

Ultimate Arcane Spellbook Errata

INTRODUCTION

The release of the Ultimate Arcane Spellbook was the end result of a monumental undertaking - collating every arcane spell we could get our hands on into one book.

Needless to say, with a project this big, there was always the likelihood that a few errors would creep past our watchful eyes. Add the fact that the book was created during the transition period for the 3.5 amendments and you can see the difficulties.

We have now been able to analyse the gremlins in the system and this update provides not only the corrected spells, but also full listings of all the spells referenced by class and type as appropriate.

The corrected spells appear in the lists marked with an asterisk (*) so that you can tell at a glance what has changed.



ULTIMATE ARCANESPELLBOOK SPELL LISTS

ASSASSIN SPELLS

1st Level

Assassin's Strike – Sneak attack granted or increased by 1d6

Assassin's Whispers – Caster speaks without danger of being overheard

Barb - Creates a single arrow, bolt, bullet or sling stone

Deep Shadows – Enhances shadows, granting a +4 bonus to Hide checks

Detect Poison – Caster senses presence of poison

Dwelling Sense – Caster learns name of creature who last remained in the area

Ghost Sound – Creates a volume of noise

Ice Bomb – Creates a timed exploding ice bomb, dealing 2d6 damage

Obscuring Mist – Creates thick mist that blankets area

Spider Climb - The subject can climb and travel on vertical surfaces and ceilings

2nd Level

Alter Self – Changes caster's appearance

Aura of Glory – Grants a temporary +4 bonus to Charisma

Bone Field – Spikes rise from the ground, dealing 1d4 points of damage

***Darkness** – Creates an area of utter blackness

Undetectable Alignment – Masks the subject's alignment

3rd Level

Invisibility – Makes the subject invisible

Misdirection – Misleads divination spells

Nondetection – Warded creature becomes difficult to find by divination

Venomblade – Creates a slashing weapon that deals Strength damage

4th Level

Dimension Door – Caster transfers from one location to another

Freedom of Movement - Subject moves normally despite impediments

Skin Walking – Grants a +25 bonus to Disguise checks when impersonating a slain victim

BARD SPELLS

0 Level

Breeze – Creates a gentle breeze, allowing a +1 bonus to Fortitude saves against hot weather

Cleanliness – Cleans any one creature, granting a +1 bonus to saves against disease

Dancing Lights – Caster creates four lights which follow his commands

Daze – Subject is dazed for one round

***Detect Magic** – Caster determines presence of magic and magical effects in area

Dwelling Sense – Caster learns name of creature who last remained in the area

Flare – Bright flare dazzles an enemy

Fool's Coin – Makes a single metallic disk seem like precious metal

Ghost Sound – Creates a volume of noise

Hear Me! – All caster's words can be heard within 100 ft.

Know Direction - The caster is able to discern North

Know the Blood – Caster learns family details of the subject

Light – Creates bright light, equivalent to a torch

Living Tattoo – Creates a tattoo with the ability to move

Lullaby - Makes subject drowsy; -5 on Spot and Listen checks; -2 on Will saves against *sleep*

Mage Hand – Allows caster to remotely lift small objects

Mending – Mends a broken object

Message – Whispers message to one creature per level

Mystical Performance – Grants a +5 bonus to Perform checks

Open/Close – Caster opens a single portal that is not locked or barred

Preservation – Ensures food does not rot or spoil

Prestidigitation – Allows the caster to perform minor tricks

Quill – Forms a writing quill which requires no ink

Read Magic – Allows caster to read magical writings

Resist Water – Protects one object from getting wet

Resistance – Grants a +1 bonus to all saving throws

Shelve – Places a book where it belongs in a library

Summarise – Allows the caster to know the general content of a book

Summon Instrument - Summons one instrument of the caster's choice

The Written Word – Fills paper with non-magical text of caster's choosing

1st Level

Alarm – Creates a mental or audible alarm when enemies approach

Animate Rope – Brings life to a normal rope

Assassin's Whispers – Caster speaks without danger of being overheard

Avoidance – Searches an area without endangering the caster

***Beauty** – Grants a +5 bonus to Bluff, Diplomacy and Gather Information checks

Blindness/Deafness, Lesser – Makes subject blind or deaf for a limited time

Cause Fear – Frightens or shakens a subject

Charm Person – Causes subject to believe caster is friendly

Command Craft – Caster can steer a boat, ship, cart or wagon

Comprehend Languages – Caster understands spoken and written words of any language

Confusion, Lesser - One creature is *confused* for one round

Crescendo of Indefatigability – Caster gains a +2 bonus on specified dice roll

Cure Critical Wounds – Caster heals 1d8 points of damage, +1 per caster level

Deep Shadows – Enhances shadows, granting a +4 bonus to Hide checks

Detect Secret Doors – Caster finds secret doors in area

Disguise Self – Caster can change his appearance

Eagle Eyes – Caster gains +10 bonus to Spot checks

Energy Armour – Creates a positive energy shield against undead

Erase – Removes all writings from several pages

Expeditious Retreat – Caster's land speed increase by 30 ft.

Far Strike – Multiplies range increments by five

Feather Fall – Creatures or objects fall slowly

Foretelling, Lesser – Grants a magical answer to a simple question

Forge Mastery – Grants a +2 bonus to certain Craft checks

Grease – Makes surfaces very slippery

Hideous Laughter – Subject laughs uncontrollably

Hypnotism – Hypnotises several creatures

***Identify** – Determines properties of magical items

Jester's Gift – Caster angers any creature, no matter what language it speaks

Indescribable Creep – Panics the subject

Keen Ear – Grants a +10 bonus to Listen checks

Magic Aura – Makes an item register to *detect magic* spells

Magic Mouth – Creates an animated mouth that can speak a specified phrase

Mantle of Dread – Grants a +4 bonus to Intimidate checks

Mantle of Shadows – Grants a +4 bonus to Hide checks

Object Lore – Caster learns something about a single object

Obscure Object – Hides an object from detection

Phantasmal Force – Creates an image that torments enemies

Remorse – Fills a creature with remorse, denying it any action

Remove Fear - Suppress fear or gives +4 on saves against fear for one subject + one per four levels

