10 force damage, but you take 5 points of damage, whether or not the attack is successful, and your hit point total is reduced by that amount. Your hit point total returns to normal after a short or long rest.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you inflict an additional 1d10 damage, but also take an additional 5 points of damage.

DIVINE TRUTH

8th-level divination

Casting Time: 10 minutes

Range: Self

Components: V, S, M (incense worth 50 gp, which is consumed when you cast the spell, and a holy symbol in gold worth 500 gp)

Duration: 1 round

Source: *Priest's Spell Compendium*

You ask your god, patron, or the universe at large a question and make a DC 17 spellcasting ability check. On a success, you learn the utter truth of the matter. This cannot be a question about the future; it can only concern something that has happened or is currently happening.

Depending on the nature of the truth, you may need to make a DC 17 Wisdom saving throw or develop some sort of insanity; the DM will roll on the short-term or long-term madness table in the *Dungeon*

Master's Guide (page 258), depending on how disturbing the truth is to you. Only truly disturbing, upsetting, or eldritch truths should trigger this effect.

DOLOROUS BLOW

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

Source: *Spell Compendium*

For the duration of the spell, one weapon you touch scores a critical hit on a roll of 19 or 20. In addition, you can roll on the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

At Higher Levels. When you cast this spell with a 4th-level spell slot, the weapon scores a critical hit on a roll of 18-20. When you cast it with a 6th-level spell slot, the weapon scores a critical hit on a roll of 17-20. When you cast it with an 8th-level spell slot, the weapon scores a critical hit on a roll of 16-20.

DOLOROUS MOTES

4th-level enchantment

Casting Time: 1 action

Range: 400 feet

Components: V, S

Duration: 10 minutes

Source: *Book of Exalted Deeds*

With a sweeping gesture, you create a cloud 30 feet in diameter centered on a point in range, or three clouds 10 feet in diameter. The cloud is filled with tiny motes of crackling lightning. Any creature that ends its turn inside the cloud must make a Wisdom saving throw or be stunned until the end of its next turn.

DOOMHOUND

3rd-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Permanent

Source: *Priest's Spell Compendium*

You target a humanoid within range that you can see and it must make a Wisdom saving throw. If it fails, a phantasm of a shadowy canine appears in its mind. The creature is smoke-colored, with eyes like glowing coals, gleaming teeth and claws, and it exudes a stench of sulfur and old blood. Only the target is aware of the hound, and upon first seeing it, the target is frightened for 1 minute. While frightened, the creature drops whatever it is holding and must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move.

As a phantasm, the hound can't cause physical harm to the target or anything else; nor can it be harmed. However, the target will not be aware of it. In the target's mind, the hound relentlessly stalks it, snarling, growling, and howling menacingly. It never comes closer to the target than 10 feet or stray farther than 300, but it never leaves and is always seen, heard, or smelled by the target; it even appears in all of the target's dreams (which quickly turn to nightmares). The target is filled with unshakable premonitions of death (both its own death and the death of those around it).

While haunted by the hound, the target has disadvantage on all saving throws to resist being frightened, confused (such as

by *confusion* or *crown of madness*), cursed, or to avoid taking psychic damage.

A *remove curse* will end this effect.

DOWNDRAFT

3rd-level evocation

Casting Time: 1 action

Range: 1,000 feet

Components: V, S, M (a bird carved out of balsa wood, which you crush underfoot)

Duration: Instantaneous

Source: *Spell Compendium*

You target a flying creature within range and summon a tremendous blast of air down upon it. The creature must make a Dexterity saving throw. If it fails, it is immediately plummets up to 100 feet, or half as far on a successful roll. If it hits the ground, it takes falling damage (1d6 bludgeoning per 10 feet), plus an additional 5d6 damage due to the force of the blast.

DRAGON BREATH

3rd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a dragon's tooth)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You breathe a 30-foot cone of dangerous energy, just like a dragon's breath weapon. When you cast this spell, choose if you are inflicting acid, cold, fire, lightning, or poison damage. Each creature in the area must make a Dexterity saving throw. A creature takes 7d6 damage on a failed save or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell does an additional 1d6 damage per spell slot above 3rd level.

DRAW UPON HOLY MIGHT

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a vial of holy water blessed by a senior priest of your faith)

Duration: Concentration, up to 10 minutes

Source: *Priest's Spell Compendium*

Your body shudders and glows with holy (or unholy) radiance as you become a vessel for your god's power. While this spell is in effect, you may increase two of your attributes by a number of points equal to your spellcasting ability modifier. This may increase your attribute above 20. You also gain 30 temporary hit points and +2 to your AC.

When the spell ends and your god's presence leaves, you take a level of exhaustion.

DRAWMIJ'S BREATH OF LIFE

1st-level transmutation

Casting Time: 1 bonus action

Range: 100 feet

Components: V

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You endow yourself and up eight other allies with the ability to hold your breath for twice as long as normal.

DRAWMIJ'S INSTANT EXIT

3rd-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a miniature silver door decorated worth 500 gp)

Duration: 1 round

Source: *Wizard's Spell Compendium*

You open an extradimensional door in a wall or other flat surface that remains open for one round. When the door closes, you and anyone else who pass through the door are teleported to a completely random location within 250 yards. You will be let out on a flat surface capable of supporting your weight, but there is no guarantee that this place will otherwise be safe. You cannot control who uses the door.

DRAWMIJ'S LIGHT STEP

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of cat fur and a duck's feather)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You or one willing creature you touch is granted the ability to walk at a normal pace without leaving tracks or disturbing the ground below it. The creature can also walk across relatively calm fluids, such as the surface of a lake, as if it was difficult terrain.

DRAWMIJ'S SCENT MASK

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a scentless flower)

Duration: 1 hour

Source: *Wizard's Spell Compendium*

One creature you touch is rendered scentless and cannot be tracked by smell.

This spell can be cast on a creature that attacks through scent, such as a skunk or troglodyte. That creature may make a Constitution saving throw to resist. On a failure, it cannot use this attack for the duration.

DRAWMIJ'S SWIFT MOUNT

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a hare's foot or a bit of cheetah's fur)

Duration: 8 hours

Source: *Wizard's Spell Compendium*

You touch a trained riding beast, dragon, or monstrosity that has an Intelligence of 4 or less, or on a riding beast summoned with the *find steed* spell, and its movement is doubled for the duration of the spell. If you overload the animal, it automatically cancels this spell. You cannot cast this spell on that creature again until it has taken a short or long rest.

DREAD WORD

3rd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

Source: *Book of Vile Darkness*

You speak a word from an ancient language so foul that one creature within range that you can see takes 3d10 psychic damage and its hit point total is reduced by half that amount. There is no saving throw allowed. Hit point reduction lasts until the creature takes a short or long rest. This spell does not work on deafened creatures.

Due to the incredible evil of the spell, non-evil spellcasters take 5 points of psychic damage each time they cast this spell.

DREAM FEAST

2nd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Special

Source: d20pfsrd.com

You must cast this on a willing target. The next time that creature sleeps (which must be within 8 hours of you casting this spell), it will dream of eating all of its favorite foods. When it wakes up, the creature will be sated, as if it had eaten a full meal. The target must sleep for at least two hours for this spell to take effect. A creature can't benefit from this spell again until it has eaten at least two actual meals.

DREAM SIGHT

3rd-level divination

Casting Time: 1 round

Range: Special

Components: S, M (incense worth at least 5 gp)

Duration: 1 hour

Source: *Oriental Adventures*

You fall into a deep sleep and your spirit leaves your body and travels ethereally and invisibly. You gain a flying speed of 90 feet. You can pass through solid objects and creatures as if they were difficult terrain; you take 1d10 force damage if you end your turn inside an object. While in this form, you gain truesight to 30 feet. You are blocked by any spell or effect that blocks ethereal creatures and can be seen by creatures with truesight or that are using *true seeing*. You are immune to all nonmagical damage. You cannot speak, attack, cast spells, or perform any action while in this form other than moving and observing.

When the spell is over, or if your body is disturbed in any way, your spirit instantly returns and you wake up. If you took damage in any way while in spirit form, you retain that damage upon awakening.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, your speed increases by 30 feet for each slot level above 3rd.

ORENAL'S STONE FLAME

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a mix of fine sand and sugar, which is thrown in the air)

Duration: 1 hour

Source: *Wizard's Spell Compendium*

You point to an open flame no larger than a torch. The flame turns into a brightly-glowing stone that is cool to the touch and that can be picked up and carried without harm. It continues to shed as much light as it did before it was transformed.

When the spell expires, the stone reverts to normal flame and will burn whatever it is touching. If the stone is shattered, the flame is extinguished.

DROUGHT

3rd-level transmutation (ritual)

Casting Time: 1 hour

Range: Self (300-foot radius)

Components: V, S, M (a dried rat and a pinch of salt)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You spend an hour meditating and the area around you becomes much drier than before. If the land was wet and swampy, the water drains away. If it was a field or forest, the ground withers to dust and the

vegetation begins to die within a few days. This spell doesn't work if cast on an area with more than a foot of standing water.

A particular plot of land can only be affected by this spell once per season, and the effects last until the end of the current growing season.

DRUIDCRAFT (NEW VARIANTS)

Transmutation cantrip

Source: *Priest's Spell Compendium*

These are new variants of the spell *druidcraft* that appears in the *Player's Handbook* (page 236).

⊙ You perfectly mimic one animal or bird call. This does not give you the ability to speak with the animal, but does allow you to mimic the creature's mating calls, territorial howls, warning growls, and so on, with enough accuracy to fool that creature.

⊙ You place a magical mark on a natural inanimate object. The mark instantly understandable to other creatures that know this spell. The mark can only convey simple concepts, such as "fresh water is nearby" or "warning: nesting monsters." The mark lasts until the end of the season or until you dispel it.

⊙ You command one beast of CR 0. The command must be of no more than two or three words ("sit," "attack him"). The creature will obey you to the best of its ability.

⊙ You completely heal a Tiny plant of all damage and disease.

⊙ You cause a picked fruit (or vegetable, seed, or nut) to become unblemished, free from parasites, and healthy to eat. If it's unripe or too ripe, you cause it to become perfectly ripe.

☉ You ask a beast of CR 1 or lower to perform a simple, non-combat-related task for you. The beast will obey you as long as it's physically capable of performing the task, it can't potentially harm it, and it takes no longer than 1 minute to complete.

DUMBNESS

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 minute

Source: The Great Net Spellbook

You can cause a creature to become mute. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target cannot speak for the duration. At the end of each of its turns, the target can make a new saving throw, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

DUO-DIMENSION

7th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a likeness of yourself carved out of flat ivory, worth at least 500 gp, and a Möbius strip, both of which are consumed when you cast the spell)

Duration: Concentration, up to 10 minutes

Source: *Wizard's Spell Compendium*

You become two-dimensional and can vanish from sight by turning sideways. At the start of each of your turns, you may choose whether you are visible or invisible. While invisible, you are also immune to all forms of damage and can slip through the

thinnest of cracks, moving at your normal speed.

When visible, you are vulnerable to piercing damage, resistant to bludgeoning, and take normal damage from all other forms of attack. However, you also have advantage on all Dexterity-based rolls.

In either case, you cannot be grappled or restrained or knocked prone.

Your third dimension exists on the Astral Plane. Although you cannot see or interact with anything there, creatures there can see and interact with you. You take normal damage from Astral creatures.

An astral creature may attempt to drag you into the Astral Plane. This requires an opposed contest of Strength to accomplish.

DUST WARRIORS

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the canines and incisors from a carnivore)

Duration: 10 minutes or until destroyed

Source: The Great Net Spellbook

You scatter teeth on unworked ground within 10 feet of you and three skeletons appear. They have the same attributes as the skeletons in the *Monster Manual* (page 272) and have maximum hit points.

If you use dragon's teeth to cast this spell, the skeletons will have double the normal maximum hit points and have a +2 bonus to their armor class. They are also suffused with the energy of the same type as the original dragon's breath weapon. They are immune to that type of damage, and all melee attacks inflict an additional 1d8 damage of that type. (If you do not know what sort of dragon the teeth came from, the DM will determine that.)

The skeletons are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

When the spell ends, the skeletons turn back into teeth.

At Higher Levels. When you cast this spell with a spell slot of 4th level or higher, you create an additional skeleton per slot level above 3rd.

DUSTS OF DEATH

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S M (a pinch of sand)

Duration: 1 day

Source: *Wizard's Spell Compendium*

You turn a pinch of sand into an incredibly toxic ingested poison. If consumed, the target must make a Constitution saving throw. The creature takes 5d10 poison damage on a failed saving throw, or half as much damage on a successful one. In either case, the creature is poisoned for 1 day.

A poisoned creature must make a Constitution saving throw every 10 minutes or take an additional 5 points of damage. This will continue until the spell's duration expires or the poison is neutralized by other means.

The sand remains toxic for one hour and then loses its potency.

DWARKANATH'S TUTOR

4th-level divination (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a golden apple worth 10 gp)

Duration: 1 hour

Source: *The Great Net Spellbook*

One creature you touch "teaches" you knowledge, giving you the proficiency in one skill, tool set, or language that it has for the duration. You may then use it with your own proficiency bonus. If you already know how to use the skill or tool, this spell has no benefit for you.

If the creature is unwilling to give you this knowledge, it may make a Wisdom saving throw to resist.

You may also choose to act as a conduit between the creature from which you take the skill and one willing creature, who will be the one to use the skill.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, the duration increases to 8 hours. When you cast this spell with an 8th-level or higher spell slot, the duration increases to 24 hours.

DWEOMER VESSEL

5th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (50 gp of powdered emerald and a bottle)

Duration: 24 hours or until triggered

Source: *The Great Net Spellbook*

You turn a bottle or jar into a magical vessel, and then immediately cast another spell of 3rd level or lower inside the bottle and re-cork it. The spell is then trapped inside that bottle. The bottle is fragile; it has

an armor class of 13 and 2 hp. At any point in the next 24 hours, you may then open or break the bottle and release the spell. After 24 hours, the magic dissipates. If the spell has an area effect (such as *fireball*), the area will be centered on the bottle.

When you open or break the vessel, roll a d20. On a roll of 1, the stored spell fails to work properly.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, you may store of that level in the vessel.

EARLY JUDGMENT

2nd-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

Source: d20pfsrd.com

You grant a vision to one creature you can see within range, showing it the afterlife it will enjoy or suffer in the afterlife should it continue on its current path. Your target must make a Wisdom saving throw. On a failure, it is stunned for the duration of the spell, fascinated, horrified, or confused by what it sees. It may make a new saving throw at the start of each of its turns, ending the effect on a success.

EARTHMAW

6th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a tooth from a carnivore)

Duration: 1 minute

Source: *Priest's Spell Compendium*

You pick a point of ground (unworked, nonmagical earth, sand, mud, or stone) within range, and a tremendous, toothy

maw, over 10 feet wide, springs forth the ground on a serpentine neck. It attacks a creature of your choice within 10 feet of it, using your spell attack modifier. On a hit, it does 6d10 piercing damage and if the target is Large-sized or smaller, it must succeed on a Dexterity saving throw or be swallowed whole. The maw then sinks back into the ground and vanishes, leaving the swallowed creature trapped underground.

While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects above ground, and it takes 3d6 bludgeoning damage at the end of each of its turns from being crushed until the spell ends or it dies. The trapped creature also has no air and must hold its breath or suffocate, as per the suffocation rules in the *Player's Handbook* (page 183).

EASE LABOR

1st-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Special

Source: *Priest's Spell Compendium*

You touch a female creature in labor or actually giving birth and ease the pain she is feeling for as long as you remain within 15 feet of her. If she needs to make a Constitution saving throw during this time due to complications from the birth, she has advantage on the roll.

ECHOES

2nd-level illusion

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a tiny tin gong or cymbal)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You pick one creature you can see within range and force it to make a Constitution saving throw. If it fails, then every sound is amplified and reverberates with distressing loudness. While this spell is in effect, the creature cannot use Wisdom (Perception) to hear noises and cannot use any abilities that can't be used when deafened, such as a barbarian's danger sense, a ranger's feral senses, a rogue's blindsense, and so on. The creature must also make a concentration saving throw each time it attempts to cast a spell with somatic components. Finally, it also takes 1d6 thunder damage at the beginning of each of its turns.

Creatures that are deafened cannot be affected by this spell.

ELDARR'S SHROUD

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

You make a circular gesture and a faint aura of flickering flames, crackling sparks, or shimmering snowflakes coalesces around you. This shroud has two effects.

Firstly, for the duration of the spell, you have resistance to one of cold, fire, or lightning damage; choose which one when you cast the spell.

Secondly, once each round you may direct the shroud to form a tendril of the same type of energy to which you are resistant. This tendril lashes out at one creature you can see within 10 feet. The creature must make a Dexterity saving

throw. It takes 4d10 damage of that type on a failed saving throw, or half as much on a successful one. Furthermore, should any creature within 5 feet successfully attack you in melee target, it must make a Dexterity saving throw, taking 4d10 damage of that type on a failed saving throw or half as much on a successful one.

ELECTRIC BLADES

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V

Duration: 1 minute or until triggered

Source: The Great Net Spellbook

You may cast this on any creature, including yourself, who is wielding two metallic piercing or slashing weapons. The blades begin to crackle with electricity.

A successful hit with one of these weapons causes 1d10 lightning damage in addition to the weapon's normal damage. If both blades strike a single target in the same round, that target must make a Constitution saving throw and is stunned for 1 minute. It may make a new saving throw at the beginning of each of its turns, ending the effect on a success.

Each blade only shocks once and then returns to normal.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, the damage increases by 1d10 for each slot level above 1st.

ELEMENTAL BURST

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: The Great Net Spellbook

You create and hurl slivers of elemental matter at one target you can see within range. Make a ranged spell attack to hit. On a successful hit, the target takes 1d8 slashing damage and 1d8 acid, cold, fire, lightning, or thunder damage—choose one when casting the spell.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you do an additional 1d8 elemental damage for each slot level above 1st.

ELIMINATE AIR

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: The Great Net Prayerbook

You destroy the air in a 20-foot cube centered on a point you choose within range, creating a vacuum with an audible pop. This causes all nonmagical fires to be extinguished and all nonmagical liquids to evaporate.

All creatures in the area when you cast the spell take 5d10 force damage from the sudden vacuum. If the creature needs to breathe, it must make an Intelligence saving throw in order to realize what is happening in time to draw a breath. On a failure, the creature does not have enough air in its lungs and will begin to suffocate, as per the suffocation rules in the *Player's Handbook* (page 183). On a success, the creature managed to suck in a lungful of air and can hold its breath until it exits the area or the spell ends. A creature that is holding its breath cannot speak. Air elementals and any creatures in gaseous form are at disadvantage on their saving throw.

At the end of the spell's duration, air will harmlessly rush back into the vacuum, assuming that there is access to air.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, the duration increases to 10 minutes, with no need for concentration.

ELMINSTER'S EFFULGENT EPURATION

9th-level abjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: 1 hour

Source: *Wizard's Spell Compendium*

You create a dozen floating silver spheres, each of which has the ability to absorb a single offensive spell of any level that is cast on you or on your space.

When a hostile spell is aimed at you or at an allied creature within 30 feet of you, or you pass through a damaging non-hostile spell (such as *wall of fire*) you may choose to have one of the spheres absorb the spell (no action required). The sphere will then wink out of existence, taking the spell energy with it. The type spell doesn't matter, and it can absorb any spell of 8th level or less. The spheres do not negate hostile magic that was already in the area. It will negate area spells and spells that affect multiple targets, such as *fireball* or *charm person*, as long as you are one of the targets.

The spheres do not negate the use of magic items, unless the item uses a charge to cast a spell—it will absorb a *magic missile* cast by a *wand of magic missiles* but will not protect someone from the necrotic damage inflicted by a *sword of life stealing*.

GLONIA'S GLAMER

1st-level illusion (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of ruby dust and a pinch of chalk dust)

Duration: 8 hours

Source: *Wizard's Spell Compendium*

You subtly change the appearance of yourself or one other humanoid, making that person more or less attractive. This does not make that person look like someone else. If you make the target more attractive, the target's skin clearer and smoother, their teeth straighter and whiter, and their hair thicker and more lustrous. For the duration, the target has advantage on Charisma (Persuasion) skill checks designed to elicit positive reactions. If you make the target more unattractive, the target will appear lackluster, grungy, and unkempt. It will have disadvantage on the abovementioned Persuasion checks. An unwilling target may make a Wisdom saving throw to resist.

EMPATHY

Divination cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You look at one target within range and learn which of the following emotions, if any, the target is feeling most prominently, and whether the emotion is being felt weakly, moderately, or strongly:

anger	happiness	optimism
anticipation	hatred	pain
anxiety	hostility	panic

curiosity	horror	pleasure
desire	hunger/thirst	shame
disgust	love	sorrow
distress	lust	surprise
fatigue	fear	uneasiness
guilt	need	wonder

This spell does not reveal the cause of the emotion or any other information about it. A creature that is aware that you are or might be attempting to contact its mind may attempt to make an Intelligence saving throw to resist; otherwise, there is no saving throw.

If you target an aberration, celestial, elemental, fey, or fiend, and that target is feeling an emotion strongly, you must make a DC 13 Wisdom saving throw. If you fail, the alien nature of that creature's mind overwhelms you and you take 1d10 psychic damage. This spell doesn't work on constructs or undead, even intelligent, free-willed ones.

ENCRYPT

3rd-level illusion (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of dust or fluff and a feather)

Duration: Permanent

Source: *Wizard's Spell Compendium*

You render one message of 100 words or less permanently unreadable by everyone save you and one other specific creature named when you cast the spell. This message remains indecipherable even to spells such as *comprehend languages*, although a *dispel magic* will remove the encryption. This message may be written on any media you wish and you do not

have to be the original writer of the message.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, you may encrypt an additional 100 words per slot level above 3rd.

ENDLESS DANCE

7th-level enchantment

Casting Time: 1 action

Range: Self (100-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

Source: *Priest's Spell Compendium*

You begin dancing wildly and all creatures within range who can see you must make a Wisdom saving throw. A creature who fails drops whatever it is holding and begins dancing with you. The creature may make a new saving throw each minute.

After the first minute, the creature begins taking 1d10 bludgeoning damage each round until the spell ends or, the creature successfully makes a saving throw, or the creature dies.

ENDURE ELEMENT

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Source: The Great Net Prayerbook

One willing creature you touch has resistance to one of acid, cold, fire, lightning, or thunder, provided the damage is nonmagical in origin.

ENERGY BALL

7th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a white or black pearl worth at least 100 gp)

Duration: Instantaneous

Source: The Great Net Spellbook

You conjure a sphere of energy taken from either the Positive or Negative Plane and hurl it at a point within range, where it silently explodes in a burst of nearly-invisible force. All creatures within 30 feet of that point are affected. The exact results depend on what sort of energy you use. Constructs are unaffected by either version of the spell.

☉ **Positive Energy.** Roll 8d6. All living creatures regain that number of hit points. Fiends and undead may make a Dexterity saving throw, taking that much in radiant damage on a failed saving throw, or half as much on a successful one.

☉ **Negative Energy.** Roll 8d6. Fiends and undead regain that number of hit points. All living creatures and celestials must make a Dexterity saving throw, taking that much in necrotic damage on a failed saving throw, or half as much on a successful one.

ENERGY DRAIN

9th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of dust from a slain vampire)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You open a channel between the place where you stand and the Negative Plane, using yourself as a conduit. You must then

touch another living creature. That creature's Strength and Constitution is permanently reduced by a number of points equal to your spellcasting ability modifier (minimum of 1) and takes 8d10 necrotic damage. If this brings that creature to 0 hit points, it dies and rises as a specter in 1d4 hours. Attribute drain and hit point reduction lasts until the creature has *greater restoration* cast on it.

Each time you cast this spell, you must roll a d20. If you roll a 1, your connection to the Negative Plane is too strong and you also take necrotic damage and your hit point total is reduced by that amount as well. You don't lose Strength or Constitution, however.

ENSERVATION

4th-level necromancy

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

A black beam of pulsating energy springs from your finger towards a creature within range. Make a ranged spell attack. If successful, the target takes 4d10 necrotic damage, and its hit point total is reduced by that amount. The target also gains 1 level of exhaustion. This cannot bring the target past the fifth level of exhaustion, and if the target is reduced to 0 or fewer hit points, it instead is reduced to 1 hit point and falls unconscious. Hit point drain and exhaustion last until the target takes a long rest.

ENTANGLING SCARF

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a silk scarf)

Duration: 1 minute

Source: *Oriental Adventures*

You hold a scarf, sash, shawl, or belt in one hand and fling the other end of it at a creature you can see within range, as if you were cracking a whip. Make a ranged spell attack to hit. If you hit, the scarf magically extends to reach the target and wrap around it, restraining your target (escape DC is equal to your spell save DC).

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you can cause the scarf to constrict a restrained target. At the start of each of your turns, the scarf will inflict 1d10 damage for each slot level above 1st.

ENTICES GIFT

2nd-level enchantment

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 1 round

Source: *Book of Vile Darkness*

You ask a creature within range to give you whatever it is holding, and that creature must make a Wisdom saving throw. If it fails, it is charmed by you and will use its action to give you whatever it is holding.

When the spell ends, the creature may act normally and may attempt to take back the item it gave you.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, the duration increases to 1 minute; the

creature will not attempt to reclaim the object for at least that long.

ENTOMB

3rd-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, M (a small cube of stone scored with lines on each side)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You point to one Large or smaller creature within range that is standing on natural, unworked earth, sand, rock, snow and ice, or a similar material (or on vegetation that is on top of such a material). A block of solid stone rises out of the ground and engulfs the target; the target may make a Dexterity saving throw to escape.

For the duration of the spell, the target is subjected to the petrified condition. If the creature has the ability to pass through solid stone and does not need to activate that ability (such as if the creature is naturally immaterial), then it cannot be affected by this spell. When the spell expires, the stone crumbles away, leaving the engulfed target unharmed.

ENTRAP SPIRIT

4th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small silver mirror worth at least 50 gp)

Duration: 1 hour

Source: d20pfsrd.com

You hold up a mirror in front of a ghost or other form of ethereal creature (including normally solid creatures that are currently ethereal due to magical or natural

ability) that you can see and is within 30 feet of you, and trap it inside. It may make a Charisma saving throw to resist. The creature can appear in the mirror and move about, but can't speak audibly or affect anything on the outside. It also cannot be affected by any means. You may store only one ghost inside of any given mirror.

The glass of the mirror has an armor class of 10 and 2 hit points. If it is destroyed, the creature is immediately freed and appears in an empty space within 10 feet of the mirror's location. A *dispel evil and good* or *exorcism* (q.v.) spell will also free the spirit. Once freed, the spirit will generally be extremely angry.

If you cast this spell on a mirror once each hour for a full 24 hours, the spell becomes permanent. You do not need to provide a new material component each time when you cast this spell. The ghost can still escape if the mirror is broken, but you can cast spells such as *glassteel* (q.v.) on the mirror to strengthen it.

At Higher Levels. When you cast this spell with a 5th-level spell slot, the duration is 8 hours. If you use a 6th-level spell slot, the duration is 24 hours. If you use a 7th-level spell slot, the duration is 1 week. If you use a 9th-level spell slot, the spell lasts until dispelled.

EPIPHANY

1st-level enchantment (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of holy water)

Duration: 10 minutes

Source: *Ravenloft, Van Richten's Arsenal* (Sword and Sorcery)

You imbue a willing target with a wonderful warmth and sense of purpose

which helps to clear their minds and free them from the terrors around them. If the target is currently suffering from either being frightened, any sort of madness, or the effects of the *confusion* spell, it may immediately make a new saving throw against it. On a success, the effect ends or is ameliorated, depending on its exact nature and original source (a frightened or confused creature recovers, but a creature suffering from Indefinite Madness, for instance, may instead develop a Long-Term Madness). You may not use this spell on a creature more than once per week.

If your game uses the Sanity attribute and your target has lost Sanity due to the effects of madness, then you may use this spell in order to restore lost Sanity. Both you and your target must make a DC 15 Wisdom saving throw. If both rolls are successful, one point of the target's Sanity is restored. If either roll fails, you may not attempt this again for 1 month.

ERASE

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You remove any writing you see, leaving the surface it was on unmarked (even if the words were carved in stone). It will erase up to 1,000 words at a time and automatically erases nonmagical writings.

If you are attempting to remove magical writing, including spell scrolls and magical traps such as *glyph of warding* or *symbol*, you must make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the

writing is erased. If you fail, and the magical writing is actually a trap, the trap goes off.

This spell does not work on illusory writing, such as that produced by *illusory script*, as that writing isn't real.

ERIK'S QUILLS

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a porcupine quill)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You conjure and throw 2d4 long porcupine quills at a target you can see within range. Make a ranged spell attack to hit.

If you succeed at hitting, your targets take 1 point of piercing damage per quill at the beginning of each of its turns for 3 turns.

The quills remain in the wounds for 10 minutes, at which point they vanish without causing further harm. If pulled out before then, they inflict an additional 1 point of piercing damage each. A DC 10 Wisdom (Medicine), Intelligence (Nature) check, or use of a healer's kit can be used to remove them without inflicting additional harm.

The number of quills you create increases by 2d4 when you reach 5th level (4d4), 11th level (6d4) and 17th level (8d4)

ESTATE TRANSFERENCE

9th-level conjuration

Casting Time: 1 hour

Range: Self (up to a 30-mile-radius sphere)

Components: V, S, M (a magical item used to control elementals of the appropriate kind, which must be placed in the center of

the area to be affected and remain there permanently, and a large number of bricks made of elemental matter.

Duration: Permanent.

Source: *Wizard's Spell Compendium*

You mark out a large area of land by surrounding it with bricks made out of the solidified material from one of the elemental planes (placed no more than five feet apart and/or three feet underground), and in the center of that area, you place the elemental-controlling item (which must be of the same element as the bricks). Then, when you cast this spell, a sphere containing all the land, water, and air you marked is permanently transferred to that plane, leaving nothing behind but a semicircular hole in the ground.

You create a pocket of Prime Material matter within that elemental plane. The water and air are self-renewing, and the temperature and weather conditions of your pocket are identical to the way they were when you cast this spell (you may use either the *continuous temperature* or *continuous weather* (q.v.) spells to ensure this). This spell will not produce food or other supplies for you, however.

Your pocket is surrounded by a sphere of semi-permeable energy. A willing creature can enter the sphere but native elemental matter cannot.

The heart of this spell is in the elemental-controlling item. If this item is disturbed in any way, the spell immediately fails and the energies of the elemental plane flood into the protected area.

ETERNAL REST

8th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: *Ravenloft, Legacy of Blood*

You fire a beam of golden light at one undead creature within range. Make a ranged spell attack to hit.

An undead creature of CR 6 or lower is utterly destroyed and crumbles into dust. A more powerful undead creature must make a Wisdom saving throw. It takes 12d10 radiant damage on a failed saving throw, or half as much on a successful one. If you present the undead with an object or substance that it hates or fears (such as garlic or a holy symbol to a vampire), it has disadvantage on its saving throw.

ETERNITY OF TORTURE

9th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Permanent

Source: *Book of Vile Darkness*

You choose a subject within range and force it to make a Constitution saving throw. If it fails, it is wracked with horrible pain—forever. It is paralyzed permanently and is completely unaware of anything but the pain it is suffering. While paralyzed, the creature doesn't need to eat, drink, breathe, or sleep, and it doesn't age. The creature takes no damage from the pain (although it will feel as if it is), but any damage it takes from other sources will not heal while this spell is active.

If the creature succeeds on its saving throw, it takes 5d6 psychic damage and is

incapacitated due to terrible pain for 1 minute.

A *remove curse* will end this effect.

EUCLARKE'S CANTANKEROUS CLOTHING

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small square of cloth, which you must twist while casting the spell)

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

You choose one creature within range that you can see to make a Strength saving throw. If it fails, that target's clothing or armor will begin to twist, fold, swirl around, and generally work to get in the way. The target is at disadvantage on all Dexterity attack rolls, saving throws, and ability checks, has its speed reduced by 5 feet, and must make a concentration saving throw whenever it attempts to cast a spell. The target may make a new Strength saving throw each round, ending the effect on a success.

This only affects creatures that are wearing clothing or armor.

EUPHORIC CLOUD

2nd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (exotic mushrooms worth at least 5gp)

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

You create a 20-foot-radius sphere or pearlescent, sweet-smelling gas centered on a point within range. The sphere spreads around corners and its area is lightly

obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature is stunned, overcome with the sheer bliss. Creatures that don't need to breathe or that are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperse the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

EUPHORIC TRANQUILITY

3rd-level enchantment (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a poppy flower)

Duration: 10 minutes

Source: d20pfsrd.com

A creature you touch enters a truly blissful state. If it is unwilling, it may make a Wisdom saving throw to resist; if it fails, it is stunned. A stunned creature will become very friendly and helpful, although not necessarily very useful or effective—in effect, the target becomes a friendly drunk.

If the target wishes to act normally, it may make a Wisdom saving throw. On a success, it is no longer stunned for a number of rounds equal to its Wisdom attribute modifier (minimum one round). After this time, it is stunned again.

If the creature is damaged or targeted by a hostile spell, it may immediately make a new saving throw. You may dismiss the effect at any time as a bonus action.

EVERFULL QUIVER

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (an arrowhead made of ivory worth at least 25 gp)

Duration: 1 minute

Source: *Priest's Spell Compendium*

You enchant a quiver that contains at least two arrows or quarrels, and the quiver produces copies of those arrows. Each round for the next minute, you may withdraw one or two arrows without depleting the total number of arrows in the quiver. It cannot create magical arrows; if you attempt to copy magical arrows, it will produce nonmagical copies. However, you *can* make copies of arrows that have been altered by nonmagical means (such as by affixing oil-soaked fletchings behind the arrowhead to create flaming arrows).

If more than two arrows are withdrawn in a single round, or if anyone other than you draws an arrow, the spell ends. You must use an arrow the same round you draw it; otherwise, it fades into nothingness. Arrows created by this spell fade into nonexistence after 1 minute.

At Higher Levels. When you cast this spell with a spell slot of 5th level, the duration increases to 10 minutes.

EVIL EYE

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Special

Source: *Book of Vile Darkness*

You make eye contact with a creature within range and force it to make a Charisma saving throw. If it fails, it suffers

a -2 penalty to all rolls until the following dawn. A *remove curse* will end this effect, and the effect will also end if that creature inflicts at least 1 point of damage to you.

EVOLVE

8th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a bit of your hair or blood, a miniature hand-tool of any kind, and a pearl worth 500 gp, which is consumed in the casting of this spell)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You touch a Huge or smaller beast, dragon, or monstrosity that has an Intelligence of 4 or lower and that has no spellcasting or innate spellcasting ability. It must then make a Constitution saving throw. If it fails, then over the course of the next 24 hours it will “evolve” into an intelligent, humanoid being that resembles an anthropomorphic version of its former self.

The creature's type changes to humanoid. A creature with no limbs, such as a snake, grows a pair of arms and legs. If it had four limbs, its front legs become arms with fully useful hands and it gains the ability to walk comfortably on its hind legs. If it had more than four limbs, such as an insect or spider, then its hindmost limbs become legs and the remaining limbs become arms. If the creature had wings but no forelimbs, such as a bird or bat, the DM will roll a die. On an odd number, its wings turn into arms and hands; on an even number, it grows a pair of arms and hands and also retains its wings and full flying speed.

A Tiny creature becomes Small and its hit die type changes to d6. A Huge creature shrinks to Large and its hit die type becomes d10. Otherwise, the creature retains its size and hit die type. Its Intelligence increases to 7 + 1d4. Other attributes that are 5 or lower increase by +4; attributes higher than 20 drop to 20. Other abilities, including armor class, remain unchanged.

If the creature previously was unaligned, its alignment becomes neutral, neutral good, or neutral evil to match your own alignment. The creature is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

This change cannot be reversed save by casting *wish*.

This creature will breed true with other creatures of this type (i.e., other creatures of its original species that you cast *evolve* on), and has a 50% chance of being able to breed true with a creature of its original type or with a humanoid.

EXALTED RAIMENT

6th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Book of Exalted Deeds*

You touch a set of clothing and imbue it with holy energies. The creature wearing the clothing gains a +2 bonus to its armor class, resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and advantage on saving throws

against any effect that would reduce its hit point total.

EXCRUCIATING DEFORMATION

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

Your hand is engulfed in an oily glimmer. Make a melee spell attack to touch a creature. If you hit, the creature's body will begin to warp and become malformed. Its arms and legs twist in on themselves and its body contorts in disturbing, anatomically impossible, and very painful ways. The creature's speed is reduced by half, and at the beginning of each of its turns, the creature takes 4d6 bludgeoning damage. If the damage taken by this spell would reduce the target to 0 hit points, it instead drops to 1 hit point and falls unconscious.

When the spell ends, the creature returns to its normal shape.

EXORCISM

1st-level abjuration

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (a silver bell, a book of prayers, and a blessed candle that must remain lit throughout the ritual)

Duration: Instantaneous

Source: *Priest's Spell Compendium*

You attempt to force a ghost, demon, or other such entity to leave the host or object it is possessing. The creature that the entity is possessing must be either willing or restrained for you to cast this spell.

After an hour of reciting liturgy, chanting, waving burning sage around, drawing magic sigils, and so on, the entity must make a saving throw, using the higher of its Charisma, Constitution, or Wisdom. If it succeeds, nothing happens and the spell ends.

If the entity fails its saving throw, it takes 2d10 psychic damage and its hit point total is reduced by that amount. It must then make a second saving throw, using the same attribute it used for the first save. If that roll fails, it also loses a number of points from that attribute equal to your spellcasting ability modifier (minimum of 1). Hit point and attribute reduction lasts until one week has passed since the last time you or anyone else attempted to exorcise it.

If the entity's first saving throw failed (whether or not the second one succeeds or fails), you must make a Constitution saving throw, with a DC equal to 10 + the entity's proficiency bonus + the entity's Charisma attribute modifier. On a failed saving throw, you take 2d10 psychic damage, and the entity's host takes 1d10 force damage.

One casting of this spell will generally only weaken the spirit; it usually requires multiple castings to fully drive it away. If you reduce its hit point total to 10 or less, or any of its attributes to 3 or lower, it will be too weak to remain inside its vessel and will immediately attempt to flee. It cannot attempt to repossess that host for 1 year.

Note that this spell does not prevent the creature from using any of its own abilities while you are casting it.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you inflict an additional 1d10 psychic damage for each slot level above 1st. If you cast this spell with a 6th-level or higher

spell slot, the creature has disadvantage on all saving throws. This does not affect the amount of damage you or the entity's host take.

EXPLOSION OF ROT

4th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a rotting flower)

Duration: Instantaneous

Source: d20pfsrd.com

You pick a point within range and all creatures and objects within 10 feet of that point are struck by a burst of decay and rot and must make a Constitution saving throw. A creature takes 7d6 necrotic damage on a failed saving throw, or half as much on a successful one. A creature that failed its save is also poisoned for 1 minute; it may make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

Plant creatures have disadvantage on each of the saving throws, but undead have advantage.

EXPLOSIVE HEAD

6th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: d20pfsrd.com

You point to one creature within range and speak words of power and cause an incredible pressure to build up in its head. If the creature has 20 or fewer hit points, its head explodes and it dies instantly. If your target has more than 20 hit points, it instead takes 10d10 piercing damage on a failed saving throw, or half as much on a

successful one. If this damage kills it, its head explodes as described above.

This spell does not affect oozes, ethereal or incorporeal creatures, or creatures that don't have heads. If a creature has multiple heads, then destroying one head may not necessarily kill it.

EXTERMINATE

1st-level necromancy (ritual)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a pinch of lavender and dried garlic)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

When you cast this spell, all creatures of Tiny size, with an Intelligence of 4 or less, and with no more than 2 hit points, and that are within 30 feet of you instantly die, whether you can see them or not. Optionally, one Tiny creature with 5 hit points or fewer that is within range and that you can see can be instantly killed.

If you use this spell against a swarm of Tiny creatures or a single Tiny creature of 5 or more hit points that is within range, you must instead make a ranged spell attack to hit. On a success, you inflict 2d10 necrotic damage.

EYES OF CURSES

6th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an eye from a freshly-killed creature)

Duration: Until dispelled

Source: *The Great Net Prayerbook*

You target one creature within range that can see your eyes, and curse it in the name of your god or patron. Each day at

dawn, the creature must make a Constitution saving throw. If it fails, two of its attributes (chosen when you cast this spell) are reduced by 1 point each. On a success, nothing happens that day. When the attributes reach 0, the target dies.

A *remove curse* spell ends this effect. A *greater restoration* will restore lost attribute points but will not end the curse. If the target succeeds on three saving throws, the curse ends. These saves do not need to be consecutive.

EYES OF THE BEHOLDER

7th-level transmutation

Casting Time: 1 action

Range: Special

Components: V, S, M (the eyestalk of a beholder, which is destroyed at the end of this spell)

Duration: 10 minutes

Source: *The Great Net Spellbook*

While holding the eyestalk of a beholder or beholder-kin, you may use this spell to allow you access to that eyestalk's magical ability. The DM should determine what properties that eyestalk had when this spell is cast; it will retain those properties (including range) throughout the casting. You use your own spell attack modifier to hit a target with this ability and may use the eye once on each of your turns.

The eyestalk does not need to be freshly-cut; a preserved or dried eyestalk may also be used for this spell. You may not use the central eye for this spell; only one of the eye stalks.

At Higher Levels. When you cast this spell with an 8th-level or higher spell slot, you may use the eyestalk twice before it is destroyed. When you cast it with a 9th-level slot, you may use the eyestalk three times.

EYES OF THE SUN

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Source: The Great Net Prayerbook

Your eyes glow with brilliant sunlight. Any creature within 10 feet of you who can see your eyes must make a Constitution saving throw or be blinded for 1 hour. You also shed bright light to a distance of 30 feet and dim light for a further 30 feet.

A creature with the Sunlight Sensitivity or Sunlight Hypersensitivity traits also takes 6d6 radiant damage on a failed saving throw, or half as much on a successful one. Your eyes do not actually produce heat or fire.

FALSE TRACKS

1st-level illusion (ritual)

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

Source: *Wizard's Spell Compendium*

For the duration of this spell, your footprints are those of a beast of your choice. If part of your clothes or hair get snagged on undergrowth, it will appear to be bits of animal fur. Dropped objects do not change their appearance. When the spell expires, your footprints and snagged clothing change resume their normal appearance.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you may cause your footprints to appear to have been left by a dragon or monstrosity.

FALSE SENDING

5th-level illusion

Casting Time: 10 minutes

Range: Unlimited

Components: V, S, M (a short piece of corroded copper wire)

Duration: 1 round

Source: *Book of Vile Darkness*

You cast a *sending*, as per the spell, but you make the recipient believe it was sent by another creature. You must be familiar with the creature who you are impersonating. In all other respects, this spell is identical to *sending*.

FALSE VISION

6th-level illusion

Casting Time: 1 reaction, which you take when you learn you are being scryed upon.

Range: Self (30-foot radius)

Components: V, S, M (a pinch of dust)

Duration: Concentration, up to 10 minutes

Source: *Wizard's Spell Compendium*

Cast upon becoming aware that you or something else within 30 feet of you are being magically spied upon, you create an illusory image or thoughts that will be detected instead. At the same time, you and everything else of your choice that is within that radius become invisible to the scrying method.

This spell cannot be cast preemptively; it only functions after a divination spell has been cast on you.

FALSTAFF'S ETHEREAL FIRESTORM

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

Source: The Great Net Spellbook

A streak of red light and hot wind flashes from your outstretched hand to a point you choose within range and then silently explodes into a burst of pale flame. Each ethereal creature (any creature with the etherealness, ethereal stride, or ethereal jaunt traits, or under the effect of the *etherealness* spell) in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 4d6 fire damage and 4d6 force damage on a failed save, or half as much damage on a successful one. The ethereal fire spreads around corners and ignites ethereal objects in the area that aren't being worn or carried. This spell does no damage to corporeal creatures.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 fire damage for each slot level above 3rd

FANG FIST

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

Source: *Wizard's Spell Compendium*

One of your arms turns into a venomous snake. Roll initiative for the snake, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). The snake uses your spell attack modifier to hit, has a reach of 15 feet, an armor class of 14, and 15 hit points. On a successful hit, it inflicts 1d6+2 piercing damage and the target must make a Constitution saving throw. It takes an additional 2d6 poison damage on a failed saving throw, or half as much on a

successful one, and is poisoned until the end of its next turn.

Any damage inflicted to the snake is transferred to you when the spell is over. If the snake is brought to 0 hit points, your arm is crippled and you can't use it until you regain full hit points.

The snake can also be used as a clumsy arm; it is capable of grasping objects firmly, although it cannot manipulate them.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, you may turn both your arms into snakes, and you may make one attack with each arm per round.

FAR SIGHT

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small, round piece of glass, which is consumed in the casting)

Duration: 1 minute

Source: The Great Net Spellbook

You gain the ability to see five times as far as normal; this affects darkvision and truesight as well as normal vision.

In addition, when using a ranged or thrown weapon, you are not at disadvantage when attempting to hit a target beyond normal range.

FARSPAKER

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (the heart's blood of a hydra, which is consumed in the casting of the spell, and up to five small ceramic boxes covered in silver filigree, worth 100 gp each)

Duration: 6 hours

Source: *Wizard's Spell Compendium*

You imbue up to five boxes to act as speakers and place them wherever you wish, as long as they are within a mile of each other.

You touch one of the speakers while casting this spell. Any words spoken into one box can be clearly heard emanating from all other boxes.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you may enchant two additional boxes for each slot level above 3rd.

FAVORABLE WIND

2nd-level evocation (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 hour

Source: *Stormwrack*

You produce a wind that fills the sails of a ship and moves it in the direction in which you wish. While this spell is in effect, your sailing ship's speed increases by 25%. In addition, all creatures on that ship have advantage on saving throws against gas-based attacks, such as *cloudkill* or the breathe of a green dragon.

FAVOR OF AMELIORATION

3rd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Priest's Spell Compendium*

Granted by gods of pain and of protection, one willing creature you choose within range is freed from pain. For the duration, that creature is immune to being stunned or rendered unconscious, has

resistance to poison damage, and is immune to the poisoned condition. If it takes 15 points of damage or less from a single attack and it would be reduced to 0 hit points, it is reduced to 1 hit point instead. Finally, you grant the creature 5 temporary hit points.

FAVOR OF GOOD LUCK

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

Source: *Priest's Spell Compendium*

Granted by gods of luck and fortune, you bless a creature that you touch so that it automatically succeeds at the next saving throw it makes within the next 24 hours. The target can't choose to not use this spell and attempt to roll the saving throw anyway; the spell triggers automatically. This spell can only be used once per individual per day.

FAVOR OF ILL LUCK

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

Source: *Priest's Spell Compendium*

Granted by gods of misfortune and evil, you curse a creature that you touch so that it automatically fails the next saving throw it makes within the 24 hours. This spell can only be used once per individual per day. It may make a Wisdom saving throw to resist.

FAVOR OF SERENDIPITY

2nd-level abjuration

Casting Time: 1 action

Range: Special

Components: V, S

Duration: 1 week or until triggered

Source: *Priest's Spell Compendium*

Granted by gods of luck and travel, you cast this spell and one unexpected event occurs in your favor. This spell only functions when you are in a dangerous or taxing conditions. For instance, you might find shelter during a storm, stumble across the rare herb needed to cure an ally of poison, find a source of fresh, clean water in the desert, or have a chance rockslide cut of the horde of orcs that's chasing you.

You are not in control of the chance event and if your god feels that you are abusing this spell, it may refuse to answer your prayer or cause you to suffer from a dangerous consequence instead.

FAVOR OF THE EARTH

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of amber worth at least 25 gp)

Duration: Permanent

Source: *Priest's Spell Compendium*

This spell is granted by gods of plants, the woodlands, and of agriculture. Choose a point within 30 feet. All mundane plants within 5 feet of that point are healed of all nonmagical diseases and toxins and their yield of fruit, flowers, or other usable parts is doubled for 1 month.

FAVOR OF THE FLYING HORSE

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a feather from a pegasus)

Duration: Concentration, up to 1 hour

Source: *Priest's Spell Compendium*

This spell is granted by gods of the air, of birds, or of horses, and of travel. You touch a tamed equine or equine-like beast, dragon, or monstrosity, and it sprouts a pair of impressive, feathered wings. The creature can then fly with perfect ease and has a flying speed of 90 feet.

FAVOR OF THE OCEAN WINDS

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of driftwood)

Duration: 1 year

Source: *Priest's Spell Compendium*

This spell is granted by gods of the sea and of travel. You cast this on an amulet, which must be given to a willing creature. If that creature is ever cast overboard and lost at sea while wearing the amulet, it will be guaranteed to be washed ashore somewhere habitable with plenty of available fresh water and food (although not necessarily safe or close to civilization). If the wearer takes the amulet off, the spell ends.

FEAST ON FEAR

6th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

As an action each round, you may target a creature you can see within range and flood it with waves of terrifying evil. The creature must make a Wisdom saving throw. On a failure, it becomes frightened and you gain 5 temporary hit points. The temporary hit points last for up to 1 hour. You may not target the same creature more than once.

A frightened creature must take the Dash action on each of its turns and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

At Higher Levels. When you cast this spell with a 7th-level or higher spell slot, you gain an additional 5 temporary hit points per creature you frighten for each slot level above 6th.

F&BLESBODY

9th-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a live mouse)

Duration: Instantaneous

Source: The Great Net Spellbook

You blast the body of a creature that you can see within range, attempting to destroy its health and strength. The target takes 4d6 necrotic damage and must make a Constitution saving throw.

On a failed save, the creature's Strength, Dexterity, and Constitution are reduced to 1 each. The creature's move is reduced to 5 and it can't attack, wear armor, or lift any objects. If it attempts to cast a spell or use a magical item, it will do so successfully but will take a level of exhaustion each time.

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by *greater restoration*, *heal*, or *wish*.

FELDEGAST'S ALTERED APPEARANCE

5th-level transmutation

Casting Time: 12 hours

Range: Touch

Components: V, S, M (1,000 gp worth of silver dust)

Duration: Permanent

Source: The Great Net Spellbook

You permanently alter the appearance of one willing creature. The new form must be of the same race or of a race with similar size (it must be of the same size category), shape, and appearance (such as human to half-orc or elf), may be up to 1 foot shorter or taller, can be thin, fat, or in between, and must have the same body shape and number of limbs as the original, and cannot have extra features such as horns, wings, or a tail, but other than that the target can appear to be anything you can imagine.

This transformation is a true, permanent change and not an illusion, but the spell can be ended with *dispel magic*.

FELLSTAR'S FLAMING WATER

4th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a vial filled with water and oil)

Duration: 1 minute

Source: The Great Net Spellbook

You pick a point within range that is on the surface of a body of water, and the surface water within a 30-foot circle of that

point will burst into flames, as if it was covered with a layer of oil and set alight.

This fire will continue to burn for 1 minute and cannot be extinguished without magic. A creature in that area must make a Dexterity saving throw or take 4d6 fire damage on a failed roll or half as much damage on a successful one each round. Objects and structures take double damage. The flames will not spread on their own beyond the spell's area.

FERTILITY

1st-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a seed)

Duration: 1 week

Source: *Priest's Spell Compendium*

You touch a willing creature or any beast or monstrosity with an Intelligence of 4 or lower. For the duration, that creature becomes incredibly fertile. The creature is all but guaranteed to become pregnant or sire offspring with its next mating. You may not use this spell on yourself, although you can use it on your partner.

FIELD OF ICY RAZORS

8th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

You choose up to 8 creatures you can see within range and knife-edged crystals of ice begin to form around them, sticking them to the ground and forcing them to make a Dexterity saving throw. A creature takes 6d6 cold damage and 6d6 slashing damage on a failed saving throw, or half as much on a successful one. In addition, a

creature that failed its save has its move reduced by 20 feet for the duration of the spell.

FIERY EYES

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

Your eyes glow with unnatural fire—they're so bright, they project bright light to a range of 5 feet around you. You may choose what color they burn. These fiery eyes have several functions.

☉ **Firelighting Eyes.** If you stare at one spot for three rounds, any combustible materials in that a 5-foot-radius sphere of that spot burst into flame.

☉ **Fascinating Eyes.** If you look into the eyes of another creature within 10 feet, that creature must make a Wisdom saving throw or become incapacitated until the end of its next turn due to being fascinated by the unearthly light. If you continue to stare at the creature, it will remain incapacitated.

☉ **Hypnotizing Eyes.** If this spell is active while you cast a spell or use an ability that charms a target, and that target is within 30 feet and can see your eyes, that creature automatically fails its saving throw.

FIERY FISTS

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a lump of coal)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

Your hands become wreathed in blazing blue fire. Your unarmed strikes do an additional 2d10 fire damage. In addition, on a successful hit, the fire leaps up and produces a cloud of noxious smoke. The creature you struck must make a Constitution saving throw or become incapacitated for 1 round due to choking and coughing.

FILTH'S BANS

1st-level transmutation (ritual)

Casting Time: 1 round

Range: Touch

Components: V, S

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

One creature or object of Huge size or smaller is instantly cleaned and sanitized, including its clothing. Unwilling targets may attempt a Charisma saving throw to negate the spell.

FIRE AURA

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a scrap of singed paper and a piece of flint)

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

You cast this spell and an aura of emerald-green flames flares out around you.

While this spell is active, you have immunity to fire damage. In addition, any creature that attempts to grapple you or that hits you with an unarmed attack takes 3d8 fire damage and must make a Dexterity saving throw or be set on fire. If the creature fails, then at the beginning of each

of its turns for the next three rounds, it takes an additional 1d8 fire damage.

FIRE CHARM

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a multicolored silk cloth which is consumed when you cast the spell)

Duration: 1 hour

Source: *Wizard's Spell Compendium*

You toss a scrap of silk fabric into a fire and the flames cool and begin to shift colors. At the same time, you make a *suggestion*, as per the spell. You choose up to four creatures within 30 feet of the flame to make a Wisdom saving throw. A creature that fails its save is subject to your *suggestion* for one hour or until the flames die out, whichever comes out. Creatures that are blind or that can't be charmed are immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you may charm two additional creatures for each slot level above 4th.

FIRE SPIDERS

5th-level conjuration

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (a pinch of sulfur)

Duration: 1 minute

Source: *Spell Compendium*

A number of conjured swarms of tiny, spider-shaped fire elementals appear in empty spaces within range. A swarm has the same attributes as the swarm of spiders from the *Monstrous Manual*, with the following changes: the swarm is immune to fire damage but has vulnerability to cold

damage; it sheds dim light in a 20 foot radius; inflicts an additional 3d10 fire damage on a successful attack; and a creature that comes in contact with the swarm or ends its turn in the same space as the swarm takes 3d10 fire damage. A swarm has a CR of 3.

The swarms are friendly to you and your companions for the duration. Roll initiative for the swarms, which have its own turns. It obeys any verbal commands that you issue to it (no action required by you). You may direct each swarm separately, if you wish. If you don't issue any commands to a swarm, it defends itself from hostile creatures but otherwise takes no actions. If your concentration is broken, the swarms don't disappear. Instead, you lose control of them, they becomes hostile toward you and your companions, and it might attack. An uncontrolled swarm of fire spiders can't be dismissed by you, and it disappears 1 minute after you summoned it.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, you may summon an additional two swarms for each slot level above 5th.

FIRE TRUTH

1st-level divination (ritual)

Casting Time: 1 minute

Range: 5 feet

Components: V, S, M (a candle infused with rare herbs worth 25 gp, which is consumed when you cast the spell).

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You light a specially-made candle and place it within 5 feet of a named target. If the target then knowingly tells a lie, the candle flares brightly. A half-lie or slight

deception causes the candle to gutter and flicker. If the target tells an outrageous lie, the candle extinguishes itself.

At Higher Levels. When you cast this spell using a 3rd-level or higher spell slot, and the target tells a lie, the fire leaps and burns the target, inflicting 2d10 fire damage with each lie.

FIREBURST

2nd-level evocation

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a pinch of sulfur)

Duration: Instantaneous

Source: *Spell Compendium*

The air in a 10-foot radius around you suddenly bursts into brilliant white-hot flames. All creatures within that area must make a Dexterity saving throw. A creature takes 4d6 fire damage on a failed saving throw, or half as much on a successful one.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you inflict an additional 1d6 fire damage per slot level above 2nd.

FIREPROOF

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (an ounce of powdered lime)

Duration: 8 hours

Source: *Wizard's Spell Compendium*

You touch a Medium-sized or smaller inanimate object and render it immune to natural fire and resistant to magical fire.

At Higher Levels. When you cast this spell using a 3rd-level spell slot, you can protect a Large item; when using a 4th-level spell slot, you can protect a Huge item; and

when moving 5th-level or higher spell slot, you can protect a Gargantuan item.

FIRESTAFF

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of phosphorous and a pinch of iron filings)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

The ends of a quarterstaff that you are holding burst into blue-white flame. You may use the staff itself or hand it to someone else to use. When the staff hits a target, it does an additional 2d6 fire damage.

The flames on the staff cannot be extinguished by any means. It can be used to set combustibles on fire, but the fires it sets are normal and can be extinguished normally.

FIREWARD

5th-level abjuration

Casting Time: 1 action

Range: Self (10-foot radius sphere)

Components: V, S, M (a pinch of sand and a drop of water)

Duration: Concentration, up to 1 minute

Source: *Priest's Spell Compendium*

You create an immovable area around you. In this area, no fire, either mundane or magical in origin, can burn. Flames will part and flow around the sphere but cannot penetrate it. All creatures and objects within the sphere have immunity to fire damage. The area is immobile. You (and others) may enter and exit the sphere as often as you wish for the duration, but the sphere itself remains in place.