Replace the Senses – Changes how one creature perceives the world

Restful Sleep – Grants a good night's sleep no matter the conditions

Silent Image – Creates a single visual illusion

Sleep – Sends several creatures into a deep slumber

Stand the Test of Time – Makes one object immune to the affects of time

Subtle Blast – Sonic energy deals 1d6 damage per level

Summon Monster I – Summons an outside to fight for the caster

Tickle Finger – Inflicts a –2 penalty to subject's saves and attack rolls

Undetectable Alignment – Masks the subject's alignment

Unravel – Unravels any fabric, including belts and straps

Unseen Servant – Conjures a mindless force that can perform simple tasks

Ventriloquism – Caster's voice appears to come from somewhere else

2nd Level

Alter Self – Changes caster's appearance

Animal Messenger - Sends a Tiny animal to a specific location

Animal Trance – Puts animals into a static trance

Assassin's Strike – Sneak attack granted or increased by 1d6

Befuddle – Affected creatures act in an unpredictable manner

***Blindness/Deafness** – Strikes a target deaf or blind

Blur – Grants the subject concealment

Calm Emotions - Calms creatures, negating emotion effects

Cat's Grace – Grants a +4 bonus to Dexterity

Chatterbox – Imbues item with magical mouth that constantly distracts

Cure Critical Wounds – Caster heals 2d8 points of damage, +1 per caster level

***Darkness** – Creates an area of utter blackness

Daylight – Touched object sheds light as if it were day

Daze Monster - Living creature of 6HD or less loses their next action

Delay Poison – Subject becomes immune to poison

Detect Hazard – Caster detects mining hazards

Detect Thoughts – Caster detects surface thoughts in area

Dirge of the Walking Dead – Allows subject to act at negative hit points

Dramatic Visage – Creates special effects around the subject

Drums of the Righteous – Allies and enemies gain +1/-1 to attack rolls respectively

Eagle's Splendour - Subject gains +4 to Charisma for one minute per level

Enthral – Holds subjects spellbound

Felonious Friend I – As *unseen servant*, but also gains Sleight of Hand skill

Fool's Gold – As *fool's coin*, but affects 2 lb. of metal per level

Fox's Cunning - Subject gains +4 to Intelligence for one minute per level



SPELL LISTS

Glitterdust – Golden particles cover everything in the area

Heroes' Luck – Grants a +2 bonus to a single roll or check

Heroes' Visage – Caster emanates an aura of greatness

Heroism - Gives +2 on all attack rolls, saves and skill checks

Hold Person – Stops one character in its tracks

Hypnotic Pattern – Pattern fascinates several creatures

Immobilise – Stops constructs in their tracks

Imprint – Stores the printed word in the caster's mind

Inspire – Grants +1 bonus to attack rolls and +2 bonus on Reflex saves for allies

Instability – Takes all the strength out of a victim

Invisibility – Makes the subject invisible

Knock Asunder – Subjects are shaken and knocked prone

Locate Object – Caster senses direction of familiar object

Mask Scent – Banishes all smells within the area

Mirror Image – Creates 1d4 images, +1 per 3 caster levels

Misdirection – Misleads divination spells

Mystic Lullaby – Lulls single creature into a deep sleep

Pass Through Element – Allows caster to walk through barrier of specified element unharmed

Pyrotechnics – Turns a fire into blazing fireworks or billowing smoke

Rage - Gives +2 to Strength, and Constitution, +1 on Will saves, -2 to AC

Scare – Makes creatures frightened

Shatter – Creates a noise that shatters brittle objects

Silence – Kills all sound in the area

Slipping the Ranks – Caster can make 10 ft. teleport instead of 5 ft. step

Sound Burst – Inflicts 1d8 sonic damage in the area and stuns enemies

Suggestion – Forces a subject to complete a specified action

Summon Monster II – Summons an outside to fight for the caster

Summon Swarm – Summons a swarm of tiny creatures

Tongues – Grants ability to understand and speak any language

***Unseen Trickster** – Much improved version of *unseen servant*

Voice of Authority – Grants a +10 bonus to all Charisma based checks

Weightless Cube – Negates all gravity within area

Whispering Wind – Sends a message, borne by the wind

Wind Armour – Grants a +4/+6 bonus to AC against melee and ranged attacks

3rd Level

Blink – Cycles the caster in and out of the ethereal plane

Cacophony – Creates continuous loud noise which can daze creatures

Charm Monster – Causes creature to believe caster is friendly

Clairaudience/Clairvoyance – Allows the caster to see or hear in a remote location

Combat Blessing – Grants a +1 bonus to attack rolls and a +2 bonus to damage rolls

Confusion – Subjects act in a random manner

Cure Critical Wounds – Caster heals 3d8 points of damage, +1 per caster level

Dancing Shield – Grants a +10 bonus to AC to a specified number of attacks

Debilitating Decrescendo – Subjects suffer -2 penalty to attack rolls, Armour Class and saving throws

Deep Slumber - Sends 10 HD of creatures to sleep

Dispel Magic – Ends spells and spell effects within area

Displacement – Grants 50% miss chance to all incoming attacks

Emotion – Encourages a single emotion within the subject

False History – Gives false readings to divination spells

False Love's Kiss – Powerful version of *charm person*

Fear – All creatures within area become panicked

Fearsome Fortissimo – Induces fear in all enemies within 20 ft.

Frightful Presence – Creates a fearsome manifestation that panics those nearby

Gaseous Form – The subject and all its equipment becomes insubstantial

Geas, Lesser – Forces subject to follow a specified quest

Glibness - The caster gains +30 bonus to all Bluff checks, lies escape magical detection

Gossip – Causes subject to gossip constantly

Haste – speeds up the actions of a subject

Illusory Script – Caster makes writings legible only to those he nominates

Improved Phantasmal Force – As *phantasmal force* but illusion has better attacks

Invisibility Sphere – All subjects in area become invisible

Lighten Burden – Subjects can carry 50% more than is normal

Magic Weapon, Greater – Grants a weapon a +1 enhancement bonus per 3 caster levels

Major Image - As *silent image*, plus sound, smell and thermal effects

Paraphasic Pianissimo – Jumbles words and intelligent speech

Phantom Steed – Creates a quasi-real horse-like creature

Remove Curse – Banishes a curse placed on a person or object

Scales of the Dragon – Grants +4 AC and energy resistance depending on colour of scales chosen

Scrying – Caster is able to view a remote location

Sculpt Sound – Changes the sound creatures or objects make

See Invisibility – Allows the caster to see invisible creatures and objects

Sepia Snake Sigil – Creates a snake trap in text

Shadow Sight – Allows the caster to see the shadow image of an enemy

Sleep, Greater – Sends several creatures into a deep slumber

Slow – Slows down the actions of an enemy

Summon Monster III – Summons an outside to fight for the caster

Tiny Hut – Creates a spherical hut, offering rest and safety

Trigger Trap – Sets off all traps within range

4th Level

Break Enchantment – Frees a subject from all enchantments

Cure Critical Wounds – Caster heals 4d8 points of damage, +1 per caster level

Detect Scrying – Caster becomes aware of any magical viewing

Dimension Door – Caster transfers from one location to another

Dominate Person – Caster controls the actions of one character

Felocious Friend II – As *unseen servant*, but also gains new skills

Fickle Finger of Fate – Grants either a bonus or penalty to attack rolls and saves

Fool's Trove – As *fool's coin* but affects all objects in a location

Freedom of Movement – Subject moves normally despite impediments

Hallucinatory Terrain – Changes the appearance of natural terrain

Hold Monster – Stops one creature in its tracks

Invisibility, Greater – Subject becomes invisible, even while attacking

Legend Lore – Uncovers legends about people and objects

Lethargy – Subject becomes extremely tired

Locate Creature – Caster sense direction of familiar creature

Maddening Babble – Bard's voice causes creatures to lose Wisdom

Magic Circle Against Chaos, Greater – Wards away all chaotic creatures

Magic Circle Against Evil, Greater – Wards away all evil creatures

Magic Circle Against Good, Greater – Wards away all good creatures

Magic Circle Against Law, Greater – Wards away all lawful creatures

Modify Memory – Changes memory of subject

Multi Image s – As mirror image, but images can perform their own actions

Neutralise Poison – Eliminates poison within subject

Privacy – Guards against divination spells

Rainbow Pattern – Captivates affected creatures

Repel Vermin – Insects, spiders and other vermin stay at 10-ft away

Secure Shelter – Creates a sturdy cottage or hut

Shout – Yell deafens for 2d6 rounds and deals 5d6 damage

Speak with Plants – The cast can talk with plants and plant creatures

Summon Monster IV – Summons an outside to fight for the caster

Wall of Fear – Creates an imperceptible wall of pure fear

Zone of Silence – Keeps eavesdroppers from overhearing conversations

5th Level

Cure Light Wounds, Mass – Cures 1d8 damage +1/level for many creatures

Dispelling, Greater – Ends spells and spell effects within area

Dispel Magic, Greater – As *dispel magic*, but +20 on check

Dream – Caster can send a message in the form of a dream

False Vision – All scrying spells receive false information

Healing Circle – Cures 1d8 hit points in wide area, +1 per caster level

Heroism, Greater – Gives +4 bonus on attacks, saves and skill checks, immunity to fear; temporary hp

Magic Circle Against Elements – As *protection from elements* but protects many people

Mind Fog – Weakens the mental resistance of all within cloud

Mirage Arcana – Makes area to be something other than what it is

Mislead – Figment of caster generated, even as he becomes invisible

Nightmare – Plagues subject with terrible nightmares and 1d10 damage

Persistent Image – Creates illusion without need for concentration

Phantasmal Force, Greater – Creates an image that torments enemies

Shadow Evocation – Mimics evocation spells

Shadow Walk – Caster can move at speed through shadows

Song of Discord – Forces targets to attack each other

Spell Filch – Steals effects of spells upon a creature

Suggestion, Mass – Forces several subjects to complete a specified action

Summon Monster V – Summons an outside to fight for the caster

Sumptuous Feast – Creates an entire banquet

6th Level

Analyse Dweomer – Obtains information on spells and magical properties of creatures

Animate Objects – Objects attack the caster's foes

Cat's Grace, Mass – As cat's grace, affects one subject per level

Charm Monster, Mass – Forces several creatures to become friendly to the caster



SPELL LISTS

Cure Moderate Wounds, Mass - Cures 2d8 damage +1/level for many creatures

Eagle's Splendour, Mass - As *eagle's splendour*, affects one subject per level

Eerie - Causes the subject to doubt its perceptions

***Eyebite** - Caster gains gaze attacks that renders subjects sick, panicked or comatose

Felocious Friend III - As *unseen servant*, but also gains new skills and can engage in combat

Find the Path - Shows most direct route to a location

Fox's Cunning, Mass - As *fox's cunning*, affects one subject per level

Geas - Forces the subject into performing a service or mission

Haste, Mass - Speeds up the actions of several creatures

Heroes' Feast - Food for one creature per level; cures; combat bonuses

Irresistible Dance - Forces subject to caper and prance

Permanent Image - Creates illusion of creature or object

Programmed Image - Creates an illusion triggered by a specified event

Project Image - Creates a shadow duplicate of the caster

Puppet Master - Caster dominates one construct

Scrying, Greater - Caster is able to view a remote location with no restriction on distance

Shout, Greater - Yells that deal 10d6 sonic damage, stuns creatures, damages objects

Song of Farsending - Transports the target to a place the caster is familiar with

Summon Monster VI - Summons an outside to fight for the caster

Sympathetic Vibration - Deals 2d10 damage/round to free-standing structures

Veil - Changes the appearance of subjects

Detect Disease - Caster detects presence of disease in area

***Detect Magic** - Caster determines presence of magic and magical effects in area

Detect Poison - Caster senses presence of poison

Dwelling Sense - Caster learns name of creature who last remained in the area

Know the Blood - Caster learns family details of the subject

Summarise - Allows the caster to know the general content of a book

Synchronised Alert - All subjects receive a simultaneous mental alert

Enchantment

Daze - Subject is dazed for one round

Fumble - Target drops whatever it is holding

Stumble - Forces a moving creature to kneel

Evocation

Breeze - Creates a gentle breeze, allowing a +1 bonus to Fortitude saves against hot weather

Dancing Lights - Caster creates four lights which follow his commands

Flare - Bright flare dazzles an enemy

Light - Creates bright light, equivalent to a torch

Ray of Frost - Stream of cold deals 1d3 points of damage

Illusion

Fool's Coin - Makes a single metallic disk seem like precious metal

Ghost Sound - Creates a volume of noise

Living Tattoo - Creates a tattoo with the ability to move

Necromancy

Animate Animal - Creates a skeleton or zombie from a tiny or smaller creature

Detect Dead - Caster detects all corpses in the area

Disrupt Undead - Deals 1d6 points of damage to undead

Identify Undead - Informs caster of all undead types in area

Skull Snare - Makes a single skull into an intelligent trap

Touch of Fatigue - Fatigues target

Transmutation

Celestial Tongue - Caster can speak celestial

Cleanliness - Cleans any one creature, granting a +1 bonus to saves against disease

Enthralling Favour - Grants pleasant flavour to several meals

Dissolving Arrow - Arrows affected by this spell disintegrate after they strike their target

Fiend's Tongue - Caster can speak infernal

Hear Me! - All caster's words can be heard within 100 ft.

Lasting Flame - Increases duration of natural flames

SORCERER AND WIZARD SPELLS

0 Level

Abjuration

Preservation - Ensures food does not rot or spoil

Resist Water - Protects one object from getting wet

Resistance - Grants a +1 bonus to all saving throws

Conjuration

Acid Splash - Deals 1d3 acid damage

Barb - Creates a single arrow, bolt, bullet or sling stone

Conjurer's Toolbelt - Creates a small tool

Obtain Sample - Gathers material and holds it safely

Quill - Forms a writing quill which requires no ink

Silken Glue - Sticks two objects together securely

Trail of Bread Crumbs - Creates a trail, visible only to named recipients

Divination

Detect Curse - Caster determines whether creature or object is cursed

Mage Hand – Allows caster to remotely lift small objects
Mending – Mends a broken object
Message – Whispers message to one creature per level
Open/Close – Caster opens a single portal that is not locked or barred
Shelve – Places a book where it belongs in a library
The Written Word – Fills paper with non-magical text of caster's choosing

Universal

Arcane Mark – Inscribes caster's personal rune or mark
Prestidigitation – Allows the caster to perform minor tricks
Read Magic – Allows caster to read magical writings