FIRST STRIKE

1st-level transmutation

Casting Time: 1 reaction, which you take when are about to enter combat.

Range: Self (10-foot radius)

Components: V, S, M (a handful of sand)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You and all allies within range have advantage on your initiative rolls.

FIST OF STONE

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Source: *Wizard's Spell Compendium*

One of your hands turns into flexible stone. Although you retain your sense of touch, that hand does not feel pain. You have a Strength of 16 with that hand (only), and that arm's AC improves by +2. Unarmed attacks do 1d4+3 bludgeoning damage.

At Higher Levels. When you cast this spell with a 3rd-level spell slot, your arm's Strength increases to 18 and your punch does 1d6+4 damage. When you cast it with a 5th-level spell slot, the Strength increases to 20 and your punch does 1d8+5 damage. When you cast it with a 7th-level spell slot, the Strength increases to 22 and your punch does 1d10+6 damage.

FLAME HARVEST

7th-level evocation

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: 1 month

Source: *Priest's Spell Compendium*

You lay this trap by walking in a circle around an out-of-doors area filled with flammable vegetation, such as in the middle of a field or around a copse of trees. The circle can be no larger than 150 feet in diameter. As you lay this trap down, you set a condition that will trigger the trap, such as "when three elves meet in the middle of this area" or "at midnight on the last night of the full moon." As you cast the spell, your footprints glow brightly; when you are done, they fade away and only magic will detect the presence of the trap.

When the conditions are met, the area will burst into flames. All creatures within the area take 10d8 fire damage and ignites all combustibles that are not being worn or carried. Creatures who were previously aware of the trap's existence may make a Dexterity saving throw, taking half as much damage on a successful throw.

After the initial blast, the fire will burn normally, inflicting 1d6 fire damage to any creature that ends its turn in the area, until it burns itself out in 2d10 minutes.

FLAMING SYMBOL

5th-level evocation

Casting Time: 1 round

Range: Self

Components: V, S, M (a bronze holy symbol worth at least 50 gp, which is burned up when you cast the spell)

Duration: Concentration, up to 1 minute

Source: The Great Net Prayerbook

When you cast this spell, a huge, flaming image of your holy symbol appears hovering over your head. All of your companions, members of your faith, and members of allied faiths that are within 60 feet of you and can see the symbol are

divinely inspired. For the duration, they have advantage on attack rolls and on saving throws against being frightened. They also do +1 damage with weapon attacks. In addition, enemies of your faith within 60 feet of you do -1 damage with weapon attacks.

If both you and a cleric of an enemy faith use this spell, the combat effects cancel each other out and neither side benefits from them. However, both sides will have advantage on saving throws against being frightened.

FLENSING

8th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an onion)

Duration: 4 rounds

Source: *Spell Compendium*

You make a cutting gesture with your hands and magically strip the flesh from your target's body. At the beginning of each of your turns for the next four rounds, your target must make a Constitution saving throw. It takes 3d10 slashing damage and loses 1d3 points each of Charisma and Constitution on a failed saving throw, or half as much damage and no attribute loss on a successful roll.

Lost attribute points do not return until a *greater restoration* or similar spell is cast on that person.

FLESH TO OOZE

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (alchemical reagents worth 100 gp)

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

You attempt to turn one creature you can see within range into an ooze. If the creature's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is stunned as its flesh begins to melt. On a successful save, the creature isn't affected.

A creature stunned by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned into an ooze. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is CR 1 or lower, it turns into a gray ooze. If it is of CR 2 or 3, it turns into either an ochre jelly or a gelatinous cube (your choice). If it is of CR 4 or higher, it turns into a black pudding. The creature's gear does not transform with it.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned into an ooze until the effect is removed.

FLESH TO ICE

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (water and a drop of blood)

Duration: Concentration, up to 1 minute

Source: *Frostburn*

You attempt to turn one creature that you can see within range into crystalline ice. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to freeze.

On a successful save, the creature isn't affected. A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to ice and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to ice until the effect is removed. If the temperature rises above 50° F, the frozen creature will defrost over a period of a week. If touched by magically-produced heat, it will defrost in 1 minute. Upon becoming completely defrosted, the creature must immediately make a Constitution saving throw or fall to 0 hit points.

FLESH TO SALT

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a lump of rock salt)

Duration: Concentration, up to 1 minute

You call forth the essence of salt within a target that is in range that you can see. That creature must make a Constitution saving throw. It takes 6d10 necrotic damage on a failed saving throw, or half as much on a successful one. If this spell causes the creature to drop to 10 or fewer hit points, it must make another Constitution saving throw. On a failed saving throw, it is restrained as its flesh begins to crystallize.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to a pillar of salt and is subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to a pillar of salt until the effect is removed.

At Higher Levels. When you cast this spell with a 7th-level or higher spell slot, you inflict an additional 1d10 damage per slot level above 6th.

FLEXIBLE FORCE FIELD

5th-level evocation (ritual)

Casting Time: 1 round

Range: 30 feet

Components: V, S, M (500 gp worth of powdered diamond)

Duration: Permanent or destroyed

Source: The Great Net Spellbook

You create a nearly invisible barrier that is attached on all edges to a doorway, arch, cave mouth, or similar structure. The barrier blocks all physical movement through it, as well as all mundane or magical attacks, except for those that inflict force or psychic damage. It also does not block gas-based attacks, such as *cloudkill* or the breath of a green dragon.

The *force field* is treated as an object with AC 17, hit points equal to your maximum, and resistance to all forms of attack. It does not regenerate lost hit points on its own,

although if you cast this spell a second time on an existing *force field*, you bring it back to full hit points. You can also use a spell such as *repair* (q.v.) to heal the force field.

FLICKER

Illusion cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a small lump of candle wax)

Duration: 1 round

Source: The Great Net Spellbook

A target of your choice flickers and blurs slightly for 1 round. Any creature who is within 30 feet of the target and can see it must make an Intelligence saving throw or believe that the target is an illusion. A creature may make a new saving throw at the beginning of each of its turns as long as it can still see the target, ending the effect on a success. A creature will continue to believe that the target is an illusion until the target does something that is obviously non-illusory (such as attacking and causing real damage or picking an object up).

FLU

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, M (a handkerchief)

Duration: 1 week

Source: The Great Net Spellbook

One living humanoid creature you touch must make a Constitution saving throw or catch an influenza-like disease.

It takes 1d4 hours for the disease's symptoms to manifest in the creature. Symptoms include fatigue, lethargy, coughing, sneezing, and fever. While ill, the

creature will suffer from one level of exhaustion that will persist until the flu is cured, either mundanely or magically. At the end of each long rest, the creature may make a new saving throw, ending the effect on a success.

This magical influenza is very contagious. All humanoids who remain within 10 feet of the target for more than 1 minute must make a Constitution saving or catch it as well.

Unless the target succeeds at a saving throw beforehand, the spell ends and the disease vanishes after one week.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, you inflict two levels of exhaustion. When you cast it with a 6th-level or higher slot, you inflict three levels of exhaustion. When you cast it with an 8th-level or higher spell slot, you inflict four levels of exhaustion.

FOG OF NIGHTMARES

7th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Source: The Great Net Spellbook

A cylinder of thick, silver fog that is 15 feet tall with a 50-foot radius appears, centered on a point you can see you can see within range. The fog spreads around corners. It lasts for the duration or until strong wind (20 miles per hour or more) disperses the fog, ending the spell. Its area is heavily obscured.

You tap into the nightmares of all creatures within the area and create manifestation of its deepest fears, These manifestations, which are similar to the images created by the *phantasmal killer* spell,

form out of the fog and are visible only to the affected creatures.

Each creature in the area must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the start of each of the target's turns, a frightened target must succeed on a Wisdom saving throw or take 4d6 psychic damage. On a successful saving throw, the creature is unaffected for that round.

Because of the all-encompassing nature of the *fog of nightmares*, it is difficult to escape: a frightened creature is surrounded on all sides by the objects of its nightmares and cannot find a safe way to move. Its movement rate is halved while in the fog.

FOOL'S GOLD

4th-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a powdered piece of iron pyrite)

Duration: 8 hours

Source: *Wizard's Spell Compendium*

You touch copper coins or objects made out of copper, brass, or bronze, with a total weight of 1 pound or less, and turn it into gold. Approximately 50 cp equal one pound. When the spell expires, the items return to normal.

If a piece of iron touches an affected item, the DM will roll a die. On an odd number, the object returns to normal. If the iron is raw ore, the object always returns to normal.

At Higher Levels. When you cast this spell using a 6th-level or higher spell slot, the resultant gold objects will not revert if touched with iron.

FOOL'S SPEECH

3rd-level illusion

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a small bone whistle)

Duration: 1 hour

Source: *Wizard's Spell Compendium*

While casting this spell, you touch up to eight willing targets. This gives you and your allies the ability to speak in a secret language that is incomprehensible gibberish to everyone else. This language cannot be understood even when using spells such as *comprehend languages*.

FORCE BLAST

5th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, M (a giant's tooth)

Duration: Instantaneous

Source: *The Great Net Spellbook*

Target one creature or object you can see within range and make a ranged spell attack to hit. On a success, the target takes 8d10 force damage and, if it's an animate creature, it must make a Strength saving throw or be knocked prone. This spell does double damage to structures and inanimate objects.

FORCE CHEST

4th-level evocation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a 2-inch glass cube)

Duration: 1 week

Source: *Spell Compendium*

You summon a lidded box made of force, two feet per side, which appears in your hands. You may choose to make it

invisible or translucent. The lid will not open without first speaking a password. It is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* spell destroys the box instantly, however. It can hold up to 50 pounds and contains enough air to supply one Tiny creature for an hour.

FORCE SHAPECHANGE

5th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a hair from a lycanthrope and a butterfly)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You point to one creature within range that you can see. If that creature is shapechanged or polymorphed, either through natural ability or by spell, it is forced back into its natural shape and must make a Constitution saving throw. It takes 3d10 force damage on a failed saving throw, or half as much on a successful one.

This spell has no effect on illusory disguises.

FORCEBALL

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a tiny ball of bat guano and a pinch of sawdust)

Duration: Instantaneous

Source: *The Great Net Spellbook*

A brilliant white streak flashes from your pointing finger to a point you choose within range and then silently explodes. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 7d6 force damage and is stunned for 1 minute

on a failed saving throw, or takes half as much damage and is not stunned on a successful roll. A stunned creature may make a Constitution saving throw at the beginning of each of its turns, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

FORCED REPENTANCE

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

Source: d20pfsrd.com

You choose a humanoid within range that you can see and force it to make a Wisdom saving throw. If it fails, it will stop its current action, overwhelmed by its guilty conscious, and will begin confessing its sins to you.

The creature may make a new saving throw at the beginning of each of its turns, ending the effect on a success. The spell also ends if you ever leave that creature's line of sight. Good-aligned creatures have advantage on their saving throw.

FORCEWAVE

3th-level evocation

Casting Time: 1 bonus action

Range: Self (10-foot wide sphere)

Components: V, S, M (a piece of string and a drop of water)

Duration: Instantaneous

Source: *Spell Compendium*

You create a wave of aquamarine-tinged magical force which pushes out from you in a battering force. All creatures within 10

feet of you must make a Strength saving throw or be knocked 15 feet backwards and fall prone.

This also does 8d10 bludgeoning damage to structures and inanimate objects that are within 10 feet.

FORCEWHIP

5th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

You create a translucent line of magical force that lashes out at your command towards a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 8d10 force damage and if the creature is Large or smaller, you pull it up to 10 feet closer to you.

You may choose to have the whip grapple the target (escape DC equal to your spell save DC). Until this grapple ends, the target is restrained and you cannot use the whip on another creature.

FORTUNATE FATS

7th-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (an emerald worth at least 1,000 gp)

Duration: 1 hour

Source: *Spell Compendium*

This spell must be cast on a willing creature. If at any point in the spell's duration that creature takes enough damage to take it to 0 hit points or fewer, this spell will trigger, restoring 50 hit points and removing the blinded, deafened, and poisoned conditions from it, if applicable.

FOUNDATION OF STONE

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

Source: *Spell Compendium*

You channel the power of stone into one willing target. As long as that target doesn't move and remains standing on solid ground, it gains a +2 bonus to its armor class and cannot be knocked prone.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you may affect one additional target for each slot level above 1st.

FREEZE

3rd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an hourglass)

Duration: 1 minute

Source: *The Great Net Spellbook*

You coat a target in ice, putting it in stasis and making it effectively petrified for one minute. An unwilling target may make a Wisdom saving throw to resist, and may make a new saving throw at the end of each of its turns, ending the effect on a success. At the end of this time, the creature is no longer petrified and may resume normal activities.

At Higher Levels. When you cast this spell with a 4th-level spell slot, the duration increases to 10 minutes. When you cast it with a 5th-level or higher spell slot, the duration increases to 1 hour.

FROST FINGERS

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

As you hold your hands with thumbs touching and fingers spread, shards of ice shoot out from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

FROST WHIP

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

Source: *Priest's Spell Compendium*

You create blue-white, glowing line of solidified coldness that lashes out at your command towards a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 4d10 cold damage and must make a Constitution saving throw or be paralyzed until the end of its next turn. If the creature is Large or smaller, you pull it up to 10 feet closer to you.

FROSTFIRE

2nd-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a piece of ivory, a pinch of soot, and a shard of clear crystal)

Duration: Concentration, up to 1 hour

Source: *Wizard's Spell Compendium*

You point to a fire of any size within range and change it so that it becomes cold, not hot. For the duration of the spell, the flames burn clear blue. The fire must be one that burns for at least one minute, not one with an instantaneous duration (such as a *fireball* spell). This spell produces one of three effects:

⊙ **Chilled Flame.** You make a ranged spell attack against one fire elemental you can see. You may also target creatures that are currently aflame due to magical or natural ability such as a balor or flameskull, or a creature under the effect of a *fire aura* (q.v.) spell. On a hit, you inflict 3d10 cold damage to that creature. This attack is instantaneous.

You can also cast this spell on a creature that has been *set* on fire and is taking damage because of it. This will automatically extinguish the flames.

⊙ **Cold Flame.** The flame inflicts cold damage instead of fire damage.

⊙ **Cool Flame.** All heat is removed from the flame. It burns fuel and produces light but causes no damage if touched and cannot set anything other than the fuel you give it on fire.

GARINTHRALL'S HIDEOUS LEECH

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a leech, which you must kill when you cast this spell)

Duration: Special

Source: *The Great Net Spellbook*

You conjure a small, slimy black sphere and hurl it at one creature within range. Make a ranged spell attack to hit. If successful, the sphere turns into a Tiny-sized leech-like creature that camouflages itself to blend into the target's body. It immediately bites the target, even through armor, inflicting 2d4 piercing damage. It injects an anesthetic into the target's bloodstream; she will not feel the bite.

While attached, the leech doesn't attack. Instead, the target loses 1d4 hit points due to blood loss at the start of each of its turns until the target is dead or the leech has been physically removed. Once the target has lost half its hit points, the target will also take one level of exhaustion. Unless the target is aware of the leech's existence, she will not necessarily know why she is weakening.

The leech is not particularly hard to find; it takes a DC 13 Wisdom (Perception) check to do so. The leech cannot be removed by hand unless *dispel magic* or *remove curse* is cast on it. It has an armor class of 10 and 15 hit points, but it takes only half the damage dealt to it and the creature to which it is attached takes the other half.

After the leech is removed, or once the target is dead, the leech will dissolve into a puddle of rancid blood.

GEM RECORD

2nd-level divination (ritual)

Casting Time: 1 minute to record information or 1 round to access the information.

Range: 30 feet

Components: V, S, M (a flawless gemstone worth at least 10 gp to record information,

or a drop of your blood to access the information)

Duration: Permanent to record information, or concentration, up to 1 hour to access it.

You use this spell to record information inside a gemstone or to read information that was recorded by another. This spell is permanent, although destroying the gemstone will destroy the information, and the gem record can be erased by a *dispel magic* or *erase* (q.v.).

You may specify up to three other individuals who may also freely read the gem record. All others must cast this spell on the gemstone to be able to read it. You may cast protective spells such as *glyph of warding* on the gemstone in the same way you would cast it on a book.

The gemstone must be flawless for this spell to work. If the gem is slightly damaged (or is re-cut by a jeweler) after information has been recorded in it, roll a d20. On a 1, the information you want has been permanently lost. If the gem has been badly damaged or altered, the information has been lost on a roll of 1-10. If the gemstone has been shattered or pulverized, the information has been permanently lost.

You may use the *copy* spell (q.v.) on the *gem record*, but it will only produce a copy on paper or parchment, not into another gemstone. You can use spells such as *encrypt* or *mistaken missive* (q.v.) on the *gem record* as well. Choose one of the following functions when you cast this spell:

☉ **Gem Write.** You record information inside of a gemstone. You may speak into it or hold the gem above a written record while casting this spell and it will copy the writing. It will record static images but cannot record moving images. You may use the gem to record spells, but that turns it

into a spellbook; you cannot use a *gem record* as a spell scroll.

For every 50 gp the gem costs, you can record up to 1,000 words or one spell level. You only have to pay half the normal cost of inscribing a spell when you record it in a *gem record*. When you cast this version of the spell, the casting time is 1 minute per 1,000 words or spell level. You may cast this spell on multiple occasions until the gem is “filled.”

☉ **Gem Read.** You may read a *gem record* that was created by another caster. If the information was recorded verbally, you will “hear” the recorder’s voice in your mind. If it was copied from a text, you will mentally “see” the words and will have to read them; this takes as long as it would normally take to read from a book. You do not have to start from the beginning of the text; if you think about the topic or the specific section you wish to see, the gem will skip ahead to that point. This effectively gives you a search function. The recorded text is revealed mentally to you; it cannot be broadcast to be heard or read by multiple people at once.

When you cast this version of the spell, the casting time is 1 round, plus the length of time it takes to listen to or read the information, to a maximum of one hour. If you lose your concentration, the spell ends.

GENOCIDE

9th-level necromancy

Casting Time: 1 round

Range: 400 feet

Components: V, S

Duration: 1 minute

Source: The Great Net Spellbook

You speak the name of a species of living creature (such as “goblinoids” or

“hippogriff”) and point to a member of that species that you can see within range. The creature must have a CR of 8 or less. A bolt of glowing black energy leaps from your hand to that creature, which must make a Constitution saving throw. It takes 100 necrotic damage on a failed saving throw, or half as much on a successful one.

The following round, tendrils of energy leap from that creature to all other creatures of that type that are within 60 feet of it. Those creatures must also make Constitution saving throws. A creature takes 50 necrotic damage on a failed saving throw, or half as much on a successful one.

GHOST TRAP

6th-level abjuration

Casting Time: 1 action

Range: Self (30-foot-radius sphere)

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

You surround yourself with a field of faintly shimmering energy that travels with you. Any creature with the Incorporeal Movement trait, Etherealness, Ethereal Jaunt, or Ethereal Stride abilities, or is under the effects of an *etherealness* or similar spell is rendered fully corporeal while in the spell’s area. It is impossible for any creature to become ethereal or incorporeal while in the spell’s area.

Any formally incorporeal or ethereal creature that had resistance or immunity to nonmagical weapons or weapons made of special materials (such as silvered weapons) loses that resistance and immunity, and it also loses its immunity to being grappled, knocked prone, paralyzed, or restrained.

GHOST WHIP

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

You create a long whip made of ethereal material that appears from your hand and lashes out at your command towards a creature in range. Make a melee spell attack against the target, which must be incorporeal, ethereal, or gaseous in nature, or any sort of undead. If the attack hits, the creature takes 3d10 force damage. If the creature is Large or smaller, you pull it up to 10 feet closer to you.

On a successful hit, you may choose to have the whip grapple the target. A grappled target is restrained (escape DC equal to your spell save DC) and you cannot use the whip on another creature.

The whip ignores all objects and creatures other than the target you choose, allowing it to pass through those objects without hindrance.

GHOUL GAUNTLET

7th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: *Libris Mortis*

You slowly transform one living creature that you can see within range into a ghoul. The creature must make a Constitution saving throw. On a failed save, it takes 2d6 necrotic damage at the end of each of its turns. When the creature dies, it awakens 1d4 minutes later as a ghoul. The transformation can be ended with a *greater*

restoration, heal, or remove curse spell. Other healing spells can be used to restore lost hit points but will not stop the progress of the transformation, just temporarily delay it.

As a bonus action on each of your turns, you can mentally command a ghoul you created with this spell if the creature is within 120 feet of you (if you have used this spell multiple times to create many ghouls, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the ghoul will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the ghoul will attempt to find sustenance on its own.

The ghoul is under your control for 1 month, after which it stops obeying any command you have given it. To maintain control of the ghoul for another month, you must cast either *animate dead* or *create undead* on the creature before the current 1 month period ends. This use of the spell reasserts your control over up to four ghouls you have created with this spell, rather than creating new ones.

GHOU L TOUCH

2nd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

Your hands wither and grow long, jagged claws. When making unarmed attacks, you inflict 1d4 slashing damage and 1d4 necrotic damage, and your target's hit point total is reduced by the amount of necrotic damage taken. In addition, your

target must make a Constitution saving throw or be paralyzed for 1 minute. A creature may make a new saving throw at the beginning of each of its turns, ending the effect on a success. The hit point reduction lasts until the target takes a short or long rest.

GHOST COMPANION

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Source: *Ghostwalk*

You touch a beast or monstrosity with an Intelligence of 4 or less that is at one-half or fewer hit points and it dies painlessly. 1 minute later (or at dusk, if you cast this spell during the daytime), the creature's ghost will appear within 30 feet of you. If the creature was a companion to an ally (such as a ranger's animal companion or a spellcaster's familiar, or even someone's a beloved pet), it will appear within 30 feet of that ally, instead.

As a bonus action on each of your turns, you can mentally command it. You decide what action the ghost-beast will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the ghost-beast will act as a normal animal of its type. If the ghost-beast is a companion to an ally, it is under the ally's control instead.

The ghost-beast is under your control for 24 hours, after which it dissipates and travels to its appropriate afterlife, if any. To maintain control of the ghost-beast for another 24 hours, you must cast this spell on it again before the current 24-hour

period ends. This use of the spell causes the ghost-beast to remain in existence for another 24 hours.

Attributes for the ghost-beast are in the appendix.

GIANT SIZE

8th-level transmutation

Casting Time: 1 round

Range: Self

Components: V, S, M (a dragon's scale or hairs from a giant's head)

Duration: 1 minute

Source: *Oriental Adventures*

You enlarge yourself and everything you are carrying to truly enormous proportions. You grow to be 80 feet tall and your weight increases by 100 times. Your size becomes Gargantuan.

Until the spell ends, your Strength increases to 30 (+5) and you gain 20 temporary hit points. Your physical attacks do 2d6 extra damage and you have advantage on Strength checks and Strength saving throws. In addition, your armor class improves by +10 and your walking speed is doubled. However, you have disadvantage on Dexterity checks and saving throws. The temporary hit points last until the spell ends.

GIFT OF SPEECH

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Source: *Priest's Spell Compendium*

You grant one aberration, beast, dragon, monstrosity, ooze, or plant with an Intelligence of 4 or less the ability to speak your language and understand you. This

does not raise its Intelligence, however, so its ability to communicate may still be limited.

GLAMDEN'S JET

4th-level conjuration

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S, M (a scale from a green or black dragon)

Duration: Instantaneous

Source: *The Great Net Spellbook*

A line of foul liquid and vapors 90 feet long and 10 feet wide blasts from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. The creature takes 3d6 necrotic damage and 4d6 of either acid or poison damage—you choose when casting the spell.

At Higher Levels. When you cast this spell with a 5th-level or higher spell slot, you inflict an additional 1d6 necrotic damage for each slot level above 4th.

GLASS STORM

8th-level conjuration

Casting Time: 1 minute

Range: Self (30-foot radius)

Components: V, S, M (a shard of glass)

Duration: Concentration, up to one minute

Source: *Priest's Spell Compendium*

You create extremely powerful winds that surround you, leaving you in the storm's "eye." The winds are full of dangerous glass and crystal shards. Its area is heavily obscured.

All creatures within the storm must make a Dexterity saving throw each time that they end their turn in the storm. A creature takes 8d6 piercing damage and is blinded for 1 minute on a failed saving throw, or half as much damage and is not

blinded on successful save. The blindness lasts until *lesser restoration* or a similar spell is cast on the creature.

Ranged combat is impossible within the storm. Non-metallic armor has its AC reduced by 1 each round it is the storm. Armor that has its AC reduced to 10 is destroyed.

GLASSESS

4th-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small piece of glass)

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

You make an area of metal, stone, or wood of up to 6 square feet transparent as glass. Metal can be up to 4 inches thick; stone can be up to 1 foot thick, and wood can be up to 2 feet thick. You can choose to make the area transparent to everyone, make it transparent only to you, or to create a one-way mirror. This spell does not work on lead.

At Higher Levels. When you cast this spell with a 5th-level or higher spell slot, the duration increases to Concentration, up to 10 minutes. When you cast it with a 7th-level spell slot, the duration increases to 1 hour, with no need to concentrate.

GLASSTEEL

7th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of glass and a piece of steel)

Duration: Permanent

Source: *Wizard's Spell Compendium*

Up to 100 pounds of glass or crystal that you touch gains the tensile strength and durability of steel. An object affected by this spell has its armor class become 19 and its hit points are multiplied by 10.

GLOBE OF TRANQUIL WATER

5th-level abjuration

Casting Time: 1 action

Range: Self (30-foot-radius sphere)

Components: V, S, M (a glass globe)

Duration: Concentration, up to 10 minutes

Source: d20pfsrd.com

A bubble of calmness extends outwards from you. Any body of water in that area is considered to be calm and tranquil. Natural storms are reduced in severity to mere drizzles, and magical storms inflict only half their normal damage.

In addition, all water-based elementals are hedged out, as if you had cast *antilife shell* on the area.

This spell can only be cast on or near oceans, lakes, and other large bodies of water.

GLORY OF THE MARTYR

4th-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

Source: *Book of Exalted Deeds*

You choose a willing creature within range. That creature's armor class improves by +1. In addition, half of the damage that creature takes is transferred to you. If you die due to this spell, the creature to whom you are linked is partially healed; 2d10 hit points are restored.

This spell remains active as long as that creature is within 30 feet of you. If the creature moves out of range, the spell ends.

GLYPH OF REVEALING

5th-level divination

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S, M (ink made out of the juice of crushed eyebright flowers, white chalk, and powdered quartz)

Duration: 10 minutes

Source: *Priest's Spell Compendium*

You inscribe a special rune on a flat, horizontal surface. All other magical runes, marks, glyphs, symbols, and other forms of written magic become visible, allowing them to be read or identified without being accidentally triggered.

GLYPH OF warding (NEW VARIANTS)

3rd-level abjuration

Source: The Great Net Spellbook and *Priest's Spell Compendium*

These are new variants of the spell *glyph of warding* that appears in the *Player's Handbook* (page 245).

☉ **Necromantic Runes.** When this rune is triggered, a violent explosion of energy from the Negative Plane strikes the creature who disturbed it. The creature must make a Dexterity saving throw. It takes 4d8 necrotic damage on a failed save, or half as much damage on a successful one, and its hit point total is reduced by that amount. This hit point reduction lasts until the creature takes a short or long rest.

☉ **Sepia Snake Sigil.** When triggered, a magical snake made of glimmering brown force springs into being and attacks the nearest living creature (other than you) within 10 feet of it, using your spell attack

modifier. On a hit, it engulfs the target in a shimmering amber field of force. On the creature's next turn, it may attempt to escape the field (escape DC equal to your spell save DC). If unsuccessful, the target is restrained and incapacitated. These conditions remain for 8 hours, until you release the restrained creature, or a *dispel magic* spell is cast on it. While in the amber field, the creature does not age or need to eat, drink, breathe, or sleep.

GNAT SWARM

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

Source: The Great Net Prayerbook

You conjure a swarm of biting gnats around a single target within range you can see. The target must make a Wisdom saving throw or be distracted until the end of its next turn. It will have disadvantage on all attack rolls and ability checks until then.

GODLY PROTECTION

4th-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: The Great Net Prayerbook

Divine light illuminates all of your allies within range, provided those allies are not engaging in any action other than joining you in prayer. After you have cast the spell, they may resume their normal activities.

For the spell's duration, your allies are immune to being frightened or charmed and will have advantage on any one type of

roll of your choosing: either all attack rolls, saving throws, or ability checks.

GODRAGE

3rd-level enchantment

Casting Time: 1 action

Range: Self

Components: V, M (a consecrated weapon)

Duration: 1 minute

Source: The Great Net Prayerbook

You call upon the righteous wrath of your deity while holding a melee weapon consecrated to that deity, and your god fills you with divine fury and you enter a berserk rage.

For as long as this spell is in effect, you have advantage on all attack rolls, inflict +2 damage with each attack, and gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. However, while filled with godrage, you can neither cast spells nor concentrate on a spell you had cast earlier, and you can use no weapon or object but the consecrated weapon; if you lose that weapon, your rage ends. Finally, you cannot take the Dodge, Help, or Hide actions.

GOLDEN BARDING

1st-level conjuration

Casting Time: 1 action

Range: Touch

Components: V

Duration: 1 hour

Source: *Spell Compendium*

You create shimmering gold barding for your steed that fits perfectly, regardless of what sort of creature it is. The barding is effectively weightless and provides your mount a +2 bonus to AC for the duration of

the spell. This spell may be cast on a creature that is already wearing barding.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you increase the AC bonus by +1 for each slot level above 2nd.

GOOD HOPE

3rd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

Source: d20srd.org

You fill up to 6 willing targets with cheer and powerful feelings of hope. Each creature gains advantage on all rolls until the end of its next turn. This spell counters and dispels *crushing despair*.

GRASPING HANDS OF HORROR

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

Source: The Great Net Spellbook

You cause four arms to reach out of the ground and grab at a Large-sized or smaller creature you choose. The target must make a Dexterity saving throw or be grappled. A grappled creature is restrained (escape DC equal to your spell save DC) pulled three feet under the ground and must hold its breath or start to suffocate, as per the suffocation rules in the *Player's Handbook* (page 183). Although the arms look rotted and zombie-like, they are constructs and not actually undead.

At Higher Levels: When you cast this spell with a 4th-level or higher spell slot, you create an additional two arms. For

every four arms you create, you may target one additional creature. If you choose, you may have eight arms grapple a target, who will be at disadvantage on both the Dexterity saving throw and the escape roll.

GRASSDART

2nd-level transmutation

Casting Time: 1 action

Range: Self (10 foot radius)

Components: V, S, M (several blades of grass)

Duration: 10 minutes

Source: *Priest's Spell Compendium*

You pluck a number of blades of grass equal to your level and they are magically changed to be as strong as iron and razor-sharp, allowing you to use them as weapons. They are considered to be finesse weapons and you have proficiency in them.

The grass can be used as either a melee or thrown weapon. A blade of grass less than one foot long does 1d4 piercing damage and has a range of 20/60. A blade longer than that does 1d6 piercing damage and has a range of 30/120.

GRAVEL VORTEX

4th-level conjuration

Casting Time: 1 action

Range: 400 feet

Components: V, S, M (a handful of pebbles)

Duration: Instantaneous

Source: d20pfsrd.com

A cloud of whirling pebbles appears in the shape of a cylinder that is 20 feet tall with a 40-foot radius, centered on a point you can see on the ground within range. All creatures in the area must make a Dexterity saving throw or take 6d8 bludgeoning damage. In addition, the ground in that

area is treated as difficult terrain due to the uneven, rolling pebbles, for 1 hour.

GRAYMANTLE

3rd-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a skull)

Duration: Concentration, up to 10 minutes

Source: *Spell Compendium*

A skull-shaped cloud of gray energy strikes your target, covering them with a dull haze. Make a ranged spell attack to hit. For as long as this spell is active, the subject cannot regain hit points in any way, including magical spells and items or through regeneration.

GREATER ANIMATE DEAD

6th-level necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

Source: The Great Net Prayerbook

This spell is identical to the 3rd-level spell *animate dead*, save that the skeletons and zombies you animate remain under your control permanently.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you animate two additional undead creatures for each slot level above 5th. Each of the creatures must come from a different corpse or pile of bones.

GREATER SIGN OF SEALING

5th-level abjuration

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a crushed emerald worth 500 gp)

Duration: Permanent

Source: *Spell Compendium*

You inscribe a complex and prominent magic sigil on a door, chest, or similar closure, covering it with a seal of magical force. The object's armor class increases by +4 and its hit points are doubled. As with the lower-level *sign of sealing*, attempts to open the object through mundane means (such as by breaking the door down, or picking the lock) are at disadvantage. You may freely open the object at will without damaging the seal, but if any other creature manages to break the seal, the spell ends. The *greater seal* is not affected by *knock*, although it can still be *dispelled*.

Finally, if the *greater sign of sealing* is destroyed through mundane means, the seal explodes. All creatures within a 30-foot cone must make a Dexterity saving throw. A creature takes 6d6 bludgeoning damage on a failed saving throw, or half as much on a successful one.

GREGORI'S SHADOW

4th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

Source: *The Great Net Spellbook*

You touch a creature's shadow and replace its shadow with your own. For the duration of the spell, you can use your action to see and hear your target's surroundings using the point of view of your own shadow, and you continue to do so until you use your action to return to your normal senses. While perceiving through your shadow, you have darkvision

to 30 feet, unless you already have darkvision to a further distance, but you are blinded and deafened to your own surroundings.

The target may make Wisdom (Perception) checks when you first cast this spell, once each hour to notice that the shadow is not its own, and at other times when the DM rules it would be logical for it to notice its own shadow.

While this spell is in effect, you do not have a shadow of your own. There is no limit to the distance that may be between you and the target. When the spell ends, your shadow reappears at your own body.

GUARDIAN SEAL

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, M (pure beeswax, which is molded into a seal)

Duration: Permanent or broken

Source: *Priest's Spell Compendium*

You protect a door, window, chest, envelope, or other closure against one type of creature (aberration, fey, monstrosity, etc.) by placing a magical seal on it. A creature of that type cannot open that closure normally; it can only open it by destroying the seal.

The seal has an armor class of 15, 20 hit points, and resistance to all forms of damage. As long as it has 1 hit point remaining, the seal regenerates all lost hit points each day at dawn. The seal does not prevent creatures of other monster types from opening the closure, nor does it prevent the area around the seal from being damaged or destroyed. For instance, if a *guardian seal* that protects against humanoids was placed on a box, a

humanoid would not be able to open the box's lid, but *could* attempt to destroy the lid's hinges or even the entire box.

At Higher Levels: When you cast this spell with a 4th-level or higher spell slot, the seal has an additional 10 hit points per slot level above 3rd.

GUARDIAN WEAPON

4th-level abjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a drop of your sweat or spittle and a pebble)

Duration: Permanent until triggered

Source: *Priest's Spell Compendium*

You create a magical weapon (of any type) made of invisible force and set it to guard a doorway or passage. You also specify a password.

Any creature that enters the weapon's space without first speaking the password will trigger a weapon strike. The creature must make a Dexterity saving throw. It takes 5d10 bludgeoning, piercing, or slashing damage of a type appropriate to the weapon you create on a failed saving throw, or half as much on a successful one. If the saving throw fails, the creature must also make a Constitution saving throw or be knocked prone and stunned for 1 minute. It may make a new saving throw at the end of each of its turns, ending the effect on a success.

If multiple creatures enter the *guardian weapon's* space at once, it strikes randomly.

GULLSHIP

6th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a model boat and the feather of a seagull)

Duration: 12 hours

Source: *Wizard's Spell Compendium*

You give a boat or ship that you touch the ability to fly. You control the boat's altitude (you may rise no higher than 1 mile in the air) and attitude. The boat is dependent on the winds to move or other such methods, but it can't be rowed.

When the spell ends, the ship gently lowers itself to ground or sea level.

If you cast this spell on a boat every day for a year, the spell becomes permanent. You need not cause the boat to fly when you cast the spell in this way. The ship does not have to be completely built while you are casting *gullship* in this manner, but it will not be able to fly until the ship is finished, even if you have cast the spell every day for a year.

At Higher Levels. When you cast this spell with a 8th-level or higher spell slot, the duration increases to 24 hours.

GUNTHER'S KALEIDOSCOPIC STRIKE

7th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

A beam of scintillating, kaleidoscopic light shoots from your outstretched hand towards a spellcasting target within range. Make a ranged spell attack. On a hit, the target must make a saving throw using its spellcasting attribute.

The target's its mind is short-circuited. If the target failed, it loses a number of spell slots equal to your spellcasting ability modifier plus your proficiency bonus,

starting with the target's highest-level spells and then moving to lower-level spells. If the target succeeded, it loses a number of spell slots equal to half your level, rounded down. Cantrips are not affected by this spell.

If your target has innate spellcasting abilities, this spell removes the spells it can cast least often each day, then moving onto the spells it can cast most often.

For instance, if you are a 13th-level wizard (+5 proficiency bonus) with an Intelligence of 16 (+3), you drain the highest 8 spell slots of your opponent. If your target is a 13th-level cleric with all of her spell slots available, and she fails her save, she loses her 7th- and 6th-level spell slots, both 5th-level slots, all three of her 4th-level slots, and one 3rd-level slot.

If you cast this on a gray slaad and it fails its saving throw, it loses *plane shift* (which it can cast once each day), *fear*, *fly*, *fireball*, and *tongues* (which it can cast twice a day each), and three of the spells it can cast at will.

These spell slots will return when the target takes a long rest. A targeted warlock regains his spells when he takes a short or long rest, and this spell does not affect his eldritch invocations. A targeted wizard can still use her arcane recovery to regain some of her slots.

This spell has no effect on creatures that can't cast spells.

HAIL OF STONE

1st-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a piece of jade worth at least 5 gp)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

A storm made of stones appears in a location you choose within range. The area of the storm consists of up to five 5-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. A creature takes 1d6 bludgeoning damage on a failed save, or half as much damage on a successful one, each round that the creature ends its turn in the storm.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

HAILSTONE

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Source: *Priest's Spell Compendium*

You fire a large hailstone from the palm of your hand. Make a ranged spell attack to hit. If successful, you inflict 1d6 bludgeoning damage and the creature is stunned for 1 round.

This spell's damage increases by 1d6 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8)

HAIR

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

This spell allows you to clean, trim, style, dye, or bleach a willing target's hair, beard, or fur instantly. It will also do manicures and pedicures.

HALF-BLOOD EXTRACTION

7th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (alchemical reagents worth at least 3,000 gp)

Duration: Instantaneous

Source: d20pfsrd.com

You touch a willing half-breed creature and turn it into a member of one of its parent's races of your choice. The target loses all traits listed in the description for its half-breed race and gains the traits of its new race. If it is of a race that has multiple subraces, it must be determined ahead of time what its parent's subrace was. For instance, a half-elf whose parents were a human and a wood elf could not have her human genetics removed and turn into a high elf or a drow; she could only become a wood elf.

This spell does not affect creatures who are "natural" half-breeds, such as tieflings, as the crossbreeding happened too long ago in the past. Creatures such as cambions and half-dragons, however, can become either of their parent's races.

HAMMER OF RETRIBUTION

6th-level evocation

Casting Time: 1 round

Range: 300 feet

Components: V, S, M (a warhammer, which you throw into the air and which is destroyed in the casting)

Duration: Instantaneous

Source: The Great Net Prayerbook

You loudly call upon the wrath of your god to destroy the troops and fortifications of your enemies. A great column of force crashes down from the sky. And all creatures in a 60-foot radius of a point you choose within range must make a Dexterity saving throw. A creature takes 11d6 force damage on a failed saving throw, or half as much damage on a successful one. Structures and inanimate objects take double damage.

HAND OF ITHIQUA

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

You choose one target you can see within range. That target must make a Strength saving throw or be pinned to the ground or a wall by an invisible force. The subject is grappled and restrained (escape DC equal to your spell save DC). The target may attempt to escape at the end of each of its turns, ending the effect on a success.

HANDCANDLE

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Priest's Spell Compendium*

A flame springs forth from your palm. The flame can be either red or white, and you may switch between them as a bonus action. You may hide the flame by closing your hand; this does not end the spell.

☉ **Red Flame.** Hot but not particularly bright, you can use this flame to ignite

flammable materials, cook food, or to scorch beings you touch, doing 1d10 fire damage. You must make a melee spell attack roll to hit.

☉ *White Flame.* Bright but cool, the white flame cannot set anything on fire and does no damage, but it sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

HANDFANG

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

A sharp-toothed maw appears on the palm of your hand and is completely under control. If you succeed at a melee spell attack, you inflict 1d6 piercing damage and 1d6 acid damage from its corrosive saliva.

The acid damage increases by 1d6 when you reach 5th level (2d6), 11th-level (3d6), and 17th level (4d6)

HARD WATER

3th-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a flask of water and a stone)

Duration: 1 hour

Source: *Priest's Spell Compendium*

You touch the surface of a body of water and transform part of it into a damp, translucent, rock-hard substance. The area of the hardened water consists of up to ten 5-foot cubes, which you can arrange as you wish. Each cube must have at least once face adjacent to the face of another cube

and must have one face at the surface of the water.

If a Medium-sized or smaller creature is in the area you are transforming, it may make a Dexterity saving throw to escape. If it fails, it is held in stasis and does not need to eat, drink, or breathe until the spell ends, at which point it is released unharmed.

The hardened water is capable of supporting up to 1,000 pounds in weight. If it takes weight in excess of that, it will break into chunks and on the following round, melt back into water.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, you may create five additional 5-foot cubes of hardened water per slot level above 3rd.

HARDENING

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

Source: *Eberron: Campaign Setting*

You increase the hardness and durability of an inanimate object you touch. The object's armor class increases by +2 and its hit points double. You cannot use this on constructs, although you can use it on materials that you then animate as a construct.

HARP OF WAR

9th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a strand of silver wire)

Duration: Concentration, up to 10 minutes

Source: *Priest's Spell Compendium*

A seven-stringed harp appears in front of you, glowing with silver light and hovering immovably. Each round as a bonus action, you may pluck one of the strings. It produces a soothing and sonorous chord, creates a magical effect, and then vanishes. When you create the harp, you know the effects of each of the strings. After the seventh string is plucked, the harp dissolves and the spell ends.

◉ *String of Flame.* A column of fire falls from the heavens on one creature you can see within 60 feet. That creature must make a Dexterity saving throw. It takes 10d8 fire damage on a failed saving throw, or half as much on a successful one.

◉ *String of Lightning.* A bolt of lightning bursts out of the harp and strikes one creature you can see within 60 feet. That creature must make a Dexterity saving throw. It takes 10d8 lightning damage on a failed saving throw, or half as much on a successful one.

◉ *String of Scattering.* All magical items within 30 feet of you are whisked away on strong, arcane winds to random locations within one mile. If the object is held or carried by a creature, that creature may make a Strength saving throw to hang on to the item.

◉ *String of Shattering.* All nonmagical inanimate objects with 30 feet of you take 10d8 force damage. An item reduced to 0 hit points shatters into dust.

◉ *String of Summoning.* You summon four pegasi, who will fight on your behalf or provide transport for you or other non-evil creatures, for 1 hour. At that time, they will fly away.

◉ *String of Teleporting.* You choose up to 11 creatures other than yourself within 30 feet of you and teleport them to random locations within one mile. Unwilling

creatures may make a Wisdom saving throw to resist.

◉ *String of Stone.* A wall of stone erupts from the ground. It is 6 inches wide and consists of ten 10-foot by 10-foot panels, each of which must be touching at least one other panel. Each panel has an AC of 15 and 50 hit points, and is resistant to all forms of attack.

HAUNTING SOUND

Illusion cantrip

Casting Time: 1 action

Range: Special

Components: V

Duration: 1 round

Source: *Wizard's Spell Compendium*

You create a “spooky” sound: a creaking door; mysterious footsteps or knocking noises; evil-sounding whispers, growls, or laughter; moans, groans, or agonized screams; the rattling of chains; and so on. The sound must originate within 10 feet of your location and can be heard up to 30 feet away. A creature hearing the sound that is not aware of its origin must make a Wisdom saving throw or be frightened until the end of its next turn and will drop whatever it is holding. A creature that succeeds on its saving throw cannot be affected by this spell again for the next 24 hours.

HEALTHFUL REST

1st-level abjuration

Casting Time: 10 minutes

Range: 30 feet

Components: V, S

Duration: 8 hours

Source: *Spell Compendium*

You choose one or two willing creatures, one of whom may be yourself.

For the duration, when spending Hit Dice at the end of a short rest, the creature may roll one additional die for free.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you may cast this spell on one additional creature per slot level above 1st.

HEART AND SOUL

8th-level enchantment

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: Permanent

Source: *Ravenloft, Dark Tales and Disturbing Legends*

You target a creature within range that can see your eyes and force it to make a Wisdom saving throw. On a failed save, the target is charmed by you. The charmed target can take no actions or make any decisions of any sort without your express permission or orders—it will not defend itself, eat or drink, or do anything else.

It will follow all orders completely and to the letter, although not creatively or even efficiently. It will even follow orders that are suicidal or that defy its alignment.

In effect, this spell binds and suppresses the victim's soul so strongly that it is effectively nothing more than an automaton—not only will it obey you completely, but no part of it is capable of rebellion. You may order the victim to act normally, in which case it will fulfill its basic needs and wants and act with a semblance of its former personality without you needing to tell it to, but will instantly stop what it is doing and heed you should you beckon. A person who knew the target before this spell was cast will be able to

realize that there is something very different about the target.

Once each week, the victim may make a Wisdom saving throw. If it succeeds on three consecutive saving throws, the spell ends and it is freed.

Unlike the *dominate person* spell, this does not create a telepathic bond between you and the target. Neither *remove curse* nor *dispel evil and good* will remove this enchantment; it requires a *wish*.

HEART CALL

9th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a mummified humanoid heart)

Duration: Instantaneous

Source: *Priest's Spell Compendium*

You hold out your hand and choose a Small to Large-sized humanoid within range you can see. That creature must then make a Constitution saving throw. On a failure, that creature's heart is literally ripped out of its chest and flies to your hand, instantly killing that creature. On a success, the creature takes 15d10 force damage instead. If this is enough damage to kill the target, its heart leaps out of its chest.

HEART OF STONE

8th-level necromancy

Casting Time: 1 day

Range: Self

Components: V, S, M (a life-sized heart carved out of a precious stone worth at least 1,000 gp)

Duration: One year and a day

Source: *Wizard's Spell Compendium*

You remove your heart from your own body and replace it with a heart made of

stone. While this spell is effect, you have resistance to all forms of damage and are immune to being paralyzed, petrified, poisoned, and knocked unconscious. You don't bleed, have advantage on death saving throws, and you age half as slowly as normally. However, your heart has AC 10 and 1 hit point and if it is destroyed, you die instantly. In addition, you do not regain hit points at the end of a long rest; you must spend hit dice as if you had just finished a short rest, and you only regain half the number of hit points.

When the spell's duration ends, your real heart instantly reappears in your chest and the stone heart appears where you had kept your real one.

HEARTBREAKER

7th-level necromancy

Casting Time: 1 round

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: The Great Net Spellbook

You make a gesture as if you were breaking something, and one living creature within range is forced to make a Constitution saving throw. If the creature succeeds, it takes 6d10 force points and its hit point maximum is reduced by that amount.

If it fails, the creature suffers from a sudden major heart attack and is immediately reduced to 0 hit points and must begin making death saving throws. Should it survive, its hit point total is reduced by 6d10.

This hit point reduction lasts until a spell such as *greater restoration* or *heal* is cast on the target.

HEARTFIRE

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

All targets within 30 feet of you must make a Wisdom saving throw or be outlined in pulsing red flames. An affected creature sheds bright light to a distance of 5 feet and dim light for an additional 5 feet. While this spell is in effect, a creature cannot hide in darkness and does not benefit from spells such as *blur* or *invisibility*. This spell is countered by *darkness*.

While this spell is in effect, should an affected creature need to make a Constitution or Wisdom saving throw and fail, the light will flare up into unbearable heat, inflicting 2d10 fire damage to that creature.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, the flames inflict an additional 1d10 fire damage per slot level above 2nd.

HEARTSEEKER

8th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: 6 hours

Source: *Priest's Spell Compendium*

You must cast this spell on a wooden piercing weapon you are wielding, such as an arrow or spear. If at some point in the next six hours you successfully hit with this weapon, it begins growing roots and branches.

The roots begin to seek out vital organs as a source of nutrients and the branches begin weigh the target down. The target is restrained (escape DC equal to your spell save DC), and is poisoned for 1 minute.

Each round, the target must make a Constitution saving throw. It takes 4d8 necrotic damage on a failed saving throw, or half as much damage on a successful one.

HEATHEN'S HYDROMORPH

1st-level transmutation (ritual)

Casting Time: 1 round

Range: 60 feet

Components: V, S

Duration: 12 hours

Source: The Great Net Spellbook

Pick a point within range that is on still or gently-flowing water. You may shape the water to create fountains and water sculptures in a 30-foot-radius circle around that point. This spell cannot be used for offensive purposes.

If you cast this spell on that point every day for a month, it becomes permanent. You can't cast this spell as a ritual when doing this.

HELLFIRE RAY

8th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Source: d20pfsrd.com

Your eyes glow with ruddy, hellish light, and you fire a bolt of dark flames at one creature you can see within range. You must make a ranged spell attack to hit. If you succeed, you inflict 5d10 fire damage and 5d10 necrotic damage. This ignores

resistance to fire or necrotic damage, and treats immunity to either damage type as if it were resistance.

If you inflict enough damage to kill the target, a burst of brimstone explodes from the wound and the creature's soul is damned to one of the lower planes (DM's choice).

HELLMOUTH LASH

3rd-level transmutation

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

Your tongue lengthens and transforms into a whip of dark energy, which lashes out at a creature you see within range. Make a melee spell attack against the target. If the attack hits, the target takes 6d10 damage—you must choose between acid, fire, or lightning damage when you strike. If the creature is Large or smaller, you pull it up to 10 feet closer to you.

While this spell is active, you cannot speak.

HELPING HAND

3rd-level evocation (ritual)

Casting Time: 1 action

Range: Self (5-mile radius)

Components: V, S, M (a black silk glove)

Duration: 8 hours

Source: *Priest's Spell Compendium*

You summon a hovering, insubstantial, foot-tall hand, which you command to locate a creature of a type your choice—you may specify a particular race, sex, and/or general appearance. The hand flies off at a speed of 90 feet, to a maximum of 5 miles

away, and it can pass through a crack as narrow as 1 inch without squeezing.

If it finds a creature that matches your description, it will beckon for that creature to follow. If the creature follows, the hand will lead it to you. It will stay about 10 feet ahead of the creature and will pause to let it catch up, but it has no true understanding of safety.

If the subject decides not to follow it, the hand will return to you and hover, palm-up, to indicate failure, and then vanish. If it doesn't find anyone before the spell ends, it will also vanish.

HESITATE

1st-level enchantment

Casting Time: 1 reaction (taken when about to enter combat)

Range: 120 feet

Components: V

Duration: Instantaneous

Source: The Great Net Spellbook

You cause one or two creatures you see within range to hesitate, giving it disadvantage on its initiative roll. It may make a Wisdom saving throw to resist.

At Higher Levels. When you cast this spell using a 2nd-level or higher spell slot, you may affect two additional creatures per spell slot above 1st.

HIDDEN WARD

1st-level illusion

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (lead shavings and 100 gp worth of diamond dust)

Duration:

Source: *Magic of Eberron*

You hide any protective spells or magical traps that have been previously

cast on an object, such as *glyphs of warding* or *signs of sealing* (q.v.). If another creature attempts to detect magic on the item, the DM will secretly roll the creature's spellcasting ability against your spell save DC. If it fails, that creature will believe that there are no additional spells on the item. This spell does not prevent an item's regular enchantment from being seen: if you cast a *venomdust* (q.v.) on a *sword +1*, and another spellcaster casts *detect magic* but fails you beat your spell save DC, that spellcaster will learn that it is magical weapon but not that it is trapped.

HIBERNATION

4th-level enchantment (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (fur from a creature that hibernates)

Duration: 1 month

Source: *Priest's Spell Compendium*

You touch a creature of up to Large size and cause it to fall unconscious and go into hibernation. If the creature is unwilling, it may make a Constitution saving throw to resist.

While hibernating, the creature's need for food, water, and oxygen is reduced by a factor of 100. The creature can be awakened for brief time (no more than 1 hour) but will go back to sleep at the end of that time. An unwilling creature may attempt another Constitution saving throw at this time to remain awake. If you cast this spell on yourself, you may program yourself to wake up at specific times.

When the spell expires, the creature will wake up well-rested and *very* hungry and thirsty.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the creature sleeps for an additional month for each slot level above 4th.

HISTORY

3rd-level divination (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a page from a non-fiction book)

Duration: Instantaneous

Source: The Great Net Spellbook

You touch a Huge or smaller object while casting this spell and gain a psychic impression of one event or series of closely related events in that object's history and that have a strong emotional component. This will not tell you if the object is magical but if it is, you will likely gain information that strongly suggests that it has been. The spell will also not reveal names unless the object belonged to a single person for a very long time, one of the objects had a very emotional reaction involving the object, or the object belonged to a very powerful or important person.

If you cast this spell on a very large object such as a building, you will only receive information about the area you touched. For example, if you cast this on the main entrance of a castle, you will learn about processions that exited through it or armies that invaded through it, but will not learn about things that occurred elsewhere, such as the assassin that sneaked over the parapets on the other side and killed the king. In effect, you permanently gain advantage on one of Arcana, History, Religion, or Nature skill rolls when dealing with that one specific object.

HOLD PORTAL

Abjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

You magically hold a door, gate, or hatch shut, as if it had been closed tightly and locked or barred, or to open as if it had been wedged open. Opening or closing the door requires a Strength ability check (DC equal to your spell saving throw). This spell is instantly countered by *knock*.

HOLD SPIRIT

4th-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

Choose an undead creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on creatures that are not undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional undead creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

HOLY WEAPON

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

Source: *Priest's Spell Compendium*

You turn your holy symbol into a magical bludgeoning weapon of your choice; you are proficient in its use. You have a +1 bonus to hit with this weapon and it does 1d12 + your spellcasting ability modifier in bludgeoning damage, plus 2d12 radiant (if your god is good), force (if your god is neutral), or necrotic (if your god is evil) damage.

If anyone other than you or another worshipper of your god attempts to use the weapon, the spell ends and the weapon reverts back into a holy symbol.

HOLY PRESENCE

8th-level evocation

Casting Time: 1 action

Range: Self (60-foot-radius sphere)

Components: V, S

Duration: 1 minute

Source: *The Great Net Prayerbook*

The symbol of your faith appears above you, writ large in smokeless flame and clearly visible to all creatures nearby. It sheds dim light in a 30-foot radius and moves with you. However, you can only cast this spell if you are in good standing with your god. If you have been less than exemplary in your faith, the spell fails, and if you have recently angered your god in any way, the spell fails and you take 6d8 psychic damage.

While this spell is in effect, you gain several benefits.

- ◉ You gain a +2 bonus on all attack rolls, ability checks, and saving throws, and also to your armor class.

- ◉ You gain a 50 temporary hit points.

- ◉ All allies within range receive 20 temporary hit points.

- ◉ All enemy creatures of a specific type (choose from aberrations, celestials, fey, fiends, and undead) that are within 60 feet of you must make a Constitution saving throw. A creature takes 8d6 force damage on a failed saving throw, or half as much damage on a successful one.

- ◉ All enemy creatures that are of an alignment that opposes your god's and that are within 60 feet of you must make a Constitution saving throw. A creature takes 8d6 force damage on a failed saving throw, or half as much damage on a successful one. This only applies to one alignment access. For instance, if your god is Lawful Good, you may choose to target enemy creatures that are either Chaotic or Evil.

- ◉ All creatures of a specific type (choose from beasts, dragons, giants, humanoids, monstrosities, oozes, or plants) that are within 60 feet of you make a Wisdom saving throw or be charmed by you. A charmed creature is not under your control but views you as an ally to be heeded and protected.

HOLY STAR

7th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

A glowing mote of divine energy appears and hovers above your shoulder, shedding dim light in a 5-foot radius. Each

round, as a reaction, you may mentally command it perform one of the following actions:

☉ **Fire Bolt.** It fires a beam of energy at one target you see within 90 feet; you must make a ranged spell attack to hit. It inflicts 9d10 fire damage on a successful strike.

☉ **Protection.** Until the beginning of your next turn, the mote surrounds you with a protective shield, increasing your Armor Class by +6.

☉ **Spell Turning.** You have advantage on saving throws against any spell that affects only you, as per a *ring of spell turning*.

HORN OF PLENTY

6th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a goat's horn)

Duration: Concentration, up to 10 minutes

Source: *Priest's Spell Compendium*

You turn a hollowed-out goat's horn turn it into a magical cornucopia. Each minute, it produces enough raw fruit, vegetables, and grain to feed six humanoids or two steeds for a day, or enough water, wine, or ale to slake the thirst of six humanoids or two steeds for a day. At the start of each minute, you may choose whether you wish to produce food or drink. The food and drink is tasty although not quite gourmet.

HORNUNG'S RANDOM DISPATCHER

8th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You point to one creature you can see within range. That creature must make an Intelligence saving throw. On a failure, the creature is hurtled into a completely random plane of existence. You have no control over which plane the target ends up going to and it is entirely possible that the target's destination will instantly kill it.

The GM should roll on the following table to randomly determine the destination.

d100	Plane
01-04	The Feywild
05-08	The Shadowfell
09-12	The Ethereal Plane
13-16	The Astral Plane
17-20	The Elemental Plane of Air
21-24	The Elemental Plane of Earth
24-28	The Elemental Plane of Fire
29-32	The Elemental Plane of Water
33-36	The Blessed Fields of Elysium
37-40	The Clockwork Nirvana of Mechanus
41-44	The Ever-Changing Chaos of Limbo
45-48	The Gray Waste of Hades
49-52	The Heroic Domains of Ysgard
53-56	The Infinite Battlefield of Acheron
57-60	The Infinite Layers of the Abyss
61-64	The Nine Hells of Baator
65-68	The Olympic Glades of Arborea
69-72	The Peaceable Kingdoms of Arcadia
73-76	The Seven Heavens of Mount Celestia
77-80	The Tarterian Depths of Carceri
81-84	The Twin Paradises of Bytopia
85-88	The Wilderness of The Beastlands
89-92	The Windswept Depths of Pandemonium
93-96	The Outlands or the City of Sigil

HOVERING ROAD

6th-level conjuration

Casting Time: 1 minute

Range: Self (20-foot road centered on yourself)

Components: V, S, M (a chunk of black marble and a loop of gold wire)

Duration: Concentration, up to 8 hours

Source: *Priest's Spell Compendium*

You create a magical road that hovers anywhere from three to thirty feet above the ground; you may raise or lower it as a bonus action. It is 10 feet wide and extends 20 feet in front of and behind you. It will continue to exist as long as you concentrate on it and continue to move forward; if you stop walking for more than 15 minutes at a time, the road sinks gently to ground level and vanishes.

The road is approximately one foot thick and is made of featureless black energy. It is an object with AC 20 and has hit points equal to your hit point maximum, and it is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons. If it's destroyed, it turns to black mist for a moment before vanishing completely, dropping all creatures on it to the ground below. Non-combat travel on the road is at 1.5 times normal speed.

HUNGRY DARKNESS

7th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a bat's tooth)

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

Magical darkness spreads from a point you choose within range to fill a 60-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it

The area of darkness is filled with toothy, ravenous jaws that bite at anything that enters the area. It attacks using your spell attack modifier and may attack each creature inside it once at the end of each round; you may roll one attack for it, regardless of the number of creatures inside.

A creature in the area takes 5d6 slashing damage each round, and its hit point total is reduced by half that amount (rounded down). If the creature's hit point total is reduced to 0, the creature dies.

This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like *greater restoration*. If any of this spell's area overlaps with an area of light created by a spell of 7th level or lower, the spell that created the light is dispelled

HUNTER'S LORE

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Source: d20prsr.com

While in your favored terrain, you gain a +2 bonus to all Intelligence and Wisdom ability checks.

HUNTER'S MERCY

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 round

Source: *Spell Compendium*

This spell reveals your target's weakest point. On your first attack in your next turn, if you hit your target with an arrow from a longbow or shortbow, you automatically do double damage. If you don't hit, the spell is wasted.

HURL ROCK

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tiny pebble)

Duration: 1 round

Source: *Priest's Spell Compendium*

You telekinetically hurl a loose rock that is within 10 feet of you. Make a ranged spell attack. On a hit, it inflicts bludgeoning damage depending on the rock's size:

Diameter	Damage
Tiny	2d4
Small	2d6
Medium	4d6
Large	4d10

Objects and structures take double damage from rocks of Medium and Large size.

If the rock strikes something hard, it will shatter into shrapnel. All creatures within 10 feet of the impact area must make a Dexterity saving throw. On a failed saving throw, a creature takes half as much piercing damage as it would have taken had it been hit directly (for instance, a creature taking damage from the shrapnel of a Medium boulder would take 2d6 piercing damage).

HURL THUNDERBOLT

4th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

Source: *Priest's Spell Compendium*

A crackling bolt of lightning appears in your hand and you may throw it at one target within range. Make a ranged spell attack. On a hit, the target takes 6d8 lightning damage and must make a Constitution saving throw. The creature is deafened and stunned for 1 minute on a failed saving throw, or just deafened on a successful one. It may make a new saving throw at the end of each of its turns, removing the stunned condition on a successful save.

HYMN OF PEACE

6th-level abjuration

Casting Time: 1 action

Range: Self (40-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

As you speak the words of this hymn, you create an aura of pacifism around you. A creature in that area who wishes to perform an aggressive or damaging action towards any other creature or object in that area must make a Wisdom saving throw. If the save fails, it cannot perform that action.

HYPNOSIS

5th-level enchantment (ritual)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a small, shiny object on a string)

Duration: Special

Source: The Great Net Spellbook

You attempt to beguile a creature with an Intelligence of 5 or higher that you can see and that in return can see your eyes; it must also be able to understand your language and must be either willing or restrained. The creature must make a Wisdom saving throw; if it fails, it is charmed by you. This spell has several functions; you must choose which one you will use when you cast the spell.

⊙ **Deprogramming.** If the target is suffering from the charmed condition, you may release the target from that effect. You can also use this to deprogram a creature suffering from non-magical brainwashing.

⊙ **Memory Recovery.** If the target's memories had been altered or erased, either through mundane means (including both normal forgetfulness and brainwashing) or by the *modify memory* or similar spell, you restore the original memory.

⊙ **Phantasmal Harm.** You can cause the target to believe that it is being harmed. Each round, for a number of rounds equal to twice your spellcasting ability modifier, you may inflict 1d10, 2d10, or 3d10 psychic damage (you may choose how severe the "damage" is). If the target falls to 0 hit points or lower, it may make a Wisdom saving throw. If it succeeds, it instead drops to 1 hit point and falls unconscious.

⊙ **Rejuvenation.** You can remove 1 level of exhaustion from the target. You may only use this version of the spell on a creature once each day

⊙ **Suggestion.** You implant a *suggestion*, as per the spell, into the creature's subconscious, with the following changes: the suggestion lasts for 1 week and you can ask the target to perform an action that is self-destructive or that violates its

alignment. If you do so, however, the target may make a second saving throw when the suggestion is triggered; if it succeeds, it will snap out of it. Once the creature has completed your suggestion, it will have no conscious memory of its actions. The memory can be recovered using the memory recovery version of this spell.

If you cast this version of *hypnosis* on your target every day for a week, the suggestion will last for 1 month. If you cast it every day for a month, the suggestion will last for a year.

⊙ **Truth-Telling.** You may ask the target a number of questions equal to twice your spell attack modifier. The target will answer them truthfully, although not necessarily fully or coherently.

HYPOTHERMIA

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: *Spell Compendium*

One target creature within range must make a Constitution saving throw. It takes 4d10 cold damage, or half as much damage on a successful one. For every 20 full points of damage the creature takes from this spell, it will also take one level of exhaustion.

At Higher Levels. When you cast this spell with a 4th-level or higher slot level, you inflict an additional 1d10 cold damage for each slot level above 3rd.

ICE BLADE

4th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a shard of ice, glass, or crystal)

Duration: Concentration, up to 1 minute

Source: *Priest's Spell Compendium*

A three-foot-long, sword shaped formation of jagged, swirling ice shards, suffused in a silvery-blue glow, appears in your hand. You are considered to have proficiency in this weapon, and when you attack, you do so at advantage—the blade's unconnected ice shards can pass through chinks in armor. On a successful hit, you inflict 1d12 slashing damage and 2d12 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, you do an additional 1d12 cold damage for each slot level above 4th.

ICE SHAPE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (soft clay or snow, which must be worked into roughly the desired shape of the icy object)

Duration: Instantaneous

Source: *Frostburn*

You touch a piece of ice or snow of Medium size or smaller or a section of ice no more than 5 feet in any dimension and form it into any shape that suits your purpose. For example, you could turn an icicle into a sword or a pile of snow into an igloo. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, you may use a tool proficiency, such as jeweler's tools or smith's tools, to attempt to create fine details. Thus, you can create an

item as detailed and complex with this spell as you could with regular tools, even if you don't have access to those tools.

ICE WEB

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of icicle)

Duration: Concentration, up to 1 minute

Source: *Frostburn*

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

As soon as the webs are created, they freeze and turn into strong, rigid strands of ice and frozen air. A creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failure, it is restrained (escape DC equal to your spell save DC). At the end of each of its turns, the creature must make a Constitution saving throw. A creature takes 5d6 cold damage and is stunned until the end of its next turn on a failed saving throw, and suffers no ill effect on a successful save.

Any fire of torch-size or larger can melt a 5-foot cube in 1 round. Cold-based creatures, such as ice mephits and gelugons, can pass through the web unheaded.

ICEBALL

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a tiny ball of bat guano and powdered glass)

Duration: Instantaneous

Source: The Great Net Spellbook

A bright blue-white streak flashes from your pointing finger to a point you choose within range and then explodes into small shards of ice. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 3d6 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one. In either case, the targets are also stunned until the end of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the cold damage increases by 1d6 for each slot level above 3rd.

LO&A

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a gold coin, which is consumed in the casting)

Duration: Instantaneous

Source: *Priest's Spell Compendium*

You flip the coin in the area while thinking of your problem and the coin vanishes. You then gain advantage on a single Arcana, History, Insight, Investigation, Medicine, Nature, Performance Religion, or Survival ability check needed to solve the problem.

If the problem is one that doesn't require a skill roll to solve (but instead

requires role-playing), the DM will give you a strong hint as to the solution.

ILL OMEN

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

Source: d20pfsrd.com

You curse a target with bad luck. It must succeed on a Wisdom saving throw or be at disadvantage on all rolls until the end of its next turn. You may only curse a particular target with this spell once until you have finished a short or long rest.

ILLUSORY FEAST

5th-level illusion

Casting Time: 1 action

Range: 400 feet

Components: V, S, M (a piece of food)

Duration: 1 minute

Source: *Spell Compendium*

You conjure a phantasmal image of delicious-looking food and drink. All creatures within 30 feet of it must make a Wisdom saving throw. On a failure, a target will stop what it is doing and attempt to eat the food; the food appears to be exactly the type the target likes and exists only in its mind. A target may attempt a new saving throw at the beginning of each of its turns, ending the effect on a success. If a target is attacked, the spell automatically ends for that creature, but not for anyone else affected by the spell. Creatures that do not eat are immune to this spell.

ILLUSORY MAZE

2nd-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 round

Source: d20pfsrd.com

This phantasm causes a target to believe that a translucent, shifting maze has appeared around it. Unless the target makes a Wisdom saving throw, it cannot move more than 10 feet in any one direction and can only move at straight angles.

ILLUSORY PIT

4th-level illusion

Casting Time: 1 round

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

Source: *Spell Compendium*

You create the illusion of a deep chasm. You may decide what appears to be at the bottom of the chasm or you may choose for it to see bottomless. It consists of up to ten 10-foot squares, which you can arrange as you wish. Each square must be on the ground and have at least one face adjacent to the face of another square.

Any creature in the area when you cast the spell must make an Intelligence saving throw or believe that it is falling into the chasm. A target falls prone and flails about in a desperate attempt to stop falling. It may make a new saving throw at the beginning of each of its turns, ending the effects on a success. A creature that approaches the illusory pit must also make an Intelligence saving throw or become convinced that the pit exists. Unless there is some way for them to cross it (such as by jumping across or building a bridge), a

creature will not attempt to cross the chasm. Flying creatures that fail their saving throw are not hindered by this spell.

ILYKUR'S MANTLE

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (an uncut gemstone worth at least 25 gp)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

A luminous, sparkling aura completely covers you and conforms the contours of your body. You shed dim light in a 10-foot radius. While this aura exists, you have advantage on saving throws to resist being charmed or frightened, are resistant to lightning, and have a +1 bonus to your armor class.

If you have a familiar, that familiar is also covered by the mantle, even if it is not in physical contact with you.

IMBUS WITH PURPOSE

6th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, M (a diamond worth 1,000 gp, which is destroyed when you cast the spell)

Duration: 8 hours

Source: *Priest's Spell Compendium*

One weapon you are holding gains the ability to inflict extra damage against one particular type of creature, such as humanoids or fey. You may use the weapon yourself or give it to someone else.

If a creature of the specified type is hit by the weapon, it takes an extra 3d6 force damage.

If you roll a natural 20, the target must make a Constitution saving throw. If it succeeds, it takes an additional 3d6 force damage. If it fails, and it has fewer than 20 hit points, it instantly drops to 0 hit points.

IMPENETRABLE FALSEHOOD

5rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 8 hours

Source: *Priest's Spell Compendium*

You or one willing creature you touch becomes able to tell lies perfectly. No attempt, either mundane or magical, can detect the lie or force the target to tell the truth. Anyone who probes your mind in order to discover the truth must make an Intelligence saving throw; it discovers that you are lying only if it succeeds, but it will not learn the actual truth.

If cast on a creature who is in or who enters a *zone of truth*, that creature gains advantage on its saving throw, and the *zone's* caster will be led to believe that that creature failed its saving throw, regardless of whether that creature failed or succeeded.

IMPREGNATE

5th-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (an obsidian rod)

Duration: Instantaneous

Source: *The Great Net Spellbook*

You impregnate a female creature. The offspring is biologically your child, even if you are sterile, a completely different species, or are female yourself. Both you and your target must be living creatures—

constructs and undead cannot be affected. If the target is unwilling, it may make a Constitution saving throw to resist. Aberrations, celestials, elementals, fey, fiends, and creatures that can switch sexes (such as doppelgangers) have advantage on the saving throw. Completely sexless creatures (such as oozes) be affected by this spell.

Optionally, you may choose another creature to be the sire instead of yourself. You must be able to touch both targets to cast this spell.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, the incubation period is two-thirds as long as normal.

IMPRISON POSSESSOR

5th-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Permanent

Source: *Book of Vile Darkness*

With words of binding and the closing of your fists, you trap a creature that can possess or inhabit other creatures (whether by spell such as *magic jar* or *possession* (q.v.) through natural ability, such as with ghosts) within the body it is currently possessing. The creature may make a Wisdom saving throw to resist. If it fails, it cannot leave the body it is in and, if that body dies, it dies as well.

INAUDIBILITY

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: S, M (a small wad of cotton)

Duration: Concentration, up to 10 minutes

Source: The Great Net Spellbook

One creature you touch becomes silenced; all sounds made by that creature are completely muted. While this spell is in effect, the creature cannot speak or cast spells with verbal components. Objects that the target is carrying are also silenced, but anything thrown, dropped, or bumped into will still make noise. The target can still hear and this spell provides no protection against thunder damage or other effects that require hearing to work. If the target is unwilling, it may make a Wisdom saving throw to resist.

INDISPUTABLE POSSESSION

1st-level conjuration

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 10 minutes

Source: *Magic of Eberron*

You enchant an item so that if it leaves your person while this spell is active, you can call use your action and have it return to your hand. It will return to you no matter how far away it is, as long as it is on the same plane as you.

If another creature is holding the object when you summon it back, that creature may make a Strength saving throw to hang on to it.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, the duration increases 10 minutes per slot level above 1st.

INFECTED WOUNDS

4th-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a powdered opal worth 10 gp or more)

Duration: 24 hours

Source: The Great Net Spellbook

You choose a creature within range to make a Constitution saving throw. If it fails, then all the wounds that creature takes for the duration of the spell become infected and begin oozing with pus. Its hit point total is reduced by the amount of damage it takes during this time. If the creature's hit point maximum is reduced to 0, the creature dies. This continues until either *lesser restoration* or *remove curse* is cast on the target first.

INFERNAL WOUND

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

You imbue a weapon with fiendish energies; the wounds the weapon inflicts boil and wither. A creature struck by the weapon will take 5 necrotic damage at the beginning of each of its turns for the spell's duration.

This loss is not cumulative; no matter how many times the creature is struck by that weapon, it will only take 5 necrotic damage from it. Any sort of magical healing will stop the hit point loss, as will an Wisdom (Medicine) skill check, with the DC equal to your spell save DC.

You may wield the weapon or give it to someone else to wield.

INGOLD'S INSTANT INSANITY

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

One creature you touch must make a Wisdom saving throw or go insane for 1 minute. During this time, the creature babbles, screams, cries, or laughs hysterically, and hallucinates terrifying or psychedelic imagery. The creature is incapacitated for the duration. At the same time, the target is immune to being charmed or frightened, and to psychic damage.

A creature with an Intelligence of 4 or lower has advantage on its saving throw.

At Higher Level. When you cast this spell with a 3rd-level or higher spell slot, the duration becomes Concentration, up to 10 minutes. When you cast this spell with a 5th-level or higher spell slot, the duration becomes 1 hour, without the need for concentration.

INSIDIOUS RHYTHM

1st-level enchantment

Casting Time: 1 action

Range: 160 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

You hum an unfortunately catchy song and one target of your choice within range must make an Wisdom saving throw. On a failure, the song sticks in your target's mind. For the duration, all Intelligence saving throws, Intelligence-based skill checks, and concentration saving throws that the target makes are at disadvantage.

INSTANT AUDIENCE

4th-level illusion

Casting Time: 1 round

Range: Self (60-foot radius)

Components: V, S, M (a small collection of buttons, coins, and other small items, as well as a mouse that vanishes for the duration and reappears unharmed when the spell ends)

Duration: 4 hours

Source: *Wizard's Spell Compendium*

You conjure an illusory audience or illusory party guests. The illusion contains audible, visual, tactile, and olfactory elements, so the audience members seem real to all senses. The audience members will appear in groups of 1-4 each minute for up to ten minutes—you may choose how many appear each minute and if they come alone or in groups, or let them come randomly (the DM will roll 1d4 each minute). They will appear to be a mix of people suitable for the circumstances and location and will act as normal people do. If watching a play or listening to music, they will applaud when appropriate. If at a party, they will mingle, eat hor d'oeuvres, flirt, and chit-chat, although their knowledge is limited to the sort of trivia you might know or to very generalized topics (they do not know your secrets, nor will they reveal any sort of knowledge that would normally require a skill roll). The audience is fairly appreciative, but if you wish, you may decide that to include hecklers, drunks, or even bullies. When the spell ends, the audience members leave the same way they came in.

The audience members cannot fight or defend themselves. They have an AC of 10 and 1 hp. If harmed in any manner, they vanish.

INSTANT SEARCH

1st-level divination

Casting Time: 1 action

Range: Self (30-foot-radius sphere)

Components: V, S

Duration: 1 round

Source: *Spell Compendium*

You can, in the space of a round, thoroughly search an area that would normally take many minutes or even hours to search properly. To do so, you must make a Wisdom (Perception) skill check at advantage.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, the range of the spell increases by 30 feet per slot level above 1st.

INTENSIFY SENSATION

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Priest's Spell Compendium*

You touch a creature and cause all physical and emotional sensations its experiences to become unbelievable powerful. A creature under the influence of this spell is incapacitated for the duration. An unwilling target may make a Constitution saving throw to resist.

Spells designed to create an emotion or physical sensation (such as *crushing despair* (q.v.) or many of the effects of *symbol*) have their duration doubled and the creature saves against them at disadvantage. This does not affect spells that merely inflict damage; the spell needs to create a sensation.

INTERROGATION

1st-level evocation

Casting Time: 1 round

Range: Touch

Components: V, S

Duration: 1 minute

Source: d20pfsrd.com

You cast this spell on a creature you are questioning. If the target refuses to answer your question to your satisfaction, you may speak a word or touch the target and it suffers terrible pain and takes 1d10 psychic damage. The spell doesn't force the target to be truthful. If you ask the target a nonsensical question or if it fails to understand the question, it takes no damage and suffers no pain. You may ask one question per round.

If this damage would cause your target to have 0 hit points, it instead drops to 1 hit point and falls unconscious.

INTOXICATE

2nd-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: C, S, M (a few drops of an alcoholic drink)

Duration: 10 minutes

Source: *The Great Net Spellbook*

One creature you see within range must make a Constitution saving throw or become drunk. If the creature is currently sober or mildly tipsy, it becomes drunk. A drunk creature suffers from disadvantage on all Dexterity- and Intelligence-based attack rolls, saving throws, and ability checks, and its speed is reduced by 5 feet. In addition, it must make a concentration saving throw each time it attempts to cast a spell.

If the creature is currently drunk, it must make a second saving throw. On a success, the creature is also poisoned for the duration and its speed is reduced by half. On a failure, the creature falls unconscious for the duration.

At Higher Level. When you cast this spell with a 4th-level or higher spell slot, the duration becomes Concentration, up to 1 hour. When you cast it with a 6th-level or higher spell slot, the duration becomes 8 hours, without the need for concentration. When you cast it with an 8th-level or higher spell slot, the duration becomes 1 month.

INVISIBILITY PURGE

3rd-level abjuration

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (a 3-inch wide silver mirror worth at least 10 gp)

Duration: 1 hour

Source: *Priest's Spell Compendium*

You pick a point within range. Any creature or object that is within 15 feet of that point that is invisible must make a Charisma saving throw. If it fails, it's instantly rendered visible. This spell does not affect creatures that are only using stealth to remain hidden.

INVISIBLE OBJECT

1st-level illusion

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 hour

Source: The Great Net Spellbook

One non-living object that weighs 25 pounds or less is rendered invisible. While this spell is in effect, you may turn the invisibility on and off, rendering the object

visible and then invisible again. If you use the object to attack, the object becomes visible; however, you may use your action to make it invisible again 1 minute later.

At Higher Levels. When you cast this spell with a spell slot of 2nd level, you may affect a 50-pound object. When you cast it with a 3rd-level spell slot, you may affect a 100-pound object. When you cast it with a 4th-level spell slot, you may affect a 250-pound object. When you cast it with a 5th-level or higher spell slot, the object may weigh an additional 250 pounds per slot level above 4th.

IRNAR'S FAST PREGNANCY

5th-level transmutation (ritual)

Casting Time: 1 round

Range: Touch

Components: V, S

Duration: Instantaneous

Source: The Great Net Prayerbook

You touch a pregnant female and speed up her pregnancy, shortening the duration by up to 90%—you may choose the exact rate of reduction when you cast the spell. For instance, if you touched a human woman who had just become pregnant, you could reduce the duration of her pregnancy to as low as a mere 28 days. If the target is unwilling, she may make a Constitution saving throw to resist.

If the pregnancy's duration is reduced by 50% or more, she must make a Constitution saving throw when she gives birth. She takes 4d10 necrotic damage on a failed saving throw, or half as much damage on a successful one.

IRON MAIDEN

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of metal from a suit of armor)

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

You summon a suit of animated armor (*Monster Manual*, page 19) that fights for you. Roll initiative for the armor, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends themselves from hostile creatures, but otherwise takes no actions.

The DM has the creature's statistics.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you summon one additional suit of animate armor for each slot level above 2nd.

IRON SCARF

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Source: *Oriental Adventures*

You take your scarf, shawl, sash, or belt and lash it at one creature within range that you can see, and it magically expands and becomes as hard as iron. Make a ranged spell attack to hit. On a successful hit, you inflict 1d10 bludgeoning damage. Your scarf then turns back to normal.

You inflict additional damage when you reach 5th level (2d10), 11th level (3d10) and 17th level (4d10)

IRONGUARD

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a tiny shield made of glass or crystal)

Duration: 1 minute

Source: *Spell Compendium*

One willing creature you touch becomes immune to bludgeoning, piercing, and slashing damage from nonmagical metallic weapons. In addition, the target can walk through metal barriers such as iron doors or bars. If the target is attacked with a metal weapon that also inflicts a second type of damage (such as a *flaming sword* or a poison-dipped arrow), then it takes the second type of damage, but not the damage from the weapon itself. The target can also not wield metallic weapons, however.

If the target attempts to walk through a metal barrier and ends its turn inside it, it takes 5 (1d10) force damage.

At Higher Levels. When you cast this spell with a 7th-level or higher spell slot, the target becomes immune to magical metal as well.

IRONGUTS

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a vial containing several diluted poisons that have been mixed together)

Duration: 1 hour

Source: *Spell Compendium*

Your willing target has advantage on saving throws to avoid being poisoned.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot,

you may affect one additional creature per slot level above 1st.

IRONSKIN

6th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamond dust worth 1,000 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

Source: The Great Net Spellbook

This spell turns the flesh of a willing creature you touch as hard as steel. Until the spell ends, the target is immune to nonmagical bludgeoning, piercing, and slashing damage and resistant to fire, poison, and radiant damage.

IRONTHUNDER HORN

1st-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

Source: *Spell Compendium*

You produce a 30-foot cone-shaped blast of deep, thunderous vibrations. All creatures in the area must make a Dexterity saving throw or fall prone.

IRONWOOD

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of metal filings and tree sap)

Duration: Permanent

Source: *Wizard's Spell Compendium*

Up to 500 pounds of cut wood that you touch gains the tensile strength and durability of steel. An object affected by this

spell has its armor class become 19 and its hit points triple.

ISOLDE'S ANSWER

2nd-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a crystal ball or gilt-framed mirror worth at least 250 gp)

Duration: 1 round

Source: *Wizard's Spell Compendium*

You hold a mirror or crystal ball and ask a *who*, *what*, or *where* question. For instance, "what is on the other side of the Iron Gate?" or "where did I put my keys?" or "who is the fairest of them all?" The item then shows you an answering image, provided the object, place, or person is within 5 miles of you. It provides no other information about the image.

IVY SIEGE

9th-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (an ivy leaf)

Duration: Concentration, up to 1 hour

Source: *Priest's Spell Compendium*

Ivy vines grow at lightning speed over a building or structure; in 10 minutes, the vines have spread so thickly it's nearly impossible to see the building underneath. The building must be on the ground; ships and flying objects are immune.

After it has completely covered the building, the ivy deepens in color to green-black and begins squeezing the walls. It does 4d10 bludgeoning damage every minute for the spell's duration.

A 10-foot-square section of ivy has an armor class of 10 and 10 hit points. It is vulnerable to fire damage, resistant to

bludgeoning and piercing damage, and is immune to psychic damage. If a section is destroyed, it will grow back in 10 minutes.

At the end of the spell's duration, the ivy begins to wither and dies.

JAMY'S MELODRAMATIC MUSIC

1st-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a miniature golden horn worth at least 10 gp)

Duration: Concentration, up to 10 minutes

Source: The Great Net Spellbook

One creature you can see within range gains a soundtrack that plays appropriately dramatic music whenever that creature performs deliberate actions. An unwilling creature may make a Wisdom saving throw at advantage to resist. If the creature fails, it will be unable to be stealthy.

JAVELIN

3rd-level conjuration

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 round

Source: *Wizard's Spell Compendium*

One throwing weapon you throw is imbued with several properties: you have advantage to hit, its range is doubled, and it inflicts an additional 2d10 force damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

JOYFUL RAPTURE

5th-level abjuration

Casting Time: 1 action

Range: Self (60-foot-radius circle)

Components: V, S

Duration: Instantaneous

Source: d20pfsrd.com

You fill up to 12 allies with wonderful happiness and confidence. They are immediately freed of all magical affects that would alter their emotions. In addition, if any of them suffered from hit point reduction, that condition is removed (although the lost hit points are not restored).

JUNGLE'S RAPTURE

6th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Permanent

Source: *Spell Compendium*

You attempt to turn one creature you can see into a plant through this deadly curse. Each day, after taking a long rest, the target must make a Wisdom saving throw. On a failed save, the target is subject to the following effects:

⊙ *First Failed Save.* The target loses 1d6 points of Dexterity and its skin begins to grow bark. However, its armor class improves by +1.

⊙ *Second Failed Save.* The target's speed is reduced by half and it loses an additional 1d6 points of Dexterity.

⊙ *Third Failed Save.* The target is restrained and, over the course of the next 24 hours, turns into a normal, unintelligent, inanimate plant of roughly the same size as the victim. It will radiate transmutation magic.

If the target succeeds at three saving throws, the spell ends. The successes don't need to be cumulative. A *remove curse* will end this effect.

JUNGLERAZER

3rd-level necromancy

Casting Time: 1 action

Range: Self (120-foot line)

Components: V, S, M (a pinch of wood ash)

Duration: Instantaneous

Source: *Spell Compendium*

A line of destructive, draining energy 100 feet long and 5 feet wide blasts out from you in a direction you choose. Beasts, fey, and plants take 9d6 necrotic damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

KÄLDANÉ'S INSTANT BURDEN

2nd-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece of lead)

Duration: 1 minute

Source: *The Great Net Spellbook*

You pick a creature within range you can see and force it to make a Strength saving throw. On a failure, everything it's carrying increases in weight until it becomes dangerously heavy. Creatures that aren't wearing or carrying anything can't be affected by this spell.

A creature that was unencumbered becomes encumbered. Its speed drops by 10 feet and it takes 1d6 bludgeoning damage from the sudden shift in weight.

A creature that was encumbered becomes heavily encumbered. Its speed drops by 20 feet, it has disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution, and it takes 1d12 bludgeoning damage from the sudden shift in weight.

A creature that was heavily encumbered becomes crushed under the weight. Its speed drops to 5 feet, it has disadvantage on rolls as per a heavily encumbered creature, it takes 1d12 bludgeoning damage immediately and must make a Strength saving throw at the end of each of its turns, taking 1d12 bludgeoning damage on a failure.

An affected creature can remove or drop *all* of its belongings, including clothing. Doing so ends the spell. The DM will determine how long it takes to remove all worn objects, but it will take several rounds, at least.

If you cast this spell on an container (that is holding something) made of something other than metal, roll a die. On an odd number, the container cracks or bursts at the seams. If you cast this spell on a vehicle that is carrying something, the vehicle takes 2d10 bludgeoning damage. If you cast this spell on a single object that is not held and is not a container or vehicle, the object's weight is multiplied by 10. Finally, if you cast this spell on a *mage hand* that is carrying anything, that spell instantly ends. You cannot cast this spell on a living being for the purpose of changing its weight.

KALLUM'S COLD FROST

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a handful of crystals or chunks of glass)

Duration: Instantaneous

Source: The Great Net Spellbook

You pick a point within range, and extreme cold and sharp ice particles expand outwards from that point to a radius of 30 feet and the temperature in that area drops to 0° F. This will instantly freeze water and similar liquids and all creatures take 2d6 cold damage each round for a minute. In addition, a layer of ice appears on the ground. Any creature in that area, that enters it or ends its turn in that area must make a Dexterity saving throw or fall prone. A spell that causes fire damage will melt all the ice in that spell's area of effect.

At Higher Levels: When you cast this spell with a 3rd-level or higher spell slot, you inflict an additional 1d6 damage for each slot level above 2nd.

KATRINS'S FRAGILE EGG

4th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (an intact eggshell with the yolk blown out)

Duration: 24 hours

Source: The Great Net Spellbook

You create a pocket dimension inside an egg, allowing you to store any sort of material inside. The total weight depends on the size of the egg:

Egg Type	Capacity
Small (sparrow's egg)	25 pounds
Medium (hen's egg)	50 pounds
Large (ostrich or owlbear's egg)	100 pounds
Very Large (dragon or roc's egg)	500 pounds

You place the object or objects you wish stored next to the egg while casting this spell. They then disappear into the egg. Objects remain in stasis while inside. Living creatures will not need to eat, drink, breathe while inside, nor will they age; flames will not burn out, nor will they continue to burn their fuel; food will not go stale or rot; and so on. Only willing creatures can be stored inside the egg.

When the spell ends or the egg breaks, the objects reappear in an unoccupied space within 10 feet of the space in which the egg is broken, in exactly the same condition they were in when they were placed inside the egg. The egg is no more durable than a normal egg.

At Higher Levels. When you cast this spell with a 5th-level or higher spell slot, you increase the duration by 1 day for each spell slot above 4th.

KEVIN'S HOLY RAIN

6th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: S, M (a drop of holy water and a strand of hair from a good priest)

Duration: Concentration, up to 1 minute

Source: The Great Net Prayerbook

A rain of holy water appears in a 30-foot radius of location you choose within range. All undead and fiends in the area must make a Dexterity saving throw each time they end their turn in the area. A creature takes 8d8 radiant damage on a failed saving throw, or half as much on a successful one.

At Higher Levels. When you cast this spell with a 7th-level or higher spell slot, the spell's area increases by a 10-foot radius for each slot level above 6th.

KHELSEN'S BLACKSTAFF

8th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

One nonmagical wooden weapon or piece of wood you touch transforms into a staff made of shimmering, crawling black light. You have advantage on attack rolls made with it and inflict 2d8 bludgeoning damage and 4d8 necrotic damage. On a successful hit, you may choose one of the following effects to also affect the target.

☉ **Confusing Strike.** The target must make a Wisdom saving throw or become confused until the end of its next turn. Roll a die. On an odd number, it can't move or take actions; on an even number, it uses its action to make a melee attack against a random target within reach.

☉ **Dispelling Strike.** You automatically dispel one spell of 7th-level or lower that has been cast on your target. You may not choose which spell you dispel.

☉ **Paralytic Strike.** The target must make a Wisdom saving throw or become paralyzed until the end of its next turn.

☉ **Phantasmal Strike.** The target is assaulted by terrifying images and must make an Intelligence saving throw. It takes 4d8 psychic damage on a failed saving throw, or half as much on a successful one.

☉ **Spell-Draining Strike.** The target loses a number of spell slots, starting with the lowest available, equal to twice your spellcasting ability modifier.

☉ **Terrifying Strike.** The target must make a Wisdom saving throw or become frightened of you until the end of its next turn. The creature must use the Dash action

to move away from you by the safest and shortest available route.

☉ **Vampiric Strike.** You regain as many hit points as you inflicted with necrotic damage.

You may choose to give the staff to someone else to use, but if it is forcefully taken from you, or the wielder attempts to hit you, the staff vanishes into smoke. It is completely immune to all damage and all spells except for *antimagic field* and *wish*.

KILRUKH'S ASSISTING HANDS

2nd-level evocation (ritual)

Casting Time: 1 round

Range: Self

Components: V, S

Duration: 1 hour

Source: *The Great Net Prayerbook*

You create a pair of translucent hands out of magical force. Each hand can lift up to 50 pounds. When you cast this spell and as a bonus action on your subsequent turns, you can move the hands up to 15 feet. The hands may not move more than 90 feet away from you.

You may use these hands to engage in any sort of non-combat action, although they can't be used to perform the somatic components of spells. Typical duties include housekeeping, fetching and carrying, and simple tool use. The hands will not move or engage in activity without your initial direction, but you do not need to concentrate on them after you have given them directions.

At Higher Levels. When you cast this spell with a 4th-level spell slot, you create two pairs of hands; with a 6th-level spell slot, you create three pairs of hands; and with an 8th-level spell slot, you create four pairs of hands.

KILRUKH'S DEFENDING HANDS

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M

Duration: Concentration, up to 1 minute

Source: The Great Net Prayerbook

You create a pair of translucent hands made out of magical force. You can use them to parry incoming melee weapon attacks. Each hand adds 2 to your AC against one incoming attack. You do not need to see the attacker for the hands to parry its attack. Each time a *defending hand* successfully parries an attack—that is, when an incoming attack misses you by 2 or less—it winks out of existence.

At Higher Levels. When you cast this spell with a 5th-level spell slot, you create two pairs of hands; with a 7th-level spell slot, you create three pairs of hands; and with a 9th-level spell slot, you create four pairs of hands.

KIRI'S CONTAINER

4th-level transmutation

Casting Time: 1 round

Range: Touch

Components: V, S, M (a few drops of berry juice)

Duration: 24 hours

Source: The Great Net Spellbook

You turn a small bag or similar container into a temporary *bag of holding*, capable of holding 500 pounds for the duration of the spell. Anything inside the bag when the spell expires is lost in the Astral Plane.

At Higher Levels. When you cast this spell with a 5th-level or higher spell slot, you increase the bag's capacity by 500 pounds per slot level above 4th.

KIRI'S SOUL TRANSFER

8th-level necromancy

Casting Time: 1 round

Range: Touch

Components: V, S, (two gemstones totally at least 7,000 gp in value, which are consumed by the spell)

Duration: Permanent

Source: The Great Net Spellbook

You switch bodies with another creature you touch. If the target is unwilling, it must make a Charisma saving throw to resist. If it succeeds, it resists your efforts to switch bodies, and you can't attempt to do so again for 24 hours.

Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features.

If your old body is killed, you must make a Charisma saving throw against your own spellcasting DC. If you fail, you take 10d10 psychic damage and your hit point total is reduced by that amount. The hit point reduction lasts until you have *greater restoration*, *heal*, or a similar spell cast upon you.

The same is true for the creature that now inhabits your original body.

KISS OF AWAKENING

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Source: The Great Net Spellbook

One sleeping or unconscious creature you kiss instantly wakes up. If you kiss a creature that is sleeping due to a spell (including the slumber variant of the

imprisonment spell), this kiss will automatically wake up that creature if the spell is of 2nd level or lower. For a spell of 3rd level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the effect ends and the creature wakes up. You may only try once per magically-unconscious creature.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you automatically wake a creature up who is under the effect of spell if the spell's level is equal to or less than the level of the spell slot you used.

KISS OF DEATH

9th-level necromancy

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Source: The Great Net Spellbook

Once creature you kiss will die instantly, if it has 100 or fewer hit points. You must be able to kiss the target's skin (although you do not need to kiss its lips). The creature must be willing to be kissed, restrained, or unaware. If the creature is in combat, you must make a melee spell attack roll to succeed.

KISS OF INTOXICATION

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 hour

Source: The Great Net Spellbook

One creature you kiss becomes completely drunk, unless it makes a Constitution saving throw. A drunk

creature suffers from disadvantage on all Dexterity- and Intelligence-based attack rolls, saving throws, and ability checks, and its speed is reduced by 5 feet. In addition, it must make a concentration saving throw each time it attempts to cast a spell.

If the creature was already drunk when you cast the spell, on a successful saving throw, the creature is also poisoned for the duration and its speed is reduced by half. On a failed saving throw, it falls unconscious for the duration.

You must be able to kiss the target's skin (although you do not need to kiss its lips). If the creature is in combat, you must succeed at a melee spell attack to kiss it; if not in combat, the creature must be willing to be kissed, restrained, or unaware.

KISS OF SLAVERY

3rd-level enchantment

Casting Time: 1 action

Range: Touch

Components: S

Duration: 8 hours

Source: The Great Net Spellbook

One creature you kiss becomes charmed by you, unless it makes a Wisdom saving throw. You must be able to kiss the target's skin (although you do not need to kiss its lips). If the creature is in combat, you must succeed at a melee spell attack to kiss it; if not in combat, the creature must be willing to be kissed, restrained, or unaware.

If it fails the saving throw, it is charmed by you until the spell ends or until you do anything harmful to it. The charmed creature regards you as a trusted friend to be heeded and protected

At Higher Levels. If you cast this spell with a 5th-level spell slot, the duration increases to 12 hours. If you cast it with a

7th-level spell slot, the duration increases to 24 hours.

KISS OF SLEEP

5th-level enchantment

Casting Time: 1 action

Range: Touch

Components: S

Duration: 8 hours

Source: The Great Net Spellbook

One creature you kiss falls unconscious, unless it makes a Wisdom saving throw. You must be able to kiss the target's skin (although you do not need to kiss its lips). If the creature is in combat, you must succeed at a melee spell attack to kiss it; if not in combat, the creature must be willing to be kissed, restrained, or unaware.

Slapping the target hard will awaken it, as will any amount of damage taken, but normal noise or gentle shaking will not. Awakening is slow. For one minute after the creature wakes up, it cannot take reactions and can use either an action or bonus action on each of its turns, but not both.

This sleep does not count as either a short or long rest.

At Higher Levels. When you cast this spell with a 6th-level spell slot, the duration becomes 24 hours. When you cast it with a 7th-level spell slot, the duration becomes 1 week. When you cast it with an 8th-level or higher spell slot, the duration becomes one year, and merely slapping the target will not awaken it; damage must be inflicted.

KISS OF THE NERSEID

7th-level conjuration

Casting Time: 1 action

Range: Touch

Components: S

Duration: 10 minutes

Source: The Great Net Spellbook

One creature you kiss must make a Constitution saving throw. On a failure, the creature's lungs fill with seawater and it begins to suffocate, as per the suffocation rules in the *Player's Handbook* (page 183). After 10 minutes, the water vanishes from the target's lungs. This spell is countered by *water breathing*, and does not affect creatures that can breathe water or that do not need to breathe.

You must be able to kiss the target's skin (although you do not need to kiss its lips). If the creature is in combat, you must succeed at a melee spell attack to kiss it; if not in combat, the creature must be willing to be kissed, restrained, or unaware.

KISS OF THE TOAD

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Source: *Oriental Adventures*

Your lips become poisonous, and one creature you kiss takes 4d8 poison damage and must make a Constitution saving throw, becoming poisoned for 1 hour on a failure.

You must be able to kiss the target's skin (although you do not need to kiss its lips). If the creature is in combat, you must succeed at a melee spell attack to kiss it; if not in combat, the creature must be willing to be kissed, restrained, or unaware.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you inflict an additional 1d8 poison damage per slot level above 2nd.

KISS OF TORMENT

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

Source: *Priest's Spell Compendium*

Your kiss inflicts your target with madness and pain, and one creature you kiss takes 5d10 psychic damage and must make a Constitution saving throw or become so wracked with pain that it is incapacitated for the duration. It may make a new saving throw at the end of each of its turns, ending that effect on a success. However, each round that the creature remains incapacitated, it takes an additional 1d10 psychic damage.

You must be able to kiss the target's skin (although you do not need to kiss its lips). If the creature is in combat, you must succeed at a melee spell attack to kiss it; if not in combat, the creature must be willing to be kissed, restrained, or unaware.

KISS OF VAMPIRISM

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 round

Source: The Great Net Spellbook

Your kiss drains the life out of your target. Your target takes 1d10 necrotic damage and you regain hit points equal to half the amount of necrotic damage dealt.

You must be able to kiss the target's skin (although you do not need to kiss its lips). If the creature is in combat, you must succeed at a melee spell attack to kiss it; if not in combat, the creature must be willing to be kissed, restrained, or unaware.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, your kiss causes an additional 1d10 necrotic damage for each slot level above 1st.

KISS OF WEAKNESS

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

Your kiss drains the vitality from the next target you kiss. Each round that you continue kissing your target, it must make a Constitution saving throw or have its Strength reduced by 2 points. When the spell ends, your target must make another Constitution saving throw or be stunned for 10 minutes. Lost Strength points return after the creature takes a short or long rest.

You must be able to kiss the target's skin (although you do not need to kiss its lips). If the creature is in combat, you must succeed at a melee spell attack to kiss it; if not in combat, the creature must be willing to be kissed, restrained, or unaware.

KISS OF WOUNDING

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Source: The Great Net Spellbook

Once creature you kiss must make a Constitution saving throw, taking 1d12 force damage on a failed saving throw or half as much damage on a successful one. You must be able to kiss the target's skin (although you do not need to kiss its lips). If the creature is in combat, you must

succeed at a melee spell attack to kiss it; if not in combat, the creature must be willing to be kissed, restrained, or unaware.

You inflict additional damage with your kiss at 5th level (2d12), 11th level (3d12) and 17th level (4d12)

KNOW CUSTOMS

4th-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: *Priest's Spell Compendium*

You choose a creature that has an Intelligence of 5 or higher. That creature must then make an Intelligence saving throw. If it succeeds, the spell ends. If it fails, you gain the knowledge the creature possesses on local restrictions and taboos, upcoming and important holidays and observances, and typical things that “everyone knows.” In game terms, you have advantage on any Intelligence ability check made to recall common knowledge information about the area and on any Charisma ability check made to convince people that you are from that area or when engaging in cultural rituals specific to that area.

Note that this spell does not differentiate between fact and fiction and thus things that “everyone knows” about the area might be completely wrong.

KNOW THE SIZE OF THE HIDDEN

1st-level divination (ritual)

Casting Time: 1 round

Range: Special

Components: V, S

Duration: Instantaneous

Source: The Great Net Spellbook

If you touch a partially-buried object, or the ground above an object that is buried no more than 50 feet below the surface, you gain knowledge of roughly how large the object or series of connected objects (such as the ruins of a sunken city) is.

You may make a DC 15 spellcasting ability modifier. If you succeed, you get a vague impression of the layout of the buried object is – enough to learn where the entrance and major objects (Huge-sized or larger) are.

KOREL'S WISDOM BEYOND DEATH

6th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a gemstone worth at least 25 gp)

Duration: Permanent

Source: The Great Net Spellbook

You enchant a gemstone and place it inside the skull of an undead creature that is under your control. The gemstone enhances the creature's Intelligence, Wisdom, or Charisma – you decide when you cast the spell. The value of the gemstone determines how much the attribute is raised.

Gemstone Value	Int Bonus	Wis or Cha Bonus
25 gp	+1	+1
50 gp	+2	+1
100 gp	+4	+2
500 gp	+6	+3
1,000 gp	+10	+6

The gemstone is placed inside of the creature's skull. The attribute bonus remains as long as the gem is in place, even if the undead stops being under your control.

None of the creature's attribute scores can be raised above 20 through this spell, and a creature may have only one gemstone per attribute at a time.

LADDER

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a knot of wood)

Duration: Concentration, up to 10 minutes

Source: *Wizard's Spell Compendium*

You create a ladder of magical force that is one foot wide and ten feet long. You may place it vertically against a wall, lay it horizontally so it can be used to cross gaps, or have it lean at a 45° angle to be used as a staircase. In any case, the ladder is firmly anchored and will not move once placed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the ladder increases ten feet in length for each slot level above 1st.

LASRAL'S CUTTING HAND

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Source: *Wizard's Spell Compendium*

One of your hands gains a magical cutting edge. The merest touch of your hand will sever nonmagical ropes, sacks, and the like. Unarmed strikes do 1d12 + your Strength modifier in slashing damage.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you inflict an additional 1d12 damage per slot level above 1st.

LASRAL'S INVISIBLE BLADE

8th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bladed weapon, which is consumed in the casting of the spell, and a clear rock crystal)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You create a magical sword and is invisible and inaudible to all creatures other than yourself. Roll initiative for it and it has its own turns—it attacks using your spell attack modifier. It will attack one creature you can see within range. On a hit, the sword inflicts 8d10 slashing damage.

The spell ends if the target is ever outside the spell's range or if it has total cover from you.

LAST IMAGE

1st-level divination (ritual)

Casting Time: 1 round

Range: Touch

Components: V, S

Duration: Instantaneous

Source: *The Great Net Spellbook*

When you touch a corpse and cast this spell, you see a still image of whatever the last thing the corpse saw.

If the target died due to a gaze attack, you must make a saving throw of the type associated with the attack or suffer the results of the gaze. You have advantage on this roll.

LAVA BOLT

4th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of pumice or obsidian)

Duration: 1 minute

Source: The Great Net Spellbook

You conjure an orb of lava which you hurl at one target within range. Make a ranged spell attack to hit. On a hit, the target takes 3d8 bludgeoning damage and 3d8 fire damage. In addition, the target must make a Dexterity saving throw. On a failure, the lava sticks to the target and begins to solidify. The target is restrained (escape DC equal to your spell save DC) and takes 1d8 fire damage at the end of each of its turns for 1 minute.

While this spell is active, the lava can only be removed by the application of copious amounts of water or with a spell that of 2nd level or higher that inflicts cold-based damage (this spell also inflicts half damage to the target). If the target dies from this spell it becomes completely encased in hardened volcanic rock.

At Higher Levels. When you cast this spell with a 5th-level or higher spell slot, you inflict an additional 1d8 fire damage on initial impact and each round for each slot level above 4th.

LAY OF THE LAND

3rd-level divination (ritual)

Casting Time: 1 minute

Range: Self (10-mile radius)

Components: V, S, M (a lodestone)

Duration: Instantaneous

Source: *Spell Compendium*

This spell grants you an overview of the land around you. You gain knowledge of the general location of the major natural landmarks and settlements of at least 100 people, as if you were looking at an area map.

LAYLA'S MORNING-AFTER KISS

3rd-level enchantment

Casting Time: 1 action

Range: Touch

Components: S

Duration: Permanent

Source: The Great Net Spellbook

You kiss an unconscious or sleeping creature's skin (although you do not need to kiss its lips) and it makes a Wisdom saving throw. If it fails, it permanently forgets everything that happened up to 1 hour before it fell asleep.

The memory can be recovered by use of the *hypnosis* (q.v.) spell.

LEAF INTO DAGGER

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a normal leaf)

Duration: Concentration, up to 1 minute

Source: *Priest's Spell Compendium*

You transform any tree leaf into a magical dagger that does 1d4 + your spellcasting ability modifier in piercing damage. You cannot be harmed by this blade and should you drop it, it instantly becomes a leaf again.

LEARN LANGUAGE

6th-level divination

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Permanent

Source: The Great Net Spellbook

You must touch a creature of Intelligence 5 or higher that speaks a language you don't know, or a book or scroll written in a language you don't

know. You will then instantly and permanently learn that language in both spoken and written forms.

LEGAL THOUGHTS

7th-level enchantment

Casting Time: 1 hour

Range: 30 feet

Components: V, S

Duration: Permanent

Source: *Priest's Spell Compendium*

You choose a target with an Intelligence of 5 or higher that you can see within range and force it to make a Charisma saving throw. If it fails, it is charmed by you. The charmed target is compelled to follow one specific, official law that you name that is enforced in either your homeland, your target's homeland, or your current location.

Each time the target attempts to break the law, it must make a Charisma saving throw. If it fails, it takes 1d10 psychic damage, is stunned until the end of its next turn, and is unable to continue with its action.

This spell does not alter the target's morality or force it to act in a way contrary to its alignment. The spell also only forces the target to obey the letter of the law, not the spirit, so the target is fully capable of exploiting any loopholes or getting someone else to break the law for him.

A *dispel magic* or *remove curse* will end this effect.

LEGERDEMAIN

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You perform a magic trick, of the sort normally performed by stage magicians.

- ◉ You change a Tiny creature or object into another one of the same size.

- ◉ You hide a creature or object of Huge size or smaller by briefly obscuring it, such as by moving a curtain in front of it, hiding it behind an object, etc. The target is rendered invisible as long as it doesn't move more than 5 feet from its initial location. It can still be heard, smelled, and touched, and can be seen with truesight or blindsight.

- ◉ You hide a Tiny creature or object in your palm, up your sleeve, in your hat, etc., even concealing any bulges or sounds it makes. At the same time, you create an illusory duplicate. Physical interaction with the duplicate reveals it to be an illusion, because things can pass through it.

- ◉ You summon a Tiny object that is within 10 feet of you into your hand.

- ◉ You conjure a harmless, CR 0 creature, such as a mouse, a small swarm of butterflies, a sparrow, and so on, which appears in your hand or within 5 feet of you. This is a real animal, taken from somewhere within 1 mile of you. At the spell's end, you may choose to keep the creature with you, let it go, or send it back to its original location.

- ◉ You create a puff of colored smoke. It provides light concealment until the end of your next turn.

- ◉ You cause a Small-sized or smaller object made of metal or wood to pass through a similarly-sized object.

- ◉ You cut and restore a rope, cloth, belt, or other similar object.

- ◉ You turn a picture or paper sculpture of a Tiny-sized creature into a real creature. It will have the same attributes of a normal creature of its type,

with the following changes: its Intelligence will be 1, it will have 5 hit points, and it will have disadvantage on all rolls.

☉ You instantly change into another suit of clothes that you have stored within 10 feet. You can also use this to instantly don light armor (but nothing heavier than that).

☉ You create a bright flash of light and puff of colorful smoke (your choice of colors). The smoke lasts for 1 round, and during that time you can use your bonus action to use the Hide action.

LEGOLATH'S WEIRD WILDBALL

3rd-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a multicolored stone)

Duration: Instantaneous

Source: The Great Net Spellbook

A brilliant, many-colored streak flashes from your pointing finger to a point you choose within range, before blossoming into an explosion of violent energy conjured from an Elemental Plane or from the Elemental Chaos. Each creature in a 20-foot radius sphere centered on that point must make a Dexterity saving throw. A creature takes full damage on a failed saving throw or half as much on a successful one. The exact amount and type of damage is different for each version of the spell. The sphere spreads around corners.

d20 Effect

- 1 **Airball.** A blast of concussive air inflicts 6d6 bludgeoning damage and causes deafness for 1 minute. It may make a Constitution saving throw at

the end of each of its turns, ending the effect on a success. A creature that failed its saving throw must also make a Strength saving throw or be knocked prone.

- 2 **Ashball.** A cloud of burning ashes inflicts 6d6 fire damage. It causes the area to become heavily obscured. The cloud lingers in the air for 1 minute until it is dispersed by a strong wind (20 miles per hour or more). A creature that starts its turn within the cloud takes 1d6 fire damage.

- 3 **Deathball.** A ball of dull gray smoke inflicts 8d6 necrotic damage to all creatures, except for Fiends and Undead. To those creatures, it heals instead of harms. Hit points in excess of its normal hit point total become temporary hit points, and there is no upper limit to the number of temporary hit points that it can gain through this spell.

If a living creature dies because of this spell, it will rise as either a wight or specter (50 percent chance of either) in 1d4 minutes. Constructs are not affected by this spell at all.

- 4 **Dustball.** A cloud of thick, cloying dust causes the area to become heavily obscured. The cloud lingers in the air for 1 minute until it is dispersed by a strong wind (20 miles per hour or more).

A creature that starts its turn within the cloud must make a Constitution saving throw against poison or spend its action coughing. Creatures that don't need to breathe or are immune to poison are immune to this spell.

In addition, the dust's essence of

decay causes all metallic weapons in the spell's area do -1 damage and all metallic armor's AC takes a -1 penalty for as long as it remains in the cloud and for 1 minute afterwards.

5 **Earthball.** A ball of stone inflicts 6d6 bludgeoning damage. A creature that failed its saving throw must also make a Strength saving throw or be knocked prone.

6 **Fireball.** This acts identically to the *fireball* spell.

7 **Iceball.** This acts identically to the *iceball* spell (q.v.).

Lifeball. A ball of shimmering silver light restores 8d6 hit points to all creatures within range, except to Fiends and Undead. To those creatures, it inflicts 8d6 radiant damage.

8 Any excessive hit points regained are treated as temporary hit points. If the temporary hit points gained by this spell exceed twice its normal hit point total (i.e., if a creature with 20 hit points gains 21 or more temporary hit points), then the creature explodes, inflicting 8d6 radiant damage to that creature. If a living creature dies because of this spell, it will rise as a shadow in 1d4 minutes. Constructs are not affected by this spell at all.

9 **Lightball.** A blast of brilliant light inflicts 6d6 radiant damage and causes blindness for 1 minute. It may make a Constitution saving throw at the end of each of its turns, ending the effect on a success. A creature that failed its initial saving throw is also outlined in *faerie fire* for 8 hours.

10 **Lightningball.** This acts identically to

the *lightning bolt* spell.

11 **Magmaball.** This acts identically to the *lava bolt* spell (q.v.).

12 **Mineralball.** A cloud of crystalline shards causes the area to become lightly obscured. The cloud lingers in the air for 1 minute until it is dispersed by a strong wind (20 miles per hour or more). A creature that starts its turn in the cloud takes 3d6 piercing damage.

In addition, the crystals essence of metal causes all metallic weapons in the spell's area do +1 damage and all metallic armor's AC gains a +1 bonus for as long as it remains in the cloud and for 1 minute afterwards.

13 **Oozeball.** A glob of gelatinous goo inflicts 6d6 bludgeoning damage. Any creature that fails its saving throw is grappled (escape DC equal to your spell save DC) and begins to suffocate, as per the suffocation rules in the *Player's Handbook* (page 183).

14 **Saltball.** A cloud of whirling grains of salt spreads around inflicts 7d8 necrotic damage. Any creature that fails its saving throw is also poisoned for 1 minute.

15 **Smokeball.** A cloud of thick, cloying smoke fills the area with magical darkness. The cloud lingers in the air for 1 minute until it is dispersed by a strong wind (20 miles per hour or more). A creature with darkvision can't see through, the darkness and nonmagical light can't illuminate it.

A creature that starts its turn within the cloud must make a Constitution saving throw against poison or spend its action coughing. Creatures that don't need to breathe or are immune to poison are immune

to this spell.

16 **Steamball.** The cloud of boiling steam inflicts 8d6 fire damage and immediately extinguishes all normal fires in the area, as well as any fire caused by a spell of 6th level or less.

17 **Vacuumball.** A ball of pure nothingness inflicts air inflicts 6d6 force damage. A creature that failed its saving throw is incapacitated for 1 minute. It may make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

18 **Waterball.** A ball of solid water inflicts 8d6 bludgeoning damage and immediately extinguishes all normal fires in the area, as well as any fire caused by a spell of 6th level or less.

19 Roll again, rerolling all 19s and 20s. The spell's area of effect becomes either 60 feet or affects a single target (50 percent chance of either).

20 Roll again twice, rerolling all 19s and 20s. Half of the spell's targets will be affected by the first reroll; the other half will be affected by the second reroll.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

LEOMUND'S TRAP

2nd-level illusion (ritual)

Casting Time: 1 round

Range: Touch

Components: V, S, M (a piece of iron pyrite and metal filings, which are consumed by the spell, and a bit of clockwork)

Duration: Permanent or tripped

Source: *Wizard's Spell Compendium*

You create an illusory trap on an object, door, or section of wall or floor, while at the same time rendering any actual traps invisible. This trap will be easily found by anyone searching, and it can be disarmed as a regular trap of that sort. The illusory trap has no actual effect and cannot harm or hinder anyone.

LESTAT'S LEGION

7th-level conjuration

Casting Time: 1 round

Range: Self (30-foot-radius circle)

Components: V, S, M (One pearl worth 100 gp per clone you create, which are destroyed when you cast the spell, and a drop of your blood for each pearl)

Duration: Concentration, up to 8 hours

Source: *The Great Net Spellbook*

You create up to ten semi-real clones of yourself, which appear in empty spaces within 30 feet of you. They are physically identical to you and have the same clothing, armor, weapons, and equipment that you are wearing. These items are purely illusory and have no actual function. You may give the clones real items to use, if you desire.