1st Level

Abjuration

Alarm – Creates a mental or audible alarm when enemies approach
Armoured Familiar – Grants a +1 armour bonus per caster level to familiar
Avoidance – Searches an area without endangering the caster
Cleanse Minor Vermin – Clears area of all vermin with 2 or less hit points
Endure Elements – Subject suffers no harm in extreme environments
Hold Portal – Magically bars a single portal
Protection from Chaos – Provides defensive bonuses from chaotic creatures
Protection from Evil – Provides defensive bonuses from evil creatures
Protection from Good – Provides defensive bonuses from good creatures
Protection from Law – Provides defensive bonuses from lawful creatures
Resist Scrying – Decreases the Will save DC to resist scrying
Resist the Divine – Grants a bonus to resist divine spells
Restful Sleep – Grants a good night's sleep no matter the conditions
Shield – Grants a +4 bonus to AC
Stand the Test of Time – Makes one object immune to the affects of time

Conjuration

Bind Guardian I – Binds summoned creatures to service
Craft Material – Summons material to be crafted
Diabolic Treasurer – Summons imp capable of appraising accurately
Energy Armour – Creates a positive energy shield against undead
Grease – Makes surfaces very slippery
Ice Bomb – Creates a timed exploding ice bomb, dealing 2d6 damage
Lightning Arrow – Creates an arrow of electricity that shoots towards a target

Mage Armour – Grants a +4 bonus to AC
Mount – Summons a light horse or pony
Obscuring Mist – Creates thick mist that blankets area
Power Word Push – Throws a single creature away from caster
Shadow Mist – Creates a blanket of shadow that can conceal the caster and allies
Silken Rope – Creates rope that can be stuck securely to any surface
Summon Familiar – Calls the caster's familiar to his side
Summon Monster I – Summons an outside to fight for the caster
Unseen Servant – Conjures a mindless force that can perform simple tasks

Divination

Anticipate Attack – Causes a –20 penalty to attack rolls
Comprehend Languages – Caster understands spoken and written words of any language
Creature Lore – Caster learns something about a creature he faces
Detect Secret Doors – Caster finds secret doors in area
***Detect Undead** – Caster locates undead in the vicinity
Foretelling, Lesser – Grants a magical answer to a simple question
Forge Mastery – Grants a +2 bonus to certain Craft checks
***Identify** – Determines properties of magical items
***Law of Simplification** – Removes penalties on next roll
Moment's Brilliance – Enhances Intelligence to an amazing degree
Object Lore – Caster learns something about a single object
Shadow Strike – Grants a +4 bonus to Initiative and a +10 bonus to the next attack roll
Touch of the Merchant – Accurately appraises any object held
True Strike – Grants a +20 bonus to one attack roll

Enchantment

Animus – Causes resentment and hostility
Awakening – Awakens all sleeping creatures in an area
Charm Person – Causes subject to believe caster is friendly
Clumsy – Inflicts a –1d6 penalty to Dexterity, -1 per caster level
***Delusion** – Subject suffers from minor hallucinations
Drowsy – Subject becomes very tired
Enforced Answer – Forces a single word truthful answer from the subject
Enhance Bond – Familiar's abilities and hit points increase
Favour's Focus I – Grants +1 DC to enchantment spells on subject
Hypnotism – Hypnotises several creatures
Moment's Pause – Holds a target immobile
Phobia – Subject affected by phobia of caster's choice
Remorse – Fills a creature with remorse, denying it any action



SPELL LISTS

Sleep – Sends several creatures into a deep slumber
Tickle Finger – Inflicts a –2 penalty to subject's saves and attack rolls

Evocation

Bolt of Frost – Bolt deals 1d6 points of damage per two caster levels
Curse of Acid – Deals 1d4 points of damage and blinds victim
Disarm – Blast of force disarms a subject
Fire Puff – Small ball of fire deals 1d6 damage per caster level
Floating Disk – Creates a field of force that can carry loads
Arcane Weapon, Lesser – Brings into being a weapon of pure force
Magic Missile – Creates bolt of force that deals 1d4+1 damage
Quakethrust – Throws creatures to the ground
Ray of Fire – Stream of fire deals 1d6 points of damage per caster level
Stench – Carrion stench causes all within area to become nauseated
Subduing Bolt – Blue bolt deals 1d6 subdual damage, +1 per level
Subtle Blast – Sonic energy deals 1d6 damage per level

Illusion

Aromatic Fragrance – Creates a scent of the caster's choosing
***Beauty** – Grants a +5 bonus to Bluff, Diplomacy and Gather Information checks
Colour Spray – Blinds and stuns subjects
Deep Shadows – Enhances shadows, granting a +4 bonus to Hide checks
Disguise Self – Caster can change his appearance
Illusory Bolt – Creates bolt that deals 2d4 subdual damage
Indescribable Creep – Panics the subject
Magic Aura – Makes an item register to *detect magic* spells
Mantle of Shadows – Grants a +4 bonus to Hide checks
Phantasmal Force – Creates an image that torments enemies
Silent Image – Creates a single visual illusion
Undetectable Aura – Masks a magic item's aura from detection
Unseen Companion – Caster's familiar is rendered invisible
Ventriloquism – Caster's voice appears to come from somewhere else

Necromancy

***Animate Skeleton** – Creates a skeleton from a corpse
Cause Fear – Frightens or shakens a subject
Chill Blood – Stuns target and deals 1d4 points of damage +1 per caster level
Chill Touch – Deals 1d6 points of damage and 1 point of Strength damage

Death's Shadow – Deals 1d12 points of temporary hit point damage

Mantle of Dread – Grants a +4 bonus to Intimidate checks

Palsy – Subject overcome by convulsions and seizures

Protection from Undead – Provides defensive bonuses from undead creatures

Ray of Enfeeblement – Deals 1d6 points of Strength damage, +1 per 2 caster levels

Renew the Tide of Unlife – Prepares a destroyed corpse for reanimation

Wound – Subject suffers an extra hit point of damage for every wound it takes

Transmutation

Animate Rope – Brings life to a normal rope

Assassin's Whispers – Caster speaks without danger of being overheard

Blindness/Deafness, Lesser – Makes subject blind or deaf for a limited time

Blood Thorns – Hardens blood, dealing 2d6 points of damage

Burning Hands – Creates fire sheet, dealing 1d4 points of damage per caster level

Command Craft – Caster can steer a boat, ship, cart or wagon

Competence – Caster gains proficiency in a single weapon

Deflect Arrow – Caster deflects one ranged attack per round

Elemental Weapon – Touched weapon deals another 1d6 points of damage

Empower Companion – Familiar gains +2 Constitution and Dexterity, and speed increases by +10

Enlarge Person – Causes instant growth of a creature

Erase – Removes all writings from several pages

Expeditious Retreat – Caster's land speed increase by 30 ft.

Extradimensional Pocket – Creates hidden pocket on the caster's person

Far Strike – Multiplies range increments by five

Feather Fall – Creatures or objects fall slowly

Forgetfulness – Inflicts a –2 penalty to all Intelligence based checks

Hammerstrike – Transforms subject's hands into powerful weapons

Hawksight – Caster gains a +5 bonus to Search and Spot checks

Ignite – Causes flammable object to burst into flames

Jump – Grants a +10 bonus to Jump checks

Magic Weapon – Grants a weapon a +1 enhancement bonus

Mystical Performance – Grants a +5 bonus to Perform checks

Physical Prowess – Grants a +2 bonus to Strength, Dexterity or Constitution

Preserve Food and Drink – Ensures food does not spoil or rot for a long period of time

Reduce Person – Shrinks one creature in size

Replace the Senses – Changes how one creature perceives the world

Shadow Hands – As *burning hands*, but shadow energy is used instead

Shape Weapon – Alters weapon to reform it into another

Shocking Grasp – Touch deals 1d6 points of damage per level

Spider Climb – The subject can climb and travel on vertical surfaces and ceilings

Unravel – Unravels any fabric, including belts and straps

Web Walking – Allows the caster to move normally through webs, even magical ones

2nd Level

Abjuration

Arcane Lock – Seals any door, chest or portal

Avoid Touch – Grants a +2 bonus to AC (+1/3 caster levels) to touch attacks

Helm of Mental Fortification – Grants a +5 bonus to mind-affecting spells

Masked Presence – Creates an area that resist scrying

Obscure Object – Hides an object from detection

Pass Through Element – Allows caster to walk through barrier of specified element unharmed

Protect Book – Shields a book from the ravages of time and the elements

Protection from Arrows – Provides defensive bonuses from ranged weapons

***Resist Energy** – Protects subject from specified energy type

Zone of Brightness – All Hide and Move Silently checks suffer a -10 penalty

Conjuration

Acid Arrow – 2d4 acid damage to target, for 1 round +1/3 levels

Acid Fog – Creates fog dealing 2d6 points of acid damage to those caught within

Apportation – Immediately teleports a prepared object as a free action

Bind Guardian II – Binds summoned creatures to service

Call Radiance – As *call darkness*, except a blinding light is called forth

Felonious Friend I – As *unseen servant*, but also gains Sleight of Hand skill

Flaming Goo – Creates glob of sticky fiery goo, dealing 2d6 damage per round

Fog Cloud – Creates billowing, thick fog

Glitterdust – Golden particles cover everything in the area

Goblin Stench – As *stinking cloud* but with shorter duration

Lead the Unruly Beast – Creates magical leash to lead helpless creature

Osseus Staff – Creates staff of bone that can be used as a fearsome weapon

Power Word Block – Deflects a single attack

Sphere of Shrapnel – Thrown globe explodes dealing 1d6 damage per 2 caster levels

Summon Monster II – Summons an outside to fight for the caster

Summon Swarm – Summons a swarm of tiny creatures

***Unseen Trickster** – Much improved version of *unseen servant*

Web – Holds subjects in mass of sticky fibres

Divination

Analyse Creature – Determines abilities of a single creature

Detect Hazard – Caster detects mining hazards

Detect Thoughts – Caster detects surface thoughts in area

Detect Ward – Senses presence of any active ward

Estimation – Allows caster to estimate number of creatures and objects within the area

Eyes of the Cat – The caster gains low light vision and a +1 bonus to AC

Heroes' Luck – Grants a +2 bonus to a single roll or check

Locate Object – Caster senses direction of familiar object

Mental Unity, Lesser – Subjects know instantly of each others condition

Scrying Sight – Caster may learn the identity of those scrying upon him

See Invisibility – Allows the caster to see invisible creatures and objects

***Touch of the Scoundrel** – Grants 5 ranks in several rogue-related skills

Watcher Talk – Allows the caster to communicate via a *scrying* spell

Enchantment

Canard – Causes subject to believe one statement

Cloudy Thoughts – Impairs subject's thoughts, making him vulnerable to enchantment spells

Daze, Greater – As daze but any creature may be affected

Daze Monster – Living creature of 6HD or less loses their next action

Decree of the Topaz – Subject stands perfectly still

Favour's Focus II – Grants +2 DC to enchantment spells on subject

Hideous Laughter – Subject laughs uncontrollably

Imprint – Stores the printed word in the caster's mind

Insomnia – Renders victim unable to sleep

Jester's Gift – Caster angers any creature, no matter what language it speaks

Mercy Blow – Forces killing blows to deal subdual damage

Mystic Lullaby – Lulls single creature into a deep sleep

Piercing Gaze – Caster's gaze deals 5d4 points of damage, which may be subdual

Rapturous Touch – All touches by the caster are seen as extremely pleasurable

Seductive Smile – Grants a gaze attack that enamours others



SPELL LISTS

Somnolent Slumber – Forces a target into a deep sleep
Thrall's Understanding – Charmed subjects are given a common language with the caster
Touch of Idiocy - Subject takes 1d6 damage to Intelligence, Wisdom and Charisma

Evocation

Arcane Weapon – Creates a weapon of pure force, dealing 1d8 points of damage
Aura of Lightning – When caster is hit, he deals 1d6 points of damage per level to attacker
Bolt of Ice – Bolt deals 1d6 points of damage, plus 1d6 cold damage +1 per caster level
Brand of Air – Grants a +2 bonus to Dexterity and a +5 bonus to AC
Brand of Earth – Grants a +2 bonus to Strength and can conjure a huge rock which can be thrown
Brand of Fire - Grants a +2 bonus to Dexterity and can conjure a 3d6 damage fire attack
Brand of Frost – Grants a +1 bonus to AC, plus subject can create an icy spear
Brand of Water – Grants a +2 bonus to Constitution, plus subject can conjure a 5d6 water attack
Continual Flame – Creates a permanent flame, equal to a torch
***Darkness** – Creates an area of utter blackness
Daylight – Touched object sheds light as if it were day
Disruption Missile – Missiles deal 2d4+2 points of damage to undead
Energy Whip – Creates whip of energy, dealing 1d6 damage, +1 per 2 caster levels
Fire Burst – Creates flame that deals 1d6 damage per two caster levels
Flaming Sphere – A ball of fire rolls from the caster, dealing 2d6 damage
Knock Asunder – Subjects are shaken and knocked prone
Piercing Bolt – Creates bolt of force that destroys a target's defences
Scorching Ray - Ranged touch attack, deals 4d6 fire damage, +1 ray per 4 levels (max 3 rays)
Shadow Bolt – Dark missile deals 1d4 points of damage per level
Shatter – Creates a noise that shatters brittle objects
Shrapnel – Detonates a bone, dealing 1d10 damage, +1 per level
Wind Armour – Grants a +4/+6 bonus to AC against melee and ranged attacks

Illusion

Blur – Grants the subject concealment
Dark Aura – Grants target cover and a +4 bonus to Intimidate checks
Encumbering Load – Increases encumbrance by 25 lb. per level
Fade – Grants +8 bonus to Hide checks
Fool's Gold – As *fool's coin*, but affects 2 lb. of metal per level
Hypnotic Pattern – Pattern fascinates several creatures
Invisibility – Makes the subject invisible

Magic Mouth – Creates an animated mouth that can speak a specified phrase
Mask Death – Masks the presence of undead creatures
Mirror Image – Creates 1d4 images, +1 per 3 caster levels
Misdirection – Misleads divination spells
Missive – Stores image of caster
Trap – Creates the illusion of a trap