Each clone is a construct that has AC 15 plus your Dexterity modifier and 50 hit points. Their attributes, alignment, skills, non-magical abilities, and even basic personality are identical to your own. A clone cannot cast spells but it can use magic items and read scrolls.

While a clone is within 1,500 feet of you, you may communicate telepathically with it. Likewise, clones that are within 1,500 feet of each other communicate telepathically with each other. In addition, if you can communicate telepathically with a clone, you can use your action to see through its

eyes and hear what it hears, and you may use a bonus action to switch to a different clone that is also in range. While using a clone's senses as your own, you may speak through it and cast spells through it, but you are blinded and deafened to your own surroundings until you use an action to switch back to your own senses. There is no limit to the distance a clone may travel from you.

If a clone is reduced to 0 hit points, it "dies," leaving behind a body. When the spell ends, all clones (living or dead) vanish, leaving behind any items you have given them or they have picked up.

At Higher Levels. When you cast this spell with an 8th-level or higher spell slot, the range for telepathy increases to 1 mile.

LIFEBLEND

8th-level transmutation

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (a large cage made of precious metals and gemstones worth at least 15,000 gp)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You place two living creatures (beasts, dragons, humanoids, giants, monstrosities, oozes, or plants) in the cage, which must be large enough to hold them both. At the end of the spell's casting, each creature must make a Constitution saving throw. If either of these rolls are successful, the spell fails.

If both creatures fail their saving throws, then there is a tremendous flash of light, and when it dies down, the two creatures have joined together and mutated, becoming a single creature with the characteristics of both of its "parents". The DM should roll a d10 for the exact results:

d10 Result

1-6 *Success.* The two creatures have melded together to create a being that looks more or less like a combination of its "parents." For example, a half-gnome, half-ettercap would look like large, stocky-bodied, bearded humanoid with long, spidery limbs, spinnerets, and bristle-y gray skin. It has personality traits and some memories from both its parents but is otherwise a brand new creature.

7 *Imperfect Melding.* The creatures are not truly melded but display untouched features from both parents. For instance, a half-thri-kreen, half-wyvern might look like a thri-kreen with the head and tail of a wyvern, or it might have the body of a wyvern and the torso, arms, and head of a thri-kreen. It has personality traits and some memories from both its parents but is otherwise a brand new creature.

8 *Shapeshifter.* The creature can shift from one form to another. When it is in one form, it has that creature's personality, alignment, and abilities; when it changes to its other form, that creature takes over. The DM will roll a die. On an even number, it can control its shapeshifting. On an odd number, it can't.

9 *Dominance.* The creature resembles one of its parents with only hints of the other's physical and personality traits. For instance, a half displacer beast, half-ochre jelly might look like a normal displacer beast that inflicts acidic damage with its natural attacks.

10

Failure. The creature takes 10d10+30 necrotic damage as the spell horribly mutates it. If it is still alive, it may be able to be nursed back to health. The DM should roll again to determine what it's actual form is, ignoring a second roll of 10.

The resultant creature's attributes, abilities, and attacks should be determined by the DM, using the original creatures' attributes as a guideline.

LIGHTBOW

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a silver or golden thread)

Duration: Concentration, up to 1 minute

Source: *Priest's Spell Compendium* and *The Great Net Prayerbook*

You create a bow or crossbow out of moonlight or sunlight. You may use it yourself or hand it to another person. If you wield it yourself, you are considered to have proficiency in it and you fire it at advantage. You may choose whether you want the *moonbow* or *sunbow* when you cast this spell. When you draw the bowstring back, a white, glowing arrow coalesces, ready for you to fire. On a successful hit, it does 2d10 piercing damage plus 1d10 radiant damage. The bow has a range of 250/800.

☉ **Moonbow.** The bow is made of glowing white crystal and has a thin beam of silver light as the bowstring. If you hit an undead creature, it takes another 3d10 radiant damage and outlines the undead

with a pale, flickering moonlight that acts identically to *faerie fire*.

☉ **Sunbow.** The bow is made of glowing yellow amber and has a thin beam of scarlet light as the bowstring. If you hit a creature with either the Sunlight Sensitivity or Sunlight Hypersensitivity trait, it inflicts an additional 3d10 fire damage and blinds the creature for the duration.

At Higher Levels. If you cast this spell with a slot of 6th level or higher, it inflicts an additional 1d10 radiant damage for each slot level above 5th.

LIGHT OF HEAVENS

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Source: *Spell Compendium*

You are suffused with a glow of silvery, golden, or pearly light. You shed bright light in a 30-foot radius and dim light to a further 30 feet.

Three times while this spell is active, you may gather some of this light into a bolt, which you throw at an opponent within 90 feet that you can see. Make a ranged spell attack. On a success, you inflict 3d10 radiant damage.

Optionally, you may cause the light bolt to heal a target, restoring 2d10 hit points.

Each time you throw a light bolt, the radius of bright and dim light decreases by 10 feet each. After the third light bolt, the light vanishes and the spell ends.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you inflict or heal an additional 1d10 damage per slot level above 2nd.

LIGHTNING CURTAIN

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of amber, a bit of fur, and a square of fine velvet)

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

You create a wall of crackling lightning. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 6d10 lightning damage, or half as much damage on a successful save.

Any creature that ends its turn within 10 feet of the wall and wearing metal armor will attract a spark and must make a Dexterity saving throw. On a failed save, a creature takes 3d10 lightning damage, or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, deals 5d8 lightning damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

LIGHTNING ROD

3rd-level abjuration

Casting Time: 1 action

Range: Touch (150-foot radius)

Components: V, S, M (a metal object weighing no more than 100 pounds)

Duration: 24 hours

Source: *Wizard's Spell Compendium*

You touch a metallic object of any sort that weighs less than 100 pounds. Then, whenever a stroke of lightning (natural, magical, or created from a breath weapon) occurs within 150 feet of the rod, the lightning is redirected to the rod, which destroys it and ends the spell. A creature in physical contact with the rod while it is struck by lightning cannot make a Dexterity saving throw to avoid taking damage (it can attempt to make other types of saves).

LIGHTNING SHIELD

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small bit of marble)

Duration: 10 minutes

Source: *Wizard's Spell Compendium*

Crackling electrical sparks wreathes your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.

The sparks provide you with a warm shield or a chill shield, as you choose. The chill shield grants you resistance to lightning damage, and the warm shield grants you resistance to acid damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with electricity. The attacker takes 2d8 acid damage from a warm shield, or 2d8 lightning damage from a cold shield.

LIGHTNING STORM

8th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: 1 minute

Source: *Wizard's Spell Compendium*

A storm made of crackling electricity appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 8d10 lightning on a failed save, or half as much damage on a successful one, each round that the creature ends its turn in the storm and for one round afterwards.

LIQUID ORB

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

Source: *Wizard's Spell Compendium*

You create a cup of any nonflammable, nonpoisonous, nonacidic, nonmagical, liquid you wish—water, juice, dye, ink, beer, chicken broth, etc. It appears as a sphere and remains that way through magical surface tension. The liquid can be anywhere within 10 degrees of room temperature but cannot be above boiling or below freezing.

The amount of liquid you create increases to 1 pint when you reach 5th level, 1 gallon when you reach 11th level, and 10 gallons when you reach 17th level.

LITANY OF DEBASEMENT

2nd-level abjuration

Casting Time: 1 bonus action or reaction, taken when you are attacked or about to attack a target

Range: 30 feet

Components: V, S

Duration: 1 round

Source: d20pfsrd.com

You speak a quick prayer and a wave of holy energy washes over one target within range. One of the following affects your target until the end of its next turn, unless it succeeds at a Wisdom saving throw.

⊙ *Litany of Entanglement.* You create a chain of energy to lash upwards from the ground to impede your target, causing it to be restrained and is paralyzed until the end of its next turn.

⊙ *Litany of Madness.* Your prayer is filled with bizarre word salad and eldritch phrases, causing much confusion in your target. Your target cannot take actions or reactions and is paralyzed until the end of its next turn.

⊙ *Litany of Sloth.* You speak about the sin of indolence and cause your target to be sluggish. It can use either an action or bonus action but not both and can't make more than one action during its turn.

⊙ *Litany of Thunder.* You shout your prayer, causing your target to be deafened and stunned and is paralyzed until the end of its next turn.

⊙ *Litany of Vengeance.* You speak words of chastisement and your target feels pain more sharply. All creatures who attack the target until the end of the next round inflict an additional 1d4 force damage.

⊙ *Litany of Weakness.* You proclaim your target is weak and cause it to suffer

1d4 levels of exhaustion until the end of its next turn.

LITANY OF GRACE

2nd-level abjuration

Casting Time: 1 bonus action or reaction, taken when you are attacked or about to attack a target

Range: 30 feet

Components: V, S

Duration: 1 round

Source: d20pfsrd.com

You speak a quick prayer and a wave of holy energy washes over you or one ally within range. Until the end of your next turn, you receive one of the following affects:

☉ *Litany of Defense.* With this prayer of protection, you gain +2 to your armor class and are immune to being charmed or frightened.

☉ *Litany of Eloquence.* This prayer is so fascinating to listen to, one target within 10 feet of you is stunned and is paralyzed until the end of its next turn.

☉ *Litany of Escape.* If you are grappled or restrained, you may use a bonus action to make another escape attempt, this time at advantage.

☉ *Litany of Righteousness.* You imbue your weapon with holy right as you attack a foe. If you hit and the creature is evil, it takes +2 damage and is paralyzed until the end of its next turn.

☉ *Litany of Warding.* You become more aware of your opponents. You gain +2 to your armor class against sneak attacks and can parry one attack. Roll a d8 and subtract that number from the damage caused by one melee attack made against you.

LIZARD LIMBS

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

Source: *Priest's Spell Compendium*

You may shed up to two limbs (arms, legs, tail, wings) at will without suffering any damage or pain, although you do suffer all the effects of missing that limb (*Dungeon Master's Guide* (page 272).

Shed limbs begin to grow again an hour after they were lost and will regenerate completely within 24 hours; if the lost limb is recovered, it can be reattached by holding it against the stump for 1 round.

LOATHSOME VEIL

3rd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tangle of multicolored threads)

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

You create a curtain of ever-shifting, multicolored strands of light that twist and warp into strangely beautiful but also disturbingly alien patterns. You can make the wall up to 40 feet long and 20 feet high or a ringed wall up to 20 feet in diameter and 20 feet high. One side of the veil, chosen by you, is harmless. All creatures within 30 feet of the other side must make a Wisdom saving throw against poison. On a failed save, the creature is nauseated and spends its action retching and reeling. A creature may attempt a new saving throw at the end of each of its turns, ending the effect on a success.

LOG TO LIZARD

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of reptilian skin)

Duration: 1 minute

Source: *Priest's Spell Compendium*

You may transform a log or branch of at least 6 feet in length into a crocodile (*Monster Manual*, page 320). Roll initiative for it, as it has its own actions. It will obey any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures but otherwise takes no actions. At the end of the spell's duration, it turns back into a log.

The DM has the creature's statistics.

At Higher Levels. If you cast this spell with a 6th-level or higher spell slot, it turns into a giant crocodile (p. 324) instead.

LONG ARM

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

You increase the length of one or both of your arms (and their reach) by 5 feet.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you can increase your arms by an additional 5 feet for each slot level above 1st.

LONGEVITY

8th-level necromancy

Casting Time: 24 hours

Range: Self

Components: V, S, M (rare fruits worth at least 500 gp, which you burn during the course of the casting)

Duration: Permanent

Source: *Priest's Spell Compendium*

You stop aging for a number of years equal to 4d6 + twice your spellcasting ability modifier. The first casting of this spell causes no problems, but each subsequent time you cast this spell, you must make a DC 13 Constitution saving throw. If you fail, you instantly age to death. Otherwise, the spell works normally.

LORLOVIM'S CREEPING SHADOW

3rd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a source of light and a small statuette of yourself made out of obsidian)

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

Your shadow elongates and stretches away from your body, moving under your mental command; when you cast this spell and as a bonus action on each subsequent turn, you can move your shadow up to 20 feet, to a maximum distance to 150 feet away from you.

You can use your action to shift your senses to your shadow; while doing so, you may speak through the shadow. While doing so, you are blinded and deafened as to your own surroundings.

Your shadow cannot be used to manipulate objects or attack, although you can cast spells through it, as long as those

spells don't require material components. Your shadow can be attacked with magical weapons and spells, although it has resistance to all forms of physical attack. It has your AC and any damage it takes is taken from your hit points.

You can also spend your action to move your shadow's senses into the Shadowfell, although you still cannot affect other objects through it.

LORTH'S TRANSLOCATION

9th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Source: The Great Net Spellbook

You teleport yourself to one location that you can describe, even if you have never been there before, do not know what the location looks like, or don't even know for sure that the place exists. For instance, you can teleport yourself to "10 feet in front of the royal thrones of Graygate" or "30 feet from the skeletal remains of an ancient red dragon."

If such a location exists, roll a d20:

d20	Result
1-3	Mishap
4-6	Similar area
7-11	Off target
12-20	On target

If you have an object associated with the location (for instance, a bone, scale, or tooth of a red dragon, or an object that belonged to one of the rulers of Graygate), then you get +2 to this roll.

This spell does not guarantee safety. If "30 feet to the north of the skeletal remains

of an ancient red dragon" would cause you to be teleported into thin air over a cliff face, then that is where you will be teleported.

If such a place does not exist, the spell fails.

LOVE CHARM

5th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (something belonging to the spell's subject and target)

Duration: 12 hours

Source: *Wizard's Spell Compendium*

You attempt to beguile a target that you can see within range. That creature must make a Wisdom saving throw. If it fails, it is charmed by you. The charmed creature falls madly in love with you or with a target of your choice. It is not under your control, but will take your requests in the most favorable way and will attempt to protect you. If the target's saving throw is successful, the target is immune to this spell for 1 week.

The creature does not realize it was charmed when the spell ends.

LOVE'S PAIN

3rd-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

Source: *Book of Vile Darkness*

You fire a ray of green-black light at a target within range. Make a ranged spell attack to hit. If you do, then that creature suffers no harm. Instead, that creature's dearest friend or loved one takes 6d6 necrotic damage, no matter where that

creature is (as long as it is on the same plane of existence as you). If the loved one is standing in an *antimagic field*, it is immune. If the creature has no dear friends or loved ones, it takes the damage instead.

LUCKY BLADES

2nd-level abjuration

Casting Time: 1 minute

Range: Touch

Components: S, M (a two-headed coin, which is consumed when you cast the spell)

Duration: 1 hour

Source: *Magic of Eberron*

You enchant a melee weapon, which you may then use yourself or give to someone else to wield. The wielder may then choose to reroll one failed attack roll; the wielder must use the second attack roll, whether it is a success or not. After this ability has been used once, the spell ends.

LUCKY CAPES

2nd-level abjuration

Casting Time: 1 minute

Range: Touch

Components: S, M (a two-headed coin worth at least 1 gp, which is consumed when you cast the spell)

Duration: 1 hour

Source: *Magic of Eberron*

You enchant a cape, cloak, or coat, which you may then wear or give to someone else to wear. The wearer may then choose to reroll one failed saving throw; the wearer must use the second saving throw, whether it is a success or not. After this ability has been used once, the spell ends.

MADDENING OUBLIETTE

9th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (powdered bone from someone who died in prison)

Duration: Concentration, up to 10 minutes

Source: d20pfsrd.com

You banish a creature that you can see within range into a horrific prison demiplane within the Far Realm. The target remains there for the duration or until it escapes. The area inside the prison constantly fluxes in unfathomably alien ways, while tentacles and grasping limbs and other unnamable organs grab and tear at the target, and even squirm inside its body (although they cause no damage), and inhuman voices whisper terrifying truths and blasphemous chants.

At the end of each of its turns, the target can use its action to attempt to escape. When it does, it makes a Wisdom saving throw. If it succeeds, it escapes and the spell ends (aberrations automatically succeed).

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

If the target escapes before the spell ends, it must make a Wisdom saving throw or be stunned for 1 minute due to the non-Euclidean nature of that world. It may make a new saving throw at the end of each of its turns, ending the effect on a success.

If the target remains inside the *oubliette* for the full duration, it will have gone insane. It must make a Wisdom saving throw. On a success, the target has gone slightly insane; the DM will roll on the Short-Term Madness table in the *Dungeon*

Master Guide, chapter 8. If the target fails, the DM will roll on the Long-Term Madness table instead.

MAGIC FLASK

2nd-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (the flask to be enchanted)

Duration: 12 hours

Source: The Great Net Spellbook

You enchant a flask, cup, skin, or other drinking vessel so that it holds 5 times as much liquid as normal. When the spell expires, any liquid excess that remains in the flask immediately squirts out. All creatures within 5 feet must make a Dexterity saving throw or become doused with the liquid.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, the vessel holds an additional 5 times as much (i.e., 10 times as much at 3rd level, 15 times as much at 4th level, etc.) for each spell slot above 2nd. In addition, when you cast this spell with a 4th-, 6th-, or 8th-level spell slot, the range for spurting liquids increases to 10 feet, 15 feet, and 20 feet, respectively.

MAGIC MOTES

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

You create a mote of light which swirls slowly around you and sheds dim light in a 5-foot radius. If you are attacked, whether magically or mundanely, you may use a

reaction to direct the mote to intercept the attack. If the attack would have hit you, it automatically hits the mote instead.

The mote will reduce the amount of damage inflicted by the attack by 5 hit points and then winks out of existence.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create one additional mote for each slot level above 1st. You can direct each mote separately.

MAGIC SUSCEPTIBILITY

8th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

Source: *Wizard's Spell Compendium*

One creature you touch must make a Wisdom saving throw. If it fails, it permanently has disadvantage on all saving throws against spells and other magical effects. A *remove curse* will end this effect.

MAGICAL TETHER

1st-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Priest's Spell Compendium*

A leash of magical force appears in your hands and you throw it at a target within range. Make a ranged spell attack to hit. If you succeed, the creature is snared by the rope and is tethered. While tethered, the creature cannot move farther than 100 feet from you. The leash is intangible and will not snag or catch on anything, and it passes through walls and other obstacles. It is also

invisible to everyone but you and the tethered creature; you will both see it as a line of glowing golden force.

You can pull the creature towards you, if you choose, by winning at a contest of Strength with it. You can also choose to shorten the length of the tether to as little as 10 feet, or to as long as 200 feet.

You can also attach either or both ends of the tether to an inanimate object.

At Higher Levels. When you cast this spell with a 2nd-level spell slot, the duration increases to Concentration, up to 10 minutes. When you cast it with a 3rd- or 4th-level spell slot, the duration increases to Concentration, up to 1 hour. When you cast it with a 5th-level or higher spell slot, the duration increases to 8 hours, and concentration is no longer needed.

MAGNETISM

3rd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V

Duration: Concentration, up to 10 minutes

Source: *Wizard's Spell Compendium*

You imbue an object made of iron or steel with magnetic properties. Any object made of a ferrous metal that comes within 10 feet of the magnet is attracted to the magnet and will stick to it. It requires a Strength (Athletics) check (DC equal to your spell save DC), with a penalty equal to your spellcasting ability modifier, to free a stuck item. If a creature is holding a ferrous metal item, it must make a Strength saving throw each round it is within 10 feet to hold on to it.

At Higher Levels. When you cast this spell with a 5th-level or higher spell slot, you may attract objects made of non-ferrous metal as well, and there is an

additional -1 penalty to the roll to separate the objects per slot level above 3rd.

MAGNIFYING CHIME

5th-level transmutation

Casting Time: 1 round

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Source: *d20pfsrd.com*

You touch an object and release the harmonics within, causing a loud, dangerous chime to begin to repeatedly ring and grow louder and more damaging. The object must either be in your possession or unattended; you cannot use an object another creature is holding, wearing, or has tucked in a pack.

On the first round, all creatures that are within 10 feet of the object must make a Constitution saving throw. A creature takes 2d6 thunder damage on a failed saving throw, or half as much on a successful one. Each round, the range increases by 10 feet and the damage increases by 1d6. All creatures must make Constitution saving throws at the start of each of their turns, taking half-damage on a successful roll. The range and damage are as follows:

Round	Range	Damage
1	10	2d6
2	20	3d6
3	30	4d6
4	40	5d6
5	50	7d6
6	60	8d6
7	70	9d6
8	80	10d6
9	90	11d6
10	100	12d6

If the object is destroyed, the spell ends.

MAJOR CURSE

6th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 24 hours

Source: *Priest's Spell Compendium*

You touch a creature, and it must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- ⊙ Choose one ability score. That ability is reduced by 10 points, to a minimum of 3.
- ⊙ The creature had disadvantage on all attack, damage, and saving throws.
- ⊙ The creature is paralyzed for the duration of the spell.
- ⊙ Any physical attack that creature suffers inflicts an additional 2d6 necrotic damage.
- ⊙ The creature begins to slowly die. After every long rest, it takes 1d10 damage of a type of your choice and its hit point total is reduced by 1 point. Its total is restored to normal only after this curse is lifted.

A *remove curse* ends this effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on the curse's effect.

At Higher Levels. If you cast this spell using a spell slot of 7th level, the duration is 1 week. If you use an 8th-level spell slot, the duration is 1 month. If you use a 9th-level spell slot, the curse lasts until it is dispelled. Using a spell slot of 7th level or higher grants a duration that doesn't require concentration.

MAKE LOST

2nd-level enchantment

Casting Time: 1 round

Range: 60 feet

Components: V, S

Duration: Instantaneous

Source: d20pfsrd.com

You target up to two creatures you can see within range. Those creatures must make a Wisdom saving throw. A creature that fails its roll is stripped of its sense of direction and memories of the last hour of travel. Although the creature will remember all of the events, it won't remember how they traveled during that time, what direction they came from, and minor landmarks such as signposts that it came across or forks in the road. The creature *will* remember major or memorable landmarks (such as villages, entire downed trees, ambush sites, etc.), but not where those landmarks are in relation to the creature's current location.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you may affect an additional two creatures for each slot level above 2nd.

MALICIOUS SPITE

4th-level enchantment (ritual)

Casting Time: 1 round

Range: 30 feet

Components: V, S, M (powdered turquoise worth at least 150 gp)

Duration: 1 month

Source: d20pfsrd.com

You target a creature you can see with this spell, forcing it to make a Wisdom saving throw. If the creature fails, it is charmed by you. A charmed target will then develop feelings of cruel intent towards a second creature you named

while casting the spell (the spell's subject). Over the course of the week, the target will begin to truly loathe the subject and will plot against him.

This spell will not cause the target to violate her alignment or values, although it will cause her to push the boundaries of what it considers acceptable behavior, nor does it cause the target to obsess over the subject or spend excessive amounts of time, money, or resources in harming him.

Potential actions include reporting the subject's actions to the law, engaging in black mail and slander, spiking the subject's drinks, damaging his personal property, hiring thugs to beat him up or assassins to kill him, or even outright attacking him personally. When the spell ends, the target remembers its behavior but not the motivation.

MALTA'S PATTERNED TELEPORTATION SQUARE

3rd-level transmutation

Casting Time:

Range: Touch

Components: V, S, M (rich cloth worth at least 10 gp, rare woods worth at least 100 gp, or high-quality stone worth at least 1,000 gp)

Duration: Permanent

Source: The Great Net Spellbook

You design an intricate and unique pattern of swirls, circles, and arcane symbols which you use to create a pair of teleportation disks. When a creature stands on one of the pair of *patterns* (or touches it, if the *pattern* is placed vertically) and uses its action to speak the command word, it (and any other nonliving, inanimate objects on the circle or in contact with the creature) is instantly transported to the other *pattern*.

The patterns must be made of silver and gold. They can be woven into rich cloth, plated on carved rare woods, or inlaid into high-quality stone. Unlike a *teleportation circle*, *Malta's patterned teleportation square* has limited range and can only send the creature to the *square* with the matching pattern (and there can be only two squares with that pattern). In addition, the *square* is fragile—the stress of teleporting through it can sometimes break it.

A *patterned teleportation square* must be at least 5 feet square to function and can be no larger than 100 feet square. The cost of the materials used determines the maximum distance between squares and how prone it is to breaking.

Material	Cost	Distance	Breaks (d100)
Cloth	5 gp	1,000 feet	1-10
Wood	50 gp	1 mile	1-5
Stone	500 gp	10 miles	1

Cost is per single 5-foot square—this must be paid for each of the two *patterned teleportation squares*. *Distance* is the maximum distance between a pair of patterns. *Breaks* is the percentage chance that using the pattern will cause it to break, rendering it nonfunctional. If one of a pair of *patterns* breaks, the other becomes useless until repaired (this costs half as much as creating a new one).

It is possible to take a *patterned teleportation square* that was woven into cloth and roll it up in order to carry it elsewhere.

MARK OF JUSTICE

5th-level evocation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Permanent

Source: d20pfsrd.com

You touch your target's forehead and mark it with a cursed sigil; the sigil then vanishes from normal sight, although spells such as *detect magic* or *true seeing* will reveal its presence. The target must either be willing or restrained and there is no saving throw allowed to resist it. You name a particular action or behavior that will trigger the curse. Should the target perform that action, the sigil becomes visible and the target is then cursed, as per the *bestow curse* spell. You may also name a password that, if spoken within 10 feet of it, will trigger the curse.

This curse is permanent for as long as the sigil remains. The *mark of justice* can't be dispelled or removed with *remove curse*, but it can be removed with *greater restoration*. Once the curse has been triggered, it can be ended with a *remove curse*.

At Higher Levels. When you cast this spell with a 7th-level or higher spell slot, you may inflict a *major curse* (q.v.) instead.

MASS CAMOUFLAGE

3rd-level illusion

Casting Time: 1 action

Range: Self (100-foot radius sphere)

Components: V, S

Duration: 1 hour

Source: *Spell Compendium*

Up to 8 allies of your choice who are within 100 feet of you become camouflaged; their coloration will automatically change as they move. A target does not have to

remain within 100 feet of you, but does need to remain within 60 feet of at least one other target; a target that strays further than that automatically loses the spell.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, you may affect an additional creature for each slot level above 3rd.

MASS CONTAGION

8th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 7 days

Source: *Wizard's Spell Compendium*

You inflict a horrible disease on up to twelve creatures you can see within range. Each target must make a Constitution saving throw. On a failed save, it contracts a disease of your choice described in the *contagion* spell.

MASS CURSE OF ILL FORTUNE

5th-level necromancy

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: 1 round

Source: *Spell Compendium*

A wave of dark energy washes out of you. Up to eight targets you can see within range must succeed on a Wisdom saving throw or have disadvantage on all rolls until the end of their next turns. A *remove curse* will end this effect.

MASS CURSE OF IMPENDING BLADES

6th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a nail hammered through a piece of leather)

Duration: Concentration, up to 10 minutes

Source: *Spell Compendium*

A wave of cursed energy flows from you. Up to eight targets you can see within range suffer a -2 penalty to their AC for the duration of the spell. A *remove curse* will end this effect.

MASS DOMINATE PERSON

7th-level enchantment

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

You attempt to beguile up to twelve humanoids you can see within range. They must succeed on a Wisdom saving throw or be charmed by you for the duration. This spell is otherwise identical to *dominate person*.

At Higher Levels. When you cast this spell using a 8th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 9th-level spell slot, the duration is concentration, up to 1 hour.

MASS FLESH TO SALT

9th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a lump of rock salt)

Duration: Concentration, up to 1 minute

You call forth the essence of salt within a target that is in range that you can see. That creature must make a Constitution saving throw. It takes 9d10 necrotic damage on a failed saving throw, or half as much on a successful one. If this spell causes the creature to drop to 30 or fewer hit points, it

must make another Constitution saving throw. On a failed saving throw, it is restrained as its flesh begins to crystallize.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to a pillar of salt and is subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, all creatures are turned to a pillar of salt until the effect is removed.

MASS FLESH TO STONE

9th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of lime, water, and earth)

Duration: Concentration, up to 1 minute

Source: *The Great Net Spellbook*

Up to eight creatures in a 40-foot cube centered on a point you see within range must make a Constitution saving throw or become restrained as its flesh begins to harden. That creature must make another Constitution saving throw at the end of each of its turns. If it fails three times, it turns to stone. If it succeeds three times, it breaks free of the spell.

If you maintain your concentration on this spell for the entire possible duration, all creatures are turned to stone until the effect is removed.

MASS JUMP

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a grasshopper's hind leg)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

Up to eight allies you can see within range have their jump distance tripled until the spell ends.

MASS PROTECTION FROM ENERGY

5th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Source: *Wizard's Spell Compendium*

For the duration, you and up to six allies you can see within range have resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

MASS PROTECTION FROM EVIL AND GOOD

4th-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (holy water or powdered silver and iron, which the spell consumes)

Duration: Concentration, up to 10 minutes

Source: *Priest's Spell Compendium*

For the duration, you and up to eight willing creatures you choose that are within range are protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

MASS SANCTUARY

5th-level abjuration

Casting Time: 1 bonus action

Range: 50 feet

Components: V, S, M (a small mirror)

Duration: 1 minute

Source: *Spell Compendium*

You choose up to eight allies within range. Until the spell ends, any creature who targets a protected target with an attack or harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creatures from area effects, such as the explosion of a fireball. If a warded creature makes an attack or casts a spell that affects an enemy creature, this entire spell ends.

MASS SWIM

4th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a fish scale)

Duration: 10 minutes

Source: *Spell Compendium*

Up to eight allies you choose, none of which may be farther than 30 feet away from another one, gain swimming speeds of 30 feet.

MASS TRUE SEEING

9th-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an ointment for the eyes that costs 25 gp)

Duration:

Source: *Races of Eberron*

You give up to twelve willing creatures truesight, the ability to notice secret doors hidden by magic, and the ability to see into the Ethereal Plane, all out to a range of 120 feet.

MASTER OF THE ROLLING RIVER

6th-level conjuration

Cast Time: 1 action

Range: 250 feet

Components: V, S

Duration: Instantaneous

Source: *Oriental Adventures*

You pick a point within range and a huge wave of water appears. If you cast this spell on land, away from a large source of water, you may direct the wave to crash into a single opponent. If you cast this spell on an open body of water or less than 100 feet from an open body of water, you may direct the wave to crash into any number of creatures in a 20-foot-radius circle centered on that point.

All creatures affected must make a Dexterity saving throw. A creature takes 9d6 bludgeoning damage on a failed saving throw, or half as much damage on a successful one. In addition, all creatures in the area must also make a Strength saving throw or be pushed back 10 feet and are knocked prone.

The wave also puts out all nonmagical fires in the area and magical fires started by spells of 6th-level or less.

MEMORIZE PAGE

1st-level enchantment (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

Source: d20pfsrd.com

One willing creature you touch looks at page of text or illustrations and perfectly memorizes it. The target doesn't need to understand the language in which it is written. The target's memory of the page is absolutely perfect.

A creature may only memorize a number of pages with this spell equal to twice its Intelligence attribute modifier (minimum 1). Additional castings after that number don't work. However, you may cast this spell on the target again and cause it to forget a page, thus freeing up "space" for another page. Likewise, any other spell that changes a creature's memory, such as *hypnosis* (q.v.) or *modify memory*, can be used to forget a page.

This spell doesn't work on magical text, although if cast on a runic trap, such as *symbol*, it will trigger the trap.

MEMORY READ

3rd-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small piece of linen cloth woven with a few threads of gold, worth at least 10 gp)

Duration: Concentration, up to 1 minute

Source: *Priest's Spell Compendium*

You reach out your thoughts and touch the mind of a single target within range. The target, if unwilling, may make a Wisdom saving throw. If it fails, you may "read" one of its memories. You must have

an idea of the memory you are looking for, although it can be a vague idea, such as “what happened yesterday after sundown” or “your last conversation with your employer.” If the target is deliberately trying to keep that memory a secret or to suppress it, it has advantage on its saving throw.

You read the memory quickly—you experience an hour of memory in a single round—but with the same intensity of emotions your target had while experiencing it. Your target relives the memory as you read it.

Casting this spell causes you mental drain. You must make an Intelligence saving throw (DC equals 10 + the target’s Wisdom modifier) or take 2d6 psychic damage.

At Higher Levels. When you cast this spell with a 4th-level spell slot, the target does not have advantage on its saving throw. If you cast it with a 5th-level or higher spell slot, the target has disadvantage on its saving throw.

MERCHANT’S GLAMER

2nd-level illusion

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a tuft of wool)

Duration: 24 hours

Source: *Priest’s Spell Compendium*

You make an object that is for sale appear to be of higher quality than it actually is worth. Dings, cracks, and dents are erased, dull or dingy parts are shined and polished, low-quality materials are made to appear high-quality, and the signs of poor craftsmanship are erased. The object appears to be worth anywhere from half again as much to twice as much than it

normally would. You may cast this spell on living creatures, but only if it is for sale and has an Intelligence of 4 or lower. You can make an old, broken-down nag appear to be spirited and full of life, or a mangy mutt seem like a champion dog, but you couldn’t cast this on an intelligent creature that was being sold into slavery.

This spell does not force a potential buyer to purchase the item, but it does make the item more appealing.

If an item covered with this spell is touched by a piece of iron, the DM will roll a d6. On a roll of 1, the spell instantly ends.

METAL ARM

1st-level transmutation

Casting Time: 1 reaction, taken when you are about to be hit in combat.

Range: Self

Components: V, S

Duration: 1 minute

Source: The Great Net Spellbook

Your “shield arm” becomes as metal-hard and acts as a shield, thus improving your AC by 2. You cannot use this spell while wearing a normal shield.

METAL SHAPE

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (soft clay, which must be worked into roughly the desired shape of the metal object)

Duration: Instantaneous

Source: *Priest’s Spell Compendium*

You touch a piece of metal of Medium size or smaller or a section of metal no more than 5 feet in any dimension and form it into any shape that suits your purpose. For example, you could turn an unworked steel

ingot into a dagger or a gold bar into a simple broach, or cause two iron doors to meld together. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, you may use a tool proficiency, such as jeweler's tools or smith's tools, to attempt to create fine details. Thus, you can create an item as detailed and complex with this spell as you could with regular tools, even if you don't have access to those tools.

Mikkis' Awesome Disarm

2nd-level evocation

Casting Time: 1 action or reaction

Range: 30 feet

Components: V, S, M (a bit of sulfur)

Duration: Instantaneous

Source: The Great Net Spellbook

You cause a weapon or other object that is being held by a foe to burst into flame. The wielder may make a Wisdom saving throw, at advantage if the weapon or object is magical, to resist this. On a failure, the object takes 4d6 fire damage and the wielder takes 1d6 fire damage.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you do an additional 1d6 fire damage to both the weapon and the wielder for each slot level above 2nd.

Mikkis' Tracking

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 8 hours

Source: The Great Net Spellbook

The spoor left by a target you are tracking glows gently in your vision, allowing you to see everywhere the creature traveled within the past two days. The brightness of the glow allows you to see it clearly even in nonmagical darkness, and you can even see a trail of light in the air or water if the creature flew or swam. While this spell is in effect, you do not need to make any skill or ability checks to follow the trail.

The target's footprints, resting areas, and places where the creature altered or damaged the terrain (such as by snapping twigs by walking through the brush or by carving a trail sign into a tree) will glow the brightest; places that it merely touch while moving, (such as the leaves of a tree that it pushed through) will only glow dimly. The light does not interfere with your vision in anyway.

You may see the spoor of a number of creatures equal to your spellcasting ability modifier. Each creature's spoor will glow with a different color.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you may allow one additional creature to see the glow as well per slot level above 2nd.

Mind Fog

5th-level enchantment

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: 10 minutes

Source: d20pfsrd.com

You create a 20-foot-radius sphere of thin fog centered on a point within range. The sphere spreads around corners, but it doesn't obscure vision. It lasts for the

duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

A creature that enters the fog or ends its turn in it must make a Wisdom saving throw. If it fails, it will have disadvantage on all Intelligence- and Wisdom-based ability checks and saving throws for as long as it remains in the fog, and for 1 minute after. In addition, the fog is thick and cloying, and counts as difficult terrain.

MINDBURN

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an empty crystal vial)

Duration: 1 round

Source: *Magic of Eberron*

You attack a creature's mind and force it to make a saving throw using its spellcasting ability. If it fails, it loses its highest-level spell slot. If the creature is not a spellcaster, the spell doesn't work.

MINDKILLER

7th-level enchantment

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a gemstone worth at least 1,000 gp)

Duration: Special

Source: *Priest's Spell Compendium*

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. A charmed target is turned into a mindless automaton and its personality is completely suppressed.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You

can order it to perform any noncombat task (this requires no action from you), no matter how complicated, that it could normally do, although unless you concentrate on the target, it will appear listless while doing so. If you concentrate on the target, you can order it to perform combat-related tasks, including spellcasting.

This spell lasts for a number of days equal to twice your spellcasting ability modifier, although you may dismiss the spell at any time. The target will remember what actions you forced it to perform.

If the target dies while this spell is in effect, you take 5d6 psychic damage.

MINDLOCKED MESSENGER

3rd-level enchantment (ritual)

Casting Time: 1 minute

Range: 10 feet

Components: V, S

Duration: Special

Source: d20pfsrd.com

You speak a message of 50 words or less to a willing creature and lock it into that creature's mind; at the same time, you name the intended recipient, who must be a creature other than the target. If the target attempts to speak, write, or otherwise communicate the message, or another creature attempts to read the target's mind to discover it, it will completely forget the message for 10 minutes.

The target may say the message to the intended recipient (or a creature the target believes to be the intended recipient). The message is then erased from the target's mind and the spell ends.

MINUTE SIZE

8th-level transmutation

Casting Time: 1 round

Range: Self

Components: V, S, M (a flea)

Duration: 1 minute

Source: *Oriental Adventures*

You shrink yourself and any nonmagical items you are carrying to a truly tiny size. You shrink to be 6 inches tall and your weight decreases to 2 ounces. Your size becomes Tiny.

Until the spell ends, your Strength decreases to 3 (-4), your speed decreases to 5 feet, and all physical attacks do no more than 1 point of damage. However, you have advantage on all Dexterity checks and Dexterity saving throws, you gain a +4 bonus to your armor class when being attacked by creatures of Medium-size or larger, and you can move through spaces as narrow as 1 inch without squeezing.

MIRAGE

4th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (seven drops of water)

Duration: 1 hour

Source: *Priest's Spell Compendium*

You create an elusive mirage on the horizon of something desirable—an oasis, a town, etc.—that seems to beckon the viewer to move towards it. The mirage always appears fuzzy and indistinct but seems quite large and attractive.

All creatures with an Intelligence of 4 or higher who can see must make a Wisdom saving throw. A creature that fails its save is charmed and will be compelled to head directly towards the vision for the duration

of the spell. The creature will always travel by the safest route, if possible, and will not realize that the mirage has gotten no closer, no matter how far or fast they travel. Creatures that are immune to being charmed cannot be affected by this spell. A creature with the *banish dazzle* (q.v.) spell cast on it has advantage on its saving throw.

MIRAGE OF DESPAIR

8th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 8 hours

Source: *Priest's Spell Compendium*

One target in range that you can see is forced to make a Wisdom saving throw. If it fails, it sees everything around it in the worst possible light. Objects and structures appear to be dying and filled with rot or twisted and monstrous; allies look hateful or indifferent to the target, and other creatures look monstrous.

The target's reactions vary. Each time she encounters something particularly horrific or depressing, she must make a new saving throw. On a failure, the DM will roll a d4 or choose from the following table to determine the target's reactions:

d4 Reaction

1 **Fear.** The target must make a Wisdom saving throw or move at least 30 feet away from the object on each of its turns, for 1 minute or until the target sees another triggering scene.

2 **Hopelessness.** The target must make a Charisma saving throw or become overwhelmed with despair for one minute. During this time, it

can't attack or target any creature with harmful abilities, spells, or other magical effects.

Insanity. The target must make an Intelligence saving throw or be driven insane for 1 minute. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The DM controls its movement, which is erratic.

3
4 **Stunning.** The target must make a Wisdom saving throw or be stunned for 1 minute.

The creature may make a new saving throw at the end of each of its turns, ending the effect (but not the spell) on a success. If the creature succeeds at three saving throws in a row, the spell ends. However, each time the creature fails a saving throw, it takes 1d6 psychic damage and its hit points are reduced by that amount. If the creature's hit point maximum drops to 0, it dies. Its hit point maximum returns to normal after it takes a long rest.

A *remove curse* will end the spell.

MIRROR SENDING

3rd-level divination

Casting Time: Special

Range: Unlimited

Components: V, S, M (a finely-wrought silver mirror, at least 2 feet by 4 feet, worth at least 1,000 gp)

Duration: Instantaneous

Source: *Book of Vile Darkness*

You stare into a mirror while concentrating on a target with whom you are familiar. You may continue concentrating as long as you like and may

stop concentrating at any time, ending the spell. When that target looks into a mirror at any other location (as long as the target is on the same plane as you), you instantly become aware of it. Your reflection replaces the target's (or if you choose, appears to be standing right behind the target) and you can see the target and its surroundings. You may then speak a message of up to 25 words in length, at which point your reflection vanishes and the spell ends.

MISTAKEN MISSIVE

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (three drops of ink)

Duration: Permanent

Source: *Priest's Spell Compendium*

You cast this spell on up to ten pages of text. Over the course of a week, the text will slowly change.

On the first day, it will become faint, as if the writer was running out of ink. On the second through fourth days, the words become gibberish—the text is aligned in groups of letters and punctuation, but nearly all the words are meaningless. On the fifth day, the letters have become real words, but the sentences make no sense. On the sixth day, and thereafter, the message is coherent but conveys the exact opposite of the original meaning.

MOMENT OF PRESCIENCE

7th-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour or until triggered

Source: d20pfsrd.com

Your magically-enhanced sixth sense gives you an amazing ability to control your fate. One time during the spell's duration, you may choose to modify three actions or reactions you take by a bonus equal to twice your spellcasting attribute modifier. You cannot have this spell active more than once at a time.

MOON RUNE

2nd-level illusion (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (metallic ink)

Duration: Permanent

Source: *Wizard's Spell Compendium*

You write up to 25 words on any surface. These runes remain invisible until conditions that you specify while casting the spell are met. The condition can be anything: a specific time of day or year, when moonlight from a particular phase of the moon illuminates them, or when the surface is touched by a member of a specific race, class, or sex, or so on.

The runes are permanent; when the condition goes away, the runes become invisible again, but they reappear the next time the condition is met.

The runes can also be read by someone casting *see invisible* or *true seeing*.

At Higher Levels. When you cast this spell with a spell slot of 3rd level or higher, you can increase the number of words you can write by 50 for each spell slot above 2nd.

MORDENKAINEN'S CAPABLE CARAVEL

8th-level conjuration

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (a miniature ship carved from mahogany, with gold-stitched silk sails, worth at least 500 gp).

Duration: 1 week

Source: *Stormwrack*

You summon a magical sailing ship. The outside can look any way you wish it to, and it is staffed by up to 20 *unseen servants* that act as deckhands. The *servants* cannot plot or alter course on their own; if there is no helmsman, the ship will remain on its last course until it runs aground. On the ship's upper aft deck, there is a hatch that hides a set of wooden stairs which are blocked by a shimmering, translucent force field. Only creatures you designate can pass through the field.

The space beyond is extradimensionally large and can hold up to three times the amount of cargo and passengers as a normal sailing ship (capacity of approximately 150 tons). You may create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10 feet on each side. The area inside this space is always steady and safe, no matter what is happening outside the ship.

This ship has a sailing speed of 3 miles per hour.

MORDENKAINEN'S DEFENSE AGAINST BEASTS

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a feather, a bit of fur, a dead insect, or a scale)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You or one willing creature you touch has resistant to the melee weapon attacks of beasts. The resistance is effective against

normal, giant, and dire versions of those creatures, but not against monstrosities that have some relation to the creature (protection against bears does not provide protection against owlbears). gyyt

MORDENKAINEN'S DEFENSE AGAINST LYCANTHROPEs

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a crushed moonstone worth at least 30 gp)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You or one willing creature you touch has resistance to a lycanthrope's bite or claw attacks, and advantage when making a Constitution saving throw to resist contracting lycanthropy.

MORDENKAINEN'S DEFENSE AGAINST SLIMEs

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of mold)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

You or one willing creature you touch has resistance to the melee weapon attacks of fungal plant creatures (such as myconids) and all types of oozes.

MOVE SNOW AND ICE

6th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an iron blade and a small bag containing a mixture of snow and ice)

Duration: Concentration, up to 2 hours

Source: *Frostburn*

Choose an area of snowy or icy terrain no larger than 40 feet on a side within range. You can reshape snow and ice in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

This spell can't manipulate ice constructions, such as igloos. If the way you shape the terrain would make a structure unstable, it might collapse.

MUSIC OF THE SPHERES

3rd-level enchantment

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (three ribbons, one, four, and nine inches long that made from fine silver thread and worth 100 gp each)

Duration: Concentration, up to 10 minutes

Source: *Priest's Spell Compendium*

Utterly beautiful cosmic music begins playing around you. All creatures within

range except for you and your allies become so distracted by the music and must make a Wisdom saving throw or be at disadvantage on all attacks against you, and at all attempts to resist any affect that would charm them.

MYSTIC ROPE

3rd-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a few strands of hair from a nightmare or pegasus)

Duration: 10 minutes

Source: *Wizard's Spell Compendium*

You create a magical, 100-foot long rope. When you first cast this spell and as a bonus action on subsequent turns, you can mentally command the rope to move up to 20 feet. The rope has two functions, climbing and entangling, and each round you may choose which function you wish to use.

☉ **Climbing.** The rope can climb up walls or cliffs, and secure and knot itself. It can also form a loop and hoist or lower weights up to 1,000 pound. You can command the rope to unknot and return to you.

☉ **Entangling.** You can throw the rope (range of 30 feet), or command it to move on its own. The rope will attack, using your spell attack modifier. On a hit, it grapples the target (escape DC equal to your spell save DC), and the target is restrained until the spell ends or you retract the rope. While the target is restrained, you cannot use the rope to climb. However, you can command the rope to move the restrained target towards you, at a speed of 10 feet each turn.

MYSTIK'S BACKLASH

4th-level abjuration

Casting Time: 1 action or reaction, taken when you are struck by a melee attack

Range: Self

Components: V, S, M (a small metal shield and a gem worth 100 gp, which are destroyed in the casting)

Duration: 1 minute

Source: The Great Net Spellbook

You create a nigh-invisible shell of energy around you. If you are struck by any physical melee attack, the damage will be split in two. You will take half damage (rounded up), and the remaining damage will rebound as a burst of energy. Your attacker must make a Dexterity saving throw. On a failure, your attacker takes the remaining damage.

NAKED FURY

9th-level necromancy

Casting Time: 1 hour

Range: Self (20-mile radius sphere)

Components: V, S, M (a pound of salt, the ashes of a ghoul, and a 20,000 gp worth of gemstone dust)

Duration: 1 year

Source: The Great Net Spellbook

With an angry cry of pure wrath, you unleash your raw fury at the land around you.

You may use each of your actions to fire a bolt of noxious orange fire each round for up to 10 minutes at a target (for a total of 100 bolts) within range that you can see or simply at a piece of the landscape.

If you attack a creature, you must make a ranged spell attack to hit. On a hit, you inflict 4d8 fire damage and 4d8 poison damage. If you attack a structure or object,

you inflict 4d8 fire damage and 4d8 bludgeoning damage.

If you attack the land, the poisonous flames burst in a 10-foot-radius circle, setting all flammable objects not being worn or carried in that circle on fire. The fire will burn slowly and with a great deal of foul-smelling smoke for anywhere from one hour to one day, depending on how much flammable material there is in that area. The area becomes heavily obscured during this time.

This fire poisons the land. Plants that are destroyed by the fire will not regrow for at least one year. Any water that flows or stands in the area becomes toxic, as do any plants that manage to survive your onslaught. Any creature that drinks the poisoned water or eats any vegetation from the area must make a Constitution saving throw or become poisoned for 24 hours. Likewise, any creature that sleeps in an affected area must make a Constitution saving throw or become poisoned for 24 hours.

After one year, the toxic effects begin to fade and are completely gone after one week.

NAP

2nd-level enchantment (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of pillow stuffing, a feather, and a pebble)

Duration: 1 hour

Source: *Priest's Spell Compendium*

One willing creature you touch takes a short rest which is as refreshing as a long rest, and gives the creature all the benefits of a long rest. A creature can only be affected by this spell once every 24 hours.

Creatures that are immune to exhaustion cannot be affected by this spell.

NATURE CALL

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Source: *Wizard's Spell Compendium*

You summon one or two fey spirits that take the form of CR 0 beasts and appear in unoccupied spaces you can see within range.

Each beast is considered fey, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions, but otherwise act normally. You may give them directions and they will attempt to follow them to the best of their ability. They will not engage in combat, however.

You summon more creatures when you reach 5th level (four beasts), 11th-level (six beasts), and 17th-level (eight beasts). In addition, when you reach 11th level, you may summon two fewer CR 0 beast and instead summon one CR 1/8 beast.

NATURE'S AVATAR

7th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Source: *Spell Compendium*

You touch a friendly beast and pour all of nature's might into it, and its eyes will begin to glow with green-gold light.

While this spell is in effect, the beast has advantage on all attack rolls, saving throws,

and ability checks. It also gains a +4 bonus to armor class, does 3d10 damage of one energy type (choose from acid, force, necrotic, poison, or radiant) with one melee weapon attack, gains one additional melee weapon attack of the type that gained the additional energy attack, and it gains 40 temporary hit points.

NATURE'S BALANCE

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Source: *Spell Compendium*

You temporarily sacrifice 4 points from either your Strength, Dexterity, or Constitution and give them to a willing creature. For the duration of the spell, that creature has a +4 bonus to that attribute. At the end of the spell, you regain your lost attribute points.

NATURE'S CHARM

5th-level enchantment

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 24 hours

Source: *Priest's Spell Compendium*

You cause one natural place to exert a special fascination to all creatures other than yourself and those native to the area. Any creature who enters the area must make an Intelligence saving throw to leave; otherwise, it will make up excuses as to why it wishes to stay. A creature will fight fiercely if someone attempts to make it leave the area, but will otherwise remain there peacefully, even if it begins to starve.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, the duration increases by 24 hours for each slot level above 5th.

NATURE'S EXILE

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

Source: d20pfsrd.com

You curse a creature, causing the natural world around him to fear and hate him. The target may make a Wisdom saving throw to resist. If your target fails, then the natural world around him will begin to hate him. Beasts, dragons, fey, monstrosities, plants, and oozes with an Intelligence of 4 or less will be automatically hostile to the target. Even the elements themselves will seem to hate him; he will have disadvantage on all Intelligence (Nature), Wisdom (Animal Handling), and Wisdom (Survival) skill checks. A *remove curse* will end this effect.

NECROMANTIC BOLT

4th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Source: *The Great Net Spellbook*

You fire a bolt of blue-black at one target you see within range. Your target must make a Constitution saving throw or have its Strength total reduced by 1 point and take 4d10 necrotic damage; on a successful save, the creature takes normal damage but does not lose Strength.

Constructs and undead are immune to this spell.

Lost Strength returns after the creature takes a short or long rest.

At Higher Level. When you cast this spell with a 5th level or higher spell slot, you drain one additional point of Strength and inflict an additional 1d10 necrotic damage.

NECTAR

1st-level conjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

Source: *Priest's Spell Compendium*

You "milk" a living flower and squeeze out up to a pint of nectar. This nectar is mildly alcoholic and tastes of the plant from which it was produced, and is generally considered to be on par with decent wine. You can only milk any particular flower once. The nectar can be bottled; it will last for a month before spoiling.

NEEDLESTORM

4th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a pine needle)

Duration: Instantaneous

Source: *Priest's Spell Compendium*

One pine tree, cactus, or other needle- or spine-bearing plant within range releases its needles in a deadly barrage. All creatures within 10 feet (for a plant under ten feet in height) or 30 feet (for a plant over ten feet) must make a Dexterity saving throw. A creature takes 5d12 on a failed

saving throw, and no damage on a successful one.

At Higher Levels. If you cast this spell with a slot of 5th level or higher, it inflicts an additional 1d12 piercing damage for each slot level above 4th.

NERVE DANCE

6th-level necromancy

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a six-inch strand of red spider silk and a torch)

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

You hold your hand out and three glowing red streamers shoot out. Each of these streamers wraps around a target of your choice within range, using your spell attack modifier to hit.

On a hit, the streamers wrap around a target, grappling it (escape DC equal to your spell save DC), and must make a Wisdom saving throw. The creature takes 7d6 psychic damage and is incapacitated due to incredible pain for 1 minute on a failed saving throw, or half as much damage and is not incapacitated on a successful one. An incapacitated creature may make a new Wisdom saving throw at the beginning of each of its turns, ending the effect on a success.

NIGHTMARE LULLABY

2nd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

You sing an eerie lullaby and one target you choose is forced to make a Wisdom

saving throw. If it fails, it enters a state not unlike sleepwalking and becomes convinced it is having a nightmare. For the spell's duration, it is at disadvantage on all saving throws to avoid being frightened. In addition, if it comes within 5 feet of another creature, it will think that creature came out of its nightmares. It must make another Wisdom saving throw. On a failure, it is frightened and must use the Dash action to move at least 30 feet away. On a success, it isn't frightened, but may end up running away anyway—or attacking, whichever is more appropriate for that target.

NIGHTSCAR

3rd-level illusion

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: 1 week

Source: *Wizard's Spell Compendium*

You place a magical mark on a creature which can only be seen by you, that creature, and up to seven other individuals named by you when you cast the spell. It can also be seen by someone casting *see invisible* or *true seeing*. The mark remains on the target and visible to those who can see it no matter what efforts are made by that creature to hide the mark, including attempting to mask it with clothing, illusions, or shapeshifting.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, the mark remains for 1 month. When you cast it with a 6th-level or higher spell slot, the mark remains for 1 year.

NILOSPACE DOORWAY

7th-level transmutation

Casting Time: 6 hours

Range: Touch

Components: V, S, M (a stone and iron doorway worth at least 2,500 gp)

Duration: Permanent

Source: *The Great Net Spellbook*

To cast this spell, you must first build a stone archway inscribed with arcane runes. The arch may be of any appearance and design of your choice. This archway does not have to be set up as part of a wall, although it can be. When you finish casting this spell, the door then permanently opens to an extradimensional space 40 feet wide × 60 feet long, with a 10 foot high ceiling. If you wish, you may alter its shape as long as it remains that size (the floor can take up no more than 2,400 square feet). Unless you take additional methods to hide and lock the doorway, anyone can use it and enter your space.

The interior of this room is completely featureless. However, you may furnish it as you wish. It will continuously provide fresh air and a temperature anywhere between 0° and 120° Fahrenheit.

If you wish, and you have knowledge of the spells, you may add any of the following spells to the final result while preparing this spell: *alarm*, *continual flame*, *create room* (q.v.), *guards and wards*, *magic mouth*, *major image*, *minor illusion*, *silent image*, *unseen servant*, and other, similar spells. This increases the cost of the doorway by 100 gp, plus 100 gp per spell level, and increases the casting time by 1 hour, but causes those spells to be permanent. You are still bound by any limitations of those spells (you cannot remove items created by the *create room*

spell, for instance). If an added spell is dispelled or suppressed, it will return to full strength the following day at dawn.

Bringing an extradimensional item such as a *bag of holding* into this room instantly destroys the bag and opens a gate, sucking all creatures within 10 feet into a random location on the Astral Plane. It also seals the doorway shut for 24 hours. Likewise, you cannot connect two *nilspaces* directly together.

At Higher Levels: When you cast this spell with an 8th-level or higher spell slot, you may increase the dimensions by an additional 1,200 square feet per slot level above 7th.

NINE LIVES

7th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a cat's whisker)

Duration: 8 hours

Source: d20pfsrd.com

You grant one willing target the ability to get out of trouble during the spell's duration. The target may use any of the following abilities, but only a total of nine times, at which point the spell ends. Using one of these abilities is a reaction.

⊙ **Cat's Luck.** The target may reroll a failed saving throw and has advantage on the reroll.

⊙ **Fortitude.** The target may turn a critical hit or a sneak attack into a normal hit and only take normal amounts of damage.

⊙ **Rejuvenate.** When reduced to 1 or 0 hit points, or if the target takes enough damage to instantly kill it, the target may instead choose to be healed by 3d6 hit points.

⊙ **Shake Off.** The target may remove any one of the following conditions from itself: blinded, charmed, deafened, frightened, or stunned, or may remove 1 level of exhaustion.

⊙ **Shimmy Out.** The target may automatically escape a grapple.

⊙ **Stay Up.** The target automatically succeeds on any roll required to avoid being knocked prone.

NODE OF BLASTING

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: V

Duration: Permanent until discharged

Source: d20pfsrd.com

You imbue an object with psychic energy. The first creature with an Intelligence of 1 or higher that touches the object is blasted by the energy. It must make a Wisdom saving throw, taking 8d6 psychic damage and being stunned for 1 minute on a failed saving throw, or half as much damage on a successful one. A stunned creature may make a new Wisdom saving throw at the beginning of each of its turns, ending the effect on a success.

NOISE FILTER

2nd-level illusion

Casting Time: 1 action

Range: 30 feet

Components: S, M (a pair of blinders)

Duration: Concentration, up to 10 minutes

Source: The Great Net Spellbook

Pick a point within range. All creatures within 15 feet of that point must make a Wisdom saving throw or have their hearing muted. They will only be able to hear sounds whose source they can see and will

be deaf to all other sounds. For instance, a creature will be able to hear sounds produced by creatures that it can see in front of it, but will not hear anything going on behind it. Creatures that rely on scent or touch more than sight will also not be able to hear noises created by things that they cannot smell or feel.