Necromancy

***Animate Zombie** – Creates a zombie from a corpse
Aura of Death – Creates a creepy and unsettling aura
Bleeding Wound – Causes an extra hit point of damage per round
Bones of Steel – Grants +2 bonus to skeleton's AC
Command Undead - Undead creatures obey the caster's commands
False Life - Gain 1d10 temporary hp +1/level (max +10)
Ghoul Touch – Touch attacks paralyse victims
Scare – Makes creatures frightened
Sensory Link – Sees through the eyes of controlled undead
Spectral Hand – Creates a ghostly hand that can deliver touch attacks
Visage of the Dead – Causes the caster to take the form of a zombie
Voice of Deathly Whispers – Caster can project his voice through an undead creature

Transmutation

Acidic Vapours – Turns fog to acid, dealing 1d6 points of damage/3 caster levels
Aegis Beaker – Ignores armour and enhancement bonuses (up to +2)
Alter Self – Changes caster's appearance
Assassin's Strike – Sneak attack granted or increased by 1d6
Aura of Glory – Grants a temporary +4 bonus to Charisma
Bear's Endurance - Subject gains +4 to Constitution for 1 min/level
Bedtime Arrow – Causes arrows to deal subdual rather than normal damage
Bind the Arcane Connection – Binds two objects together tightly
Bladelimb – Transforms limb into weapon, dealing 1d8 damage with a +1 enhancement bonus
***Blindness/Deafness** – Strikes a target deaf or blind
Bounding Gait – Grants a +15 or +40 bonus to Jump checks
Bull's Strength – Grants a +4 bonus to Strength
Cat's Grace – Grants a +4 bonus to Dexterity
Claws of the Demon – Caster's hands turn into claws, dealing 2d8 points of damage
Darkvision – Subject gains Darkvision 60 ft.
Dig – Clears out section of earth
Eagle's Splendour - Subject gains +4 to Charisma for one minute per level
Empower Item – Increases DC of magic item's effects by +1

Exhaust – All subjects are dazed and take 3d6 points of subdual damage

Fire Arrow – Causes arrows to ignite, dealing an extra 2d6 damage

Flaming Missile – Causes object to ignite and may then be thrown

Fox's Cunning - Subject gains +4 to Intelligence for one minute per level

Glittering Robe – Imbues clothes with magical protective qualities

Instability – Takes all the strength out of a victim

Knock – Opens barred doors and other portals

Levitate – Subject slowly rises or falls at will

Locomotion – Moves one cart, wagon, boat or ship

Merciful Weapon – Causes weapon to deal only subdual damage

Monk's Fighting Grace – Allows the caster to fight effectively unarmed

One With the Dead – Makes caster seem to be one of the dead

Owl's Wisdom - Subject gains +4 to Wisdom for one minute per level

Pyrotechnics – Turns a fire into blazing fireworks or billowing smoke

Rope Trick – Raises a rope straight into the air

Slipping the Ranks – Caster can make 10 ft. teleport instead of 5 ft. step

Spider Climb - Grants ability to walk on walls and ceilings

***Vigilant Guardians** – Animates thrown weapons

Volume – Caster can increase or decrease non-magical sounds in the area

Weightless Cube – Negates all gravity within area

Whispering Wind – Sends a message, borne by the wind

Universal

Empowerment – Increases DC of caster's spells by +1

3rd Level

Abjuration

Dispel Magic – Ends spells and spell effects within area

Explosive Runes – Inscribes runes that detonate when read, dealing 6d6 damage

Extract Ore – Processes 100 lb. of rock per caster level

Just Reversal – Reverses the effects of charm spells

Magic Circle Against Chaos – Wards away all chaotic creatures

Magic Circle Against Evil – Wards away all evil creatures

Magic Circle Against Good – Wards away all good creatures

Magic Circle Against Law – Wards away all lawful creatures

Nondetection – Warded creature becomes difficult to find by divination

Protection from Air Creatures – Provides defensive bonuses from air creatures

Protection from Earth Creatures – Provides defensive bonuses from earth creatures

Protection from Energy – Provides defensive bonuses from a specified energy type

Protection from Fire Creatures – Provides defensive bonuses from fire creatures

Protection from Water Creatures – Provides defensive bonuses from water creatures

Repel Fey – Keeps fey creatures at bay

Traceless Teleport – Blocks the use of *trace teleport*

Trigger Trap – Sets off all traps within range

Zone of Visibility – Negates invisibility, hiding and concealment

Conjuration

Bind Guardian III – Binds summoned creatures to service

Bolt of Conjuration – Deals 1d4 points of damage per level plus summons a monster

Bone Arrow – Enchant bone to deal 1d4 points of damage per caster level

Bone Field – Spikes rise from the ground, dealing 1d4 points of damage

Call Darkness – Blocks line of sight and deals 2d6 points of damage

Doom Fog – As fog cloud but subjects must save or suffer –2 penalty to rolls

Phantom Steed – Creates a quasi-real horse-like creature

Power Word Fear – Causes several creatures to act as if under a *cause fear* spell

Scales of the Dragon – Grants +4 AC and energy resistance depending on colour of scales chosen

Sepia Snake Sigil – Creates a snake trap in text

Sleet Storm – Driving sleet makes movement difficult and knocks enemies prone

Stinking Cloud – Creates a fog cloud that nauseates those inside

Summon Monster III – Summons an outside to fight for the caster

Venomblade – Creates a slashing weapon that deals Strength damage

Divination

Arcane Sight - Magical auras are visible to the caster

Clairaudience/Clairvoyance – Allows the caster to see or hear in a remote location

Combat Link – Grants a +4 bonus to AC and saving throws against a target

Detect Dimensional Disturbance – Caster determines disturbance of the material plane

Gilded Tongue – Permits the caster to always say the best thing possible

***Law of the Wild** – Grants a +10 bonus to Animal Empathy, Handle Animal and Survival checks

Master of the Game – Grants the caster the sight of multiple possibilities

Shadow Sight – Allows the caster to see the shadow image of an enemy

Singular Focus – Speeds up task and guarantees success

Speak with Shadows – Communicates with shadows to learn about the immediate vicinity



SPELL LISTS

Ties of Blood - Forges a mental connection among subjects related to the caster by blood
Tongues - Grants ability to understand and speak any language
Touch of the Sage - Grants 10 ranks in any Knowledge or Spellcraft skill
Transfer Item - Summons an item to the caster via a *scrying* spell
War Mastery - Grants subject a single Fighter feat