NORTHSTAR'S SONG OF THE FEY

5th-level enchantment

Casting Time: 1 round

Range: Self (100-foot-radius sphere)

Components: V, S, M (a platinum figurine of a songbird worth 100 gp, which crumbles to dust at the end of the spell)

Duration: Special

Source: The Great Net Prayerbook

You begin to sing and a chorus of disembodied faerie voices sing along with you. All creatures within range must make a Wisdom saving throw or become affected by the spell. Goblinoids and orcs have disadvantage on this saving throw, while your allies have advantage. Fey and creatures with fey ancestry also have advantage.

All creatures who fails its saving throw is charmed by you and incapacitated for the duration and will do nothing but stand in place and listen to you. Creatures that are immune to being charmed or deafened are immune to this spell.

After a full minute of singing, affected creatures must make a new Wisdom saving throw or be stricken by short-term madness for 10 minutes.

NOTICES

Enchantment cantrip

Casting Time: 1 round

Range: Self

Components: S

Duration: 1 round

Source: The Great Net Spellbook

You put yourself in a trance for a few seconds, and when you emerge, you are highly aware of your surroundings. Until the end of your next turn, you have advantage on your Wisdom (Perception) check. While you are in this trance, you are deaf and blind as to your own surroundings.

NUMBING SPHERE

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of sponge and a drop of water)

Duration: Concentration, up to 1 minute

Source: *Frostburn*

You create a sphere of painfully intense cold and roll it in whichever direction you choose. When you cast this spell and as a bonus action each round afterward, you can direct the sphere to move 30 feet in any direction, including up and down; it cannot pass through solid objects, however. If the sphere enters another creature's space, it stops moving for 1 round and inflicts 2d10 cold damage and the target must make a Constitution saving throw. A creature that fails the saving throw is paralyzed until the end of its next turn, frozen by the cold.

This spell instantly freezes any liquids it comes into contact with that are not being worn or carried.

NYMPH'S BEAUTY

7th-level enchantment

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a nymph's tear)

Duration: Concentration, up to 10 minutes
Source: *Wizard's Spell Compendium*

You become blindingly beautiful. Any humanoid within range who can see you must make a Constitution saving throw or become blinded. If you remove your clothing or are already naked, any creature who sees you and who is not blinded takes 10d8 psychic damage. This spell can be used by both men and women and affects both men and women equally, regardless of your own sex or your target's interests.

NYSTUL'S BLACKLIGHT BURST

4th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a bit of dirt from a ghoulish grave)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You bring forth a blast of dark energy from the Negative Plane, sending it to a point you choose within range, at which point expands in a burst. Each creature in a 20-foot radius sphere centered on that point must make a Dexterity saving throw. A creature takes 6d6 necrotic damage and has its speed reduced to half-normal for 1 minute on a failed saving throw, or takes half as much damage and has its speed reduced by 5 feet on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

NYSTUL'S RADIANT BATON

3rd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a crystal prism, which shatters when you cast the spell, and seven small silver rods, which can be reused)

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

You summon a slender baton made of glowing, colored light, drawn directly from the Elemental Plane of Radiance; you choose its color. You have proficiency in using it and on a hit it does 3d8 radiant damage plus 2d8 damage of a different type, depending on what color you picked:

Baton Color	Damage Type
Red	Fire
Orange	Poison
Yellow	thunder
Green	Acid
Blue	Lightning
Indigo	Force
Violet	Psychic

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 color-specific damage for each slot level above 3rd.

OASIS

5th-level transmutation (ritual)

Casting Time: 30 minutes

Range: 30 feet

Components: V, S, M (a gallon of water and a freshwater pearl worth at least 500 gp)

Duration: Instantaneous

Source: d20pfsrd.com

You redirect the flow of groundwater to create a spring that will produce fresh, clean water.

In an environment where there is 25 inches of precipitation per year or more (a typical temperate environment), the spring will produce up to 10 to 25 gallons of water

per hour. In a very dry environment (10 inches or precipitation or less per year), the spring will only produce 5 to 10 gallon of water per day. It doesn't matter if the precipitation comes in the form of rain or snow. An environment that is normally very dry save for very rare monsoons or flash flooding still counts as a dry environment.

Although the spring is permanent, changes in the environment may cause the water to freeze, dry up, or become stagnant or infested with parasites—once the spring is created, it is considered to be a mundane spring and is not controlled or protected by any magic.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, the spring will produce an additional 10 gallons of water per hour (or 2 gallons per day for very dry environments) per slot level above 5th

OATH OF PEACE

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Source: d20prsr.com

You declare a temporary oath of peace when attempting to parlay with an opposing force. While this spell is in effect, your armor class improves by +4, you have advantage on all saving throws, and resistance to bludgeoning, piercing, and slashing damage by melee and ranged weapon attacks made by evil-aligned creatures. However, if you show any hostility or make a direct or indirect attack, the spell ends.

OATHBINDING

5th-level enchantment (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V

Duration: 1 year

Source: *Wizard's Spell Compendium*

You or one willing creature you touch vows to behave in a certain way for the length of the oath and, if it breaks its vow, to perform a certain act of contrition, which must be feasibly possible and not be suicidal in nature. Because this spell only affects willing creatures, it is effective on creatures that are immune to being charmed. However, it will also affect creatures that are just pretending to be willing—saying *yes* to the spell is enough for it to work, no matter how sincere or insincere an agreement it was.

If the creature breaks its vow, even unknowingly, it takes 1d10 psychic damage and suffers a brief but intense headache. If the creature then fails to perform the chosen act of contrition within 1 week, it takes 5d10 psychic damage, and its hit point total is reduced by that amount. This hit point reduction lasts until it performs the act of contrition. Breaking the vow and performing the act of contrition does not end the spell. You may choose to end the spell early by using an action to dismiss it, and a *remove curse*, *greater restoration*, or *wish* spell also ends it.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the spell's duration becomes Permanent.

OBEDIENCE

6th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a golden circlet, necklace, or bracelet worth at least 1,000 gp)

Duration: Permanent

Source: *Wizard's Spell Compendium*

You place a circlet, necklace, or bracelet on any corporeal creature that is not a celestial, elemental, fey, fiend, or undead and that has an Intelligence of 5 or more, and then cast the spell. The creature makes a Wisdom saving throw. On a failure, the creature is bound by the circlet and cannot remove it.

At any time, you may say a password, established when you cast the spell, and activate the circlet. For each round the circlet is activated, the creature suffers 1d10 psychic damage and must make a Constitution saving throw or be stunned until the end of its next turn due to the incredible pain. When you cast the spell, you may specify up to 7 other creatures who can use the password to activate the circlet. If the creature, or anyone else, attempts to remove the circlet, it will activate for 1 round. You may deactivate and remove the circlet at any time. A *dispel magic*, *remove curse*, or *wish* spell also will remove it.

OBOLD'S BRIGHTNESS

6th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a scrap of fur and a tangle of wire)

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

A thick cloud appears, seeping up from the ground, in a location you choose within range. It glows white and sheds bright light to a distance of 30 feet, and is shot through with tiny sparks of lightning. The cloud

consists of ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least once face adjacent to the face of another cube.

The cloud's area is heavily obscured. All creatures in the area must make a Dexterity saving throw or take 4d6 lightning damage and 2d6 radiant damage on a failed saving throw, or half as much on a successful one, each round that the creature ends its turn in the cloud.

ODSEN'S MAGIC CLOUD

Conjuration cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

You create a cloud that fills a five-foot cube at any point within range. You can freely move the cloud at a speed of 40 feet by concentrating on it; when you stop concentrating, it drifts on the wind. When you create the cloud, you choose one of three options:

- ◉ **Misty Cloud.** You direct the cloud to cover a small area on the ground, typically around an object or creature. The cloud's area is lightly obscured.

- ◉ **Storm Cloud.** You create a personal storm cloud directly over a target. At the beginning of your round, you may use a bonus action to direct a lightning bolt to strike the target. The target may make a Dexterity saving throw, or take 1d6 lightning damage on a failed save, or no damage on a successful one.

- ◉ **Rainy Cloud.** The cloud produces a very light rain. You can use this to water a garden or take a shower, but it doesn't produce enough rain to cause a flood.

☉ *Rainbow Cloud.* The cloud emits anywhere up to five small, pretty rainbows. This is primarily designed to impress viewers.

ODDSEN'S MAGIC TAILOR

1st-level transmutation (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a golden needle worth at least 1 gp)

Duration: Special

Source: *Wizard's Spell Compendium*

You magically resize one nonmagical outfit or suit of armor to fit you or another creature within range you can see.

When the wearer removes the outfit or armor, it reverts to its normal size.

You may make this spell permanent by casting it on a particular outfit or suit of armor each day for a month, but you cannot cast it as a ritual. The item will then switch between its normal size and your size. You cannot cast this spell as a ritual when doing so, however.

OLD SALT'S CURSE

5th-level transmutation

Casting Time: 1 round

Range: Touch

Components: V, S, M (a flask of seawater)

Duration: Permanent

Source: d20pfsrd.com

You curse a creature with permanent seasickness. Whenever that creature is on or in the water a mile or more from shore, it becomes poisoned, and remains that way until it is back on land. A *remove curse* ends this effect.

OPEN/CLOSE

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: d20pfsrd.com

With a gesture, you open or close a door, chest, box, window, bag, pouch, button, tie, or buckle, as long as the lid or closing is not locked, barred, blocked, or otherwise kept from opening.

With a gesture, you open or close a door, chest, box, window, bag, pouch, bottle, barrel, or other container, as long as the lid or closing weighs less than 30 pounds and is not locked, barred, blocked, or otherwise kept from opening through magical or mundane means.

ORB OF ACID

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: *Spell Compendium*

A ball of acid, no larger than 3 inches across, appears in your palm and fires itself at a target you choose within range. Make a ranged spell attack to hit. On a success, you inflict 4d6 acid damage and the target must make a Constitution saving throw or become poisoned by the acidic fumes until the end of its next turn.

At Higher Levels. When you cast this spell with a 3rd level or higher spell slot, you inflict an additional 1d6 damage for each slot level above 2nd.

ORB OF COLD

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: *Spell Compendium*

A ball of frozen air, no larger than 3 inches across, appears in your palm and fires itself at a target you choose within range. Make a ranged spell attack to hit. On a success, you inflict 4d6 cold damage and the target must make a Constitution saving throw or become blinded by the icy vapors until the end of its next turn.

At Higher Levels. When you cast this spell with a 3rd level or higher spell slot, you inflict an additional 1d6 damage for each slot level above 2nd.

ORB OF ELECTRICITY

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: *Spell Compendium*

A ball of crackling sparks, no larger than 3 inches across, appears in your palm and fires itself at a target you choose within range. Make a ranged spell attack to hit. On a success, you inflict 4d6 lightning damage and the target must make a Constitution saving throw or become stunned until the end of its next turn.

At Higher Levels. When you cast this spell with a 3rd level or higher spell slot, you inflict an additional 1d6 damage for each slot level above 2nd.

ORB OF FIRE

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: *Spell Compendium*

A ball of smoky flames, no larger than 3 inches across, appears in your palm and fires itself at a target you choose within range. Make a ranged spell attack to hit. On a success, you inflict 4d6 fire damage and the target must make a Constitution saving throw or spend until the end of its next turn doing nothing but choke and cough on the smoke.

At Higher Levels. When you cast this spell with a 3rd level or higher spell slot, you inflict an additional 1d6 damage for each slot level above 2nd.

ORB OF FORCE

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: *Spell Compendium*

A ball of gleaming violet, magical energy, no larger than 3 inches across, appears in your palm and fires itself at a target you choose within range. Make a ranged spell attack to hit. On a success, you inflict 4d6 force damage and the target must make a Constitution saving throw or become restrained until the end of its next turn as the energy surrounds it.

At Higher Levels. When you cast this spell with a 3rd level or higher spell slot, you inflict an additional 1d6 damage for each slot level above 2nd.

ORB OF SOUND

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: *Spell Compendium*

A ball of wavering energy, no larger than 3 inches across, appears in your palm and fires itself at a target you choose within range. Make a ranged spell attack to hit. On a success, you inflict 4d6 thunder damage and the target must make a Constitution saving throw or become deafened until the end of its next turn.

At Higher Levels. When you cast this spell with a 3rd level or higher spell slot, you inflict an additional 1d6 damage for each slot level above 2nd.

ORISON

Transmutation cantrip

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: Special

The most basic prayers that an acolyte learns, orisons are used to hone the spellcasting ability of priests. You create one of the following effects within range.

- ☉ You cause mundane pain and nausea to lessen for up to 1 hour, or heal one creature other than yourself of 1d4 hit points of damage. Once you heal a creature with this spell, you cannot use this spell again on that creature again until you both you and the target have taken a short or long rest.

- ☉ You bless a meal (food to be shared by two to four individuals), and roll a d4. Add that number to any saving throw to avoid being poisoned by that meal or drink.

- ☉ You light a candle and hold it; as long as it is in your hand, it cannot be extinguished by any nonmagical means.

- ☉ You offer up a quick prayer (along the lines of “give me strength!” or “don’t let me fail!”) The GM secretly rolls 2d20 and records the better of the two rolls. At some point during the next hour, you may choose to replace your roll with that roll, for good or for ill.

- ☉ You cause one creature you see within range to gain a +1 bonus to their attack or saving throw until the end of its next turn.

- ☉ You cause one creature you see within range to suffer a -1 penalty to its attack or saving throw until the end of its next turn.

- ☉ You cause one creature you touch to gain a +2 bonus to a single Charisma skill check.

ORKO'S ELEMENTAL TRIAD

8th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a golden pyramid)

Duration: Instantaneous

Source: *The Great Net Spellbook*

You fire bolts of energy at up to three targets you can see within range. The bolts inflict cold, fire, or lightning damage—you may choose what type of damage each individual bolt inflicts. Your target or targets must make a Dexterity saving throw, taking 6d6 damage of that type on a failed saving throw or half as much on a successful one.

At Higher Levels. When you cast this spell with a 9th-level spell slot, you fire four bolts instead of three.

OTILUKE'S FIRE AND ICE

7th-level evocation

Casting Time: 17th action

Range: 300 feet

Components: V, S, M (a pinch of phosphorous and a small quartz crystal)

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

Two bright streaks of energy, one red and one blue, flash from your pointing finger to a point you choose within range. The red streak explodes in a 20-foot-radius sphere centered on that point; a split-second later, the blue streak explodes. Each creature within that radius must make a Dexterity saving throw. A creature takes 5d6 fire damage and 5d6 cold damage, and then 3d6 bludgeoning damage due to the resultant shock wave on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the fire and cold damage increases by 1d6 for each slot level above 7th.

OTILUKE'S ORB OF CONTAINMENT

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a diamond worth at least 100 gp, which is shattered when the spell is cast)

Duration: 1 day

Source: *Wizard's Spell Compendium*

You create a spherical container made of pure magical force that shines with oily rainbow colors. It forms around an inanimate, non-living object or substance of your choice. The object must be of Tiny or Small size. The container is completely unbreakable and the object inside is held in stasis, so it doesn't age. You may use this

orb to contain fire, in which case the flames do not consume any fuel, but the range of the light they shed is halved. You may carry the orb with you; the orb itself is weightless but it doesn't alter the weight of its contents. When the spell ends, the contents inside the orb are released.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration increases by an extra day for each slot level above 3rd.

OTILUKE'S SIEGE SPHERE

7th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of diamond dust)

Duration: 10 minutes

Source: *Wizard's Spell Compendium*

You create a large, bolder-sized unbreakable sphere of force that can be fired from a catapult or trebuchet (and thus uses that siege equipment's range). You designate what form you wish the sphere to take:

- *Crystal Shards.* The sphere splinters apart while 30 feet above the target area. All creatures in a 60-foot radius directly below it must make a Dexterity saving throw. A creature takes 12d6 piercing damage on a failed saving throw, or half as much damage on a successful one.

- *Liquid Fire.* The sphere shatters on impact, spraying alchemist's fire in a 30-foot radius around it. All creatures in that area must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed saving throw, or half damage on a successful one. In addition, all creatures also take an extra 2d6 fire damage each round for 1 minute (half damage if the

initial saving throw succeeded). The alchemist's fire also sets all combustibles on fire.

☉ *Wrecking Ball.* The sphere becomes as hard as adamantite and twice as heavy. It inflicts 11d10 bludgeoning to a single target. Objects and buildings take twice as much damage.

OTTO'S DRUMS

4th-level enchantment

Casting Time: 1 round

Range: Self (100-foot radius)

Components: V, S, M (a pair of miniature bronze drums)

Duration: Concentration, up to 10 minutes

Source: *Wizard's Spell Compendium*

While tapping on miniature drums, you rally your allied troops or demoralize enemy troops. You choose which effect you wish to use.

☉ *Drums of Despair.* The sound of oppressively loud war drums fills the area. All creatures within that area, except for allies you designate, must make a Wisdom saving throw. A creature who fails is filled with dread and will have disadvantage on any two types of saving throws for the duration (all targets will have disadvantage on the same saves). In addition, whenever an affected creature rolls a 20 when rolling to attack, that creature must reroll.

☉ *Rousing Anthem.* The sound of rhythmic, encouraging drums fills the area. All allies you designate are at advantage on all saving throws for the duration. In addition, whenever an affected creature rolls a 1 when rolling to attack, that creature may choose to reroll.

OTTO'S SOOTHING VIBRATIONS

2nd-level enchantment

Casting Time: 1 action

Range: 100 feet

Components: V

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

You point to a spot within range and begin humming. All beasts, dragons, monstrosities, and plants with an Intelligence of 4 or less that are in a 20-foot-radius of that spot must make a Wisdom saving throw. Creatures that are actively being hostile, either to you or to something else, have advantage on that roll. Creatures who fail their saving throw hear the soothing hum and become calm. They stop what they doing in order to hear the sound and will show no fear or aggression unless you or your companions attack them first. In addition, those creatures will be at disadvantage on saving throws to resist being charmed. Deafened creatures are unaffected by this spell.

OVERLAND FLIGHT

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a wing feather from a raptor)

Duration: 8 hours

Source: d20pfsrd.com

You touch a willing creature. The target gains a flying speed of 40 feet for the duration. When the spell ends, the target falls if it is still aloft. The creature may land at any time without ending the spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature for each slot level above 6th.

PAIN

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

One creature you touch is wracked by horrific pains. For the duration of the spell, that creature has a -1 penalty on all attack rolls and ability checks.

At the beginning of each of its turns, the creature may make a Constitution saving throw, ending the effect on a success.

PAINFUL WOUNDS

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of powdered quartz crystal)

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

One creature you can see within range that has been reduced to half its normal hit points must make a Constitution saving throw. On a failure, the creature is in so much pain it is incapacitated. At the beginning of each of its turns, the creature may make a Constitution saving throw, ending the effect on a success.

PAINLESS DEATH

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Source: *Ghostwalk*

One willing creature you touch instantly and painlessly dies. If you cast this spell on

a creature that has any real (even if subconscious) desire to remain alive or is being compelled (magically or mundanely) to say yes, the spell instantly fails.

PALDEGGGERON'S ACCURATE ARROW

2nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (an arrow, which is destroyed after it hits its target)

Duration: 1 minute

Source: The Great Net Spellbook

One arrow you touch is enchanted in such a way that it will always hit, without a need to roll. It does normal damage, however. The arrow must be used in the same round in which you cast this spell.

You may use this spell on magic arrows and arrows that have had other spells cast on them, such as the *arrow of bone* or *fire arrows* spells (q.v.).

PANDER'S WHIRLWIND TRAVEL

3rd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a small flute, which you play to call up the wind)

Duration: Concentration, up to 1 hour

Source: The Great Net Spellbook

You summon a small whirlwind which you scoops you up into its eye and carries you 5 to 10 feet above the ground at a speed 90 feet over solid ground, or at a speed of 50 feet over water or loose sand. You are considered to be heavily obscured while in this whirlwind, although you can see outside the whirlwind without problem.

PARCHING TOUCH

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Source: *Sandstorm*

Your hand glows a dim blood-red and a creature you touch must make a Constitution saving throw. On a failure, it takes 1d10 necrotic damage and one level of exhaustion as you drain the moisture from its body. The exhaustion lasts until the creature drinks at least a pint of water or takes a short or long rest. In addition, the drained water nourishes you, providing you with as much liquid as if you had drunk a pint of water yourself. This spell does not affect creatures who don't need to drink. However, water-based elementals take double damage.

PHANTOM ARMS AND ARMOR

3rd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small piece of mithril worth at least 10 gp)

Duration: 1 hour

Source: *Wizard's Spell Compendium*

You or one willing creature you touch gains semi-illusory armor and weapon of your choice, which can look like anything you wish. Until the spell ends, the target's base AC becomes 15 + its Dexterity modifier. The weapon, regardless of its appearance, does 1d8 + the wielder's Strength or Dexterity modifier in force damage.

PIED PIPING

6th-level enchantment

Casting Time: 1 action

Range: Self (90-foot-radius sphere)

Components: V

Duration: Concentration, up to 10 minutes

Source: d20pfsrd.com

You play a piece of music that is so compelling that it attracts a certain type of creature, causing them to follow you wherever you go. The type of creature is based on physical attributes you choose: species, gender, age, hair color, etc. You may not choose a social or mental attribute, such as alignment, social class, or religious affiliation.

If a creature of that type that is within 90 feet of you, it must make a Wisdom saving throw to resist your music. If it fails, it is charmed by you. A charmed creature will follow you, trying to stay as close as possible. It will not crowd you or other followers or attempt to attack. If the creature is restrained, it will simply listen to your music until you are out of earshot. A creature that is following you can take defensive measures if attacked but will otherwise not take any actions other than listening and walking.

PIERCING SHRIEK

2nd-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V

Duration: 1 round

Source: d20pfsrd.com

You pick a target within range and utter an ear-piercing scream that only it can hear. Your target must make a Constitution saving throw. It takes 2d10 thunder damage on a failed saving throw and half

as much on a successful one. The creature also suffers from terrible ear pain and is deafened. Finally, it can't move more than 10 feet until the end of its next turn.

PILPIN'S MAPPER

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of vellum, a vial of ink, and 10 gold pieces)

Duration: Concentration, up to 1 hour

Source: The Great Net Spellbook

While holding the vellum (which can be rolled or folded up, but must be in your hand), this spell will create a continuous map of your surroundings, as you see them. Only basic information (doors, stairs, windows, cliffs, rivers, etc.) will be automatically recorded, but you can use a bonus action to mentally instruct the map to record other landmarks or special features (such as statues, wells, the place where there were unusual smells, etc.).

Only information that you, personally, experience will be recorded on the map—if you are blinded, then this spell will not map anything visual, but instead will record where your steps and any objects you bump into or fall down into. If there are invisible or hidden things in the room, the map will not record them.

This spell will continue mapping for up to 1 hour, but the map itself is permanent.

PILPIN'S MASSMORPH

9th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a caterpillar cocoon)

Duration: Concentration, up to 24 hours

Source: The Great Net Spellbook

You pick a point within range, and all creatures you can see within 20 feet of that point that have 40 hit points or fewer are *polymorphed*. Each creature needs to make a Wisdom saving throw to avoid the affect. A shapechanger automatically succeeds on this saving throw. The targets' new forms can be any beast whose challenge rating is 1 or lower. It is otherwise identical to the *animal shapes* spell.

PILPIN'S ORCHESTRA

3rd-level conjuration (ritual)

Casting Time: 1 round

Range: 120 feet

Components: V, S, M (miniature golden instruments worth 100 gp)

Duration: 1 hour

Source: The Great Net Spellbook

You summon anywhere from 4 to 50 musical instruments, which will play any piece or pieces of music for which you have provided sheet music. You may control the music's volume at will; no action is required by you.

The instruments will play exactly as musical notation dictates (a true musical aficionado will determine that the performance is a bit lackluster, but most people won't notice). You may choose to conduct the orchestra yourself, if you wish to alter the music in some manner.

PILPIN'S PROMPT

1st-level transmutation (ritual)

Casting Time: 1 round

Range: Self

Components: V, S, M (a scrap of elephant hide)

Duration: 1 week

Source: The Great Net Spellbook

This spell will remind you of an upcoming appointment or event that is up to a week away. You may decide when you wish to be reminded. When the event occurs, there's an audible *ping!* and a scrap of paper appears in your hand with the reminder written on it in your handwriting. The reminder can be no longer than 25 words long and is permanent (although completely mundane).

At Higher Levels. When you cast this spell with a 2nd-level spell slot, the event can be up to 1 month away. When you cast it with a 3rd-level spell slot, the event can be up to 1 year away. When you cast it with a 4th-level or higher spell slot, the event can be as far in the future as you wish.

PLEASANT DREAMS

2nd-level abjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (25 gp worth of incense, which you burn when you cast this spell)

Duration: 24 hours

Source: d20prsr.com

A creature you touch is ensured not only pleasant dreams, but also cannot be affected by dream-affecting spells, such as *dream* or *symphonic nightmare* (q.v.), nor can it be subject to a nightmare hag's Nightmare Haunting ability.

POISON

6th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

Source: *Wizard's Spell Compendium*

You dose a creature you touch with an extremely potent magical toxin. The creature is poisoned for 1 day and must make a Constitution saving throw. On a success, the creature is otherwise unaffected. On a failure, the creature takes 1d10 poison damage every hour for 24 hours, and its hit point total is reduced by that amount. If the creature's hit point total is reduced to 0 by this effect, the creature dies. The creature's hit point maximum will be restored once it is no longer poisoned and has taken a short or long rest.

At Higher Levels. When you cast this spell with an 7th-level or higher spell slot, the poison does an additional 1d10 points per hour per slot level above 6th.

POOL OF DEEDS

5th-level divination

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a handful of colored powder)

Duration: 24 hours

Source: *Priest's Spell Compendium*

You turn a pool of water that is anywhere from 1 foot to 30 feet in diameter as a storyteller. It shows, in images only, the deeds of any one person you name, living or dead. You must name which deeds you wish to see (i.e., the deeds must be publically known), but the pool will show even unknown details. It will show the event in realtime. If there are details that the named person does or did not want known, you must make a DC 15 ability check to reveal them, using your spellcasting ability.

POSSESS

4th-level necromancy

Casting Time: 1 minute

Range: 500 feet

Components: V, S, M (a bowl or stick of incense and a figurine of the being to be possessed)

Duration: Concentration, up to 1 hour

Source: *Priest's Spell Compendium*

You release your soul from your body and possess another humanoid or beast. That creature must make a Charisma saving throw to resist. If it fails, you take over its body. The target becomes incapacitated and unconscious and you gain control of it. While in control, you have resistance to all forms of damage that your target takes, except for psychic damage—you take psychic damage as normal and your host takes no damage.

Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. You do not have ready access to your host's memories. If you wish to gain access to a memory, you must make a Charisma ability check against your target's Charisma.

You may choose to end the possession at any time. If the body you are in drops to 0 hit points, the possession ends and you must make a Charisma saving throw. You take 6d8 psychic damage on a failed saving throw, or half as much on a successful one.

A target is immune to your attempts to possess it for 24 hours after succeeding on the saving throw or the possession ends.

While you are possessing a target, you are subject to spells such as *dispel evil and good* and *exorcism* (q.v.).

At Higher Levels: If you cast this spell with a 7th-level spell slot, you may attempt to possess any being, regardless of that creature's type.

POWER DRAIN

9th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a black opal worth 1,000 gp)

Duration: Concentration, up to 10 minutes

Source: *The Great Net Spellbook*

You touch a creature and drain its very life force, which you then use to power a spell.

The creature you touch must make a Constitution saving throw or take 8d10 necrotic damage and have its hit point total reduced by that amount. That life force is then stored within the opal, and you may use it to gain spell slots, as follows:

Hit Points Drained	Slot Level	Hit Points Drained	Slot Level
1-10	1	41-50	5
11-20	2	51-60	6
21-30	3	61-70	7
31-40	4	71-80	8

If you wish, you may choose to use the slot to cast a spell of a lower level.

If you don't use that energy within 10 minutes of being drained, or the opal is destroyed, the energy dissipates. The target creature will then be able to restore its hit point total after a short or long rest. If you use the energy, the target's hit point total reduction is permanent until a spell such as *greater restoration* is cast upon it.

POWER WORD ATTENTION

1st-level evocation

Casting Time: 1 action

Range: Self (60-foot radius circle)

Components: V

Duration: Instantaneous

Source: The Great Net Spellbook

You utter a word of power (or whistle very loudly) that compels all creatures within a 60-foot radius of you to pay complete and utter attention to you for 1 round. A creature that is involved in a life-or-death situation may make an Intelligence saving throw to resist. Deafened creatures are immune to this spell.

POWER WORD BANISH

9th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You utter a word of great power that forces one elemental, fiend, or celestial that you can see within range to immediately return to its home plane. If the creature has a CR of 15 or more, it may make a Wisdom saving throw to resist.

POWER WORD BLIND

8th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

Source: *Wizard's Spell Compendium*

You point to one creature you can see within range and shout out a magic word. If the creature you choose has 50 hit points or fewer, it goes permanently blind. If it has

up to 100 hit points, it goes blind for 1 day. If it has more than 100 hit points, the spell has no effect.

All creatures within 10 feet of the creature you pointed out are permanently blinded if they have 25 hit points or fewer, or are blinded for 1 day if they have up to 50 hit points.

POWER WORD DISRUPT

3rd-level evocation

Casting Time: 1 reaction, taken when another creature begins to cast a spell

Range: 120 feet

Components: V

Duration: Instantaneous

Source: The Great Net Spellbook

Your word of magical power utterly destroys the concentration of one spellcaster you see within range. It will fail to cast the spell and will lose the spell slot.

POWER WORD FEAR

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Source: The Great Net Spellbook

Your great word of power instills horrifying fear in one creature you can see within range. That creature must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened, taking the Dash option to run away from you for 1 minute. If it ends its turn in a location where it doesn't have line of sight to you, it may make a new saving throw, ending the effect on a success.

POWER WORD SLEEP

7th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 hour

Source: *Wizard's Spell Compendium*

You pick a point within range. All creatures within a 30-foot radius that have 40 or fewer hit points fall asleep instantly. Creatures with a greater number of hit points may make a Wisdom saving throw or fall asleep. A sleeping creature will stay asleep until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the creature awake.

At Higher Levels. When you cast this spell with an 8th-level spell slot, the duration increases to 8 hours. When you cast it with a 9th-level spell slot, the duration increases to 24 hours.

POWER WORD VAPORIZE

7th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V

Duration: Instantaneous

Source: The Great Net Spellbook

Your word of great power utterly destroys one inorganic, inanimate, nonmagical object of Large size or smaller. The object vanishes as if it had never existed in the first place. Only a *wish* can restore that item.

If you cast this spell on a magical item, you instead inflict 50 points of force damage.

PRESERVATION

2nd-level abjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pinch of salt)

Duration: 1 month

Source: *Wizard's Spell Compendium*

Up to 250 pounds of food will remain perfectly preserved for one month. This spell does not work on cooked food, nor does it prevent the food from being eaten during this time; it merely keeps it from rotting or going moldy.

This spell can also be used to preserve a corpse in preparation for being *raised*; a corpse protected by this spell doesn't age.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can preserve an additional 50 pounds for each slot level above 2nd.

PRESTIDIGITATION (NEW VARIANTS)

Transmutation cantrip

Source: The Great Net Spellbook, the *Wizard's Spell Compendium*, the *Priest's Spell Compendium*, and d20pfsrd.com

These are new variants of the spell *prestidigitation* that appears in the *Player's Handbook*, pg.267.

⊙ You cause a page of a book to appear blank for 1 hour.

⊙ You cause a glowing green arrow to appear; it will point in a cardinal direction you choose for 1 round.

⊙ You can cause one creature you touch to become sterile for one hour. This use of *prestidigitation* is instantly countered by the spell *fertility* (q.v.).

⊙ You count the number of objects of one type that are no smaller than a grain-of-rice size that are within a single pile or container, or that are in a 5-yard square.

☉ Sort small objects (none of which may be heavier than half an ounce) into discrete piles based on one criterion of your choice (such as color or shape).

☉ You touch a plate of food or cup of drink and learn its quality: rotten, poor, average, good, or gourmet. This does not reveal the existence of poison or other containments.

☉ Your hair or beard is neatly trimmed by 1/2 inch, or grows by 1/2 inch.

☉ You shape a Medium-sized or smaller patch of nonmagical smoke or fog into any shape you wish, although you're incapable of fine detail. You can even cause it to move slightly.

☉ You may an object waterproof for the duration, although fully immersing it in liquid for 1 minute or more will end the spell.

☉ You create an umbrella of magical force. You can choose its appearance or make it invisible.

☉ You can alter the pitch, tone, and accent of your voice. You can even give yourself a slight speech impediment (such as a minor lisp or stutter) or change your voice so you sound like a member of a different race or sex.

PRISMAL'S HANDY MIRROR

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a shard of glass)

Duration: 1 hour

Source: *Wizard's Spell Compendium*

You create a floating mirror that is 4 square feet; you may pick its length and height. When you cast this spell, and on each subsequent turn, you can use a bonus action to move the mirror up to 60 feet or to

angle or turn it. This mirror is perfectly reflective.

The mirror is an object that has AC 12 and 10 hit points. If broken, razor-sharp shards explode outward and all creatures within 20 feet must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed saving throw or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the mirror can be another square foot each slot level above 2nd.

PRISMAL'S PICTOGRAPH

7th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an empty ink well, a feather pen, and a surface on which to write)

Duration: Permanent

Source: *Wizard's Spell Compendium*

You turn one creature or object in range that you can see into a full-color, two-dimensional image on the surface you have provided. The creature or object is reduced in size to anywhere from 2:1 scale to 12:1 scale; it must be able to fit on the surface in its reduced form for the spell to work. An unwilling creature may make a Charisma saving throw to avoid the effect.

You decide whether the creature is to remain animate (in which case, it counts as restrained, although it still can move slowly about its canvas in a stilted manner), or if it to become a still picture. If you choose to allow it to remain animate, it can see and hear, but cannot speak, attack, or cast spells. If you choose for the creature to become a still picture, the creature is put in stasis. In both cases, the creature does not

age, eat, drink, sleep, or breathe. Inanimate objects remain in the picture indefinitely.

A trapped creature may make a new saving throw each day at dawn. On a success, this effect ends and the creature is freed. A *dispel magic*, *remove curse*, or *wish* spell can also end this effect.

PRISMATIC BEAM

9th-level evocation

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S

Duration: Instantaneous

Source: The Great Net Spellbook

Five rays of multicolored light flash from your hand and strike a single target within range. Make a ranged spell attack to hit. If successful, the target takes 3d10 each of fire, acid, lightning, poison, and cold damage, for a total of 15d10 damage.

PROBE THOUGHTS

7th-level divination

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

You search a target's mind and learn see some of its memories, no matter how deeply they are buried in its mind. The target may make a Wisdom saving throw to resist. If it fails, it will be unaware of the probe.

In effect, you may ask the target one question each round, telepathically, and it will answer with complete truth (as it knows it). It doesn't matter if you and the target share a language, or even if the target has any language at all (a creature of low

intelligence may answer in pictures and emotions instead of telepathic words).

PROJECTED MAGNIFICATION

4th-level divination

Casting Time: 1 action

Range: 10 miles

Components: V, S, M (a shard of glass)

Duration: Concentration, up to 10 minutes

Source: *Wizard's Spell Compendium*

You pick a distant object or place you can see or are aware of that is within range. An image of that object or place is then projected onto a flat surface or in the air within 10 feet of you. It is two-dimensional, outlined in faint blue light, and covers an area of up to 10 square feet. You can zoom in and out up to 100× magnification.

PROPHCY

6th-level divination

Casting Time: 1 hour

Range: Self

Components: V, S, M (a plant with hallucinatory properties or a hallucinatory drug, which is burned during the casting of the spell, and a crystal worth at least 1,000 gp)

Duration: 10 minutes

Source: *Wizard's Spell Compendium*

You enter a long trance and get a vision of the future, which describes an important event that shall occur at some point in the near future. It may be vague and open to interpretation and the scope of the vision will be up to the DM.

In addition, the DM will secretly roll a d20. On a roll of 1, the vision will be completely false. If you touch another creature or a specific object, while casting this spell, then the prophecy will be about

an event that directly concerns that creature or object.

If you attempt to cast this spell more than once about a single event, you will receive the same vision.

PROSPEROUS ROOM

5th-level enchantment

Casting Time: 12 hours

Range: Touch

Components: V, S

Duration: 1 month

Source: d20pfsrd.com

You cause a workroom or shop to become more prosperous for workers and customers. If it is a workroom, workers within may produce up to 10 gp worth of goods each day rather than 5 gp. If it's a shop, it entices enough customers inside to improve your earnings by 25%.

PROSTHESIS

5th-level necromancy

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a *potion of healing* and a pot of glue)

Duration: Instantaneous

Source: *Wizard's Spell Compendium* and *The Great Net Spellbook*

You may graft the limb of one corporeal creature (the donor), or an artificial prosthetic limb, onto the stump of another willing creature (the recipient). The limb must be of the same type of body part; you can't graft a leg to the stump of an arm. The donor does not need to be a living creature: you may use the limb of a celestial, construct, elemental fiend, or undead creature as well.

☉ **Donated Limb.** If you use the limb from another creature, that creature can be

no more than one size category larger or smaller than the target. If the creature had a higher or lower Strength or Dexterity than the recipient, then the recipient's attributes with that limb increases or decreases by 1 point for every 4 full points difference between the donor and recipient. For instance, if a human with a Strength of 11 and Dexterity of 13 were to get an arm from an ogre with a Strength of 19 and Dexterity of 8, the human would have an effective Strength of 13 and Dexterity of 12 with that arm. If the limb is a leg from a creature with a walking speed of 15 feet or more higher or lower than the recipient's, then the recipient's walking speed increases or decreases by 5 feet.

The appendage retains its original AC and keeps any physical melee weapon attacks. The damage remains the same but the Strength or Dexterity modifier may change. If the limb had an attack that caused the paralyzed or poisoned conditions, then it retains that ability. It does not retain any other special abilities (an arm taken from a red slaad, for instance, will not implant eggs). Likewise, the recipient does not gain any special abilities that the donor originally had.

However, if the recipient receives a limb taken from a living creature, there is a chance of rejection. If the recipient and donor are of the same species or a closely-related species (such as a human and half-elf), then the recipient must make a DC 11 Constitution saving throw. If the recipient and donor are of the same creature type (such as humanoid) but otherwise very different species (such as human and kobold), the saving throw DC becomes 13. If the recipient and donor are of different creature types (such as human and ogre or wolf), the saving throw DC becomes 15. If

the recipient fails its saving throw, then the spell fails as well, the graft fails, and the recipient takes 3d10 necrotic damage.

☉ **Artificial Limb.** If you use a prosthetic limb (typically made out of wood or metal), there is no chance of rejection and the limb's Strength will be the same as the recipient's. If the limb was built to be fully articulated, then its Dexterity will be the same as the recipient's as well (a less well-designed limb will have a penalty to Dexterity—and a *very* well-designed, and likely much more expensive, limb may grant as much as a +2 bonus). In addition, the recipient will retain its full sense of touch with the limb. Finally, a prosthetic limb can be built with attachments, hidden compartments, and the like. The limb's armor class depends on the material with which it was made.

PROTECTIVE AMULET

1st-level abjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (an item of jewelry that costs 50 gp per level of the spell it is designed to protect against)

Duration: Special

Source: *Wizard's Spell Compendium*

You enchant an amulet with the ability to protect the wearer from a specific spell that you know how to cast and that allows for a saving throw.

When the wearer is attacked by that spell and fails the saving throw, the amulet absorbs the magic and shatters, leaving the wearer unaffected.

PSYCHIC POISON

4th-level abjuration

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (a bit of humanoid brain tissue)

Duration: 8 hours

Source: *Book of Vile Darkness*

You cast this spell on a creature, area, or object. Anyone who attempts to use a divination or a spell or ability that puts the charmed condition on that creature is affected by psychic poison. That creature takes 3d10 psychic damage and is poisoned, and its hit point total is reduced by the amount of damage it took. Hit point reduction and the poisoned condition last until the spell ends.

PUPPETEER

3rd-level enchantment

Casting Time: 1 action

Range: 160 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

Silvery strings fly out from your hand towards a creature you can see within your range and attach to it; a moment later, they fade from view. The target may make a Wisdom saving throw to resist. If the creature fails, it is forced to mimic your actions exactly, although it looks awkward and ineffective, and the creature has disadvantage on all Strength- and Dexterity-based actions you make it take. You cannot make it perform any action it cannot physically do.

If you attempt to force it into taking a suicidal action or one in direct opposition to its interests or alignment, it may make

another saving throw, ending the effect on a success.

QUENCH THE SPIRIT

8th-level necromancy

Casting Time: 1 action

Range: 200 feet

Components: V, S, M (a humanoid's finger bone)

Duration: Instantaneous

Source: *Priest's Spell Compendium*

You point the finger bone at a creature within range. That creature must make a Charisma saving throw or take 6d12+30 psychic damage. A humanoid killed by this spell rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability.

QUICK STEP

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small piece of leather)

Duration: 1 hour

Source: The Great Net Prayerbook

One willing creature you touch gains the ability to run at full speed plus 15 feet for an hour without tiring. When the spell's duration ends, the creature will need to take a short rest before it can be affected by this spell again.

At Higher Levels. When you cast this spell with a spell slot of 2nd level or higher, the duration increases by 1 hour for each slot level above 1st.

RADIANT ASSAULT

7th-level evocation

Casting Time: 1 action

Range: 400 feet

Components: V, S, M (an eye from any celestial, elemental, fey, or fiend)

Duration: Instantaneous

Source: *Spell Compendium*

A spherical burst of rainbow-colored beams, 20-feet in radius, erupts from a point you choose within range. All creatures in that area take 10d6 radiant damage and must make a Constitution saving throw or be blinded and stunned for 1 minute. A creature may make a new saving throw at the end of each of its turns, ending the effects on a success. Creatures that are already blind are not affected by this spell.

At Higher Levels. When you cast this spell with an 8th-level or higher spell slot, you inflict an additional 2d6 damage per slot level above 7th.

RAIN OF BLOOD

5th-level necromancy

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a vial of fresh blood)

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

A storm of sticky, life-leeching, glowing red blood appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least once face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. A creature takes 4d6 necrotic damage on a failed save, or half of much damage on a successful one, each round that the creature

ends its turn in the area, and for 1d4+1 rounds afterwards.

RAIN OF EMBERS

7th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Book of Exalted Deeds*

Brilliantly backlit storm clouds grow overhead and a storm of embers begins to fall. The storm forms a vertical column 40 feet in radius and 120 feet high centered on a point within range. Each creature in that area must make a Dexterity saving throw. A creature takes 6d6 fire damage (which ignores fire resistance) and 6d6 radiant damage each round that it ends its turn in that area on a failed saving throw, or half as much damage on a successful one. The embers set combustibles in the area on fire.

RAIN OF ROSES

7th-level conjuration

Casting Time: 1 action

Range: 400 feet

Components: V, S, M (a rose)

Duration: Concentration, up to 10 minutes

Source: *Book of Exalted Deeds*

You pick a point within range and roses begin to fall from the clear sky in a vertical column 80 feet in diameter and 80 feet tall. All evil creatures in that area, as well as all aberrations and undead regardless of alignment, must make a Constitution saving throw. On a failure, that creature becomes poisoned for the duration.

A poisoned creature that leaves the spell's area may make a saving throw at the end of each of its turns, ending the effect on a success.

RAIN OF TERROR

6th-level conjuration

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Concentration, up to 6 hours

Source: *Wizard's Spell Compendium*

You draw a magical rune on the ground. An unusually dark and ominous, reddish or purplish storm cloud develops over the next half-hour and then begins to rain (if a storm is already present, the spell takes place immediately). In addition to normal water, the cloud rains noxious *things* into the area. Choose one of the following to make up the rain:

ash or mud	lumps of slime
bats	rats
birds	salamanders
bits of mold	small stones
blood and skin	snakes
centipedes	spiders
fish	strips of meat
lizards	toads
lumps of fat	worms

If the rain consists of animals of some sort, the DM will roll a die. On an odd number, all the animals will be dead. On an even number, about half will still be alive. None of the animals are capable of harming anyone.

RARY'S REPLAY

5th-level divination (ritual)

Casting Time: 1 minute

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 1 hour

Source: *Wizard's Spell Compendium*

You read the residual psychic impressions in a room or area. Typically, you can only read the most recent events, but a highly-emotional event, especially one that is also very unusual or violent, leaves psychic energies that can be picked up for months or years afterwards. The event is played back perfectly—you see, hear, smell, and feel the events perfectly. If the events were violent, you will feel phantom pain but take no actual damage.

The event that is replayed for you is done so in real-time, so the replay takes as long to complete as the original event, to a maximum of one hour.

RASTOR'S MYSTICAL SPY

4th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a copper or silver brooch worth at least 25 gp)

Duration: 6 hours

Source: *Wizard's Spell Compendium*

You cast this spell on a brooch or pendant and give it to another creature to wear. As long as that creature is wearing the brooch, you can use your action to see and hear anything that creature is seeing and hearing. This spell only works if the creature is actively wearing the brooch (it won't work if the creature merely has the brooch on its person) and is within five miles of you.

RAVEN'S FLIGHT

2nd-level transmutation

Casting Time: 1 reaction, taken at the start of your turn before you act in any other function

Range: Self

Components: V

Duration: 1 round

Source: d20pfsrd.com

You must cast this spell at the start of your turn, before you move.

You are briefly changed into a Tiny, raven-shaped blur of shadowy feathers and can fly up to 60 feet away. When you land, you change back. Until the start of your next turn, however, you cannot move from the place where you landed, although you can perform any other action that doesn't require physically moving from that area.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you can move an additional 10 feet per slot level above 2nd.

RAY OF CLUMSINESS

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

A beam of wavering orange energy shoots from your finger towards a creature within range. Make a ranged spell attack against the target. On a hit, the target's muscles stiffen and joints lock. Its speed is reduced by 10 feet and it has disadvantage on all Dexterity-based skill checks until the spell ends. At the end of each of the creature's turns, it may make a Constitution saving throw, ending the effect on a success.

RAY OF FLAME

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a polished glass lens)

Duration: 1 minute

Source: *Spell Compendium*

A beam of fiery orange light streaks out from your finger towards a creature within range. Make a ranged spell attack against the target. On a hit, the creature takes 2d6 fire damage and catches on fire; on each of the following rounds until the spell expires or the flames are extinguished, it takes an additional 1d6 fire damage. This spell also sets combustibles on fire.

RAY OF ICE

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of melted snow)

Duration: 1 minute

Source: *Spell Compendium*

A ray of blue-white light streaks out from your finger towards a creature within range. Make a ranged spell attack against the target. On a hit, the creature takes 4d6 cold damage and its feet are frozen to the ground. For the duration of the spell, the creature's speed is reduced to 0 feet. The target may use its action to attempt to escape (escape DC equal to your spell save DC).

RAY OF PARALYSIS

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

A green beam of enervating energy shoots from your finger towards a creature within range. Make a ranged spell attack against the creature. On a hit, the creature becomes paralyzed for the duration. At the

end of each of the creature's turns, it may make a Constitution saving throw, ending the effect on a success.

RAY OF STUPIDITY

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tiny, cone-shaped hat)

Duration: 1 minute

Source: *Spell Compendium*

A beam of dull yellow light streaks out from your finger towards a creature within range. Make a ranged spell attack against the target. On a hit, the creature has disadvantage on all Intelligence-based rolls. If the creature is a spellcaster who uses Intelligence as its spellcasting ability, it must make a concentration saving throw each time it wishes to cast a spell. At the end of each of the creature's turns, it may make a Wisdom saving throw, ending the effect on a success.

R&CONSTRUCT

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of honey)

Duration: 1 minute

Source: *The Great Net Spellbook*

You temporarily reconstruct a destroyed item or Large size or smaller from its shattered or burnt remains. If you are missing small pieces, this spell will supply them; large missing pieces will remain missing. At the duration's end, the item will fall apart again.

At Higher Levels. When you cast this spell with 2nd-level spell slot, the duration increases to 10 minutes. If you cast it with a

3rd-level spell slot, the duration increases to 1 hour. If you cast it with a 4th-level or higher spell slot, the duration increases to 24 hours.

REFUSAL

5th-level abjuration

Casting Time: 1 action

Range: 160 feet

Components: V, S, M (a pinch of dust from a wizard's tomb)

Duration: 8 hours

Source: *Spell Compendium*

You create a ward that prevents any creature with spellcasting or innate spellcasting abilities from passing through, unless they first make a saving throw using its spellcasting ability. This ward occupies ten 10-foot cubes. Each cube must have at least one face adjacent to the face of another cube.

If the spellcaster has depleted less than half of its spell slots (for a creature with innate spellcasting, it has cast less than half of its spells per day), it rolls this saving throw at disadvantage. If it has depleted all of its spell slots (or cast all of its spells, for creatures with innate spellcasting), it may pass through at that time. You may choose to create a password or specify a certain type of creature ("any elf" or "anyone who bears a badge of the House of Maanas") that may pass unhindered. If a creature attempts to *teleport* or use another form of extradimensional travel to pass the ward, it must first succeed a Wisdom saving throw.

This ward ignores all cantrips and doesn't prevent creatures who know only cantrips, either through regular or innate spellcasting, from passing through.

RENEW DEPOSIT

8th-level transmutation

Casting Time: 6 hours

Range: Touch

Components: V, S, M (a "seed" of the same type of material to be renewed worth at least 1,000 to 10,000 gp)

Duration: Special

Source: *Priest's Spell Compendium*

You cause a normally nonrenewable mineral resource to slowly grow back. You place a "seed" (a sample of the material to be regrown) in the empty vein. Afterwards, it must not be touched by a sentient creature in any way; if it is interrupted before it has regrow, the spell ends.

Metal	Time to Regrow	Seed Cost
Base metal and semiprecious gemstones (iron, copper, quartz, citrine) and oil	10 years	1,000 gp
Precious metal and fancy gemstones (silver, gold, amethyst, topaz)	50 years	5,000 gp
Very rare metal, very valuable gemstones (mithril, adamantine, black opal, diamond)	100 years	10,000 gp

At Higher Levels. When you cast this spell with a 9th-level spell slot, the time it takes for the minerals to regrow is halved.

REPAIR

1st-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Instantaneous

Source: *Spell Compendium*

An inanimate object you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell can be used to heal undead and constructs as well.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

REPROBATION

4th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Permanent

Source: d20prsr.com

You curse a heretic, blasphemer, or apostate in the name of your god, excommunicating it and warning others as to its failures. This has the following effects:

First, the target is marked with a magical symbol that is visible only to members of your faith, and to those with true sight or using the *true seeing* spell. This mark is visible even when hidden under clothing or concealed by illusions or disguises and instantly marks the target's status. The target will have disadvantage on all Charisma ability checks designed to illicit positive reactions with members of your faith. In addition, healing spells cast by you or other members of your faith won't work on the target, and if a beneficial spell is cast on the target by another cleric of your faith, the caster must make a DC 13 spellcasting ability check to be able to properly affect the target.

In order to cast this spell, you must be sure of your target's guilt; the target must

have committed acts considered blasphemous or heretical by your faith. If the target is actually innocent, this spell backfires and affects you instead.

The mark can be dispelled by a *remove curse*. In addition, if the target successfully redeems itself in the eyes of your religion or your god, then the spell ends.

RESIST MAGIC

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of string, a block of wood, and an unlit candle)

Duration: 1 minute

Source: *Wizard's Spell Compendium*

For the duration, you or one creature you touch gains advantage on saving throws to resist magical spells.

RETURN TO EARTH

4th-level necromancy

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, M (a pinch of dust)

Duration: Instantaneous

Source: *Priest's Spell Compendium*

All corporeal undead within 30 feet of you that are of CR 2 or lower must make a Constitution saving throw. An undead takes 6d10 force damage on a failed saving throw, or no damage on a successful one. If an undead is reduced to 0 hit points, it crumbles into dust.

REVEAL OWNER

1st-level divination (ritual)

Casting Time: 1 round

Range: Touch

Components: V, S, M (a handful of dust)

Duration: Instantaneous

Source: The Great Net Spellbook

You get a psychic impression of the current owner or owners of the target object. You do not get any information about the owner, but you do get enough of an impression that you will then recognize that person if you see him or her.

If the object has no current owner, you gain an impression of the most recent one. If it has not had an owner in at least 10 years, you get no impression at all.

REVENANCE

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of dust)

Duration: 1 hour

Source: *Priest's Spell Compendium*

One undead creature you touch gains advantage when making saving throws against being turned or against spells specifically designed to harm or control undead, or that inflict additional damage against undead.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, you may affect one additional creature per slot level above 3rd.

RIDE THE LIGHTNING

9th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Source: d20pfsrd.com

You transform into a bolt of lightning and instantly fly in a straight line to a location within 120 feet. Any creature or object in this line must make a Dexterity

saving throw or take 10d10 lightning damage on a failed saving throw, or half as much on a successful one. A creature made of metal (such as a gorgon) or that is wearing metallic armor has disadvantage on its saving throw. Combustibles in your path are set alight. If there is a barrier in your path, you will stop in the nearest open space in front of it, but targets in your path will still take damage.

You must move in this manner once each round for the duration; you cannot remain in one place for two rounds in a row. While this spell is active, you have immunity to lightning damage.

RIGHT OF MIGHT

7th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Source: *Priest's Spell Compendium*

You become larger, more powerful, and far more commanding.

Your size doubles in all dimensions and your weight increases eight-fold; you become one size-category larger and your clothing and equipment grows with you. For the duration, your Strength increases by 4 (and may rise to 22), your armor class increases by +2, and you gain 30 temporary hit points. You do an additional 1d6 damage, plus your new Strength modifier, will all melee weapon attacks. You gain advantage on Strength ability and skill checks and Strength saving throws.

You are also outlined in a faintly pulsating, mesmerizing aura. You have advantage on all Charisma (Deception) and Charisma (Intimidation) rolls.

RIGHTEOUS VIGOR

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

Source: 20pfsrd.com

Divine fury fills a willing target that you touch. Each time your target successfully attacks a target, it gains a cumulative +1 bonus to its next attack roll against that same target, and 5 temporary hit points. If its attack misses, its attack bonus resets to 0. The temporary hit points vanish when the spell ends.

RIGHTEOUS WRATH OF THE FAITHFUL

6th-level evocation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

Holy energy flows through you and filters out to your companions. As long as your allies remain within 30 feet of you, they each gain one additional action per round, and do +1 damage with all melee weapon attacks.

RIP LIFE

9th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Source: The Great Net Spellbook

You reach into the body of a target that has 100 or fewer hit points and rip its very life force out. It may attempt a Constitution saving throw to resist; if it fails, it dies and

you hold its soul in your hand--a fluttering substance that sheds dim light in a 5-foot radius. You may then choose one of the following options to use the life force for:

- ◉ You may crush the soul in your hand. The creature cannot be brought back to life by any means, including divine intervention.

- ◉ You may twist the soul in your hand and place it back into its original body. That creature then rises as an undead whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating).

- ◉ You may use the soul within 1 minute to restore 10d10 hit points to yourself or another creature that is within 30 feet.

- ◉ You may use the soul to inflict 8d10 necrotic damage to another creature within 30 feet. Make a ranged spell attack to hit. The soul then passes on to its appropriate afterlife.

- ◉ You may convert the soul into magical energy and gain one expended spell slot per 10 hit points the creature had when you killed it, starting with your lowest-level slots.

If you use the soul to heal or inflict damage or to gain spell slots, the soul passes on to its appropriate afterlife. The creature cannot be brought back to life with anything short of a *resurrection*.

RISING COLOSSUS

9th-level conjuration

Casting Time: 1 action

Range: 200 feet

Components: V, S, M (a ball of clay and a bit of string, wire, or natural fiber)

Duration: Concentration, up to 10 minutes

Source: *Wizard's Spell Compendium*

The head, torso, and arms of a truly enormous, vaguely humanoid-looking construct rises from the ground. It is easily 50 feet tall, completely hairless, lacks all facial features save a mouth, and is made of the same substance of the ground from which it rose.

The creature is under your command. Roll initiative for it, as it has its own turns. It obeys any verbal or mental commands that you issue to it (no action required by you) as long as you remain within 300 feet of it. If you don't issue any commands to it, it continues to follow your last command.

RISING ROT

6th-level necromantic

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of mold spores)

Duration: Instantaneous

Source: *Priest's Spell Compendium*

You hold up your hand a thin beam of sickly green-brown light shoots out and automatically strikes one living, corporeal creature within range you can see. Mold and gangrenous patches begin to form on its body. At the beginning of each of its turns, the creature must make a Constitution saving throw. It takes 2d8 poison damage and 2d8 necrotic damage on a failed saving throw, or half as much damage on a successful one. This continues until the target is reduced to 0 hit points or has successfully saved three times. The saves do not need to be consecutive.

At Higher Levels. If you cast this spell with a 7th-level or higher spell slot, it inflicts an additional 1d8 poison damage and 1d8 necrotic damage for each slot level above 6th.

COLOSSUS

Gargantuan construct, unaligned

Armor Class 18 (natural armor)

Hit Points 310 (20d20+100)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	20 (+5)	1 (-5)	5 (-3)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned, prone, stunned, unconscious

Senses truesight (blind beyond this radius) 120 ft. passive Perception 7

Languages —

Challenge 18 (20000 XP)

Siege Monster. The colossus deals double damage to objects and structures.

Immutable Form. The colossus is immune to any spell or effect that would alter its forms.

Magic Resistance. The colossus has advantage on saving throws against spells and other magical effects.

ACTIONS

Slam. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 48 (6d12+9) bludgeoning damage.

RUSTING GRASP

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (the antenna or a scale from a rust monster)

Duration: Concentration, up to 1 minute

Source: *Wizard's Spell Compendium*

You touch a metallic object and cause it to rust or corrode. This inflicts 4d10 acid damage each round to an inanimate object such as an iron wall. Magical metallic objects take half damage. Gold and platinum cannot be affected by this spell. If you touch metal armor or a metal shield, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to AC 10 or a shield that drops to a +0

bonus is destroyed. If you touch a metal weapon, the weapon takes a permanent and cumulative -1 to the damage it deals. If the penalty drops to -5, the weapon is destroyed. Touching metallic weapons and armor in combat requires you to make melee spell attack.

You may use this to attack a metallic creature, such as an iron golem or a gorgon. The creature may make a Constitution saving throw. The creature takes 4d10 acid damage on a failed roll, or half as much damage on a successful one.

SACRED BOND

3rd-level evocation

Casting Time: 1 round

Range: Touch

Components: V, S, M (a pair of golden bracelets worth 100 gp each)

Duration: 8 hours

Source: d20pfsrd.com

You enchant a pair of golden bracelets and give one to a willing creature to wear; you wear the other bracelet on your own wrist. As long as this spell is active and both you and your target are wearing the bracelets, you may use your Lay on Hands ability no matter how far apart you are from each other. You may only have this spell active with one creature at a time.

SACRED GUARDIAN

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a rose petal)

Duration: 8 hours

Source: *The Priest's Spell Compendium*

You touch a willing creature and for the duration, you will get a mental warning if that creature is ever in danger of being

harmed. The warning, which works no matter the distance as long as the creature is on the same plane as you, includes a very brief mental image of the situation but no other information. You may only have this spell active with one creature at a time.

SACRED STRIKE

4th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (two drops of unholy water and one of your hairs)

Duration: 1 minute

Source: *The Priest's Spell Compendium*

You create a whip of dull purple, magical force that lashes out at your command to a creature within range. Make a ranged spell attack against the target. If the attack hits, the creature takes 3d10 force damage and 2d10 necrotic damage, and if the creature is Large-sized or smaller, you pull it up to 10 feet closer to you.

If the target is a living creature, it also must make a Constitution saving throw. If it fails, you heal a number of hit points equal to the amount of necrotic damage you inflicting, and the creature is wracked with such terrible pains that it will be at -2 to all rolls until the end of its next turn.

SAND GEMS

7th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a handful of sand)

Duration: Permanent

Source: *The Wizard's Spell Compendium*

You turn a handful of sand into 2d4 cut and polished gemstones. The transformation is permanent and the gemstones continue to radiate magic. If

dispel magic is successfully cast on the gemstones, they revert to sand. Roll d20 to determine the type and value.

d20 Gemstone.

1-7	White agate or tiger eye (10 gp)
8-13	Chalcedony, citrine, moonstone, or sardonyx (50 gp)
14-15	Amber or coral (100 gp)
16-17	Red or red-brown garnet, spinel, or tourmaline (100 gp)
18	Topaz (500 gp)
19	Fire opal or yellow sapphire (1,000 gp)
20	Jacinth or ruby (5,000 gp)

At Higher Levels. When you cast this spell with an 8th-level or higher spell slot, you create an additional 2d4 gemstones per slot level above 7th.

SAND GLASS

2nd-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (soft clay, which must be worked into roughly the desired shape of the glass object and up to 3 pounds of sand)

Duration: Permanent

Source: The Great Net Spellbook

You may convert up to 3 pounds of sand into a single Tiny or Small glass object that weighs half that amount. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

SAND SHROUD

5th-level transmutation (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a lump of dried mud or clay, which is crumbled during the casting)

Duration: Instantaneous

Source: *The Wizard's Spell Compendium*

Sand, loose soil, gravel, mud, or snow opens up under a non-living, inanimate object that is Large-sized or smaller and swallows it up instantly, burying it to a depth of up to 60 feet. The ground above it looks completely undisturbed.

You may also cast this spell on a construct, elemental, or undead. The creature may make a Dexterity saving throw to avoid being buried. If it fails its roll, it is buried, but can dig its way out eventually.

SAND SPRAY

2nd-level conjuration

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a pinch of sand)

Duration: Instantaneous

Source: The Great Net Spellbook

You produce a 30-foot cone of sand. All creatures in that area must make a Dexterity saving throw or take 3d10 piercing damage and be blinded for 1 minute; on a successful roll, a creature is blinded until the end of its next turn but is otherwise unharmed. A creature may make a new saving throw at the end of each of its turns, ending the effect on a success.

SAND STORM

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a handful of fine sand, which you blow at the target area)

Duration: Concentration, up to 1 hour.

Source: The Great Net Spellbook

You create a violent sandstorm in a 30-foot-radius, 40-foot-high cylinder centered on a point within range. The storm's area is heavily obscured. Each creature that is completely within the cloud takes 7d6 slashing damage at the start of each of its turns and must make a Constitution saving throw. On a failed save, the creature is blinded and spends its action coughing and choking.

SANH'S RAY OF LIGHT

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: The Great Net Spellbook

You fire a beam of dazzling light at one target you can see within range. Make a ranged spell attack. On a hit, the target takes 1d10 radiant damage and must make a Constitution saving throw. The target is blinded for 1 minute on a failed saving throw, or blinded until the end of its next turn on a successful one.

If the target fails its saving throw, it must immediately make a second roll. If this one is also a failure, then the target is permanently blinded in one eye until *lesser restoration* or a similar spell is cast on it.

SAP

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of tree sap)

Duration: 1 minute

Source: The *Priest's Spell Compendium*

You choose a point within range. Everything within a 10-foot radius of that point is covered in sticky tree sap.

The area becomes difficult terrain. In order to perform any action that is not purely mental or vocal in nature requires a DC 10 Dexterity ability check first. Creatures in the area lose their Dexterity bonus to AC. Winged creatures cannot fly. A creature under the effects of a *freedom of movement* spell is unaffected by this spell.

SARCOPHAGUS OF DEATH

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a fragment of a sarcophagus)

Duration: 1 hour

Source: The *Priest's Spell Compendium*

A coffin-shaped rectangle of force forms around one target you can see within range. That target must make a Dexterity saving throw to avoid being trapped inside.

The sarcophagus is completely airtight and cannot be broken from the inside. A creature inside will begin to suffocate (*Dungeon Master's Guide*, page 183) unless it has a way of providing itself with air or doesn't need to breathe. On the outside, it is a physical object that has AC 15, hit points equal to your hit point maximum, and resistance to all forms of damage. If it drops to 0 hit points, the spell ends.

SARGASSO

4th-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a small amount of seaweed and live brine shrimp)

Duration: Concentration, up to 1 hour
Source: *The Wizard's Spell Compendium*

You choose a point within range that is in water. The area within a 100 foot radius of that point becomes choked with seaweed, turning it into difficult terrain for both ships and swimmers for the duration of the spell.

SARIUS' GIANT MANIFESTATION

4th-level conjuration

Casting Time: 10 minutes

Range: 500 feet

Components: V, S, M (a hank of giant's hair and a powdered gemstone worth at least 500 gp)

Duration: Concentration, up to 10 minutes

Source: *The Great Net Spellbook*

You create a construct of roughly the same size and shape as an ogre, made of gray-brown magical force. Roll initiative for it, as it has its own turns. It obeys any verbal or mental commands that you issue to it (no action required by you). If you don't issue any commands to it, it will continue to perform the last action you ordered it to.

The construct has the same attributes and abilities as a hill giant, with the following changes: its Intelligence is 2 and it is immune to poison and psychic damage, and it can't be charmed or poisoned. It can't wield any weapons but can punch, and its melee weapon attacks doing double damage to objects and structures. If it is reduced to 0 hit points, it vanishes and the spell ends. It will not move more than 500 feet from you. If you move further than that from it, it will vanish and the spell will end.

At Higher Levels. When you cast this spell with a 6th-level spell slot, the construct has the attributes and abilities of a

hill giant. When you cast this spell with a 7th-level spell slot, the construct has the attributes and abilities of a stone giant. When you cast this spell with an 8th-level spell slot, the construct has the attributes and abilities of a fire giant. When you cast this spell with an 9th-level spell slot, the construct has the attributes and abilities of a cloud giant.

SAVAGE MAW

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Source: d20pfsrd.com

You enlarge and sharpen your own teeth and strengthen your jaw, granting you a powerful bite attack. While this spell is active, you have proficiency with your bite and inflict 1d10 + your Strength modifier in piercing damage, and you have advantage on Charisma (Intimidate) skill checks.

In addition, your bites are so powerful and cause such terrible blood loss that each time you successful hit a foe, you reduce its hit point total by 1. This hit point reduction lasts until the creature has taken a short or long rest or has a spell such as *greater restoration* cast on it.

If you already have a bite attack, it inflicts an additional 1d10 piercing damage and causes the hit point reduction. This spell does not give you any additional attacks.

SCALDING SPOUT

3rd-level conjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (an ounce of fresh water)

Duration: Instantaneous

Source: *The Wizard's Spell Compendium*

You hold of your hand and a gout of boiling water shoots forth at a target you choose within range. Make a ranged spell attack to hit. On a hit, you inflict 3d10 bludgeoning damage and 4d10 fire damage to the target.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell does an additional 1d10 fire damage for each slot level above 2nd.

SCALESNARE

6th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a live snake)

Duration: 1 day

Source: *The Wizard's Spell Compendium*

You throw a snake at a target. Make a ranged spell attack to hit. On a hit, the snake turns into a magical, grappling tentacle that restrains the target (escape DC equal to your spell save DC). If the target attempts to escape and fails, the snake bites, inflicting 3d6 poison damage.

The transformed snake is an object with AC 15, hit points equal to your hit point total, and resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. If it drops to 0 hit points, the spell ends.

SCAPSGOAT

4th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (goat hair and a small stone)

Duration: Concentration, up to 10 minutes

Source: *The Wizard's Spell Compendium*

You touch a humanoid and force it to make a Charisma saving throw. On a failure, the target will seem untrustworthy or even criminal to those around it. All other humanoids that interact with the target must make an Intelligence saving throw. If that creature fails, everything the target says or does will be taken in the worst way possible. If the creature already has reason to dislike or distrust the target (even if the reason is flimsy), then the creature makes its saving throw at disadvantage. If it fails its save by 5 or more, then it becomes hostile to the target. Any attempts on your part to convince someone that the target is guilty of a particular crime or immoral act are made at advantage.

At Higher Levels. When you cast this spell with a 5th- or 6th-level spell slot, the duration becomes Concentration, up to 1 hour. When you cast it with a 7th-level or higher spell slot, the duration becomes 1 day, and concentration is not needed.

SCATTERSPRAY

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: *The Wizard's Spell Compendium*

You point to any group of small, unsecured items (each of which may weigh no more than one ounce) within range that you can see, which must be piled together in an area of no more than 1 square foot, and cause them to fly off in all directions to distances as far as 30 feet. The DM must decide if the items are hard or sharp

enough to cause damage. If so, all creatures within 10 feet must make a Dexterity saving throw or take 1d4 points of either bludgeoning or piercing damage, depending on the weight and type of item that is scattered (the objects are too light to cause damage past 10 feet).

SCENT OF VENGEANCE

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (an object once possessed by the quarry)

Duration: 1 week

Source: *The Priest's Spell Compendium*

You gain the ability to unerringly track any living creature that has directly caused injury or insult to you or to an allied creature, by that creature's smell.

You may only cast this spell at the site of the insult or injury. You can follow the scent even if the quarry swims or flies. The only way to throw you off the trail is to use teleportation magic, although you can pick up the trail again from the other side of the teleport.

SCOURGE OF THE HORSEMEN

9th-level necromancy

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

Source: d20pfsrd.com

You call forth a blast of soul-corroding energy. Pick a point within range that you can see; all creatures in a 60-foot radius of that point must make a Constitution saving throw. A creature takes 4d6 acid damage, 4d6 necrotic damage, and 4d6 psychic damage on a failed saving throw, or half as

much on a successful one. In addition, it's hit points are reduced by an amount equal to the necrotic damage taken. This hit point reduction lasts until a spell such as *greater restoration*, *heal*, or *wish* is cast on it.

SCRAMBLE PORTAL

6th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a cracked mirror)

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

You must cast this spell on an interplanar *gate* or portal. Anyone who passes through the portal from either side is sent to a random plane instead of the portal's normal destination. The DM will choose which plane the portal now leads to or will roll on the following table to determine it. All creatures who enter the portal while this spell is in effect will end in the same place.

d100 Plane

01-04 The Feywild

05-08 The Shadowfell

09-12 The Ethereal Plane

13-16 The Astral Plane

17-20 The Elemental Plane of Air

21-24 The Elemental Plane of Earth

24-28 The Elemental Plane of Fire

29-32 The Elemental Plane of Water

33-36 The Blessed Fields of Elysium

37-40 The Clockwork Nirvana of Mechanus

41-44 The Ever-Changing Chaos of Limbo

45-48 The Gray Waste of Hades

49-52 The Heroic Domains of Ysgard

53-56 The Infinite Battlefield of Acheron

57-60	The Infinite Layers of the Abyss
61-64	The Nine Hells of Baator
65-68	The Olympic Glades of Arborea
69-72	The Peaceable Kingdoms of Arcadia
73-76	The Seven Heavens of Mount Celestia
77-80	The Tarterian Depths of Carceri
81-84	The Twin Paradises of Bytopia
85-88	The Wilderness of The Beastlands
89-92	The Windswept Depths of Pandemonium
93-96	The Outlands or the City of Sigil
97-98	The Far Realm
99-100	An alternate Prime world

SCRATCH

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

Source: The Great Net Spellbook

You cause one creature within range to suffer from an intensely annoying itch. That creature must make an Intelligence saving throw or spend its next turn scratching desperately. If you attempt to use this on a creature a second time in less than 1 minute, that creature has advantage on its saving throw.

SCREEN

8th-level illusion

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 8 hours

Source: The Wizard's Spell Compendium

You touch an object of any time and protect an area 30 feet in diameter from spying, in much the same way as a

nondetection spell. However, at the same time you create a *programmed illusion* of sight and sound that is detected by anyone using magical or mundane means to spy on that area. You determine the contents of the illusion, but once you set it, you can't change the illusion.

SEA SIGHT

1st-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Source: The Wizard's Spell Compendium

You or one willing target you choose can see through water to a range of 60 feet, no matter how dark or murky it is, as if it was crystal clear and brightly lit. This works whether the target is already in the water or on land looking in.

SEAL MOUTH

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

Source: The Wizard's Spell Compendium

You target a creature within range that is capable of speech. That creature must make a Wisdom saving throw. On a failure, that creature cannot say anything insulting, critical, or otherwise defamatory or disparaging about you—if the target tries, its lips seal shut. You can end this spell at any time, and a *remove curse* is also effective.

SEAL OF DESTINY

7th-level abjuration

Casting Time: 10 minutes

Range: 100 feet

Components: V, M (1 ounce of your blood)

Duration: Permanent

Source: *The Priest's Spell Compendium*

You seal a creature or object against any sort of divination that would reveal its destiny, fate, or role in epic events. No spell short of a *wish* will reveal the target's cosmic purpose.

SEAL PORTAL

6th-level abjuration

Casting Time: 1 round

Range: 30 feet

Components: V, S, M (a bar of silver worth 50 gp.)

Duration: Permanent

Source: *Spell Compendium*

You permanently seal an interplanar gate or portal, preventing any use of it. This doesn't destroy the gate; if this spell is dispelled, then the gate is usable again.

SEARING SONG

4th-level evocation

Casting Time: 1 action

Range: Special

Components: V

Duration: Instantaneous

Source: *The Priest's Spell Compendium*

You sing a song of destruction. This can have one of two different effects; choose when you cast the spell:

☉ **Shouted Song.** You shout the song. It forms a line of solid air aimed at one target within 60 feet. That creature may make a Dexterity saving throw. It takes 4d10 bludgeoning damage on a failed saving

throw, or half as much damage on a successful one.

☉ **Whispered Vibrations.** You touch a creature, and the song's vibrations melt the creature's flesh. You use your spell attack modifier to hit. On a hit, this inflicts 5d10 acid damage.

Although this is a song, deafness does not protect against it.

SECRET LIGHT

3rd-level evocation (ritual)

Casting Time: 1 action

Range: 120 feet

Components: V, M (two drops of your blood)

Duration: 1 hour

Source: *The Great Net Spellbook*

You create a magical light that only you can see at a point within range. To you, this light sheds bright light in a 30-foot radius and dim light 30 feet beyond that. This light is also visible to creatures with truesight or that are using a *true seeing* spell.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, you increase the radius of both the bright and dim light by an additional 15 feet per slot level above 3rd.

SECRET PAGE

1st-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (powdered herring scales and the essence of a will o'wisp)

Duration: Permanent

Source: *The Wizard's Spell Compendium*

You touch a piece of paper or a page in a book that has writing on it, and the writing changes to something completely different, of your choice. You may speak a

command word to cause it to revert back to the original text, thus ending the spell. A *true seeing* spell will reveal the original text without ending the spell.

SECRET SIGNS

Divination cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 round

Source: *The Wizard's Spell Compendium*

You make a particular gesture, place an object in a certain way, or give someone a meaningful look and convey a single thought or idea of up to 5 words in length to one recipient within 30 feet of you who can see you. That person will understand your intent perfectly.

SEE THROUGH OTHER EYES

2nd-level divination

Casting Time: 1 action

Range: 400 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *The Wizard's Spell Compendium*

You can look through the eyes of any living creature within range. You do not have to see the creature in order to choose it; you merely have to know where it is. You have no ability to control the creature, nor can you hear through its ears. If the creature moves farther than 400 feet from you, the spell ends.

While looking through another creature's eyes, you are blinded as to your own surroundings.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, the range increases by 50 feet per slot level above 2nd.

SEEK ETERNAL REST

2nd-level abjuration

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 minute

Source: *Spell Compendium*

When you use your Channel Divinity ability to turn a foe while this spell is active, your foe has disadvantage on its Wisdom saving throw to resist you.

SEEK TELEPORTER

3rd-level divination

Casting Time: 1 reaction, which you take when someone you can see has teleported away.

Range: Self

Components: V, S

Duration: Instantaneous

Source: *The Wizard's Spell Compendium*

You learn the destination of another individual who used spells such as *teleport*, *dimension door*, or *arcane gate*. If that creature did not want to be tracked, it may make a Wisdom saving throw to resist.

SEEKING

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Source: *The Wizard's Spell Compendium*

You touch a thrown weapon or a piece of ammo. If this weapon misses the target, it will turn around and follow the target, even around corners. You (or the creature who fired or threw the weapon) may make a new attack roll as a bonus action each round for the duration.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you may enchant one additional missile for every spell slot above 2nd.

SEGOJAN'S ARMOR

1st-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (an armful of grasses and roots)

Duration: 12 hours

Source: *The Priest's Spell Compendium*

You gather together an armful of grasses and roots which are magically woven together into a suit of armor. This armor provides AC 12 + the wearer's Dexterity bonus.

SENSORY DEPRIVATION

5th-level illusion

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a black silk blindfold)

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

You create a phantasm of utter nothingness centered on one creature you can see within range, forcing that creature to make a Wisdom saving throw. If your target fails, it is blinded, deafened, loses any blindsight, darkvision, tremorsense, and truesight it may have, and cannot use its sense of smell or touch. At the end of each of its turns, the target can make a Wisdom saving throw. On a success, the spell ends.

After the first failed saving throw, each subsequent failed saving throw inflicts 1d10 psychic damage.

SENTRY SKULL

5th-level necromancy (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (an onyx worth at least 100 gp)

Duration: Permanent

Source: d20pfsrd.com

You turn a freshly severed humanoid head (from a creature that has been dead no more than 24 hours) into a sentry. You attach the head to a pole, tree branch, or other stable object—if the head is removed, the spell ends.

The head can swivel in place and has darkvision to 60 feet. In addition, if you are within 500 feet of the head, you may use your action to switch your senses to its, allowing you to see through its eyes and hear through its ears. While you are doing so, your Perception bonus is doubled, but you are blind and deaf to your own surroundings.

You may also set conditions that will trigger the skull, causing it to send you a mental alert when the conditions are met, as long as you are within 500 feet. The triggering circumstance can be as general or as detailed as you like, although it must be based on vision or audible conditions that occur within 30 feet of the object. If you have multiple *sentry skulls*, you will know which one alerted you.

This spell does not animate the head in any manner other than as mentioned above.

SETHRON'S FEARFUL BAYING

4th-level enchantment

Casting Time: 1 action

Range: Self (60-foot-radius sphere)

Components: V, S

Duration: Concentration, up to 1 minute

Source: The Great Net Prayerbook

You release a dreadful howl. All creatures within 60 feet of you must succeed on a Wisdom saving throw or become frightened. A frightened creature drops whatever it is holding and must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

In addition, all lupine beasts and monstrosities (including wolves, winter wolfs, dire wolves, and worgs) within 1 mile will hear the call and will run to your location, appearing within 1d4+1 minutes. These creatures will be friendly towards you but will not be under your control.

SEVEN-EYES

7th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (seven gemstones worth at least 50 gp, on which *bleed* has been cast; these gems are not consumed by the casting)

Duration: Concentration, up to 1 minute

Source: The Wizard's Spell Compendium

You conjure seven magical orbs that float about your head in a ring five feet in diameter. For the duration, you have advantage on all Wisdom (Perception) ability checks that rely on sight, you gain 360°-vision, and you gain truesight with a range of 60 feet.

Each eye has two additional abilities. First, each eye has an associated spell, which you may cast as if using a 5th-level

spell slot. Secondly, each eye can protect you from a particular spell or type of melee or missile attack, without you needing to use an action. Each eye can only be used once, either to cast a spell or protect you from an attack, after which it vanishes. The seven eyes are as follows:

☉ **Eye of the Mind.** If you are attacked by a spell that would charm or paralyze you, you can choose to have the eye absorb that spell. You can also use the eye to cast *charm person*.

☉ **Eye of the Sword.** If you are attacked by a physical melee or ranged weapon, you can choose to have the eye take the blow itself. You can also have the eye cast *magic missile*.

☉ **Eye of the Mage.** If you are attacked by a spell that inflicts acid, cold, fire, force, or lightning damage, you can choose to have the eye absorb that spell. You can also use the eye to cast *lightning bolt*.

☉ **Eye of Venom.** If you are attacked by a spell or melee weapon attack that inflicts poison damage or the poisoned condition, you can choose to have the eye absorb the poison. You can also use the eye to cast *poison spray*, using your level to determine the damage.

☉ **Eye of the Soul.** If you are attacked by anything that inflicts necrotic damage or causes hit point reduction, you can choose to have the eye absorb the damage. You can also use the eye to cast *inflict wounds*.

☉ **Eye of Artifice.** If you are attacked by an effect from a rod, staff, wand, or ring, you can choose to have the eye absorb the damage. You can also use the eye to cast *dispel magic*.

☉ **Eye of Stone.** If you are attacked by an effect that can petrify you, you can choose to have the eye absorb the effect. You can also use the eye to cast *hold person*.

SHADE TRANSFORMATION

7th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (poison made from the heart of a shadow dragon, phase spider venom, and rare and magical herbal and fungal extracts worth 3,000 gp)

Duration: Instantaneous

Source: The Great Net Spellbook

You take a willing humanoid into the Shadowfell (through a *plane shift* or similar spell) and give them the poison to drink while you cast this spell. The magical toxins mix with the dark energies of the Shadowfell and turn the drinker into a shade.

When you cast this spell, the target must make a DC 15 Constitution saving throw. If it succeeds, it becomes a shade. On a failure, necrotizing nature of the spell seriously damages the target, causing it to drop to 0 hit points and its first death saving throw will be at disadvantage. If it survives that, however, it will still become a shade.

Attributes for the shade are in the appendix.

SHADETREE

1st-level illusion (ritual)

Casting Time: 1 minute

Range: Special

Components: V, S, M (a leaf, a twig, a small feather fan, and a drop of water)

Duration: 1 hour

Source: The Great Net Spellbook

You create an obviously illusory tree that produces cooling shade in a ten-foot radius around it. Underneath the tree, the temperature will be anywhere from 10° to

50° F cooler (choose when casting the spell) than outside of it.

SHADOW BLINK

4th-level conjuration

Casting Time: 1 action

Range: 400 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: The *Wizard's Spell Compendium*

You gain the ability enter a shadow and move from inside it to inside another shadow within 400 feet of it. Both shadows must be at least the same size as you. You must use 5 feet of movement to enter a shadow. You can use this transportation ability once per round for the duration.

SHADOW DANCE

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a cobweb that has been touched by moonlight)

Duration: 1 minute

Source: The *Wizard's Spell Compendium*

You or one willing creature you touch is transformed into a insubstantial shadow. In this form, the creature can move through a space as narrow as 1 inch wide without squeezing, and can take the Hide action as a bonus action while in dim light or darkness. It gains a flying speed of 20 feet. It is resistant to acid, cold, fire, lightning, necrotic, and thunder damage, and to bludgeoning, piercing, and slashing damage from nonmagical weapons, and is cannot be grappled, paralyzed, petrified, knocked prone, or restrained. However, it is vulnerable to radiant damage.

At Higher Levels. When you cast this spell with a 6th-level spell slot, the duration

increases to 10 minutes. When you cast it with an 8th-level spell slot, the duration increases to 1 hour.

SHADOW PLAY

4th-level divination (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a candle)

Duration: Concentration, up to 8 hours

Source: *The Wizard's Spell Compendium*

You place a lit candle in the middle of a room while casting this spell. The shadows projected by the candles transform into the shadows of the creatures who were last in that room, no matter how long ago that was. The shadows will play out the last hour of those creature's actions, in real time. This spell does not replay the actions of celestials, constructs, fey, fiends, or undead.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, the shadows will speak in whispering tones, repeating the words that the room's previous occupants said.

SHADOWBOLT

2nd-level conjuration

Casting Time: 1 action

Range: Special

Components: V, S

Duration: 1 minute

Source: *The Great Net Spellbook*

You create 2d4 arrows made out of wisps of shadowstuff summoned from the Shadowfell. You can then fire these arrows from a real bow, or give them to someone else to fire. These arrows do normal damage for the type of bow used but are considered to be magical and the damage is force, necrotic, or psychic (choose the

damage type when you cast the spell). Once an arrow hits, it vanishes.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you create an additional 1d4 arrows per slot level above 2nd.

SHADOWCAT

5th-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a black pearl worth at least 100 gp and a cat's claw)

Duration: Concentration, up to 1 hour

Source: *The Wizard's Spell Compendium*

You create a cat made of semi-tangible shadowstuff. You have full telepathic control over it, and you may use your action to switch your senses to it, allowing you to see through its eyes and hear through its ears. While doing so, you gain darkvision to 60 feet, and you may speak through it and cast spells through it (as long as the spells do not require material components), but you are blinded and deafened to your own surroundings. The cat may move up to 1 mile away from your physical location.

The cat is an object. It has the same attributes as the cat from the *Monster Manual* (page 320), except as follows: It has resistance bludgeoning, piercing, and slashing damage; has advantage on Dexterity (Stealth) ability checks; can take the Hide action as a bonus action when in dim light or darkness; can move through a space as narrow as 1 inch wide without squeezing; and has no attacks.

If the cat dies while you are using its senses, you take 4d10 psychic damage.

SHADOWGUARD

6th-level abjuration

Casting Time: 1 action

Range: Self (10-foot radius cube)

Components: S

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

You animate and give semi-physical substance to the shadows around you. While this spell is in effect, you get the following benefits:

- ☉ Shadows make your form indistinct. For the duration, all ranged attacks on you are made at disadvantage.

- ☉ Any creature who comes within 10 feet of you must make a Wisdom saving throw or be frightened for the duration. The creature may make a Wisdom saving throw at the start of each of its turns, ending the effect on a success.

- ☉ You gain resistance to necrotic and radiant damage.

- ☉ You may roll a d20 at the end of each your turns for the duration of the spell. If you roll 11 or higher, you may choose to *blink* from your current plane to the Shadowfell, and at the start of your next turn, you may reappear in an unoccupied space of your choice that you can see within 10 feet of the space you vanished from, if that space is in dim light or darkness. Other than the destination plane, this is identical to *blink*.

This spell requires shadows to function; in a brightly-lit area with no shadows, it will won't work.

SHADOWS

1st-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

This spell has three different potential functions; you must choose which one you will use when casting the spell.

- ☉ *Distracting Shadows.* You cause several of shadowy forms to dart about up to 30 feet away from you. These forms are completely illusory and harmless, but all enemy creatures within range must make Intelligence saving throws or be distracted. A distracted creature has disadvantage on its next roll.

- ☉ *Shadow Scare.* You create the illusion of a number menacing undead shadows equal to your spellcasting ability modifier (minimum of 1), which appear up to 30 feet away from you. All enemy creatures within 10 feet of the shadows must make a Wisdom saving throw or become frightened. A frightened creature drops whatever it is holding.

The shadows are harmless. Should a frightened creature realize that, it may make another saving throw, at advantage, ending the effect on a success.

- ☉ *Shadow Stealth.* While in dim light or darkness, You gain advantage on Dexterity (Stealth) rolls and you can take the Hide action as a bonus action.

SHADOWSTRIKE

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

Source: The *Wizard's Spell Compendium*

You gain the ability to harm a creature by striking at its shadow. The shadow is treated as if it has AC 10 + the creature's Dexterity modifier, but it has resistance to

bludgeoning, piercing, and slashing damage from nonmagical weapons. If the creature that is wearing magical protection, the shadow also has that protection.

This spell requires shadows to function; in a brightly-lit area with no shadows, it will won't work.

SHANDARIL'S TRACER

6th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of crystal worth at least 300 gp)

Duration: Permanent

Source: *The Wizard's Spell Compendium*

You place an invisible rune on a single inanimate object. Thereafter, you can concentrate for a minute and learn direction and distance to that object, even if it's on another plane. You can also tell if the object is currently being held by another creature, and you gain a momentary glimpse of that creature. If the rune is dispelled or the item is destroyed, you will be instantly alerted.

The rune will be revealed if a *detect magic* or *true seeing* spell is cast on the item. If this happens, you will be instantly alerted. Finally, an object with this spell on it acts as an "associated object" for purposes of teleportation.

SHAPE WOOD

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (soft clay, which must be worked into roughly the desired shape of the wooden object)

Duration: Instantaneous

Source: *The Priest's Spell Compendium*

You touch a piece of dead wood of Medium size or smaller or a section of

wood no more than 5 feet in any dimension and form it into any shape that suits your purpose. For example, you could turn a fencepost into a stool or a fallen branch into a bucket, or cause two wooden doors to meld together. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, you may use a tool proficiency, such as jeweler's tools or smith's tools, to attempt to create fine details. Thus, you can create an item as detailed and complex with this spell as you could with regular tools, even if you don't have access to those tools.

SHARK BOLT

2nd-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a pinch of salt, three shark's teeth, and an ounce of water.)

Duration: Concentration, up to 1 minute

Source: *The Wizard's Spell Compendium*

You create a three-foot long, glowing amber-brown shark out of magical force. The shark swims with a speed of 60 and attacks one target you can see within range. It uses your spell attack modifier to attack and on a hit, it inflicts 4d6 piercing damage. It will continue to attack the chosen target once each round on your action for as long as you concentrate on it; you may use a bonus action to redirect it to attack a different creature. If your target moves, your sharks will follow.

The shark is an object that has AC 15 and 20 hit points. If it drops to 0 hit points, the spell ends.

At Higher Levels. When you cast this spell with a slot of 3rd level or higher, you

create one additional shark per spell slot above 2nd level. You may direct each shark to attack a different target, if you wish. They all use the same attack roll to hit.

SHARPTOOTH

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V

Duration: 1 minute

Source: *The Wizard's Spell Compendium*

This spell can only be cast on a creature with a bite attack. For the duration, one creature you touch deals +1 damage with its bite attack.

At Higher Levels. When you cast this spell with a 2nd-level spell slot, the creature inflicts +2 damage. When you cast it with a 3rd-level spell slot, the creature inflicts +3 damage.

SHATTERSHOUT

4th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a small horn)

Duration: Instantaneous

Source: *The Great Net Prayerbook*

Your shout damages or destroys inanimate objects. All nonmagical items within range take 8d10 thunder damage. Constructs may make a Constitution saving throw, taking that amount of damage on a failed save and half as much damage on a successful one.

At Higher Levels. When you cast this spell with a 5th-level or higher spell slot, you inflict an additional 1d10 thunder damage for each slot level above 4th.

SHEATH

8th-level transmutation

Casting Time: 1 round

Range: Self

Components: V, S, M (5,000 gp worth of blue sapphire dust and the web of a phase spider)

Duration: Permanent

Source: *The Great Net Spellbook*

One item of 50 pounds or less that you touch is sheathed in an extradimensional space. You may speak a command word to withdraw the item from this space, and different command word to replace it. This spell is permanent; you may take the item in and out as often as you wish. The sheath is attuned to one item; you cannot place any other object inside it.

The sheath remains at your side or behind your back. If the item is within the sheath when you enter an extradimensional space that reacts when it comes in contact with a *portable hole* or *bag of holding*, such as that created by the *nilspace doorway* spell (q.v.), the sheath explodes, inflicting 6d8 force damage to you and all creatures within 5 feet of you, and destroying the item.

If this spell is dispelled, the item in your sheath vanishes into the Astral plane. You can dismiss this spell at any time, and the object will appear in your hand or on the ground within 5 feet of you.

SHEETS OF ACID

6th-level evocation

Casting Time: 1 action

Range: Self (30-foot-radius square)

Components: V, S, M (a black dragon scale)

Duration: Instantaneous

Source: *The Great Net Spellbook*

You create a square wall of acidic vapors around you; each face is 10 feet wide and 5 feet thick, and it lasts for only a moment. All creatures and objects caught within it must make a Dexterity saving throw. A creature takes 8d8 acid damage on a failed saving throw, or half as much damage on a successful one.

If a target takes at least 10 points of damage and is wearing nonmagical metallic armor, the armor's AC is permanently reduced by one level of effectiveness. If the armor is reduced to AC 10, it is destroyed. A spell such as *repair* (q.v.) will fix the damage and restore the armor to its normal strength.

SHIELDS OF ELECTRICITY

6th-level evocation

Casting Time: 1 action

Range: Self (30-foot-radius square)

Components: V, S, M (a blue dragon scale)

Duration: Instantaneous

Source: The Great Net Spellbook

You create a square wall of acidic vapors around you; each face is 10 feet wide and 5 feet thick, and it lasts for only a moment. All creatures and objects caught within it must make a Dexterity saving throw. A creature takes 8d8 lightning damage on a failed saving throw, or half as much damage on a successful one.

In addition, a creature who fails its saving throw is stunned from the shock for 1 minute. A stunned creature may make a new saving throw at the beginning of each of its turns, ending the effect on a success.

SHIELDS OF FIRE

6th-level evocation

Casting Time: 1 action

Range: Self (30-foot-radius square)

Components: V, S, M (a red dragon scale)

Duration: Instantaneous

Source: The Great Net Spellbook

You create a square wall of acidic vapors around you; each face is 10 feet wide and 5 feet thick, and it lasts for only a moment. All creatures and objects caught within it must make a Dexterity saving throw. A creature takes 9d8 fire damage on a failed saving throw, or half as much damage on a successful one. The flames also set all combustibles on fire.

SHIELDS OF FROST

6th-level evocation

Casting Time: 1 action

Range: Self (30-foot-radius square)

Components: V, S, M (a white dragon scale)

Duration: Instantaneous

Source: The Great Net Spellbook

You create a square wall of acidic vapors around you; each face is 10 feet wide and 5 feet thick, and it lasts for only a moment. All creatures and objects caught within it must make a Dexterity saving throw.

In addition, a creature who fails its saving throw is paralyzed with cold for 1 minute. A stunned creature may make a new saving throw at the beginning of each of its turns, ending the effect on a success.

SHIELDS OF VENOM

6th-level evocation

Casting Time: 1 action

Range: Self (30-foot-radius square)

Components: V, S, M (a green dragon scale)

Duration: Instantaneous

Source: The Great Net Spellbook

You create a square wall of acidic vapors around you; each face is 10 feet wide and 5 feet thick, and it lasts for only a moment. All creatures and objects caught within it must make a Dexterity saving throw. A creature takes 8d8 poison damage on a failed saving throw, or half as much damage on a successful one.

In addition, a creature who fails its saving throw is poisoned for 1 minute. A stunned creature may make a new saving throw at the beginning of each of its turns, ending the effect on a success.

SHELLSKIN

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V

Duration: 1 minute

Source: *The Priest's Spell Compendium*

One willing, unarmored creature grows chitin all over its skin. Its AC becomes 15 and it gains resistance to piercing attacks.

SHIVERING TOUCH

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Frostburn*

Your hand bursts into ice-blue flames that chill your targets to the bone. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 cold damage, and its speed is reduced by half. Until the spell ends, you can make the attack again on each of your turns as an action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher,

the damage increases by 1d6 for each slot level above 3rd.

SHOULDER BURDEN

4th-level abjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Special

Source: *Ravenloft, Van Richten's Arsenal*

With this spell, you may temporarily take a willing creature's curse onto yourself, suffering its effects so that creature doesn't have to. Any spell that can be dispelled with *remove curse* is considered to be a curse for the purposes of this spell (*bestow curse, geas, hex, and modify memory*, among others). This spell's duration depends on the slot level with which the curse was cast. If the target was cursed through means other than a spell, the duration depends on how severe the curse is:

Slot Level	Duration
1st – 2nd level/ Embarrassing curse e.g., <i>bestow curse</i>	24 hours
3rd – 4th level/ Frustrating curse e.g., <i>geas</i>	12 hours
5th – 7th level/ Troublesome curse e.g., <i>magic susceptibility</i> (q.v.)	8 hours
8th – 9th level/ Dangerous curse e.g., <i>ancient curse</i> (q.v.)	1 hour

SHOUT

4th-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, M (a drop of honey, a drop of citric acid, and a small cone made from horn)

Duration: Instantaneous

Source: *The Wizard's Spell Compendium*

You shout, releasing an ear-splitting noise. Each creature in a 30-foot cone must make a Constitution saving throw. A creature takes 5d10 thunder damage on a failed saving throw, or half as much damage on a successful one, and is deafened for 1 minute. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

All objects and structures take double damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level about 4th.

SHRAPNEL SHOT

1st-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small stone)

Duration: Instantaneous

Source: *The Great Net Spellbook*

You fire shards of stone shrapnel at one target within range. Make a ranged spell attack to hit. On a success, the target takes 2d10 piercing damage.

At Higher Levels. When you cast this spell with a spell slot of 2nd level or higher, you inflict an additional 1d10 piercing damage for each slot level above 1st.

SHUT UP

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, M (a bandage)

Duration: Concentration, up to 1 minute

Source: *The Great Net Spellbook*

You cause the mouth of one creature in range to disappear; the creature may make a Constitution saving throw to resist. While this spell is in effect, the creature cannot speak, eat, or drink.

At Higher Levels: When you cast this spell with a 2nd-level spell slot, the duration becomes Concentration, up to 10 minutes. When you use a 3rd-level spell slot, the duration becomes Concentration, up to 1 hour. When you use a 4th-level or higher spell slot, the duration becomes 8 hours, with no need for concentration.

SIGN OF SEALING

2nd-level abjuration

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a crushed emerald worth 100 gp)

Duration: Permanent

Source: *Spell Compendium*

You inscribe a complex and prominent magic sigil on a door, chest, or similar closure, covering it with a seal of magical force. Attempts to open the object through mundane means (such as by picking the lock with thieves' tools or breaking the object with a weapon attack) are at disadvantage. You may freely open the object at will without damaging the seal, but if any other creature manages to break the seal, the spell ends.

A *knock* spell suppresses the *sign* for 10 minutes.

SILVERED WEAPON

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (5 silver pieces)

Duration: 1 minute

Source: *Book of Exalted Deeds*

A weapon or projectile you touch are temporarily silvered, allowing it to strike creature resistant to nonsilvered weapons.

You may also cast this on a willing creature with a claw or bite melee weapon attack. That attack (or one of its attacks, if it has multiple attacks) is treated as being silvered.

If you cast this spell on a weapon every day for a month, it becomes permanent. You may not attempt to make it permanent on a creature.

SILVERLIGHT

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a silver coin)

Duration: 1 minute

Source: d20pfsrd.com

An object you touch sheds bright, silvery light in a 30-foot radius and dim light 30 feet further. Any creature that is resistant to nonsilvered weapons, such as lycanthropes, ends its turn in the area of bright light must make a Constitution saving throw. A creature that fails the saving throw takes 1d10 poison damage and is poisoned for one minute. The creature will continue to take 1d10 poison damage each round it ends its turn in the area of bright light or until the spell ends.

SIMBUL'S SKELETAL DELIQUESCENCE

8th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 week

Source: *The Wizard's Spell Compendium*

You touch a living creature, which must make a Constitution saving throw. If the saving throw fails, all of the creature's bones turn to jelly for the duration.

The boneless creature falls prone and cannot get up. It can breathe, speak (with a barely-understandable gurgling sound), and perceive, but its move is reduced to 5 feet and it can perform no other actions. The creature also gains resistance to bludgeoning and piercing weapons but vulnerability to slashing weapons.

When the spell expires, the creature's bones grow back to normal.

At Higher Levels. When you cast this spell with a 9th-level spell slot, the duration increases to 1 month.

SIMPLE DISTILLATION

1st-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

Source: *The Great Net Spellbook*

You distill up to five gallons of any liquid you touch. Each casting of this spell reduces the amount of liquid by one-half while doubling the concentration of the substance you want to be distilled.

SINGING STONE

3rd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small metal chime)

Duration: Permanent

Source: *The Priest's Spell Compendium*

You hum, sing, or play a short tune or recite a poem (one that can be sung in less than a minute) into a stone. Thereafter, whenever if the stone is sharply tapped or completely immersed in water, it plays the tune; if it remains immersed, it will repeat it every ten minutes.

SINISTER SURROUNDINGS

4th-level illusion

Casting Time: 1 minute

Range: Self (2-mile radius)

Components: V, S

Duration: 1 month

Source: *The Wizard's Spell Compendium*

The land within the radius around you becomes grim and dismal-feeling for the duration. The area's appearance is not masked or altered in any way; it merely becomes foreboding and gloomy. Shadows seem longer and darker; animals in the area are unusually skittish or hostile; water in the area has an unpleasant taste (although it's not poisoned or otherwise bad); the clouds never truly part and what sunlight filters through them is dull gray or sickly yellow.

While in the spell's area, all creatures other than aberrations, fiends, and undead are at disadvantage when making saving throws against being or frightened or when taking psychic damage.

SIREN SONG

4th-level enchantment

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a large conch shell and a pint of water)

Duration: Concentration, up to 10 minutes

Source: *The Priest's Spell Compendium*

You choose one humanoid target within range that you can see. That target hears haunting, beautiful music and must make a Wisdom saving throw or become overwhelmed with the need to find the source. The music is phantasmal—no one other than your target can hear it. It seems to come from a general direction of your choosing (such as “to the north” or “deep within the forest”).

The target will ignore all distractions and will attempt to walk through any obstacle that isn't an obvious danger. If the target's companions keep him from finding the source of the music, the target will fight them.

At Higher Levels. When you cast this spell with a 5th-level or higher spell slot, the duration increases by 10 minutes per slot level above 4th.

SITE WARNING

4th-level abjuration (ritual)

Casting Time: 10 minutes

Range: Self (60-foot radius circle)

Components: V, S, M (a gemstone worth at least 100 gp)

Duration: Permanent

Source: *The Great Net Prayerbook*

You enchant a gemstone, which you place in an area you want warded. The gem begins to glow gently, shedding dim light in a 5-foot radius. Any creature who comes within 60 feet of the gem will get a brief

feeling of dread and a clear if unspoken mental warning not to proceed. If the creature comes closer to the gemstone, the warning becomes stronger.

Upon coming within 5 feet of the gemstone, the creature must make a Wisdom saving throw or become frightened for 1 minute. A frightened creature drops what it is holding and must use its movement to move to the nearest safe spot that is at least 60 feet away.

If the gemstone is damaged in any way, the creature that damaged it feels a sudden, almost overwhelming flash of doom, the gemstone flashes brightly, and the spell ends.

SKILL ENHANCEMENT

1st-level transmutation

Casting Time: 1 round

Range: Touch

Components: S, M (a length of fine black thread and a tool)

Duration: 10 minutes

Source: *Eberron, Campaign Setting*

You imbue a tool with the magic to make skills easier to use. A creature who uses the tool gets a +2 bonus when using the associated tool proficiency.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, the duration increases 10 minutes per slot level above 1st.

SKIP DAY

9th-level evocation

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Instantaneous

Source: *The Priest's Spell Compendium*

You and up to 8 others within range are instantly transported 24 hours into the future. Unwilling people may make a Charisma saving throw to resist. To outsiders, it appears that you simply disappear.

You appear in the exact spot from which disappeared. If there is something in that spot, you appear within 5 feet of it. There is no guarantee that this area will be any safer than the one you left.

SKULL WATCH

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (the skull of a humanoid)

Duration: 1 day

Source: *The Wizard's Spell Compendium*

You cast this spell while holding a humanoid's skull, then let go. The skull continues to float in mid-air, facing the same direction you had originally pointed. The skull has truesight to 90 feet and is blind beyond that. If any creature enters its field of vision within 90 feet, it releases a piercing shriek that can be heard up to a quarter-mile away; at the same time, you are telepathically alerted.

Once placed, the skull does not move and cannot see behind it, so it can be sneaked up upon and moved from behind. You can move and reposition the skull as you wish.

If you have multiple *skull watches*, you cannot tell which one has been triggered simply through the mental alert.

SKULLSIGHT

5th-level divination

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a ruby worth at least 100 gp)

Duration: 1 year

Source: *The Great Net Spellbook*

You place a ruby inside the socket of a skull and turn it into a spy for you. As long as the spell is active, you may spend your action to see through the skull's eyes, and you continue to do so until you use your action to return to your normal senses. While looking through the skull's eyes, you have darkvision and truesight to 60 feet. You cannot hear through it, though, and you are blinded to your own surroundings. If the ruby is removed, you get an image of the creature that removed it, and then the spell ends.

SKYCASTLE

9th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a richly-appointed chair, sofa, or other form of seating worth at least 5,000 gp, and 5,000 gp worth of powdered quartz)

Duration: Permanent

Source: *The Wizard's Spell Compendium*

You sprinkle the quartz dust around the perimeter of an area no more than 1 million square feet in radius (approximately 23 acres) containing a building such as a castle, and place a specially-constructed throne in the exact center of it, and remain seated in the throne throughout the entire casting time.

This spell causes the building and its immediate surroundings to rise into the air,

where it will hover permanently. When you sit in the chair, you may move the building upwards to a maximum height of 1 mile, or have it fly at a speed of 100 feet. You may designate any number of other creatures who can also pilot the castle.

If this spell is successfully dispelled, the building will float gently downwards for 1 minute at a rate of 100 feet per round, and then plummet the rest of the way. If it falls more than 200 feet, the castle is destroyed and everything inside and underneath it is killed.

SKYHOOK

2nd-level evocation (ritual)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a metal fishhook)

Duration: 1 hour

Source: *The Wizard's Spell Compendium*

You create a solid hook of force that hovers immovably in midair. You may choose to make the hook visible or invisible to everyone else but you.

The hook can support up to 30 tons of weight and can be used as a handhold or as the base of a pulley system. It is too small to be stood on, but it can hold the ropes that hold a platform. The hook cannot be harmed or used as a weapon, although flying creatures that collide with it take 1d8 bludgeoning damage.

SKYLIGHT BLADE

6th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Source: *The Wizard's Spell Compendium*

You create a silent, weightless, magical four-foot-long sword made out of your choice of either sunlight or moonlight. Only you may use it, and it cannot be dropped. You use your spell attack modifier to hit. On a hit, it does 2d8 + your spellcasting attribute modifier in radiant damage. Against undead and creatures with the Sunlight Sensitivity or Sunlight Hypersensitivity trait, this rises to 3d12 + your spellcasting ability modifier. This weapon does not leave visible wounds, except on undead; with them, their substance visibly boils away at the weapon's touch.

Depending on what type of blade you choose, it has a secondary effect as well.

☉ **Moonlight Blade.** If you use a *moonlight blade*, this spell does 3d12 radiant damage to fey and shapechangers as well as undead.

☉ **Sunlight Blade.** If you use a *sunlight blade*, anyone hit by this sword must make a Constitution saving throw or be blinded for 1 minute. A blinded creature may make a new saving throw at the start of each of its turns, ending the effect on a success. In addition, on a successful hit, the target must make a saving throw using its spellcasting ability modifier or lose the ability to cast spells the following round. If the target does not have the ability to cast spells, this has no effect.

SLASH TONGUE

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

Source: *Book of Vile Darkness*

You target a creature within range and force it to make a Constitution saving throw. If it fails, it suffers a thin cut on its tongue. It takes 1 point of damage and, until the end of its next turn, it has a -1 penalty to all rolls. In addition, if the creature is a spellcaster, it must make a concentration saving throw if it attempts to cast a spell with a verbal component while the spell is active.

SLEEP CLOUD

4th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *The Great Net Spellbook*

You create a 20-foot radius sphere of sweet-smelling, indigo-hued fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind (20 miles per hour or more) disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. A creature falls unconscious for 10 minutes on a failure. Creatures are affected even if they hold their breath or don't need to breathe, although creatures that are immune to unconsciousness are not affected by this spell. The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher,

the duration of the unconsciousness increases by 10 minutes for each slot level above 4th.

SLEEPWALKING

4th-level enchantment

Casting Time: 1 minute

Range: 100 feet

Components: V, S, M (the crushed petal of a blue lotus flower and a drop of honey)

Duration: Concentration, up to 1 hour

Source: *The Wizard's Spell Compendium*

You target one sleeping creature within range; you do not have to see the creature for this spell to work, but you do need to know that it's there. You plant a magical suggestion in that creature's mind (identical to the type made when you cast *suggestion*). Creatures that can't be charmed are immune to this effect; likewise, creatures asleep due to magic cannot be affected. The *suggestion* has a duration of 8 hours.

You must word the suggestion in such a manner to make it sound reasonable, although the end result can be unreasonable. The creature may make a Wisdom saving throw to resist. If you or an ally are also using the spell *dream* on the target, the target has disadvantage on the saving throw. In addition, if you cast this spell on the same creature more than once per week and make the same suggestion, the target has disadvantage on its saving throw.

SMITE

8th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Source: *The Priest's Spell Compendium*

You pick any point within range and shout out your god's wrath. All enemies within 20 feet of that point must make a Constitution saving throw. The affected creatures are smote by an intense, obviously divine light. A creature takes 10d6 lightning damage and is blinded and poisoned for 24 hours on a failed saving throw, or half as much damage and is blinded and poisoned for 1 hour on a successful one.

SNAPDRAGON

3rd-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a snapdragon blossom)

Duration: 1 minute

Source: *The Priest's Spell Compendium*

You pick a point within range. All flowering plants within 20 feet of that point temporarily awaken and become carnivorous. The plant has the attributes of the awakened shrub from the *Monster Manual* (page 317), except that its attack does 4d6 piercing damage.

The animated flowers also spit pollen. This causes disabling sneezing and choking while in the spell's area. All creatures have their movement reduced by 10 feet and disadvantage on all Dexterity-based rolls.

SNAPSHOT

1st-level transmutation (ritual)

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a sheet of high-quality paper worth at least 5 sp)

Duration: Instantaneous

Source: *The Great Net Spellbook*

You cause whatever you see to appear on a sheet of paper you are holding. If you are currently using a spell such as *detect magic* which allows you to see auras of one type or another, this spell will record those auras as well.

The image appears to be drawn in a currently popular artistic style.

SONORIC'S MINIONS

4th-level conjuration

Casting Time: 1 minute

Range:

Components: V, S, M (a small silver figurine worth 10 gp for each etherling to be summoned)

Duration: 8 hours

Source: The Great Net Spellbook

You summon one or more lesser etherlings, a minor creature from the Ethereal Plane. You may direct the etherling to perform minor tasks for you, typically spying and fetching small items. If it is incapable of following your orders for whatever reason, it will return to you, inform you of that fact, and then return to the Ethereal Plane. If you summon more than one etherling, you may give them each separate tasks.

The attributes for etherlings are in the appendix.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, you may choose to summon the more intelligent and capable greater etherlings instead of lesser etherlings.

SOUL ANCHOR

7th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a chain of gold worth at least 500 gp)

Duration: Permanent

Source: The *Wizard's Spell Compendium*

You tie the life force of a humanoid or monstrosity to a particular building, an estate, a fenced location, or another place with a clearly-defined border. The target may make a Wisdom saving throw to resist. While the spell is in effect, the target cannot leave that place without taking damage. The area outside the location becomes difficult terrain for the target, and it takes 1d10 force damage each time it ends its turn outside the designated place.

You or the location's owner (unless that's also the target) may permit the target to leave the area for a period of time no longer than 3 hours at a time. At the end of that period, it will begin taking 1d10 force damage at the end of each minute until it returns to the location.

This spell can be ended with a *dispel magic* or *remove curse*. If the location to which the creature is bound is destroyed, the spell also ends.

SOUL SAFE

5th-level necromancy

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of jet)

Duration: 24 hours

Source: The Great Net Spellbook

You force a creature you touch to make a Charisma saving throw (make a melee spell attack to hit). On a failure, the creature's soul is sucked into the jet stone, although the creature is otherwise unharmed.

For the duration of the spell, the creature is at disadvantage on saving

throws and doesn't heal at the end of a long rest unless it spends Hit Dice to do so. In addition, the creature cannot become undead during this time or be subject to any spells that would remove or damage its soul. However, any attempts by other creatures to possess it succeed automatically.

If the jet that contains the spell is destroyed, the soul will instantly return to its body (or if the body has been killed, it will immediately move to the appropriate afterlife). This spell does not function on aberrations, celestials, constructs, fiends, undead, or any other creature that lacks a soul. (The DM should determine whether fey creatures and creatures with the Fey Ancestry trait have souls or not).

At Higher Levels. When you cast this spell with a 7th-level or higher spell slot, the duration increases to 1 week. When you cast it with a 9th-level spell slot, the duration increases to 1 year.

SOULFIRE

5th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute.

Source: The Great Net Spellbook

You force one creature you see within range to make a Charisma saving throw. On a failure, you cause its soul to burn. You inflict 3d8 psychic damage each round for 1 minute. The creature may make a new saving throw at the beginning of each of its turns, ending the effect on a success.

This spell does not function on aberrations, celestials, constructs, fiends, undead, or any other creature that lacks a soul. (The DM should determine whether

fey creatures and creatures with the Fey Ancestry trait have souls or not).

At Higher Level. When you cast this spell with a 6th-level or higher spell slot, you inflict an additional 1d8 psychic damage for each slot level above 5th.

SPECIAL EFFECTS

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Self (10-foot cube)

Components: V, S, M (a represented of the desired effect)

Duration: 1 week

Source: The *Wizard's Spell Compendium*

You create a physical effect of an auditory, olfactory, gustatory, or tactile nature in a 10-foot cube. This effect can take nearly any form but cannot be harmful or debilitating. For instance, you can create haunting music that plays on repeat or when a creature enters the area, the scent of pine trees or lemons in a room, make the floor or walls feel spongy, or so on.

You may make this spell permanent by casting it in the same area every week for a year. You may not cast it as a ritual while doing so, however.

SPECIALIZATION

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

Source: The Great Net Prayerbook

You channel a sliver of your god's martial might into your weapon, which must be your gods favored weapon type (if applicable; if not, you may use whichever weapon you choose). For the spell's

duration, you use double your normal proficiency bonus when attacking.

SPECTRAL BEAST

6th-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of tooth, fur, scale, or other body part from the creature you wish to create)

Duration: 1 minute

Source: *The Priest's Spell Compendium*

A glowing, ghostly, utterly silent creature that resembles a beast, dragon, or monstrosity with an Intelligence of 4 or less and a CR of 3 or less leaps out of your chest and bounds to a target within 30 feet.

When you create it and as a bonus action each round, you may direct it to attack a creature close to it. If you don't issue any commands to it, it will simply stand listlessly.

The spectral beast has the same statistics of a normal creature of its type, except as follows: its type is undead; its attacks do force damage instead of its normal type; it has no spellcasting or innate spellcasting ability; and it is immune to being charmed, frightened, incapacitated, paralyzed, petrified, stunned, being rendered unconscious, and to exhaustion.

SPELL CATCHER

6th-level abjuration

Casting Time: 1 action or reaction, taken when a spell is cast in your direction

Range: Self (10-foot-radius sphere)

Components: V, S

Duration: Concentration, up to 1 minute

Source: *The Great Net Spellbook*

While this spell is in effect, you may harmlessly catch any spell cast at you or

that comes within 10 feet of you. You must make a Dexterity (Acrobatics) ability check to catch the spell, with a DC equal to the spell save DC of the original spell.

You may hold one or more caught spells for as long as you like, up to 1 minute. When you catch a spell, you may use your action and choose to either attempt to dissipate the spell harmlessly (this requires an Intelligence (Arcana) check equal to 8 + the spell's level) or hurl it at someone else. If you choose to hurl the spell at someone else, it is treated as if it was cast with its lowest spell slot and uses your own spell attack modifier and saving throw DC. For instance, if you were attacked by a *fireball* cast with a 6th-level spell slot and you caught it, if you decide to hurl it at someone else, it does only as much damage as if it had been cast with a 3rd-level slot.

If you are still holding a spell when this spell's duration ends, the caught spell goes off and affects you fully.

SPIDERBITE

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a live spider)

Duration: Instantaneous

Source: *The Great Net Spellbook*

You choose a spot within range. All enemy creatures within 30 feet of that spot must make a Constitution saving throw. On a failure, a red mark that looks like a spider appears on that creature's exposed flesh, and the creature is poisoned for 1 minute. The creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.