Enchantment

Befuddle - Affected creatures act in an unpredictable manner
Beyond Words - As thrall's understanding, except caster can communicate telepathically
Chaotic Communication - Changes speech to babble, though those affected by spell still understand
Confidante - Charmed creature treats caster as an utterly trusted friend
Delirium - Subject suffers from hallucinations and misguided thoughts
Enforced Answer, Greater - Forces truthful answer from subject
False Love's Kiss - Powerful version of *charm person*
Favour's Focus III - Grants +3 DC to enchantment spells on subject
Fickle Finger of Fate - Grants either a bonus or penalty to attack rolls and saves
Heroism - Gives +2 on all attack rolls, saves and skill checks
Hesitate - Subject pauses before every action
Hold Person - Stops one character in its tracks
Hysteria - Subject becomes mentally unhinged
Narcolepsy - Causes subject to suffer from bouts of deep sleep
Permanent Levity - Makes the spirit extremely jovial and non-combatant
Phobia, Greater - Subject affected by phobia of caster's choice
Rage - Gives +2 to Strength, and Constitution, +1 on Will saves, -2 to AC
Sleep, Greater - Sends several creatures into a deep slumber
Suggestion - Forces a subject to complete a specified action
Wave of Hesitation - Stuns all creatures within a cone

Evocation

Acidic Touch - Touch deals 1d8 points of damage, +1 per level
Blast of Force - Causes 1d4 points of damage per caster level in an extended area
Dancing Shield - Grants a +10 bonus to AC to a specified number of attacks
Desiccate - Removes moisture from all inanimate objects in area
Fireball - Creates a fiery explosion, dealing 1d6 points of damage per caster level
Floor of Fire - Creates a sheet of flame just above the floor, dealing 1d6+1 damage

Gust of Wind - Creates a strong blast of air
Lightning Bolt - A stream lightning strikes a target, dealing 1d6 damage per caster level
Malediction of Razors - Creates a number of missiles, each dealing 1d4 +1 damage
Mass Missile - Releases pulsating helix of pure magical force, dealing 1d6 damage per level
Murmur of the Earth - Generates shock wave that knocks creatures prone and deals 2d6 damage
Shadow Blade - Creates a shadow sword that bypasses normal armour
Shadow Wall - Creates a wall of shadow that grants concealment
Shockwave - Massive shockwave deals 3d6 subdual damage and performs a bull rush
Tiny Hut - Creates a spherical hut, offering rest and safety
Vitriolic Spheres - Creates orbiting globes that may be thrown at enemies
Wall of Force, Lesser - Creates a wall of pure force
Watcher Retaliation - Allows the caster to strike back at those scrying him
Wind Wall - Creates an invisible vertical curtain of wind

Illusion

Chameleon Skin - Subject's skin matches background
Chatterbox - Imbues item with magical mouth that constantly distracts
Creeping Shadows - Creates shadows that grant a +2 bonus to attacks rolls or AC
Displacement - Grants 50% miss chance to all incoming attacks
Frightful Presence - Creates a fearsome manifestation that panics those nearby
Illusory Script - Caster makes writings legible only to those he nominates
Improved Phantasmal Force - As *phantasmal force* but illusion has better attacks
Invisibility Sphere - All subjects in area become invisible
Lucid Tones - Forces creatures to listen to music
Major Image - As *silent image*, plus sound, smell and thermal effects

Necromancy

Channelling Ward - Undead gain a +4 bonus to resist turning
Gentle Repose - Preserves corpses so they do not decay
***Halt Undead** - Renders up to three undead immobile
***Invigoration of Undeath** - Grants zombies the Improved Initiative feat
Necromantic Blessing, Lesser - Augments undead
Ray of Exhaustion - Targets become exhausted
Shadow Horror - Drains target of 1d6 Strength and stuns it
Shadow Mastery - Causes an enemy's shadow to attack it
Skeletal Tattoo - Tattoo grants spell resistance

Strike Barren – Makes one subject permanently infertile

Strike the Bereft – Deals 1d6 damage per level to all creatures lacking souls

Thin Blood – Inflicts a wave of weakness on the subject

Undead Conduit – Channels necromancy spells through controlled undead

Vampiric Touch – Drains hit points from subject, granting temporary hit points to caster

Transmutation

Awaken Element – Grants an element sentience

Blink – Cycles the caster in and out of the ethereal plane

Claim From the Earth – Brings any buried creature to the surface

Companion's Defence – Renders a subject immune to caster's spells

Curse Lineage – Deals –1 penalty to attack rolls, saves and skill checks on 1d6 family members

Elemental Shape – Transforms the caster's body into pure elemental matter

Elemental Vulnerability – Makes the subject extremely vulnerable to one energy type

Flame Arrow – Ignites arrows, dealing 1d6 fire damage

Fly – Allows the subject to fly with good manoeuvrability

Gaseous Form – The subject and all its equipment becomes insubstantial

Haste – speeds up the actions of a subject

Hummingbird's Flight – Increases manoeuvrability of flying caster

Immobilise – Stops constructs in their tracks

Keen Edge – Doubles threat range of a weapon

Life's Veil – Grants seeming of life to an undead creature

Magic Weapon, Greater – Grants a weapon a +1 enhancement bonus per 3 caster levels

Phantom Charges – Allows magic items to be used without expending charges

Reflect Arrow – Diverts the course of arrows aimed at the caster

Restore Page – Restores fragments of a page to their original form

Scribe – Copies contents of a book to empty pages

Secret Page – Alters the contents of a page to hide the real text

Shrink Item – Reduces size of one non-magical object

Gift – Transfers an object from caster to another creature

Skeletal Strength – Enchants bone to make it harder and more resilient

Skin Walking – Grants a +25 bonus to Disguise checks when impersonating a slain victim

Slow – Slows down the actions of an enemy

Targeter – Grants a bow a +4 bonus to attack rolls

Theft – Steals an object from the subject's grasp

Token of Communication – Imbues a tiny object with telepathic message

Water Breathing – Permits the subject to breathe normally underwater

4th Level

Abjuration

Binding Gem – Causes a gem to absorb a specified spell

Dimensional Anchor – Subject is prevented from using planar travel

Fire Trap – Creates fiery trap when an object is opened

Globe of Invulnerability, Lesser – Protects against spells of up to 3rd level

Magic Circle Against Chaos, Greater – Wards away all chaotic creatures

Magic Circle Against Evil, Greater – Wards away all evil creatures

Magic Circle Against Good, Greater – Wards away all good creatures

Magic Circle Against Law, Greater – Wards away all lawful creatures

Privacy – Guards against divination spells

Remove Curse – Banishes a curse placed on a person or object

Repel Undead – Keeps undead creatures at bay

Roguebane – Magically traps objects

Stoneskin – Grants damage reduction 10/adamantine

Conjuration

Bind Guardian IV – Binds summoned creatures to service

Black Tentacles – Causes rubbery tentacles to grab and trap victims

Call Energy – As *call darkness* except caster can specify energy type

Energy Reflection – Ignores and redirects one type of energy damage

Felonious Friend II – As *unseen servant*, but also gains new skills

Freeze Bolt – Creates an arrow of ice that deal 5d6 damage

Infusion, Lesser – Strengthens summoned creatures

Creation, Lesser – Temporarily creates a single non-magical object

Phantom Artillery – Creates temporary siege energy

Poisoned Goblet – Coats object with lethal poison

Power Word Pain – Cripples several creatures with agonising pain

Secure Shelter – Creates a sturdy cottage or hut

Solid Fog – Creates a bank of fog that greatly hinders movement

Summon Monster IV – Summons an outside to fight for the caster

Thunderclap Arrow – Creates an arrow of sonic energy dealing 4d6 damage

Divination

Arcane Eye – Creates invisible and mobile magic sensor that the caster can see through