SPIRIT JAWS

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of bone from a carnivore's jaw)

Duration: 1 minute

Source: *Spell Compendium*

You create a set of powerful, Medium-sized, jaws made of magical force. The jaws are an object that has AC 15 and 30 hit points. If it drops to 0 hit points, the spell ends. The jaws don't fill their space. When you cast the spell and as a bonus action on your subsequent turns, you can move the jaws up to 60 feet and direct them to attack, using your spell attack modifier. On a successful hit, the jaws inflict 5d10 piercing damage. If the target is a Medium or smaller creature you may choose to have the jaws grapple it (escape DC equal to your spell save DC). Until this grapple ends, the target is restrained and the jaws can't bite another target.

SPIRIT MASK

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Source: *The Priest's Spell Compendium*

You catch a minor spirit and wrap a part of your soul around it and let it go. While under the effects of this spell, all attempts to use a divination spell on you are misdirected to the spirit instead.

SPIRIT OF FLAME

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Source: *The Priest's Spell Compendium*

You gain the ability to enter a flame of at least Small size and move from inside it to another flame within 1 miles. You must use 5 feet of movement to enter the fire, and you take no damage from it. You instantly know the location of all fires within 1 miles. You appear in a spot of your choice within 5 feet of the destination fire, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the fire you entered. You can use this transportation ability once per round for the duration. You must end each turn outside a fire.

At Higher Levels. When you cast this spell with a higher-level spell slot, you increase the range. When you use a 7th-level spell slot, you increase the range to 5 miles. When you use an 8th-level spell slot, you increase the range to 10 miles. When you use a 9th-level spell slot, you increase the range to 20 miles.

SPIRIT SCREAM

5th-level necromancy

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a pinch of diamond dust and a small ivory cone)

Duration: Instantaneous

Source: *The Great Net Spellbook*

You utter a low-pitched wail in a 30-foot cone. All creatures in that area must make a Constitution saving throw. A creature takes 8d6 psychic damage throw and is deafened

and frightened for 1 minute on a failed saving through, or half as much damage and is deafened and frightened until the end of its next turn on a successful one. Creatures that are immune to being deafened cannot be affected by this spell.

SPIRITUAL SPEAR

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a golden needle)

Duration: Concentration, up to 1 minute

Source: The Great Net Prayerbook

A spear of magical force shimmers into being in your outstretched hand. You may wield it in battle as if you had proficiency in it. This spear does 1d10 piercing damage plus 1d10 force damage.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, it does an additional 1d10 force damage for each slot level above 2nd.

SPIRITUAL TRIANGLE

5th-level abjuration

Casting Time: 10 minutes

Range: Self

Components: V, S, M (incense worth at least 100 gp, which you must burn while casting this spell, and 50 gp worth of gold dust, which is sprinkled into the sigil)

Duration: Permanent

Source: The Great Net Spellbook

You inscribe a sigil into the ground that consists of a square inside of a circle inside of a triangle. The incense swirls around the boundary and the gold dust glows momentarily, then fades, producing the sigil. The size of the innermost square depends on the spell slot you use to cast the spell:

Slot Level	Innermost Square Size	Gold Dust Cost
5th	5 foot square	500 gp
6th	10 foot square	1,000 gp
7th	20 foot square	1,500 gp
8th	30 foot square	2,000 gp
9th	50 foot square	3,000 gp

A creature inside of the innermost square is immune to being charmed or frightened and gains resistance to all forms of damage. However, while inside the *triangle*, you cannot attack or cast spells on anything outside of it.

SPIT VENOM

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: 1 round

Source: d20pfsrd.com

You spit a gob of venomous saliva at a creature within range. Make a ranged spell attack to hit. On a success, the creature is blinded until the end of its next turn.

SPLINTER WOOD

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Source: The *Priest's Spell Compendium*

You cause a wooden object or tree of Medium-size or smaller to shudder violently, then explode, sending sharp splinters flying everywhere. All creatures within 30 feet must make a Dexterity saving throw. A creature takes 4d6 piercing

damage on a failed saving throw, or half as much on a successful one.

If the wooden object is held by a creature (such as a spear or quarterstaff), the creature who is holding it may not attempt to make a saving throw to avoid damage, but must make a Constitution saving throw or be blinded for 1 minute due to flying splinters (if the creature is wearing something over its eyes, such as a full-face helmet, it is immune).

SPRING

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small forked stick, which is thrust into the ground)

Duration: 1 hour

Source: *The Priest's Spell Compendium*

You create a temporary freshwater spring that flows at a rate of 2d6 gallons per minute. In a desert or an area under drought conditions, it only produces 1d4 gallons per minute.

SQUEAKING FLOOR

Abjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a rusty iron hinge)

Duration: 1 hour

Source: *The Priest's Spell Compendium*

A 5-foot-square area of floor squeaks loudly if anything that weighs more than 3 pounds walks on it. The squeak is clearly audible up to 50 feet away.

STARHARP

6th-level abjuration

Casting Time: 1 round

Range: Self (10-foot radius)

Components: V, S, M (one of your tears and a tiny harp, carved out of wood, bone, or ivory)

Duration: Instantaneous

Source: *The Wizard's Spell Compendium*

You sing a soft song of life and a glowing, steel-colored image of a harp, surrounded by stars of twinkling radiance, appears in the air just above you and hovers there. All creatures within 10 feet of you are freed from the charmed, frightened, incapacitated, and stunned conditions. In addition, you may choose one creature within 10 feet instead, and that creature regains 30 hit points.

STARMANTLE

7th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of pixie dust)

Duration: 1 minute

Source: *Book of Exalted Deeds*

A cloak of twinkling stars appears around the shoulders of a willing target. It sheds bright light to a radius of 10 feet and dim light to another 10 feet. While this spell is in effect, the creature is immune to bludgeoning, piercing, and slashing damage from nonmagical weapons, and nonmagical weapons and missiles that strike the target dissolve into nothingness. The target also has resistance to bludgeoning, piercing, and slashing damage from magical weapons, although these weapons don't dissolve upon hitting the target.

STASH

8th-level transmutation

Casting Time: 1 hour

Range: 1,000 feet

Components: V, S

Duration: Until dispelled

Source: The Great Net Spellbook

You can place one or more objects or willing creatures weighing 1 ton or less into a pocket demiplane. This demiplane is outside time, so anything in it is effectively in stasis. The objects will remain in the demiplane indefinitely until you recall them, which ends the spell. You may not add or remove anything from the stash without recalling the entire stash and ending the spell.

At Higher Levels. When you cast this spell with a 9th-level spell slot, you may place up to 10 tons of objects or creatures in the demiplane.

STICKS TO SNAKES

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of snakeskin)

Duration: 1 minute

Source: The *Priest's Spell Compendium*

You transform 2d6 sticks or quarterstaves (or other wooden weapons) into serpents. Roll a die. On an even number, they turn into constrictor snakes; on an odd number, they turn into poisonous snakes.

Roll initiative for the snakes as a group, which it has its own actions. They will obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures but otherwise take no actions. At the end of

the spell's duration, the snakes turn back into sticks.

The DM has the creature's statistics.

At Higher Levels. If you cast this spell with a 7th-level or higher spell slot, the sticks turn into giant constrictor snakes or giant poisonous snakes instead.

STONE BRIDGE

4th-level conjuration

Casting Time: 1 round

Range: 10 feet

Components: V, S, M (a piece of knotted rope)

Duration: Concentration, up to 1 hour

Source: The Great Net Spellbook

You cause a bridge of stone to grow out of the ground and end at a point you choose up to 100 feet away. If you so choose, the bridge may be angled up or down or have bends and curves. The resultant bridge is strong and sturdy, capable of holding up to 10 tons at a time. When the spell ends, the bridge will retreat back into the earth.

At Higher Levels. When you cast this spell with a 5th-level or higher spell slot, the bridge may extend an additional 50 feet for each slot level above 4th.

STONE SPIDERS

7th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

Source: *Spell Compendium*

You transform three pebbles into tremendous stone spiders. These creatures have the same attributes as giant spiders, save for the following: their type is construct, they have AC 17, resistance to

bludgeoning, piercing, and slashing damage from nonmagical weapons, and their poison has a DC save equal to your spell save DC.

Roll initiative for the spiders as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to the spiders, they will continue to act as you had previously ordered it to.

STONE TELL

5th-level transmutation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 10 minutes

Source: *The Priest's Spell Compendium*

You imbue a Medium- or Large-sized rock with limited sentience and the ability to communicate with you. You can question the water as to the events in the spell's area within the past day, gaining information about creatures and objects that have come close to the rock.

STOP THE SUN

9th-level illusion

Casting Time: 10 minutes

Range: Self (50-mile-radius circle)

Components: V, S

Duration: 12 hours

Source: *The Great Net Prayerbook*

With this powerful illusion, you make it appear that the sun has stopped moving in the sky. In effect, you can provide an additional 12 hours of true daylight for an entire region. The area does not move with you. When the spell ends, the sun appears to rush into its proper location.

You may also cast this spell at night, stopping the moon and providing an additional 12 hours of nighttime, or during an eclipse, to turn day into night for 8 hours.

STORM

8th-level evocation

Casting Time: 10 minutes

Range: Self (10-mile radius)

Components: V, S, M (a lightning rod or a branch from a which has been struck by lightning at least once)

Duration: 12 hours

Source: *The Wizard's Spell Compendium*

You cause a horrendous thunderstorm to develop over the course of half an hour and rage for 12 hours. Rain falls at the rate of 1/2 inch per hour.

Once every 10 minutes, you may direct a lightning bolt to hit a target of your choice that you can see, or if you know its exact location. If the target is a living being, it may make a Dexterity saving throw. The target takes 8d6 lightning damage on a failed saving throw, or half as much on a successful one. If you strike an inanimate object, the lightning strike will set combustibles on fire. You must be standing outside in the rain in order to be able to strike targets.

STORM OF SHARDS

6th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

Source: *Book of Exalted Deeds*

A storm made up of shards of heavenly light appears in a location you choose within range. The area of the storm consists

of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each evil creature in the area must make a Dexterity saving throw. It takes 7d10 radiant damage and is blinded for 1 minute on a failed save, or half as much damage on a successful one and is not blinded.

A blinded creature may make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

STORMRAGE

8th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Source: *Spell Compendium*

The power of storms wraps around you, giving you many powers. You gain a flying speed of 60 feet (if you already have a flying speed, it increases by 60 feet). You are immune to damage and other effects caused by magical and natural winds. You become immune to bludgeoning, piercing, and slashing damage from nonmagical thrown weapons and missiles, and gain resistance to lightning and thunder damage.

Finally, once each turn you may use your action to fire a bolt of lightning from your eyes. This inflicts 5d10 lightning damage on a successful hit.

STRONG JAW

4th-level transmutation

Casting Time: 1 round

Range: Touch

Components: V, S

Duration: 1 minute

Source: d20pfsrd.com

You touch a friendly beast, dragon, or monstrosity (its Intelligence doesn't matter). Its attacks using natural weapons (claws, bite, hooves, gore, pincers, tail or wing slap, or stinger) do one additional die of damage. For instance, a panther that normally does 1d6+2 piercing damage would instead do 2d6+2 damage.

STUN RAY

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a coiled copper wire)

Duration: 1 round

Source: *Spell Compendium*

You fire a bolt of electricity at a target within range. If you succeed at a ranged spell attack, you hit the target. The target is then stunned until the end of its next turn.

STUNNING BARRIER

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

You surround yourself with a barely-visible magical field. You gain a +1 bonus to your AC. Any creature that strikes you with a melee attack must make a Wisdom saving throw or be stunned until the end of its next turn. You still take damage from the attack, if it hits.

SUBMERGE SHIP

8th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a miniature rudder inlaid with silver worth 2,500 gp)

Duration: 12 hours

Source: *Spell Compendium*

With this powerful spell, you give a ship of any size the ability to travel underwater. It can move at a speed of 2 miles per hour, or whatever its normal speed is, whichever is lower. At the same time, it surrounds the ship with a bubble of air that will remain clean for the spell's duration. It is possible to move in and out of the bubble without disturbing it or letting water in. Objects will also penetrate the bubble if the ship comes too close, but creatures must make a conscious effort to enter the bubble (this is automatic but requires that the creature wills it).

The ship will move by your mental command for as long as you hold the miniature rudder. You may also choose to give the rudder to someone else, thus handing control to that person; however, if you lose the rudder or leave it unattended, the spell ends.

Once the spell ends, the magic will linger for up to 1 minute and the ship will rise to the surface at the rate of 60 feet per round. If it's still underwater at the end of the minute, the air bubble collapses and passengers risk drowning.

SUCCOR

8th-level conjuration

Casting Time: 1 hour

Range: Touch

Components: V, S, M (gemstones totaling at least 5,000 gp, which are consumed in the casting of the spell)

Duration: Until triggered

Source: *The Wizard's Spell Compendium*

You enchant a specially-prepared object, such as a statuette, a gemstone, etc., and give it to a willing creature; you also must tell that creature the item's command word). When it speaks the command and breaks or crushes the item, that creature, along with everything it is carrying, is instantly teleported to your home (or to another safe place you specify when you cast the spell).

SUFFOCATE

8th-level necromancy

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a silk bag studded with black opals worth at least 5,000 gp)

Duration: Concentration, up to 1 hour

Source: *The Wizard's Spell Compendium*

You draw the breath out of all creatures in range. Each creature in range must make a Constitution saving throw to resist. On a failure, the creature begins to suffocate (as per the *Player's Handbook*, page 183).

SUNBOLT

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small sunstone worth at least 10 gp)

Duration: Instantaneous

Source: *The Wizard's Spell Compendium*

You hurl a mote of pure sunlight at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 6d10 radiant damage,

and the target and all creatures within 20 feet must make a Constitution saving throw or be blinded for 1 minute. A creature with either the Sunlight Sensitivity or Sunlight Hypersensitivity trait takes double damage.

SUNSCORCH

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Source: *The Wizard's Spell Compendium*

An intense blast of heat and light emanates from your hand, forming a narrow beam that curves around obstacles and moves to follow its target, which it strikes unerringly. The blast deals 2d10 fire damage and 1d10 radiant damage. If the creature is wearing metal armor or a shield, or holding any metal item that is larger than Small, then it takes an additional 2d10 fire damage as the sun heats the metal up to unbearable temperatures.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, it does an additional 1d10 fire *or* radiant damage per slot level above 3rd.

SUPPRESS BREATH WEAPON

3rd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 minute

Source: *Spell Compendium*

You shout out words of power and one creature within range you can see must make a Wisdom saving throw. On a failure, it cannot use its breath weapon. It may make a saving throw at the beginning of

each of its turns, ending the effect on a success.

SUSPEND DISEASE

1st-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of bile)

Duration: 24 hours

Source: *Book of Vile Darkness*

You touch a creature that is suffering from a disease, and that disease “pauses” for 24 hours. This doesn’t cure the disease, but does keep the target from suffering the disease’s effects for the duration.

SUSTAIN FIRE

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Special

Source: *The Wizard's Spell Compendium*

One nonmagical fire that is no larger than a Large-sized bonfire is slowed and consumes its fuel at one-half its normal rate, while still giving off the normal amount of heat and light. It lasts until it goes out (fuel may be continually fed to it), or 8 hours have passed, whichever comes first.

SYMBOL (NEW VARIANTS)

7th-level abjuration

Source: d20pfsrd.com and *Sandstorm*

These are new variants of the spell *symbol* that appears in the *Player's Handbook*, page 280.

⊙ *Debauchery.* Each target must make a Wisdom saving throw or become filled with a desire to eat, drink, and be merry for

1 minute. During this time, a target won't attack or target any creature with harmful abilities, spells, or other magical effects with intent to kill, although they may attempt to overpower other creatures for different reasons.

- ◉ **Healing.** The symbol sends out waves of soft light. All creatures within that area are healed of 4d10 points of damage. A creature can only be healed by this symbol once in a 24-hour period.

- ◉ **Laughter.** Targets must make a Wisdom saving throw or be filled with uncontrollable bursts of laughter for 1 minute. A target that fails its roll falls prone and is incapacitated and unable to stand up for the duration. As with the *Tasha's hideous laughter* spell, creatures with an Intelligence score of 4 or less aren't affected.

- ◉ **Mirroring.** An illusory duplicate of each creature within range is created and lasts for 10 minutes, as if the *mirror image* spell had been cast. The doubles mimic the original creature's actions and sounds and following it around. It has an AC of 12 and a hit from any attack will destroy one, but a new duplicate will appear the following round. If a duplicate is slain, another will appear a round later. This will continue for 10 minutes, at which point all duplicates will vanish.

- ◉ **Persuasion.** Each target must make a Wisdom saving throw or become charmed by the caster, as if *charm person* had been cast on it. This charm lasts for 1 hour, whether you are present or not.

- ◉ **Revelation.** When activated, this symbol puts an aura of faint, flickering light around any invisible creatures, creatures under an illusion, and shapechanged creatures in the area, although it doesn't reveal the creature's true form. The aura of light lasts for 1 hour.

- ◉ **Scrying.** When activated, all creatures in the area have a scrying sensor placed on them and you are immediately aware that this has occurred. There is no saving throw against this, unless the creature has magical protection against scrying; in that case, the creature may make a saving throw, but at disadvantage. This sensor remains active for 1 hour.

- ◉ **Slowing.** All targets must make a Wisdom saving throw or suffer from a -2 penalty to AC and Dexterity saving throws, lose the ability to use reactions, and be limited to either a single action or bonus action on each of their turns, as if they had been *slowed*. This lasts for 1 minute.

- ◉ **Stunning.** Each target must make a Constitution saving throw or become stunned for 1 minute.

- ◉ **Thirst.** All creatures in the area are consumed by a terrible sense of thirst for 10 minutes. The creature will be unable to do anything other than drink from the nearest source of water or other safe liquid.

- ◉ **Vulnerability.** All creatures in the area suffer disadvantage on all saving throws. Any immunity the creature might have to a type of damage becomes a resistance instead, and resistances are nullified, for 1 minute.

- ◉ **Weakness.** Each target must succeed on a Constitution saving throw or have its Strength score reduced by 2d6. The target dies if this reduces its Strength score to 0. Otherwise, the reduction lasts until the target takes a short or long rest.

SYMPHONIC NIGHTMARE

6th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 week

Source: *Spell Compendium*

Your curse your target, filling their sleep with the sounds of horribly discordant music. Your target must a Wisdom saving throw. On a failure, your target gains no benefits from taking a long rest and does not regain lost hit points (although it may spend Hit Dice to do heal). At the end of each long rest after the first, the target must make a Constitution saving throw or take a level of exhaustion. A *remove curse* will end the effect.

TALON'S SKITMASTER

4th-level illusion (ritual)

Casting Time: 1 action

Range: Self (10-foot radius sphere)

Components: V, S, M (a pound of sand)

Duration: 3 hours

Source: *The Wizard's Spell Compendium*

You draw a square of sand no greater than 20 feet by 20 feet, then you step inside of it and begin to tell a story. You are then covered in shadows—you do not disappear, but your body (although not your voice) seems to fade into the background. At the same time, images of the events, creatures, and objects in your story appear, moving and acting according to your narration. They are obviously illusions—they are slightly transparent, completely intangible, and totally silent—and cannot move past the lines you have drawn.

When you cast this spell, you may designate up to three additional creatures to act as co-storytellers; the illusions will also respond to their words as well.

If you stop telling the story (or performing other actions that help to enhance your storytelling) for more than 15

minutes, or if you step outside of the sandy lines, the spell ends.

If you cast a spell such as *enthrall* while this spell is active, the targets are at a disadvantage on their saving throw.

TALON'S SOUNDMASTER

2nd-level illusion (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (an ivory cube at least 1 inch square)

Duration: 24 hours

Source: *The Wizard's Spell Compendium*

You record up to six sounds that you, personally, have heard. The sounds can be of any volume you wish, but can never be so loud as to cause harm. Each sound can be no more than 1 round in length and do not have to be audible while you are casting the spell. For instance, you could record the cry of a baby and the roar of a dragon, but you must have heard both of those sounds yourself at some point in your life.

At any point during the spell's duration, you may firmly press one of cube's sides and it will release the sound. Each sound can only be called forth once.

TAME ANIMAL

5th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

Source: *The Priest's Spell Compendium*

You aid a beast in some way, such as by freeing it from a snare or defending it from a predator, and then cast this spell. The creature may make a Wisdom saving throw. If it fails, it will permanently become charmed by you. It will see you as a trusted ally, although it will not be under your

control at all. Depending on the nature of the creature, it may or may not decide to follow you. If it doesn't, it will remember you the next time it sees you and still consider you a friend.

Any action that removes the charmed effect from the creature will instantly end this spell. How it reacts depends on how well you treated it.

TASIRIN'S HAUNTED SLEEP

6th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Source: *The Wizard's Spell Compendium*

One creature you touch must make a Wisdom saving throw or fall into a deep sleep. For the duration, the creature cannot be awoken from this sleep except by using the spells *dispel magic*, *lesser restoration*, or *remove curse*. Creatures that can't be charmed are immune to this effect. If the creature is already asleep when you cast this spell, it makes the saving throw at disadvantage. Creatures that don't sleep, such as elves, are immune to this spell.

Once the target is asleep, you may use your action to mentally project images and emotions into its mind, which will then appear in the target's dreams or nightmares. The exact results are up to the DM.

You may also place a *suggestion* into the target's mind, as per the spell. The creature may then make a Wisdom saving throw to resist. If it fails, it will follow the suggestion when it wakes. Regardless of the outcome of the saving throw, you may only attempt one *suggestion*, and doing so ends the spell; the target will not necessarily wake up at

this point, but you will not be able to influence its dreams any longer.

TATTOO OF POWER

6th-level evocation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (tattoo inks worth 50 gp per spell level and a golden needle worth 50 gp; the inks are consumed when you cast the spell)

Duration: Until triggered

Source: *The Wizard's Spell Compendium*

You tattoo a spell onto a willing creature's skin. While you cast this spell, you also cast the spell you wish to tattoo – you may use a higher-level spell slot when casting that spell, if you wish, but you must also supply all of the necessary material components. The creature may release the spell at any time by touching it and speaking a command word. This causes the tattoo to disappear and that spell to be cast.

Each tattoo takes up two slots per spell level. A Medium-sized humanoid has one slot on its neck, two on each arm, four on each leg, ten on its back and ten on its chest. A Small-sized humanoid has one slot on its neck and half as many on every other body part. Note that the presence of mundane tattoos do not get in the way of a *tattoo of power*, but body slots taken up by other forms of magical tattoos (such as one made with a *create magic tattoo* spell (q.v.)) cannot be used by this spell.

TATTOO POTION

4th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a potion and 100 gp worth of tattoo inks)

Duration: Instantaneous

Source: d20pfsrd.com

You mix the ink into the potion as you cast this spell. Afterwards, you or another creature have one minute to drink the potion. The potion doesn't take effect immediately; instead, it turns into a tattoo on the creature's chest. The creature may release the potion at any time by touching it and speaking a command word. This causes the tattoo to disappear and that potion to be consumed.

The tattoo takes up five tattoo slots. A Medium-sized humanoid has 10 slots on its chest. A Small-sized humanoid has 5 slots. If the creature doesn't have enough tattoo slots available on its chest, the spell fails. Note that the presence of mundane tattoos does not get in the way of a *tattooed creature*, but body slots taken up by other forms of magical tattoos (such as one made with a *Darklight's tattooed creature* or *Darklight's tattooed item* spell (q.v.)) cannot be used by this spell.

TELEPATHIC BROADCAST

5th-level evocation

Casting Time: 1 action

Range: Self (120-foot radius)

Components: V, S, M (a pinch of desiccated tissue from a telepathic or psionic creature)

Duration: Concentration, up to 1 minute

Source: *The Priest's Spell Compendium*

You can broadcast your thoughts, emotions, or instructions to all creatures you choose within range. The creatures must be able to understand your language in order to understand the broadcast. This is one-way communication; the recipients cannot speak back.

TELEPORT OBJECT

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a golden disk worth at least 25 gp)

Duration: Instantaneous

Source: *The Wizard's Spell Compendium*

You may teleport a Tiny-sized inanimate object to any location on the same plane as you. The destination you choose must be familiar to you, and your familiarity with the destination determines whether the object arrives their successfully. This spell otherwise acts exactly as the *teleport* spell. The DM should roll on the table listed for the *teleport* spell (*Player's Handbook*, page 281).

At Higher Levels. When you cast this spell with a spell slot of 4th level, you may teleport a Small-sized item. When you cast it with a spell slot of 5th-level spell slot, you may teleport a Medium-sized item. When you cast it with a spell slot of 6th-level or higher, you may teleport a Large-sized item. However, the cost of the material components increases to 50 gp for a Small item, 100 gp for a Medium item, and 250 gp)

TELEPORT TRAP

6th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a gemstone worth 1,000 gp and a drop of ghoul's blood)

Duration: 1 hour

Source: *The Great Net Spellbook*

You designate a cubical area 50 feet per side. Any creature using spells such as *dimension door*, *Drawmij's instant exit* (q.v.), *misty step*, *teleport*, or other, similar spells to

travel into or out of the area must make a Constitution saving throw. On a failure, it becomes paralyzed for 10 minutes. The creature may make a new saving throw once each minute, ending the effect on a success. You are given a mental notification when the trap springs. The trap will continue to function until the end of the duration.

You may make this spell permanent by casting it at the same location every day for a year.

At Higher Levels. When you cast this spell with a 7th-level spell slot, the duration increases to 8 hours. When you cast this spell with an 8th-level spell slot, the duration increases to 24 hours. When you cast this spell with an 9th-level spell slot, the duration increases to 1 week.

TELLTALE FEET

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a berry or small stone)

Duration: Concentration, up to 1 hour

Source: The Great Net Spellbook

When you cast this spell, you enchant a berry, which you must then throw at your target. Make a ranged spell attack to hit. If successful, your target's footprints will glow gently; only you will be able to see the glow.

TENSER'S HUNTING HAWK

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a hawk's wing feather)

Duration: Concentration, up to 1 minute

Source: *The Wizard's Spell Compendium*

You touch an arrow, which is then fired from a bow or thrown into the air. As soon as it hits the apex of its flight, the arrow turns into a hawk (*Monster Manual*, page 330). The hawk will then attack. Roll initiative for it, as it has its own turns. It obeys any verbal commands that you issue to it (no action required by you). When the duration expires, or the hawk is slain, it reverts back to an arrow and falls.

If you cast this spell on a magical arrow (except for an *arrow of slaying*), the hawk retains the magical properties. For instance, if cast on an *arrow +1*, the hawk gains +1 to attack and damage.

At Higher Levels. When you cast this spell with a 3rd- or 4th-level spell slot, the arrow transforms into an eagle. When you cast this spell with a 5th-level or higher spell slot, the arrow transforms into a giant eagle.

TENTACLE OF WITHERING

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small bone and a piece of rubber)

Duration: Concentration, up to 1 minute

Source: *The Priest's Spell Compendium*

One of your arms transforms into a 30-foot-long, wriggling gray tentacle with sticky suction cups. You may use this tentacle as a manipulative limb, or you may attack with it. You are considered to be proficient in it.

If you strike someone with this tentacle, it does 2d10 bludgeoning damage plus 2d10 necrotic damage. In addition, the DM rolls on the following table to determine hit location and the effect that has:

d12 Body Part

1-3 Arm. You strike one of your target's arms. The target cannot hold a weapon or shield in that hand or perform actions that require two arms for the duration.

4-6 Leg. You strike one of your target's legs. The target must make a Dexterity saving throw or fall prone. Its walking speed is reduced to 10 feet for the duration.

7-10 Torso. You strike the target's torso. The target must make a Constitution saving throw or be paralyzed until the end of its next turn.

8-10 Head. You strike the target's head. The target must make a Constitution saving throw or become blinded and deafened for the duration. It may make a new saving throw at the end of each of its turns, ending the effect on a success.

On a successful hit, you may choose to grapple that creature (escape DC is equal to your spell save DC). As long as the grapple remains in effect, that target is restrained. At the start of each of your turns, you inflict an additional 2d10 necrotic damage.

TENTACLES

4th-level transmutation

Casting Time: 1 action

Range: Self (10-foot long tentacles)

Components: V, M (a dried octopus tentacle)

Duration: Concentration, up to 1 hour

Source: *The Wizard's Spell Compendium*

Two 10-foot-long, mottled green-gray tentacles grow out of your body. You may use them as manipulative limbs, or you may attack with them. You are considered to be proficient in them. You gain an additional attack each round.

If you strike someone with this tentacle, it does 2d10 bludgeoning, and if the creature is your size or smaller, it is grappled (escape DC equal to your spell save DC). A grappled creature is restrained until the grapple ends. You may only grapple as many creatures as you have available tentacles. Each turn, you may use your extra action to squeeze the restrained creature, inflicting an additional 1d10 bludgeoning damage.

Each tentacle has AC 11 + your Dexterity modifier and 15 hit points. Damage inflicted on a tentacle does not harm you.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, you grow an additional tentacle for each spell slot higher than 5th level.

TERRAIN BOND

4th-level enchantment

Casting Time: 1 minute

Range: Self

Components: V, S, M (a pinch of earth from your favored terrain)

Duration: Concentration, up to 1 hour

Source: d20prsr.com

You call upon the spirits of nature to aid you and teach you the ways of the local area. While this spell is in effect, you can treat the area around you as if it were your favored terrain.

TERROR

7th-level illusion

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V

Duration: Instantaneous

Source: The Great Net Spellbook

You project a phantasmal image of a creature's worst fears. Each creature in a 20-foot cone must succeed on a Wisdom saving throw. A creature takes 10d6 psychic damage on a failed saving throw or half as much damage on a successful one. Whether the roll is successful or not, a creature drops whatever it is holding and becomes frightened for 1 minute.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

THAROS' TEMPORAL STUDY

9th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a diamond, ruby, and piece of jade, each worth 1,000 gp)

Duration: 12 hours

Source: The Great Net Spellbook

You (and only you) are transported to a personal demiplane for up to 12 hours. This demiplane is a 20-foot-cube and is comfortably furnished, although there is no available food besides what you bring. While in this study, you may take a short or long rest, study, heal yourself (via magic; natural healing does not work in this area),

or engage in any other activity that you could do in such a room in this space of time. You may leave the room at any time, but that will cause the spell to end.

When you leave the room, you will find yourself in the same place where you left. Only one round will have passed for every hour, or fraction thereof, you spent inside.

Because this area is extradimensional, bringing objects such as *bags of holding* inside causes the *bag* to rupture and explode, and it will not only suck you into the Astral Plane, but all creatures outside within 10 feet of the area from which you cast the spell will be as well.

THAUMATURGY (NEW VARIANTS)

Transmutation cantrip

Source: The Great Net Spellbook

These are new variants of the spell *thaumaturgy* that appears in the *Player's Handbook*, pg.282.

☉ You create an visual and tactile illusion of swarming insects that crawl over the target (or under its skin) for 1 minute. The target must make an Intelligence saving throw or be forced to spend a round scratching.

☉ You create a shower of harmless but impressive sparks that emanate from your hand. They are orange-red by default, although you can change their color, if you wish.

☉ You cause your eyes to glow any color you wish. This provides no illumination (and may make it easier for others to see you in the dark) but can be frightening.

☉ You cause an object or person to emit an faint, spectral glow (blue, green, white, or amber). This light provides no

illumination and makes it easy to see in the dark, but can be frightening.

THIEF'S LAMENT

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a silver key worth at least 5 gp, which is consumed when you cast the spell)

Duration: 1 hour

Source: *The Priest's Spell Compendium*

You ward a 30-foot-cube against mundane thievery. All creatures who enter the area are at disadvantage when using thieves' tools, when attempting a sneak attack, and when using the skills Sleight of Hand or Stealth.

You may make this spell permanent by casting it in the same location every day for a year.

At Higher Levels. When you cast this spell with a higher-level spell slot, you increase its duration. When you use a 5th-level spell slot, the duration increases to 12 hours. When you use a 7th-level spell slot, the duration increases to 24 hours. When you use a 9th-level spell slot, the duration increases to 1 week.

THORNWRACK

5th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Source: *The Priest's Spell Compendium*

You touch a creature and cause long, painful thorns to grow out of its flesh, piercing the skin from the inside. This inflicts 2d8 piercing damage at the beginning of each of its turns. After each

minute, the creature must make a Constitution saving throw or fall unconscious from the pain.

If the creature is wearing nonmagical light armor, that armor's AC is permanently reduced by one level of effectiveness. If the armor is reduced to AC 10, it is destroyed. A spell such as *repair* (q.v.) will fix the damage and restore the armor to its normal strength.

THOUSAND NEEDLES

6th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a handful of bloody needles)

Duration: Concentration, up to 1 minute

Source: *Book of Vile Darkness*

You target a creature within range, who must make a Constitution saving throw. On a failure, a thousand needles appear and begin to burrow into the target's flesh. The creature takes 7d10 piercing damage and has disadvantage on all rolls for the duration.

THRASNE'S MAGICAL MIRE

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small clay tile and some spider webs)

Duration: 10 minutes

Source: *The Great Net Spellbook*

You create a sticky pool of goo, 2 feet deep and 10 feet square at a point you can see within range. This area is difficult terrain, and a creature walking in it must make a Strength saving throw at the beginning of each of its turns or be stuck fast until the beginning of its next turn. Its

speed is reduced to 0 and it has disadvantage on all Dexterity-based rolls that don't rely solely on its hands, and it loses its Dexterity bonus to armor class. At the beginning of the following turn, it may make a new Strength saving throw to break free.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, the spell's area increases by 5 feet square per slot level above 2nd.

THROBBING BONES

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, M (a small bone that you snap in half)

Duration: Concentration, up to 1 minute

Source: *The Wizard's Spell Compendium*

You choose one target you can see within range. That creature's bones begin to throb and pulsate. Plants, oozes, and other creatures that do not have bones (or that only have cartilage or an exoskeleton) are immune to this spell.

The pain the creature suffers due to this spell causes it to be at disadvantage for all attack rolls and ability checks, and its speed is reduced by 10 feet. In addition, the target must make a Constitution saving throw each round. The creature takes 2d10 bludgeoning damage on a failed saving throw, or half as much on a successful one.

Thump

Evocation cantrip

Casting Time: 1 reaction, which you take when another creature attacks you

Range: Touch

Components: V, S, M (a fan, book, rolled-up scroll, or other non-weapon object you can hold in one hand)

Duration: Concentration, up to 1 minute

Source: *The Wizard's Spell Compendium*

You smack a hostile creature with the item you are holding on the head, face, or hand or paw while berating it. Make a melee spell attack. If you hit, the creature is stunned until the end of its next turn.

THUNDEROUS FOOTFALLS

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 round

Source: d20pfsrd.com

You choose one willing creature within range. Each step that creature takes so incredibly powerful it shakes the very earth. All creatures within 5 feet of the target who are of the same size category or smaller must succeed at a Strength saving throw or be knocked prone.

TIMED STASIS

7th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a platinum spring worth at least 500 gp)

Duration: 6 months

Source: *The Wizard's Spell Compendium*

You touch an inanimate object and a form-fitting aura of shimmering energy surrounds it, placing it in stasis. The object can be handled and moved but cannot be damaged, altered, or otherwise affected in any way, even by yourself. You may use your action to dismiss the spell at any time.

TIMELESSNESS

9th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a gemstone worth at least 1,000 gp and a cylinder of obsidian, both of which are crushed in the casting)

Duration: 1 month

Source: *The Priest's Spell Compendium*

You attempt to place a creature you touch into stasis. An unwilling creature must make a Constitution saving throw. On a failed saving throw, it is restrained and an aura of shimmering energy begins to form around it. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of its next turn. If it fails, it is encased in the energy and in stasis. A creature in stasis is incapacitated. It doesn't age, nor does it need to eat, drink, sleep, or breathe. It is immune to all forms of damage and all conditions.

When you cast the spell, you declare how long you want this state to continue, up to 1 month. You may use your action to dismiss the spell at any time. Otherwise, the creature can only be freed by a *wish*.

To maintain the stasis field on the creature for another month, you must cast this spell on the creature again before the current month ends. Doing so extends the spell for another month.

TOUCH OF MADNESS

Enchantment cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

Source: *Spell Compendium*

One creature you touch must make a Wisdom saving throw. On a failure, it obscene and insane thoughts creep into its brain and it is incapacitated until the end of its next turn.

TOUCH OF THE STYX

7th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Source: *The Priest's Spell Compendium*

One creature you touch must make an Intelligence saving throw or completely forget the events of the previous 24 hours. These memories are forever gone and can only be retrieved by the use of a *wish* spell.

TRANCE

1st-level divination

Casting Time: 1 round

Range: Self (500 foot-radius sphere)

Components: S

Duration: Special

Source: *Oriental Adventures*

You go into a meditative trance for a round, during which you can't take any actions. While in the trance, you become highly aware of your spiritual surroundings and you see all spirits, but are blinded and deafened as to your actual surroundings, and you cannot speak or act. You may remain in this trance for as long as you like.

Each round you remain in the trance, you see one of the following: a permanent magical effect, an area of consecrated or sanctified ground, a curse on a creature or object, or an unnatural creature (abjuration, construct, celestial, elemental, fey, fiend, or undead). When you see the creature, you

get a momentary glimpse of its surroundings.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, the range increases by 100 feet per slot level above 1st.

TRANSMUTE BONE TO STEEL

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (steel filings and powdered bone)

Duration: Permanent

Source: *The Wizard's Spell Compendium*

You touch an inanimate skeleton or any object made out of bone and give it the tensile strength and durability of steel. You may also cast this spell on teeth, claws, chitin, cartilage, horn, or antler, including any of those substances that have been previously modified by the *bone shape* (q.v.) spell.

If you cast this spell on an skeleton, you may then animate it as a undead skeleton. The undead skeleton then has AC 17.

TRANSMUTE GOLD AND GEMS

3rd-level transmutation

Casting Time: 1 round

Range: Touch

Components: V, S, M (a gold coin, which is consumed in the casting of the spell)

Duration: Permanent

Source: *The Great Net Spellbook*

This spell has two purposes.

⊙ *Transmute Gold Into Gems.* You convert up to 10 pound of coins or trade bars of any denomination (roughly 500 coins) into gemstones of equal value. You cannot specify the type of gem you get and

none of the gemstones will be worth more than 1,000 gp.

⊙ *Transmute Gems Into Gold.* You can convert a gemstone into gold coins of equal value. The gold coin used as the material coin is used as the template; all the gold coins produced by this spell will be of that type.

TRANSMUTE ROCK (NEW VARIANTS)

5th-level transmutation

Source: *Priest's Spell Compendium*, *Spell Compendium*, and *Sandstorm*.

This are new variants of the spell *transmute rock* that appears in the *Elemental Evil Player's Companion*, pg.22.

⊙ *Flowstone.* You cause normal rock to flow like thick syrup, allowing it to move around objects, be directed into a mold and then allowed to harden, etc. This version of the spell has a duration of 1 minute.

⊙ *Transmute Rock to Lava.* Nonmagical rock or mud in a 5-foot-cube is transformed into bubbling, molten lava. All creatures in the spell's area must make Dexterity saving throw. A creature takes 8d6 fire damage on a failed saving throw or half as much on a successful roll. The lava cools back into rock after 2d6 hours.

⊙ *Transmute Sand to Glass.* Nonmagical sand in the area no more than 10 feet deep transforms into glass. The glass is unpolished and not particularly slippery.

⊙ *Transmute Sand to Stone.* Nonmagical sand in the area no more than 10 feet deep transforms into sandstone. This is otherwise identical to the *transmute mud to rock* version of this spell.

⊙ *Transmute Snow to Stone.* Nonmagical snow or ice in the area no more than 10 feet deep can be transformed into a soft, porous white rock such as soapstone, talc, or chalk. This is otherwise

identical to the *transmute mud to rock* version of this spell.

◉ **Transmute Stone to Sand.**

Nonmagical rock of any type, including gemstones, is transformed into an equal volume of sand. This is otherwise identical to the *transmute rock to mud* version of this spell.

◉ **Transmute Stone to Snow.** Nonmagical stone of any type is transformed into an equal volume snow. This is otherwise identical to the *transmute rock to mud* version of this spell.

TRANSMUTE WATER TO ACID

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of acid)

Duration: 1 minute

Source: The Great Net Spellbook

You turn up to three gallons of water into acid; the acid continues to look and smell like water. If touched, it causes 2d6 acid damage. If consumed, it causes 4d6 acid damage and renders the drinker unable to speak until it has completely healed.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, you are not affected by the acid if you touch or drink it.

TREEGROWTH

6th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a seed)

Duration: Permanent

Source: The Great Net Prayerbook

You cause a tree to begin to grow out of an object or creature of your choice. It will

reach full size in seven hours. The tree is of the same type as the seed used as the spell's component.

If you choose to grow the tree out of an object, it inflicts 5d6 bludgeoning damage each hour to that object.

If you choose to grow the tree out of a living creature, that creature must make a Constitution saving throw to resist. On a failure, the tree will use the creature's life force to grow, inflicting 4d6 necrotic damage each hour to that creature. After one hour, the creature's speed will be reduced by half, due to the weight of the young tree. After two hours, the creature's move will be reduced to 0.

TRICK

5th-level illusion

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a ball of wax)

Duration: Concentration, up to 1 hour

Source: The *Wizard's Spell Compendium*

You switch your appearance and the sound of your voice with one creature of similar size and shape who is within range and that you can see: you look like that creature and it looks like you. The creature makes an Intelligence saving throw to resist, but at disadvantage if it is unaware of you. If it fails, it will not necessarily be aware of the change immediately.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, the duration increases by one hour per slot level above 5th.

TRUE CREATION

9th-level conjuration

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a tiny piece of matter of the same type of the item you plan to create)

Duration: Permanent

Source: *Spell Compendium*

You take wisps of shadowstuff and form them into real, permanent objects. The object created must fit inside of a 5-foot cube and must be something you have seen before.

In addition, you must make a spellcasting ability check to create the object. On a failure, you create a substance that *looks* like the object you wish to create but lacks that object's useful properties and has all of its flaws magnified (vegetable matter tastes foul and is non-nutritive, although it's not poisonous, and rots too quickly to be of any use; gemstones are merely decent glass or paste forgeries, etc.)

Material	DC
Vegetable matter	5
Stone or crystal	10
Non-precious metal (iron)	15
Precious metals or gemstones	20
Adamantine or mithril	25

Using any material created by this spell as another spell's material component or in the making of a magic item causes that spell to fail.

TRUE NAME

6th-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a potion of mind reading, which you must consume while casting this spell)

Duration: Instantaneous

Source: *The Wizard's Spell Compendium*

With this dangerous spell, you target a celestial, fey, fiend, or other creature within range that has a hidden true name. That creature must make a Charisma saving throw. On a failure, you learn that creature's true name.

At the same time, you must make an Charisma saving throw equal to 8 + the total of the creature's Intelligence, Wisdom, and Charisma attribute modifiers. If you fail, the creature you targeted learns your name and appearance.

TUNNEL SWALLOW

6th-level transmutation

Casting Time: 1 action

Range: 160 feet

Components: V, S, M (a lump of already-chewed food)

Duration: Instantaneous

Source: *Spell Compendium*

You cause a section of tunnel or hallway to flex and contort as if it were the throat of a giant creature that was trying to swallow anything in it. The tunnel section can be no larger than 20 feet wide and 50 feet long, or 10 feet wide and 100 feet long. Each creature caught in that area must make a Dexterity saving throw. A creature takes 11d6 bludgeoning damage on a failed saving throw and is knocked prone and pushed outside of the spell's area, or half as much on a successful one and is knocked prone but not pushed away on a success.

This spell does not harm the tunnel or hallway or the structure in which it is situation.

TYVEK'S IMMORTAL WORDS

8th-level abjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a chisel made of mithril)

Duration: Permanent

Source: The Great Net Spellbook

You carve up to 1,000 words on any stone surface, where they will glow in a color of your choice. Each letter can be no more than 25 feet high. These words become permanent—they will not fade or wear away in time. If the stone surface is destroyed, their light will continue to spell out the words in mid-air. If something is built specifically to block the words from view, then the flames will burn through that object in anywhere from a month to ten years. The words can only be removed by a *dispel magic* cast with a 8th-level spell slot, or by a *wish* spell.

TYVEK'S TEMPORARY INNER STRENGTH

6th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a miniature iron heart and a drop of lion's blood)

Duration: 1 minute

Source: The Great Net Spellbook

A willing target you touch gains 50 temporary hit points and is immune to being charmed or frightened for the duration of the spell. In addition, the creature gains a bonus equal to your spellcasting ability modifier to all saving throws it makes.

UNBURN

6th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small vial of water)

Duration: Permanent

Source: The Wizard's Spell Compendium

You must cast this spell on the remains of an object that has been burned within the past 24 hours. A hand-size black flame that radiates cold and shadow will leap from your hand to the object and proceeds to "unburn" it: the burn damage caused by the fires will vanish, leaving the item in its original condition. If the original fire reduced an object to ashes and some of those ashes have blown away, then this spell will restore the item with gaps. If cast on a creature died from fire damage, this spell will remove the burns caused by the flame but will not restore the creature to life. Because rust is a form of oxidation, the black flame will reverse the effects of rust.

If the flame is touched, it causes 1d6 force damage.

Like normal fire, this black flame spreads and grows, consuming all burnt items until 1 hour has passed or it runs out of burnt material to consume.

UNDEAD ARMY

7th-level necromancy

Casting Time: 1 action

Range: Self (1,000-foot-radius circle)

Components:

Duration: Concentration, up to 10 minutes

Source: The Great Net Spellbook

You speak great words of terrible power and up to 100 corpses within range rise as either skeletons or zombies, depending on how fleshy they are.

On each of your turns, you can use a bonus action to mentally command one, some, or all of the undead to perform simple actions. If you issue no commands, the creatures only defend themselves against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The undead remain for 10 minutes; at the end of that time, they fall lifeless once more.

At Higher Levels. When you cast this spell with an 8th-level spell slot, the undead remain for a duration of Concentration, up to 1 hour. When you cast it with a 9th-level spell slot, the undead remain for a duration of 24 hours, without the need for concentration.

UNDEAD TORCH

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a firefly)

Duration: 1 minute

Source: *Spell Compendium*

You cause up to six corporeal undead to burst into sickly blue flames. The undead must be either willing or controlled by you. The flames do not harm the undead, but instead allow them to inflict an additional 2d6 fire damage with each of their physical attacks. These flames shed dim light in a 10-foot radius.

UNNATURAL LUST

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 10 minutes

Source: d20pfsrd.com

One creature you choose that you can see within range must make a Wisdom saving throw. On a failure, it is charmed by you and becomes incredibly enamored of another creature or object that you designate as you cast the spell. It will seek to possess the object at any cost, although it will not take actions that would violate its

alignment. Once each minute, the creature may make another saving throw, ending the effect on a success. At the end of the spell, the creature knows it was charmed, although not by whom.

UNTANGLE

2nd-level transmutation

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a small edged weapon, which is consumed in the casting of the spell)

Duration: Concentration, up to 10 minutes

Source: The Great Net Prayerbook

Plants that have been *entangled* are untangled, moving aside as you pass. In addition, while this spell is active, other forms of entangling (such as the that caused by vine blights or *ropes of entanglement*) cannot come within 10 feet of you. You also have resistance on saving throws to avoid being grappled or restrained, or on attempts to escape grapples or restraints.

UPSURGE

7th-level evocation

Casting Time: 1 action

Range: 100 miles

Components: V, S, M (something that once belonged to the target creature)

Duration: Concentration, up to 8 hours

Source: *Ravenloft, Van Richten's Arsenal*

You channel the power of true nature to destroy an aberration, celestial, elemental, or fiend. Your target must succeed at a Constitution saving throw or take 8d10 force damage and fall unconscious for the duration; this bypasses resistance or immunity to unconsciousness. You must know your target's name to cast the spell, although it doesn't have to be its true name.

At Higher Levels. If you cast this spell with an 8th-level or higher spell slot, you inflict an additional 2d10 damage per slot level above 7th.

URLIC'S UNWHOLESOME MEAL

3rd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of gold dust)

Duration: 1 hour

Source: The Great Net Prayerbook

You cause bad food to appear and taste wonderful. If the food is rotten or poisoned, then any damage the taint would normally inflict only occurs 2d4 hours later. Magical attempts to discern poisoning or spoilage using spells of 3rd level or lower will reveal nothing. If a spell is cast on the food to purify it, that spellcaster must make a spellcasting ability check, with a DC equal to your spell save DC, to successfully purify the food. Regardless of the outcome, that caster will believe it has succeeded.

The spell may also be cast on purely illusory food, making it appear in all respects to be a complete, filling, and *real* meal. A creature who eats the food will feel as if it has actually eaten and won't be hungry again for the normal length of time. However, the eater has consumed no food. If the creature eats nothing but illusory food treated with this spell, it will begin to suffer the effects of starvation (as per the *Player's Handbook* page 185). Thus, it is entirely possible to use this spell to make a creature think it is eating well while in reality it is starving to death.

VALCON'S SPECTRAL ARMY

6th-level conjuration

Casting Time: 10 minutes

Range: 1,000 feet

Components: V, S, M (up to five suits of nonmagical armor and a up to five nonmagical melee weapon, which are consumed in the casting of this spell)

Duration: 8 hours

Source: The Great Net Spellbook

You create a semi-real army made of material from the Shadowfell. Your army consists of fifty Medium-sized humanoids called *spectral soldiers*—they may appear to be of any race or gender as you wish, but they are dark and shadowed and they all wear the armor and wield the weapon you provided as the spell's components. You create a unit of ten spectral soldiers per suit of armor and weapon you use (the armor and weapons do not have to be identical, and each unit can have different equipment). Each group of ten spectral soldiers attacks as a swarm. The soldiers cannot move more than 1,000 feet from you.

If a spectral soldier is reduced to 0 hit points, it vanishes in a swirl of darkness. When all of your soldiers have been destroyed, or after 8 hours have passed, the spell ends and all remaining soldiers vanish.

Spectral soldiers use the attributes of the guard in the *Monster Manual* (page 347), with the following changes: their type changes to construct and they are unaligned; their Intelligence is 6; they are resistant to acid, cold, fire, necrotic, poison, and psychic damage, and to bludgeoning, piercing, and slashing damage from nonmagical weapons; and they are immune to being charmed, exhausted, frightened, paralyzed, petrified, and poisoned. In

addition, they are mindless: they cannot take reactions or bonus actions. Their armor class and the damage they inflict depends on the type of armor and weapons you provide. Their CR is 1/2 (100 XP).

At Higher Levels. When you cast this spell with a spell slot of 7th level or higher, you create ten additional spectral soldiers for each slot level above 6th. You need an additional weapon and suit of armor per ten soldiers.

VALIANT FURY

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

A willing creature within range gains a +2 bonus to Strength and Constitution, advantage on Wisdom saving throws, and 20 temporary hit points. It also may make an additional attack each round.

VANDER'S LIBRARIAN

4th-level conjuration (ritual)

Casting Time: 1 minute

Range: 60 feet

Components: V, S

Duration: 1 hour

Source: *The Great Net Spellbook*

You conjure a minor spirit of knowledge. This spirit will, if given access to books or other reference materials, research any one question you ask it that would require a skill roll for Arcana, History, Medicine, Nature, or Religion. The spirit has a +5 proficiency bonus in all of those skills. It will search for 1 hour and then will return to give you the best answer it can find. You are not required to

concentrate on this spell, leaving you to perform other tasks while the spirit searches.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, the spirit's proficiency bonus is +10.

VANISHING WEAPON

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Book of Exalted Deeds*

You imbue a weapon with dispelling magic, and it begins to gently glow with blue light. You may use the weapon or give it to someone else to use.

When that weapon successfully hits a creature that has been conjured with a spell (such as *conjure animals*), you may make an ability check using your spellcasting ability (the DC equals 10 + the level of the spell that conjured the creature). If you succeed, the creature is banished. Otherwise, you inflict normal damage.

Only creatures that can actually attack or interact with you (i.e., have attributes) can be affected by this weapon. You cannot use the weapon to banish other conjured things, such as the tentacles from *Evard's black tentacles*, the phantom hound from *Mordenkainen's faithful hound*, or the spirits from *spirit guardian*.

VANQUIL'S DRIFTING BLIZZARD

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Source: *The Great Net Spellbook*

You create a 20-foot-radius sphere of swirling snow centered on a point you choose within range. The blizzard spreads around corners. It lasts for the duration or until strong wind (20 miles per hour or more) disperses the snow, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 cold damage on a failed save, or half as much damage on a successful one. This does double damage to fire-based creatures. The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

VAPORIZE

8th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a bit of ash and spittle)

Duration: Instantaneous

Source: *The Wizard's Spell Compendium*

You pick a point within range. All rock, earth, stone, metal, crystals within a 30-foot cube that is centered on that point vanish, turned into a dense, billowing fog that eventually evaporates. The fog provides light concealment and can be blown away with a stiff breeze.

Creatures made of rock, earth, metal, or crystal, such as gargoyles and iron golems, must make a Constitution saving throw. A creature takes 10d10 force damage on a

failed saving throw, or half as much on a successful one.

VENOMDUST

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 month

Source: *The Wizard's Spell Compendium*

You create an ounce of highly toxic, magical dust, which you can sprinkle on objects (or parts of an object) that are no larger than to 1 square foot. The *venomdust* adheres to the material and cannot be blown or washed off. It stays potent for 1 month.

A creature that touches an object with bare hands or thin gloves must make a Constitution saving throw. The creature takes 3d10 poison damage on a failed saving throw, and no damage on a successful one. In either case, the creature is poisoned for 1 hour.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, you inflict an additional 1d10 damage for each slot level above 3rd.

VENOMOUS BLADE

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of poison)

Duration: Special

Source: *The Priest's Spell Compendium*

You magically cover one piercing or slashing weapon with a deadly contact poison. This poison remains effective for three successful strikes on a blade. Each blow inflicts an additional 2d6 poison damage, and the target must make a

Constitution saving throw or be poisoned for 1 minute. A poisoned creature may make a new saving throw at the beginning of each of its turns, ending the effect on a success.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you may use the blade for one additional strike.

VERTIGO

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

You force one creature you see within range to make a Constitution saving throw. If that creature fails, it becomes incredibly dizzy. It has disadvantage on all Dexterity-based attack rolls, skill checks, and saving throws, and its speed is reduced by half. Each round, it must make a DC 10 Constitution saving throw or fall prone.

VESCHIUL'S SHADOWCURSE

2nd-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a bit of pitch)

Duration: 1 minute

Source: The Great Net Spellbook

You cause one creature you see within range to make a Constitution saving throw. On a failure, that creature gains the Sunlight Sensitivity trait: while in sunlight or bright light, the creature has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight. The creature may attempt a new saving throw at the beginning of each of its

turns, ending the effect on a success. However, if the creature lacks darkvision, it gains it to a range of 60 feet. *Remove curse* will end the effect.

At Higher Levels: When you cast this spell with a 4th-level spell slot, the creature takes 10 radiant damage each time it ends its turn in direct sunlight.

VIEW PAST

4th-level divination

Casting Time: 10 minutes

Range: Self (60-foot radius sphere)

Components: V, S, M (gold dust worth at least 5 gp)

Duration: Concentration, up to 1 hour

Source: The Great Net Spellbook

You create a three-dimension image of the events that occurred in the past within the spell's area of effect. This image is visible to all creatures but is translucent, shimmery, and clearly not real—you cannot use this spell to fool anyone. The length of time in the past that you can view depends on how much gold dust you use: for each hour back you wish to see, you must supply 5 gp worth of gold dust. The image remains in place for 1 hour before vanishing. You may walk around inside the image to see the events from all angles.

Any spell designed to protect against scrying or other forms of divination will block this spell.

VISAGE OF THE DEITY

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

You channel your god or patron's power through you and take on a semblance of its appearance and surrounding you with a holy (or unholy) nimbus, clearly denoting your status. The exact effect depends on what level spell slot you use to cast this spell:

☉ **5th-Level Slot.** You gain advantage on all Charisma ability checks, and resistance to damage from one of the following: acid, cold, lightning, fire, force, necrotic, or radiant. If your deity has an affinity for or a hatred of one of those forms of energy, you gain resistance to that type; otherwise, it's your choice. For instance, a sun god may grant you resistance to fire, of which it represents, or resistance to cold, which is its antithesis.

☉ **7th-Level Slot.** You gain the above abilities, plus a +1 bonus to all melee attacks, your melee attacks do an additional 2d8 force (if your god is neutral), radiant (if your god is good), or necrotic (if your god is evil), and you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

☉ **9th-Level Slot.** You gain the above abilities, plus a pair of fantastic-looking wings that give you a flying speed of 60 feet, +2 bonus to armor class, immunity to the energy form you took resistance to if you had cast this with a 5th-level slot, immunity to poison damage and the poisoned condition, and all of your attributes increase by +2.

VISION OF HELL

3rd-level illusion

Casting Time: 1 action

Range: 160 feet

Components: V, M (a pinch of brimstone)

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

You cast an 50-foot-radius illusion, centered on a point within range, causing the entire area to become a terrifying hellscape. All creatures and objects in the area appear to be demonic and evil-looking, geysers of fire, bile, and other noxious substances seem to burst from the ground, and the air is thick with the scent of sulfur and blood.

Creatures in the area must make a Wisdom saving throw or become frightened. While frightened by the hellscape, the creature must use its movement to move to the nearest safe spot from which it can't see the area. Fiends are immune to this spell.

VISION STONE

4th-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (the gemstone to be enchanted, which must be worth at least 50 gp each), an eyelash, and a tooth from any creature)

Duration: Until triggered

Source: *The Wizard's Spell Compendium*

You enclose a telepathic message in one to five gemstones and set a circumstance in which the message will be revealed. When a creature holds a vision stone and the criterion is met, the message is transmitted telepathically to that creature. The message can be up to 50 words long or a one-minute silent vision. All vision stones created with a single casting of this spell must share the same language.

At Higher Levels. When you cast this spell with a spell slot of 5th level or higher, you may create an additional two stones for each slot above 4th level.

VYLJA'S AIRBOLT

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a blowpipe)

Duration: Instantaneous

Source: The Great Net Prayerbook

You blow air through the blowpipe and it turns into a powerful gust of wind that strikes a single creature within range. That creature must make a Dexterity saving throw. It takes 4d8 bludgeoning damage on a failed saving throw, or half as much on a successful one. The creature is also knocked prone.

VYLJA'S STORM ARMOR

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

Source: The Great Net Prayerbook

One willing creature you touch who is not wearing armor is wreathed by armor made of storm clouds and compressed wind. While the target has this spell active, it has an AC of 13 plus its Dexterity modifier. The creature is also resistant to lightning and thunder damage and cannot be knocked prone or otherwise hindered by wind.

VYLJA'S WEBS TO DUST

2nd-level transmutation

Casting Time: 1 action

Range: Self (10-foot radius sphere)

Components: V, S

Duration: Instantaneous

Source: The Great Net Prayerbook

All normal webs (even those created by magical creatures) within range are reduced to dust. Against magical webs (including webs created by spells such as *web of shadows*), this immediately destroys all webbing made with a spell of 2nd level or lower. For webbing made with higher-level spells, you must make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, you destroy the webbing.

WAIL OF THE BANSHËE

8th-level necromancy

Casting Time: 1 action

Range: Self (30 feet radius)

Components: V, S, M (a lock of hair from an evil female elf)

Duration: Instantaneous

Source: The Wizard's Spell Compendium

You cry out loudly and up to 5 living creatures within range you can see must make a Constitution saving throw. A creature drops to 0 hit points on a failure, or takes 3d6 psychic damage on a success.

WALL OF COLDFIRE

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small piece of snowflake obsidian)

Duration: Concentration, up to 1 minute

You create a wall of freezing, swirling blue-tinged cold on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity

saving throw. On a failed save, a creature takes 5d8 cold damage, or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, deals 5d8 cold damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

WALL OF GLOOM

2nd-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of black wool)

Duration: Concentration, up to 10 minutes

Source: *Spell Compendium*

You conjure up a wall of roiling shadows on the ground at a point you can see within range. You can make the wall up to 30 feet long and 10 feet high or you can make a ringed wall up to 20 feet in diameter and 20 feet high. The wall vanishes when the spell ends.

The wall is completely insubstantial and does not impede movement. It does, however, impede all forms of vision both into and out of the wall, including darkvision and truesight. In addition, the murky shadows also muffle sounds— attempts to hear things on the other side of the wall are at disadvantage.

WALL OF LIGHT

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pinch of powdered sunstone)

Duration: Concentration, up to 10 minutes

Source: *Spell Compendium*

You conjure up a wall of brilliant, pulsating light on the ground at a point you can see within range. You can make the wall up to 30 feet long and 10 feet high or you can make a ringed wall up to 20 feet in diameter and 20 feet high. The wall vanishes when the spell ends.

The wall is completely insubstantial and does not impede movement. It does, however, impede all forms of vision both into and out of the wall, including darkvision and truesight. In addition, any creature that passes through the wall or is within 5 feet of it must make a Constitution saving throw or be blinded for 1 minute. This spell counters the *darkness* spell.

WALL OF LIMBS

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Source: *Spell Compendium*

You create a wall of whirling, flailing, grasping, magical humanoid arms. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 30 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 10 feet high and 5 feet thick. All targets behind the wall are heavily obscured.

A creature attempting to move through the wall takes 6d6 bludgeoning damage and must make a Dexterity saving throw or be grappled (escaped DC is equal to your spell save DC). Until this grapple ends, the target is restrained, and at the start of each of its turns, it takes 3d6 bludgeoning damage.

WALL OF OOZE

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of an ochre jelly or gray ooze)

Duration: Concentration, up to 10 minutes

Source: *Book of Vile Darkness*

You conjure a wall of stinking, slurping ooze on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 5 feet thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet higher, and 5 feet thick. The wall is opaque and lasts for the duration. Each 10-foot section has 30 hit points and has an armor class of 13; it is immune to acid, cold, lightning, and slashing damage.

When the wall appears, each creature within its area must make a Dexterity saving throw. A creature takes 5d8 acid damage on a failed saving throw, or half as much on a successful one. Furthermore, each creature must make a Constitution saving throw or be paralyzed. It may make a new saving throw at the end of each of its turns, ending the effect on a success.

A paralyzed creature continues to take damage each round as long as it is within 5 feet of the wall; the wall will send out slimy tendrils to touch the creature. If the creature

is killed by this damage, it is absorbed into the wall and it gains 30 hit points.

WALL OF SOUND

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a tuning fork and a quartz crystal)

Duration: Concentration, up to 10 minutes

Source: d20pfsrd.com

You conjure a wall that looks like a heat shimmer and emits a faint hum. It appears on the ground at a point you can see within range. You can make the wall up to 30 feet long and 10 feet high or you can make a ringed wall up to 20 feet in diameter and 20 feet high. The wall vanishes when the spell ends.

The wall is completely insubstantial and does not impede movement. However, it masks all sounds that occur on the other side of it. If touched, it releases a blast of cacophonous noise and all creatures within 10 feet of the creature or object that touched it must make a Constitution saving throw. A creature takes 6d6 thunder damage on a failed saving throw, or half as much on successful one.

WARD OF THE SEASON

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Source: d20pfsrd.com

One willing creature you touch is imbued with the protection and aid of the seasons. While this spell is in effect, the target regains 1 hit point at the start of each of its turns as long as it has at least 1 hit

point. In addition, you may choose one of the following effects to grant your target:

☉ **Spring.** Thin, pale green vines gently wrap around your target and culminate in a crown of flowers. The target is immune to hit point reduction. In addition, all weapon attacks from nonmagical weapons inflict 1 less point of damage on the target.

☉ **Summer.** The target is surrounded by tiny motes of light, like fireflies. The target's walking movement increases by 20 feet and it has resistance to fire damage. In addition, the target sheds bright light to a distance of 10 feet and dim light for a further 10 feet.

☉ **Autumn.** A cloak made of brilliantly-colored leaves appears on the target's shoulders. The target has advantage on all saving throws to resist poison or disease and has resistance to poison damage.

☉ **Winter.** A light flurry of snow swirls around the target. The target has advantage on all rolls to avoid being knocked prone, and icy ground is not considered to be difficult terrain for it. In addition, the target has resistance to cold damage.

WARNING SHOUT

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Source: *The Priest's Spell Compendium*

You can shout a single word (such as "Help!" or "Orcs!"), which is magically amplified loud enough to be heard a mile away. You must be outside to cast this spell.

WATCHFUL ANCESTORS

4th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of a burial shroud)

Duration: 1 minute

Source: *Magic of Eberron*

You summon an ancestral spirit to protect you in battle by alerting you to danger. While this spell is in effect, you cannot be alerted if someone attempts to sneak attack you, and if an attacker that you see hits you with an melee weapon attack, you can use your reaction to halve that attack's damage against you.

In addition, you may roll one Dexterity saving throw at advantage and with a +10 bonus. Using this ability automatically ends the spell and sends the spirits back to the afterlife.

WAVES OF EXHAUSTION

6th-level necromancy

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S

Duration: Instantaneous

Source: d20pfsrd.com

With a gesture, you release a 60-foot cone of shimmering beams of light in a direction you choose. All creatures in the area take a level of exhaustion, unless they can resist with a Constitution saving throw.

WEAPON BLESS

1st-level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (pen and ink)

Duration: Until discharged

Source: *Oriental Adventures*

You imbue your weapon with great power against a single, specific foe—you must write that creature's name, or at least a good description of it, on the weapon.

When you face that foe in battle, you gain a +10 bonus to hit on your first attack, and do +10 damage on that first attack, if it is successful. In addition, if you roll a 1, you may reroll; you must take the second roll, no matter what it is. After that first blow, or if you use the weapon against another creature, the writing fades and the spell ends.

WEAPON OF THE EARTH

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a chunk of iron ore)

Duration: Concentration, up to 1 minute

Source: *The Priest's Spell Compendium*

You pick up a chunk of rock or a handful of sand or soil and transform it into a melee weapon of your choice. It acts as a normal weapon but is immune to spells and effects that target metal.

WEAPON RETURN

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

Source: *The Wizard's Spell Compendium*

You touch a throwing weapon; you may use this weapon or give it to someone else to use. When it is thrown, it will instantly return to the thrower's hand and can be used again the following round.

WEB BOLT

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

You hurl a ball of grayish light at a target or object within range. Make a ranged spell attack. On a hit, the light explodes into sticky webbing and the target is grappled and restrained (escape DC equal to your spell save DC). The target may attempt to escape at the beginning of each of its turns. After 1 minute or when you stop concentrating, the web dissolves on its own.

The webbing has AC 12 and 10 hit points. It is immune to bludgeoning, poison, and psychic damage but takes double damage from fire. If burned, the target that is encased in the webbing takes the same amount of fire damage.

WEB OF SHADOWS

6th-level conjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a piece of spider web)

Duration: 12 hours

Source: *The Wizard's Spell Compendium*

You fill an area 40 cubic feet with shadow-grey, semi-intangible strands of magical force that resembles a giant spider web. The webbing is almost invisible; it requires a DC 15 Investigation check to find them.

The webbing is an object with AC 15 and 30 hit points. It is immune to all nonmagical attacks but takes double damage from magical fire. Any creature

who enters the web has its movement slowed to 10 feet. Each round a creature ends its turn in the webbing, the creature must make a Constitution saving throw. The creature takes 3d10 cold damage on a failed saving throw and has its Strength reduced by 1; the creature takes half as much damage on a successful check and does not lose Strength. Lost Strength returns after the creature takes a long rest.

WHIP OF FLAME

3rd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a lump of charcoal)

Duration: 1 minute

Source: *The Priest's Spell Compendium*

You create a line of solid flame that lashes out at your command towards a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 5d10 fire damage and if the creature is Large or smaller, you pull it up to 10 feet closer to you. It will also set combustibles alight.

WHIP OF VERMIN

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a square of red cloth)

Duration: Concentration, up to 1 minute

Source: d20pfsrd.com

You create a long whip made of hundreds of insects that lashes out at your command towards a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 2d10 piercing damage and must make a Constitution saving throw or become poisoned for 1 minute, and if the creature is

Large or smaller, you pull it up to 10 feet closer to you. You may also choose to dissolve the whip and turn it into a swarm of insects—you may choose either the normal insect swarm or any of the variants listed in the *Monster Manual* (page 338). On each of your turns as a bonus action, you may mentally command the swarm to attack a creature within 10 feet of it.

WHISPER'S DAMAGE TRANSFERENCE

8th-level necromancy

Casting Time: 1 round

Range: 60 feet

Components: V, S

Duration: Instantaneous

Source: *The Great Net Spellbook*

You point one creature you see within range. That creature must make a Constitution saving throw. On a failure, you may “transfer” up to 50 hit points worth of damage you have taken to that creature and steal as many hit points back, thus healing yourself. You cannot regenerate lost or crippled limbs through this method.

If the creature has fewer hit points than you are attempting to transfer, you may transfer enough to bring it down to 1 hit point.

WHISPER'S DARKSTAFF

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Source: *The Great Net Spellbook*

You conjure a 7-foot staff made of shadowstuff from the Shadowfell. This staff does 1d6 necrotic damage rather than

bludgeoning but is otherwise a normal staff.

You gain additional abilities with this staff when you reach 5th level (a target must make a Constitution saving throw or take an additional 1d6 necrotic damage); 11th level (a target must make a Constitution saving throw or take an additional 1d6 necrotic damage and be stunned until the end of its next turn); and 17th level (a target must make a Constitution saving throw or take an additional 1d6 necrotic damage and be stunned until the end of its next turn, *or* you may use the staff to fire a globe of shadowstuff up to 30 feet away; on a hit; make a ranged spell attack to hit, and if you're successful, you inflict 3d6 necrotic damage).

WHISPER'S HANDS OF DARKNESS

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

Source: The Great Net Spellbook

As you hold your hands with thumbs touching and fingers spread, a cone of roiling shadows shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 necrotic damage on a failed save, or half as much on a successful one.

If a creature fails its saving throw by 5 or more, then it is poisoned for 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

WHISPER'S MANA BOLT

3rd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Instantaneous

Source: The Great Net Spellbook

You create a bolt of psychic energy. Make a ranged spell attack to shoot it. On a hit, the target takes 3d12 psychic damage and must make an Intelligence saving throw. If the creature is a spellcaster, it loses 1 point from its spellcasting ability attribute; if not, it loses 1 point of Wisdom. The target's attribute returns to normal after a short or long rest.

WHISPER'S MASS TELEPORT

9th-level conjuration

Casting Time: 1 action

Range: 100 feet

Components: V

Duration: Instantaneous

Source: The Great Net Spellbook

This spell instantly transports you and up to 100 willing Large-sized or smaller creatures or 10 Huge-sized or smaller objects of your choice that you can see within range, or up to 10 objects that you can see within range, to a destination you select.

This is otherwise identical to the 7th-level spell *teleport*. The DM rolls on the Mishap Table listed with that spell to determine your accuracy.

WHISPER'S RUNES OF PROTECTION

3rd-level abjuration

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: 12 hours

Source: The Great Net Spellbook

You inscribe a glowing rune on your body, on a willing target, or on an object. The recipient gains resistance to one of acid, cold, fire, force, lightning, psychic, or thunder damage for 12 hours. A creature may only benefit from one *rune of protection* at a time.

WHISPER'S STORM OF DARKNESS

4th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

Source: The Great Net Spellbook

A storm made of sheets of pure emptiness appears in a location you choose within range. The area of the storm consists of up to five 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. The area inside the cubes is dimly lit. Each creature in the area must make a Dexterity saving throw. It takes 4d6 force damage and 4d6 necrotic damage on a failed save, or half as much damage on a successful one.

WHISPERS

2nd-level divination (ritual)

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Source: The *Priest's Spell Compendium*

You direct the breezes to carry the sounds of distant conversation to you. You can hear what any speaking creature you can see within range as clearly as if they were right next to you.

WIND AT BACK

3rd-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: 12 hours

Source: *Spell Compendium*

Up to eight willing targets gain the ability to move at double their normal ground or flying speed, provided that the entire group is moving in the same direction.

WINDBURN

3rd-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S

Duration: Instantaneous

Source: The Great Net Spellbook

You fire a violent blast of exceptionally dry air from your outstretched hands. All creatures within a 60-foot cone must make a Dexterity saving throw. A creature takes 4d10 bludgeoning damage on a failed saving throw, or half as much damage on a successful one. In addition, the creature takes 1d10 necrotic damage and one level of exhaustion due to the extremely dehydrating nature of the blast, regardless of the success or failure of the save. The exhaustion lasts until the creature drinks at least a pint of water. Water-based creatures, such as water elementals and water weards, take double damage.

At Higher Levels. When you cast this spell with a spell slot of 4th level or higher, you inflict an additional 1d10 necrotic damage for each slot level above 3rd.

WINDS OF PAIN

2nd-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (50 gp of diamond dust and a pinch of salt)

Duration: Concentration, up to 1 minute.

Source: The Great Net Spellbook

You pick a point you can see within range. All creatures in a 20-foot sphere at that point are scoured by a violent, cutting wind. A creature must make a Constitution saving throw. On a failure, the creature is in so much pain it is incapacitated for the duration. At the beginning of each of its turns, the creature may make a Constitution saving throw, ending the effect on a success.

WING GIFTING

4th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: 1 hour

Source: The Wizard's Spell Compendium

One willing creature you touch gains a pair of wings. The creature's flying speed 60 feet, and the creature gains one additional ability, depending on the type of wing:

- ☉ **Butterfly Wings.** These wings grant the bearer the ability to flutter—the bearer moves in an erratic fashion. While in the air, any creature targeting the bearer with a melee or missile weapon attack are at disadvantage to do so.

- ☉ **Dragon Wings.** These wings grant the bearer a wing buffet attack, which can be used as a bonus action. This attack has a reach of 10 feet and inflicts 1d4 + the bearer's Strength modifier, and that

creature must make a Strength saving throw, with a DC equal to 8 + the bearer's Strength modifier, or fall prone.

- ☉ **Dragonfly Wings.** These wings grant the bearer the ability to hover and increases its flying speed by an additional 10 feet.

- ☉ **Eagle Wings.** These wings grant the bearer the ability to make a dive attack. If that creature dives at least 30 feet straight towards a target and then hit it with a melee weapon attack, the attack deals an additional 1d10 damage to the target.

WINGBIND

5th-level evocation

Casting Time: 1 action

Range: 400 feet

Components: V

Duration: Concentration, up to 1 minute

Source: The Wizard's Spell Compendium

You create a web of force that wraps around the wings and body of any one flying creature within range. The creature is grappled (escape DC equal to your spell save DC) and restrained as long as the grapple remains.

WITHER LIMB

7th-level necromancy

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Permanent

Source: Spell Compendium

You point at a foe within range and wither either one of its hands, feet, arms, legs, or other similar body extremity, such as wings and tails (this does not affect heads, necks, or torsos). The creature may make a Constitution saving throw to resist. If the creature fails, its limb withers into uselessness, as if it had lost that limb (as per

the Lingering Injury tables in the *Dungeon Master's Guide* page 272). Celestials, constructs, fiends, oozes, and undead are immune to this spell, as does any creature that lacks limbs. The limb can be restored with a *greater restoration*, *heal*, or *wish* spell.

WITHERING PALM

7th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Source: *Spell Compendium*

Your touch causes your opponent's flesh to necrotize. It must make a Constitution saving throw. It loses 1 point each of Strength and Constitution and takes 6d10 necrotic damage on a failed saving throw, and its hit point total is reduced by that amount. This hit point and attribute reduction last until *greater restoration* or similar magic is cast on the target.

At Higher Levels. When you cast this spell with an 8th-level spell slot, your target loses 1d4 points each of Strength and Constitution. When you cast it with a 9th-level spell slot, your target loses 1d4+2 points each of those attributes.

WOLFJAWS

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a wolf's tool)

Duration: 1 minute

Source: *The Priest's Spell Compendium*

You transform your hand into a pair of powerful, wolf-like jaws. You use your spell attack modifier to attack. On a hit, you inflict 2d8 + your Strength modifier in piercing damage and, if you choose, the

target is grappled (escape DC equals your spell save DC). Until this grapple ends, the target is restrained and you can't use the jaws to bite another target. At the beginning of each of your turns, you inflict an additional 1d8 piercing damage for as long as the grapple remains in effect.

WORD OF BINDING

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

Source: *Spell Compendium*

You conjure a pair of magical manacles and use them to shackle your foe at the wrists and ankles. Your target may attempt to escape from or break the manacles (escape DC equal to your spell save DC), but does so at disadvantage.

While these manacles are in place, your target's speed is reduced by 10 feet and it has disadvantage on Dexterity-based attack rolls.

At Higher Levels. When you cast this spell with a 3rd-level spell slot, the duration increases to Concentration, up to 10 minutes. When you cast it with a 4th-level spell slot, the duration increases to Concentration, up to 1 hour. When you cast it with a 5th-level spell slot, the duration increases to 8 hours, with no need for concentration.

WYVERN WATCH

2nd-level evocation (ritual)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 12 hours

Source: *The Priest's Spell Compendium*

You create a cloud of mauve smoke in roughly the shape of a wyvern, which you set to guard an area. If a creature of Small size or larger approaches within 10 feet, the wyvern strikes and the creature must make a Dexterity saving throw or be paralyzed for 10 minutes.

As soon as a creature has succumbed to the wyvern's attack, or when 12 hours has passed, the wyvern will dissipate.

XAVIAR'S LEAF FILTER

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Source: The Great Net Spellbook

This spell allows you to see through normal foliage as if it was transparent. It does not detect invisible creatures but does make creatures using leaves to obscure themselves visible.

YEAR STEALING

8th-level necromancy

Casting Time: 1 hour

Range: 1 mile

Components: V, S, M (a few drops of blood from the intended victim, piece of vellum, and a black candle)

Duration: Permanent

Source: The *Wizard's Spell Compendium*

You take a few drops of your victim's blood and use it to inscribe ritualistic runes on a sheet of vellum, all the while holding the lit candle in your other hand. When you finish casting the spell, that creature must make a Constitution saving throw. It takes 6d6 necrotic damage, and your age is reduced a number of years equal to half the amount of damage inflicted. If the creature

takes enough damage to reduce it to 0 hit points, it will age rapidly over the course of a minute until it dies from old age.

YOKES OF MERCY

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Source: *Book of Exalted Deeds*

You attempt to beguile a creature within range. That creature may attempt to make a Wisdom saving throw to resist. If it fails, it cannot kill a foe. It may harm its enemies, but if it brings a creature to 0 hit points, it must choose to knock the creature unconscious instead.

In addition, if the creature has the choice between using a damage-inflicting attack spell and a non-damaging one, and both options are equally useful to the creature, it must choose the non-damaging option.

ZONE OF DECEPTION

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

Source: The *Priest's Spell Compendium*

You create a magical zone that guards against the truth in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak the truth while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it doesn't want to lie. Such a creature can hint at the truth as long as the bulk of its statement is a lie.

ZONE OF NATURAL PURITY

3rd-level evocation (ritual)

Casting Time: 1 action

Range: Self (20-foot-radius sphere)

Components: V, S, M (a bushel of ivy leaves and berries, which are sprinkled around the area)

Duration: 8 hours

Source: *Eberron, Campaign Setting*

You sanctify an area to nature. Fey and plant creatures gain a +2 bonus on all rolls while in the area, while aberrations and undead gain a -2 penalty on all rolls.



APPENDIX A:

⊕ ADDITIONAL ARCHETYPE SPELLS ⊕

In the *Player's Handbook*, the archetypes for clerics, druids of the Circle of the Land, paladins, and warlocks contain tiny lists of ten additional spells (eight for druids). These are great—they flavor the archetype without having to create specialized spell lists. However, there's a problem, since it makes it difficult to integrate new spells that might even be better for that archetype.

The following is a list of suggested additional spells for each of those archetypes, with four extra spells for each level. As I see it, there are three options: the DM can add some or all of them to the list of official archetype spells, increasing the number of always-prepared spells to up to six; the DM can replace spells in the official lists with one or more of these spells, keeping the number of always-prepared spells to just two; the DM can ignore these spells altogether and stick with what's official. It's up to the DM, because as Games Operations Director, the his or her word is law.

Archetypes marked with (SWAG) are from the *Sword Coast Adventurers Guide*.

CLERIC DOMAINS

ARCANA (SWAG)

1st: *arcane voice, erase, magic motes, skill enhancement*

3rd: *detect charm, fiery eyes, gem record, Mikki's awesome disarm*

5th: *invisibility purge, mindburn, power word disrupt, secret light*

7th: *Darsson's potion, depress resistance, detect spellcasting, force chest*

9th: *bestow enchantment, Darkray's tracer, dweomervessel, resist magic*

DEATH

1st: *autopsy, death grimace, exorcisms, spirit mask*

3rd: *ancestral vengeance, death knell, dumbness, ghoul touch*

5th: *bone shape, commune with spirit, graymantle, undead torch*

7th: *chilling scythe, enervation, necromantic bolt, return to earth*

9th: *Azura's soul whip, rain of blood, sarcophagus of death, soul safe*

KNOWLEDGE

1st: *idea, instant search, last image, Pilpin's mapper*

3rd: *blood biography, detect charm, Isolde's answer, see through other eyes*

5th: *history, memory read, secret light, seek teleporter*

7th: *Dwarkanath's tutor, know customs, Vander's librarian, view past*

9th: *Darkray's tracer, glyph of revealing, pool of deeds, Rary's replay*

LIFE

1st: *epiphany, fertility, healthful rest, suspend disease*

3rd: *ancestral blessing, dream feast, kiss of awakening, nap*

5th: *boon of fortune, euphoric tranquility, favor of amelioration, sacred bond*

7th: *blessed abundance, dance of the unicorn, glory of the martyr, sleepcloud*

9th: *cloud of purification, impregnate, Irnar's fast pregnancy, joyful rapture*

LIGHT

1st: *banish dazzle, fire truth, magic motes, Sanh's ray of light*

3rd: *Alpha's rainbow beam, body of the sun, fiery eyes, light of heavens*

5th: *eyes of the sun, Nystul's radiant baton, secret light, wall of light*

7th: *dolorous motes, Ilyykur's mantle, lightning shield, sunbolt*

9th: *chromatic blade, draw upon holy might, lightbow, spirit of flame*

NATURE

1st: *animal sense, brambles, gift of speech, Xaviar's leaf filter*

3rd: *animal aspect, beastmask, favor of the earth, spring*

5th: *blossom, shape wood, ward of the season, zone of natural purity*

7th: *animal call, cape of wasps, needlestorm, wing gifting*

9th: *animal transfer, conjure beast spirits, nature's charm, tame animal*

TEMPEST

1st: *elemental burst, hail of stone, ironthunder horn, thunderous footfalls*

3rd: *aggressive thundercloud, ash storm, dolorous blow, fiery fists*

5th: *Alpha's rolling thunder, cloud walk, Pander's whirlwind travel, windburn*

7th: *gravel vortex, hurl thunderbolt, lightning shield, shattershout*

9th: *blizzard, Colbaltas' thunder, sand storm, Vylja's storm armor*

TRICKERY

1st: *Ahrvar's forgery, cheat, false tracks, secret page*

3rd: *entice gift, favor of good luck, favor of ill luck, zone of deception*

5th: *anonymous interaction, conceal item, fool's speech, Layla's morning-after kiss*

7th: *chaotic vision, displacement, fool's gold, scapegoat*

9th: *false sending, illusory feast, love charm, trick*

WAR

1st: *battle cry, bladethirst, first strike, ironthunder horn*

3rd: *adamantine weapon, divine sacrifice, lucky blade, Paldeggeron's accurate arrow*

5th: *curse of impending blades, godrage, phantom arms and armor, weapon return*

7th: *lightning shield, Otto's drums, Sethron's fearful baying, valiant fury*

9th: *archon's trumpet, battletide, blood of fire, ironguard*



DRUID CIRCLE OF THE LAND

ARCTIC

3rd: *brumal stiffening, Kallum's cold frost, orb of cold, ray of ice*

5th: freeze, hypothermia, ice shape, shivering touch

7th: Alcoreax's icetrail, chilling scythe, hibernation, wall of coldfire

9th: blizzard, fireward, flesh to ice, Vanquil's drifting blizzard

COAST

3rd: dive/rise, favorable wind, shark bolt, whispers

5th: Aalldam's waterspray, Alpha's rolling thunder, breathable air, lay of the land

7th: mass swim, mirage, sargasso, siren song

9th: airy water, globe of tranquil water, old salt's curse, pool of deeds

DESERT

3rd: far sight, sand glass, sand spray, spring

5th: drought, dust warriors, entomb, windburn

7th: blast of sand, mirage, needlestorm, sunbolt,

9th: mass protection from energy, oasis, sand shroud, sand storm

FOREST

3rd: Alpha's moonlight, beastmask, sap, untangle

5th: arboreal hammer, blossom, burst of nettles, shape wood

7th: dance of the unicorn, needlestorm, shadow blink, strong jaw

9th: animal transfer, Mordenkainen's defense against lycanthropes, nature's charm, thornwrack

GRASSLAND

3rd: Drawmij's swift mount, far sight, favor of the earth, grassdart

5th: deforest, lightning rod, wind at back, windburn

7th: hurl thunderbolt, mirage, shout, strong jaw,

9th: Alpha's heat lightning, thornwrack, Vylja's storm armor, wingbind

MOUNTAIN

3rd: adamantine weapon, aggressive thundercloud, dig, hurl rock

5th: Alpha's rolling thunder, bolt of stone, entomb, scalding spout

7th: lava bolt, lightning shield, shattershout, stone bridge

9th: Ballant's stonesplit, Cobaltas' thunder, metal shape, stone tell

SWAMP

3rd: brambles, control vapor, orb of acid, Thrasne's magical mire

5th: burst of nettles, control vapor, Garinthrall's hideous leech, whip of vermin

7th: explosion of rot, infected wounds, log to lizard, shadow blink

9th: acid fog, Thrasne's magical mire, thornwrack, wall of ooze

UNDERDARK

3rd: dig, transmute water to acid, Vylja's webs to dust, whip of vermin

5th: bolt of stone, claws of darkness, entomb, Garinthrall's hideous leech

7th: Gregori's shadow, shadow dance, spiderbite, Whisper's storm of darkness

9th: metal shape, shadowcat, stone tell, wall of ooze



PALADIN OATHS

OATH OF THE ANCIENTS

3rd: Alpha's hunting hound, augment artistry, detect harmony, Xaviar's leaf filter

5th: ancestral blessing, hunter's mercy, snapdragon, spring

9th: commune with spirit, lay of the land, ward of the season, zone of natural purity

13th: displacement, favor of the flying horse watchful ancestors, wing gifting

17th: ironguard, mass protection from energy, Northstar's song of the fey, pool of deeds

OATH OF THE CROWN (SCAG)

3rd: battle cry, bladethirst, first strike, golden barding

5th: adamantine weapon, Drawmij's swift mount, spiritual spear, word of binding

9th: archer's redoubt, barrier reaver, call society, favor of amelioration

13th: deadly strike, favor of the flying horse, glory of the martyr, Otto's drums

17th: battletide, ironguard, mark of justice, oathbinding

OATH OF DEVOTION

3rd: aura of protection, epiphany, protective amulet, sacred guardian

5th: arrowflight, light of heavens, litany of grace, yoke of mercy

9th: awaken sin, favor of amelioration, good hope, sacred bond

13th: Eldarr's shroud, glory of the martyr, mass protection from evil and good, shoulder burden

17th: cloud of purification, imprison possessor, joyful rapture, oathbinding

OATH OF VENGEANCE

3rd: bladethirst, interrogation, telltale feet, weapon bless

5th: ancestral vengeance, blistering invective, divine sacrifice, scent of vengeance

9th: agitate wounds, amulet, awaken sin, nightscar

13th: bands of Sirellyn, shattershout, valiant fury, Whisper's storm of darkness

17th: kiss of weakness, mark of justice, oathbinding, vanishing weapon

OATHBREAKER

3rd: battle cry, creeping darkness, death grimace, painful wounds

5th: break limb, kiss of the toad, venomous blade, winds of pain

9th: agitate wounds, dread word, kiss of slavery, necromantic bolt

13th: cursed blade, enervation, infected wounds, malicious spite

17th: deadly feast, kiss of weakness, rain of blood, soulfire



WARLOCK PACTS

PACT OF THE ARCHFEY

1st: borrow fortune, Drawmij's light step, Elonia's glamor, kiss of intoxication

2nd: Alpha's moonlight, curse of ill fortune, lucky blade, lucky cape

3rd: blessed forgetfulness, mirror sending, ward of the season, zone of natural purity

4th: fire charm, fool's gold, mirage, siren song

5th: joyful rapture, love charm, nature's charm, Northstar's song of the fey

PACT OF THE FIEND

1st: *infernal wound, ray of flame, shadows, Whisper's hands of darkness*

2nd: *blistering invective, body blades, sinister surroundings, winds of pain*

3rd: *agitate wounds, excruciating deformation, vision of hell, whip of flame*

4th: *burning blood, cursed blade, kiss of torment, malicious spite*

5th: *absorb strength, Bolt's hellish hail, rain of blood, soulfire*

PACT OF THE GREAT OLD ONE

1st: *acid hands, confuse self, painful wounds, Whisper's hands of darkness*

2nd: *echoes, Ingold's instant insanity, nightmare lullaby, whip of vermin*

3rd: *darkbolt, Garinthrall's hideous leech, loathsome veil, mindburn*

4th: *Alpha's chill of the void, chaotic vision, psychic poison, tentacles,*

5th: *disfiguring touch, sensory deprivation, tentacle of withering, wall of ooze*

PACT OF THE UNDYING (SCAG)

1st: *creeping darkness, exterminate, kiss of vampirism, last image*

2nd: *death knell, dumbness, ghoul touch, power word fear*

3rd: *bone shape, graymantle, revenance, throbbing bones*

4th: *chilling scythe, enervation, necromantic bolt, possess*

5th: *Azura's soul whip, eliminate air, soul safe, soulfire*



APPENDIX B:

CREATURE STATISTICS

DARKENBEAST

Spell: *create darkenbeast*, page 126

Resembling an ugly charcoal-black wyvern with glowing red eyes, the darkenbeast—also called the *death horror*—is a vicious carnivore that exists only to track and destroy.

Mutated Animals. The darkenbeast was once a normal animal, such as a dog or sheep, that was twisted by dark magic into a creature that lives to serve the wizard or warlock who created it. Under that spellcaster's telepathic control and utterly loyal only to him or her, they are completely uncontrollable by anyone else. They are vicious and cruel, reveling in the hunt and the taste of fresh, steaming meat—and yet, they remember their past as well and refuse to harm their former owners.

Creature of Darkness. The touch of true sunlight instantly ends the spell that created it, causing it to revert back to its natural form. As such, they hate and shun bright light regardless of its source.

DIVINE MINION

Spell: *conjure divine minion*, page 121

Divine minions are created when the powerful magical energy of the Outer Planes touches and changes the spirit of an

unintelligent creature. They look like normal beasts (or rarely, monstrosities), but with

DARKENBEAST

Medium monstrosity, neutral evil

Armor Class 15

Hit Points 45 (6d8+18)

Speed 5 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Saving Throws Con +5, Wis +2

Skills Perception +4

Damage Vulnerabilities radiant

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, stunned

Senses darkvision 90 ft. passive Perception 10

Languages —

Challenge 2 (450 XP)

Magic Resistance. The darkenbeast has advantage on saving throws against spells and other magical effects.

Spell Imprinting. Each darkenbeast may have a single spell imprinted on it, which it can cast without the need for material components. This spell may be of any level, when casting the spell, it will fail on a roll of 1 on a d6. Whether the spell is cast successfully or not, the darkenbeast immediately bursts into purple flame and dies, then reverts to its true form.

Sunlight Hypersensitivity. The darkenbeast takes 20 radiant damage when it starts its turn in magically-created sunlight. While in magical sunlight, it has disadvantage on attack rolls and ability checks.

Sunlight Reversal. If touched by the rays of natural sunlight, it instantly reverts back to its original form.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) slashing damage.

obviously otherworldly features. Divine minions exist solely to fulfill orders given to them by more powerful creatures.

Celestial minions are beautiful creatures, with kind, wise eyes, shining fur or hide, a silvery glow to their eyes, and shining feathery wings. Fiendish minions are burned and blackened, scorched by the flames of the Lower Planes, with teeth like jagged daggers, eyes like glowing coals, and wings like tattered leather cloaks.

Strangest and rarest of all are the eldritch minions, animal spirits warped by the Far Realm. They are weirdly proportioned, with tentacles and bizarre and disturbing growths.

Divine Nature. A divine minion doesn't require air, food, drink, or sleep.

CELESTIAL MINION TEMPLATE

Type. The minion's type changes to celestial.

Alignment. The minion's alignment changes to neutral good.

Speed. The minion gets a flying speed equal to its walking speed.

Attributes. The minion's Intelligence increases to 7 (-2).

Damage Resistance. The minion is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunity. The minion is immune to *either* fire or radiant damage.

Condition Immunity. The minion cannot be frightened or poisoned.

Attacks. The minion's melee weapon attacks inflict an additional 1d8 fire or radiant damage; it inflicts the same type of damage to which it is immune.

FIENDISH MINION TEMPLATE

Type. The minion's type changes to fiend.

Alignment. The minion's alignment changes to neutral evil.

Speed. The minion gets a flying speed equal to its walking speed.

Attributes. The minion's Intelligence increases to 7 (-2).

Damage Resistance. The minion is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunity. The minion is immune to *either* fire or necrotic damage.

Condition Immunity. The minion cannot be frightened or poisoned.

Attacks. The minion's melee weapon attacks inflict an additional 1d8 fire or necrotic damage; it inflicts the same type of damage to which it is immune.

ELDRITCH MINION TEMPLATE

Type. The minion's type changes to aberration.

Alignment. The minion's alignment changes to chaotic neutral.

Speed. The minion gets a climbing speed equal to one-half its walking speed (rounded up).

Attributes. The minion's Intelligence increases to 7 (-2).

Damage Resistance. The minion is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunity. The minion is immune to acid, poison, *or* psychic damage.

Condition Immunity. The minion cannot be frightened or poisoned.

Standing Leap. The eldritch minion's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Spider Climb. The minion can climb difficult surfaces, including upside down on

CELESTIAL ALLOSAURUS

Large celestial, neutral good

Armor Class 13 (natural armor)

Hit Points 51 (6d10+18)

Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	7 (-2)	12 (+1)	5 (-3)

Skills Perception +8

Damage Immunities radiant

Damage Resistances bludgeoning to nonmagical weapons, piercing to nonmagical weapons, slashing to nonmagical weapons

Condition Immunities frightened, poisoned

Senses passive Perception 11

Languages —

Challenge 3 (700 XP)

Pounce. If the celestial allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage. plus 4 (1d8) radiant damage

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage. plus 4 (1d8) radiant damage

FIENDISH EAGLE

Small fiend, neutral evil

Armor Class 12

Hit Points 3 (1d6)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	7 (-2)	14 (+2)	7 (-2)

Skills Perception +8

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities frightened, poisoned

Senses passive Perception 12

Languages —

Challenge 1/8 (25 XP)

Keen Sight. The fiendish eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage. plus 4 (1d8) necrotic damage

ELDRITCH DEER

Medium aberration, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 4 (1d8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities acid

Damage Resistances bludgeoning, piercing, and slashing damage to nonmagical weapons

Condition Immunities frightened, poisoned

Senses passive Perception 12

Languages —

Challenge 1/8 (25 XP)

Standing Leap. The eldritch deer's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Spider Climb. The eldritch deer can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4+0) piercing damage. plus 4 (1d8) acid damage

ceilings, without needing to make an ability check.

Attacks. The minion's melee weapon attacks inflict an additional 1d8 acid, poison, or psychic damage; it inflicts the same type of damage to which it is immune.

ELEMENTAL BEAST

Spell: *conjure beast spirit*, page 121

A swirl of fire that takes on the shape of an owlbear. A featureless, ape-shaped lump of roughly-polished rock that moves with the sound of stone grinding on stone. A horse made of dark, churning water, with sea foam for its mane and tail. A whale made of clouds, swimming through the sky.

Sometimes called *animentials*, elemental

beasts represent the fusing of elemental energy into what had originally been a normal beast. Some of these creatures are the result of deliberate magical tampering, but most are simply a bizarre form of parallel evolution across the multiverse.

Elemental Nature. An elemental beast doesn't require air, food, drink, or sleep.

FLAME-BEAST TEMPLATE

Type. The flame-beast's type changes to elemental

Damage Immunities. The flame-beast is immune to fire damage.

Condition Immunities. The flame-beast can't be grappled or restrained.

Senses. The flame-beast has darkvision to

FLAME-OWLBEAR

Large elemental, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10+21)

Speed 40 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Condition Immunities grappled, restrained

Senses passive Perception 13, darkvision 60 ft.

Languages —

Challenge 3 (700 XP)

Aura Of Flame. A creature that ends its turn within 5 feet of the flame-beast takes 3 (1d6) fire damage. The flame beast sheds bright light in a 10-foot radius and dim light a further 10 feet.

Keen Sight And Smell. The flame-owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Leaping Flames. The flame-beast has a long jump of up to 20 feet and a high jump of up to 10 feet, with or without a running start.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) piercing damage, plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage, plus 4 (1d8) fire damage.

STONE-APE

Medium elemental, unaligned

Armor Class 14

Hit Points 19 (3d8+6)

Speed 25 ft., burrow 30 ft., climb 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +7, Perception +3

Damage Resistances bludgeoning

Condition Immunities petrified, prone

Senses tremorsense 60 ft. passive Perception 11

Languages , —

Challenge 1 (200 XP)

ACTIONS

Multiattack. The stone-ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., *Hit:* 6 (1d6+3) bludgeoning damage.

90 ft.

Attacks. All melee weapon attacks do an additional 1d8 fire damage.

Aura of Flame. A creature that ends its turn within 5 feet of the flame-beast takes 3 (1d6) fire damage. The flame beast sheds bright light in a 10-foot radius and dim light a further 10 feet.

Leaping Flames. The flame-beast has a long jump of up to 20 feet and a high jump of up to 10 feet, with or without a running start.

STONE-BEAST TEMPLATE

Type. The stone-beast's type changes to elemental.

Armor Class. The stone-beast's armor class improves by +4.

Speed. The stone-beast's walking speed is reduced by 5 feet. It also gains a burrowing speed of 30 ft.

Attributes. The stone-beast's Strength increases by +2, but its Dexterity is reduced by a -2 penalty.

Damage Resistances. The stone-beast is resistant to bludgeoning damage.

Condition Immunities. The stone-beast can't be petrified or knocked prone.

Senses. The stone-beast has tremorsense to 60 ft.

Attacks. All melee weapon attacks do bludgeoning damage, regardless of what type of damage they originally did, and do one extra die of damage.

WAVE-BEAST TEMPLATE

Speed. The wave-beast has a swimming speed of 40 feet swimming. If the creature already has a swimming speed, its speed is doubled.

Senses. The wave-beast has darkvision to 60 ft.

Damage Resistances. The wave beast is resistant to acid and poison damage.

Condition Immunities. The wave-beast can't be grappled or restrained.

Attacks. If the wave-beast rolls a natural 20 when it attacks, the target must make a Constitution saving throw or take an additional 3d8 damage from being choked by water forced down its throat (save DC equal to 8 + the creature's Strength modifier).

WIND-BEAST TEMPLATE

Type: The wind-beast's type changes to elemental.

Speed: Wind-beasts have a flying speed of 90 feet and can hover. If the creature already has a flying speed, its speed is doubled. It loses all other forms of movement, however.

Damage Immunities. The wind-beast is immune to cold damage.

Condition Immunities. The wind-beast can't be grappled or restrained.

WAVE-CROCODILE

Large elemental, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10+3)

Speed 20 ft., fly 90 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Resistances acid, poison

Condition Immunities grappled, restrained

Senses darkvision 60 ft. passive Perception 10

Languages —

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage plus 4 (1d8) cold damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target. If the wave-crocodile rolls a natural 20 when it bites, the target must make a DC 10 Constitution saving throw or take an additional 3d8 damage from being choked by water forced down its throat.

WIND-WHALE

Huge elemental, unaligned

Armor Class 10

Hit Points 90 (12d12+12)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +5, Perception +3

Damage Immunities cold

Senses blindsight 120 ft., darkvision 90 ft. passive Perception 11

Languages —

Challenge 3 (700 XP)

Echolocation. The wind-whale can't use its blindsight while deafened.

Keen Hearing. The wind-whale has advantage on Wisdom (Perception) checks that rely on hearing.

Air Form. The wind-beast can pass through spaces as narrow as 1 inch without squeezing.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (5d6+4) piercing damage. plus 4 (1d8) cold damage.

Senses. The wind-beast has darkvision to 90 ft.

Air Form. The wind-beast can pass through spaces as narrow as 1 inch without squeezing.

Attacks. All melee weapon attacks do an additional 1d8 cold damage.

ETHERLING

Spell: *Sonoric's minions*, page 328

A wispy, vaguely humanoid, almost ghost-like creature made of ethereal matter, etherlings are simple, stupid creatures, but make for excellent spies and minions for those who summon them.

Loyal Followers. Etherlings are strange but friendly creatures. They love being summoned, as it makes them feel important. They will do anything they can to please their masters. Their low intelligence means that they're not always that competent, however, and their talkative, puppy-like natures mean that they can be quite annoying at times. However, they always *try* to do what's right, and their eidetic memories and stealthy natures make them decent-enough spies.

Growing Into The Job. Etherlings that live long enough eventually become greater etherlings—larger, smarter, and much more competent. Even then, though, they just live to serve.

FUNDAMENTAL

Source: *conjure fundamental*, page 122

Very likely the weakest of the elementals, the animalistic fundamentals are nothing more than a pair of bat-like wings without a body, made of nothing more than their element.

Air fundamentals are wisps of clouds. Earth fundamentals look like flexible plates of stone. Fire fundamentals are bundles of orange and red flames. Water fundamentals look like liquid ice.

Elemental Nature. Fundamentals don't need to eat, drink, breathe, or sleep.

FUNDAMENTAL TYPES

A fundamental's plane of origin gives it additional abilities:

Air Fundamental. The air fundamental can move through a space as narrow as 1 inch without squeezing. Its flying speed increases to 60 feet.

Earth Fundamental. The earth fundamental can burrow through nonmagical, unworked earth and stone. While doing so, it doesn't disturb the material it moves through. It has a burrowing move of 30 feet. Its armor class increases to 15.

Fire Fundamental. The fire fundamental sheds bright light to a distance of 10 feet and dim light an additional 10 feet. It inflicts an additional 2 (1d4) fire damage with each attack.

Water Fundamental. The water fundamental can move through a space as narrow as 1 inch without squeezing. It gains a swimming speed of 30 feet.

Ash, Dust, and Smoke Fundamentals. The fundamental can move through a space as narrow as 1 inch without squeezing. When the fundamental attacks, their target must make a DC 11 Constitution saving throw or spend its next turn coughing and choking.

Magma and Steam Fundamentals. The steam fundamental inflicts an additional 2 (1d4) fire damage with each attack. It can

move through a space as narrow as 1 inch without squeezing.

ETHERLING

Small aberration, true neutral

Armor Class 12 (natural armor)

Hit Points 10 (3d6)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	6 (-2)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +6

Damage Immunities poison

Damage Resistances acid, cold, fire, necrotic, bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages Common, Primordial

Challenge 1/8 (25 XP)

Ethereal Movement. The etherling can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Ethereal Sight. The etherling can see 100 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Magic Resistance. The etherling has advantage on saving throws against spells and other magical effects.

Perfect Memory. Etherlings do not forget anything and can perfectly recall any path they have ever traveled.

Superior Invisibility. As a bonus action, the etherling can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the etherling wears or carries is invisible as with it.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Ethereal Touch. An etherling may touch a Tiny inanimate object and turn it ethereal. The object will remain ethereal as long as the etherling is in contact with the item. Etherlings can only carry ethereal objects.

Etherealness. The etherling enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is the Border Ethereal, and vice versa, yet it cannot affect or be affected by anything on the other plane.

GREATER ETHERLING

Medium aberration, true neutral

Armor Class 14 (natural armor)

Hit Points 22 (4d8+4)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	8 (-1)	12 (+1)	12 (+1)

Skills Arcana +3, History +3, Perception +4, Stealth +9

Damage Immunities poison

Damage Resistances acid, cold, fire, necrotic, bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages Common, Primordial

Challenge 1 (200 XP)

Ethereal Movement. The etherling can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Ethereal Sight. The etherling can see 100 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Magic Resistance. The etherling has advantage on saving throws against spells and other magical effects.

Perfect Memory. Etherlings do not forget anything and can perfectly recall any path they have ever traveled.

Superior Invisibility. As a bonus action, the etherling can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the etherling wears or carries is invisible as with it.

Innate Spellcasting. The greater etherling's innate spellcasting ability is Charisma (spell save DC 11). The greater etherling can innately cast the following spells, requiring no material components.

At will: *blur*, *blink*, *minor image*

ACTIONS

Multiattack. The greater etherling may make two claw attacks

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Ethereal Touch. An etherling may touch a Tiny inanimate object and turn it ethereal. The object will remain ethereal as long as the etherling is in contact with the item. Etherlings can only carry ethereal objects.

Etherealness. The etherling enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is the Border Ethereal, and vice versa, yet it cannot affect or be affected by anything on the other plane.

FUNDAMENTAL

Tiny elemental, unaligned

Armor Class 13 (natural armor)

Hit Points 8 (3d4)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	2 (-4)	10 (+0)	5 (-3)

Damage Immunities poison, psychic

Damage Resistances bludgeoning piercing, and slashing damage from nonmagical weapons

Condition Immunities blinded, charmed, deafened, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft. passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Explosive Burst. When the fundamental dies, it explodes. All creatures within 5 feet must make a Dexterity saving throw or take 3 (1d6) bludgeoning damage.

ACTIONS

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6+0) bludgeoning damage.

SWARM OF FUNDAMENTALS

Medium swarm of Tiny elementals, unaligned

Armor Class 13 (natural armor)

Hit Points 18 (4d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	2 (-4)	10 (+0)	5 (-3)

Damage Immunities poison, psychic

Damage Resistances bludgeoning piercing, and slashing damage

Condition Immunities blinded, charmed, deafened, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft. passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Explosive Burst. When the fundamental dies, it explodes. All creatures within 5 feet must make a Dexterity saving throw or take 3 (1d6) bludgeoning damage.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny fundamental. The swarm can't regain hit points or gain temporary hit points.

The fundamental swarm has the same abilities of a single fundamental of its type. If that fundamental's type does additional damage, it does 7 (2d6) damage of that damage.

ACTIONS

Ram. *Melee Weapon Attack:* +4 to hit, one target. *Hit:* 11 (2d8+2) bludgeoning damage.

Vacuum Fundamental. The vacuum fundamental inflicts an additional 2 (1d4) force damage with each attack. It can move through a space as narrow as 1 inch without squeezing.

Lightning Fundamental. The lightning fundamental inflicts an additional 2 (1d4) lightning damage with each attack.

Radiance Fundamental. The radiance fundamental inflicts an additional 2 (1d4) radiant damage with each attack. It sheds bright light to a distance of 10 feet and dim light an additional 10 feet.

Ooze Fundamental. The ooze fundamental inflicts an additional 2 (1d4) acid damage. It can move through a space as narrow as 1 inch without squeezing.

Ice Fundamental. The ice fundamental inflicts an additional 2 (1d4) cold damage.

Mineral Fundamental. The earth fundamental can burrow through stone, even magical and worked stone. While doing so, it doesn't disturb the material it moves through. It has a burrowing move of 30 feet. Its armor class increases to 15.

Salt Fundamental. The salt fundamental inflicts an additional 2 (1d4) necrotic damage.

GHOST BEAST

Spell: *conjure beast spirit*, page 121; and *ghost companion*, page 199

Created sometimes when an unintelligent creature dies at the hands of a sentient creature, the ghost-beast has just the barest hint of a shape and even fewer thoughts than ghosts created by sentient beings. These spirits lurk on the Border Ethereal and are

GHOST-LION

Large undead, unaligned

Armor Class 12

Hit Points 26 (4d10+4)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	14 (+2)

Skills Perception +3, Stealth +6

Damage Immunities necrotic, poison

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons.

Condition Immunities grappled, paralyzed, prone, restrained

Senses darkvision 90 ft. passive Perception 11

Languages —

Challenge 2 (450 XP)

Incorporeal Movement. The ghost-lion can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside of a creature or object, it takes 5 (1d10) force damage.

Keen Smell. The ghost-lion has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The ghost-lion has advantage on an attack

roll against a creature if at least one of the ghost-lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the ghost-lion moves at least 20 feet straight towards a creature and then hits it with its claw attack on the same turn, that creature must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 3 (1d6) necrotic damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage plus 3 (1d6) necrotic damage.

Threatening Leap. A ghost-lion that is within 10 feet of another creature may use 15 feet of movement to leap through that creature. That creature must make a DC 12 Wisdom saving throw or be frightened for 1 minute. It may make a new saving throw at the end of each of its turns, ending the effect on a success.

too weak to take form on the Prime when summoned through magic.

Undead Nature. A ghost-beast doesn't require air, food, drink, or sleep.

GHOST-BEAST TEMPLATE

Type. The ghost-beast's type changes to undead.

Speed. The ghost-beast's walking speed is reduced to 0, but it gains a flying speed equal to its original walking speed.

Attributes. The ghost-beast's Charisma increases to 14 (+2), if it is not already higher.

Senses. The ghost-beast has darkvision to 90 feet.

Damage Immunities. The ghost-beast is immune to necrotic and poison damage.

Damage Resistances. The ghost-beast is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Condition Immunities. The ghost-beast can't be grappled, paralyzed, knocked prone, or restrained.

Incorporeal Movement. The ghost-beast can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside of a creature or object, it takes 5 (1d10) force damage.

Attacks. The ghost-beast's melee weapon attacks inflict an additional 1d6 necrotic damage.

Threatening Leap. A ghost-beast that is within 10 feet of another creature may use 15 feet of movement to leap through that creature. That creature must make a DC 12

Wisdom saving throw or be frightened for 1 minute. It may make a new saving throw at the end of each of its turns, ending the effect on a success.

GREATER SHADOW

Source: *conjure shadows*, page 122

When shadows exist for hundreds of years, when they have consumed the life force of thousands of mortals, that's when a shadow evolves into a greater shadow.

Beyond Mere Evil. Where their lesser kin look like humanoid shadows, more or less, greater shadows have only the barest hints of their original form. They are splotches of darkness, clawed limbs reaching out and being reabsorbed, the shape of horns and wings and tails fading in and out with every step it takes. This has led some to

hypothesize that greater shadows are the next step on a path that leads to the creation of a shadow demon. Whether true or not, their thirst for death and cruelty definitely rivals that of those demons.

Undead Nature. A greater shadow doesn't require air, food, drink, or sleep.

SHADE

Source: *shade transformation*, page 314

Shades are creatures, once humanoid, who deliberately sought out a way to infuse their bodies with the essence of the Shadowfell. Neither undead nor truly alive, shades exist in between. Shades resemble their former selves, but their skin either becomes sickly and pallid or a dark, unhealthy gray, and their eyes turn black and sullen.

Transformed Souls. A person who is

GREATER SHADOW

Large undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 51 (6d10+18)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

Skills Stealth +9

Damage Resistances acid, cold, fire, lightning, psychic, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Vulnerabilities radiant

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft. passive Perception 11

Languages —, (+12 in dim light)

Challenge 6 (2300 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Large or smaller target. *Hit:* 9 (2d4+4) necrotic damage. The target is grappled (escape DC 11) and is restrained until the grapple ends. At the start of each of its turns, the grappled target takes an additional 5 (2d4) necrotic damage.

Strength Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) necrotic damage, and the target's Strength is reduced by 1d4+2. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a long rest. If a humanoid of any alignment dies from this attack, a new shadow rises from the corpse 1d4 hours later, under the control of the greater shadow.

willing to become a shade must first travel to the Shadowfell for the spell to be cast on it. There, the poisons of the spell and the Plane's gloomy matter erodes his soul into nothingness before replacing it entirely. His very nature changes, causing making them taciturn, distant, cynical, and spiteful, and seriously damaging their ability to deal with others on a personal and emotional level. They don't necessarily become evil, but nearly all goodness drains away from his heart and mind. While a shade may choose to help others, especially those they loved prior to their transformation, their reasons for doing so usually become selfish.

Vengeance and War. People choose to become shades for many reasons, but for most, it's to seek revenge on those who wronged them before. Others choose to seek

PLAYER CHARACTERS AS SHADES

The game statistics of a player character transformed into a shade don't change, except that the character's Dexterity and Constitution increase by +2 each and its walking speed increases by 10 feet. In addition, the character gains the shade's damage resistances and vulnerabilities, condition immunities, darkvision, regeneration, shadow stealth, sunlight sensitivity, and the ability to innately cast *deepen shadows* at will and *darkness*, *shadows*, and *shadow blink* 1 time each day without material components, using Charisma as its spellcasting ability.

The character's alignment ceases to be good and becomes either neutral or evil, and the DM might take control of the character until the shade is returned to normal with a *wish* spell. If the shade is killed, its soul is destroyed and it can't be brought back to life.

SHADE

Medium humanoid (any race), neutral evil

Armor Class 16 (studded leather armor)

Hit Points 65 (10d8+20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	13 (+1)	12 (+1)	13 (+1)

Saving Throws Dex +4, Con +2, Cha +2

Skills Perception +9, Stealth +16, Acrobatics +16, Deception +14

Damage Resistances necrotic, poison, psychic

Damage Vulnerabilities fire, radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft. passive Perception 11

Languages Common, Undercommon, Thieves' Cant

Challenge 6 (2300 XP)

Assassinate. The shade has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit it scores against a creature that is surprised is a critical hit.

Sneak Attack (1/Turn). The shade deals an extra 17 (5d10) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the attack is within 5 feet of an ally of the shade that isn't incapacitated and the shade doesn't have disadvantage on the attack roll.

Sunlight Sensitivity. While in sunlight, the shade has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Regeneration. The shade regains 3 hit points at the start of its turn, as long as it is in dim light or darkness and has at least 1 hit point. If the shade takes radiant or fire damage, this trait doesn't function at the start of the shade's next turn.

Shadow Stealth. When in dim light or darkness, the shade can take the Hide action as a bonus action.

Innate Spellcasting. The shade's innate spellcasting ability is Charisma (save DC 12). It can innately cast the following spells, requiring no material components:

At will: *deepen shadows*

1/day each: *darkness*, *shadows*, *shadow blink*

ACTIONS

Envenomed Daggers. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage. plus 10 (3d6) poison damage

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

REACTIONS

Uncanny Dodge. When an attacker that the shade can see hits the shade with an attack, it can use its reaction to halve the attack's damage.

revenge on everyone. Many shades were or became assassins, shadow monks, or paladins who choose the Oath of Vengeance or who had become Oathbreakers. For them, the darkness was always their true home.

Life In Between. Shades require only a quarter as much sleep, food, and drink as they usually do. They don't age and can't reproduce.