Detect Scrying – Caster becomes aware of any magical viewing



SPELL LISTS

Hand of the Guilty – Indicates the last creature to hold an object

Intuitive Insight – Grants a +5 bonus to any skill the caster does not possess

Locate Creature – Caster sense direction of familiar creature

Portents and Omens – Allows caster to subtly influence the future for himself or others

Scrying – Caster is able to view a remote location

Telepathic Assault - Deals 5d6 subdual damage and 5d6 mental damage

Touch of the Healer – Stabilises injured creatures and heals hit points

Enchantment

Amnesia – Blocks recent events from target's memory

Bind the Unruly Apprentice – Stops target from casting spells

Binding Circle – Anyone within area is trapped

Charm Monster – Causes creature to believe caster is friendly

Confusion – Subjects act in a random manner

Emotion – Encourages a single emotion within the subject

Favour's Focus IV – Grants +4 DC to enchantment spells on subject

Fearless – Makes subjects immune to fear-based spells of 4th level or lower

Flashback – Causes 1d8 damage every time the subject attempts a specified action

Fractured Unity – Sows discord throughout the entire area

Geas, Lesser – Forces subject to follow a specified quest

Hatred's Puppet – Subject flies into a murderous rage

Labyrinthine Conundrum – Occupies subject with an intellectual problem

Wall of Distrstandard Action – Creates a wall of pale mist that unsettles those who pass through it

Wall of Fear - Creates an imperceptible wall of pure fear

Evocation

Blast of Earth – Blasts earth at target, dealing 1d4 points of damage per caster level

Brand of Air, Greater – As *brand of air*, except subject can also fly.

Brand of Earth, Greater – As *brand of earth*, but also grants DR 2/magic

Brand of Fire, Greater – As *brand of fire*, but also provides 10 points of fire resistance

Brand of Frost, Greater – As *brand of frost*, but also provides 10 points of cold resistance

Brand of Water, Greater – As *brand of water* but also allows subject to breathe water

Chains of Fire – Fire wraps a target, dealing 2d6 points of damage per round

Condemnation – Ray deals 1d6 points of subdual damage per caster level, plus entangles target

Curtail Movement – Caster sets maximum speed within designated area

Fire Shield – Wreathes caster in fire, dealing damage to anyone who comes close to him

Globes of Warding – Summons globes that protect the caster

Ice Storm – Great hail stones pound area, dealing 5d6 damage

Item Binding – Encases object in globe of force

Resilient Sphere – Encloses the subject in a sphere through which nothing can pass

Sand Cone – Blasting sand deals 1d6 damage per level

Scream of Ice – Shriek deals 1d6 points of damage per level

Shout – Yell deafens for 2d6 rounds and deals 5d6 damage

Vitriolic Flames – Blasts a cone of burning acid dealing 1d6 damage per level

Wall of Fire - Creates a wall of raw fire

Wall of Ice - Creates a wall of solid ice

Wind Tunnel - Creates concentrated blast of wind that disrupts and knock down enemies

Illusion

Catalytic Mouth – As *magic mouth* except it can speak a command word to trigger a spell

Faces – Duplicates characteristics of someone caster knows

Fool's Trove – As *fool's coin* but affects all objects in a location

Hallucinatory Terrain – Changes the appearance of natural terrain

Illusion Breaker – Summons one illusion to destroy another

Illusory Wall – Creates illusion of wall, floor or ceiling

Invisibility, Greater – Subject becomes invisible, even while attacking

Multi Image – As mirror image, but images can perform their own actions

Phantasmal Killer – Creates an image that torments and attacks enemies

Rainbow Pattern – Captivates affected creatures

Shadow Conjunction – Mimics conjuration spells

Necromancy

Animate Dead – Creates skeletons or zombies from corpses

Bolster Familiar – Increases Strength and hit points of familiar

Burrowing Bony Digits – Fires five bony digits which deal 1d6 points of damage plus burrowing

Contagion – Subject spreads a random disease

***Enervation** – Deals 1d4 negative levels to subject

Fear – All creatures within area become panicked

Feast of Flesh – Caster paralyzes subjects and can turn them into ghouls

Ghoulish Curse – Subject slowly turns into a ghoul

Graft Weapons – Fuses weapons on to skeletons and zombies

Siphon Elemental Lifeorce – Inflicts negative levels to boost future spells

Spirit Strike – Living creatures only suffer 1d6 damage per level

Venom – Grants a bite attack with a debilitating poison

Transmutation

Avenge the Family – Causes the body of the target to rot

***Bestow Curse** – Places powerful curse on touched creature

Bolster Item – Increases damage dealt by magic item by 150%

Dimension Door – Caster transfers from one location to another

Enlarge Person, Mass – Increases size of several creatures

Focal Strength – Caster sacrifices Strength to grant a weapon greater damage

Imbue Familiar – Familiar gains ability to cast a spell

Imbue Touch Spell – Caster may pass one spell onto another creature to cast

Improved Mage Armour – Grants a +10 bonus to AC and a +4 bonus to melee attacks

Lethargy – Subject becomes extremely tired

Magnetic Covering – Victim is covered by particles of dust and dirt, hindering attacks

Mnemonic Enhancer – Prepares or retains additional spell

Polymorph – Changes the form of a single creature

Redirect Arrow – Caster changes direction of a ranged weapon fired at him

Reduce Person, Mass – Reduces several creatures

Sight of Doom – One spell may be used as a gaze attack

Spell Filch – Steals effects of spells upon a creature

Titan's Strength – Grants an effective Strength of 40 for certain actions

Unseen Item – Renders an object invisible and immune to divination spells

Universal

Empowerment, Greater – Increases DC of caster's spells by +2

5th Level

Abjuration

Block Teleport – Blocks all attempts to teleport in an area

Break Enchantment – Frees a subject from all enchantments

Dismissal – Forces extraplanar creature back to its home plane

False History – Gives false readings to divination spells

Loyal Guardian – Invisible globe absorbs attacks

Magic Circle Against Elements – As *protection from elements* but protects many people

Protection from Force – Provides defensive bonuses from force effects

Weapon Ward – Caster becomes invulnerable to one type of weapon

Conjuration

Bind Guardian V – Binds summoned creatures to service

Caustic Spray – Spews forth acid, dealing 1d8 points of damage per caster level

Cloudkill – Creates yellow fog that kills weak creature

Drown – Creates volume of water around subject's head

Faithful Hound – Conjures a phantom watchdog

Girding Call – As *apportation* but weight limit increased

Latch of Teeth – Summons fiendish dire weasel to latch on to target

Creation, Greater – Creates a non-magical object

Planar Binding, Lesser – Summons an extraplanar creature and forces it to service

Poison Armour – Provides a +4 bonus to AC and resists poisons

Power Word Slumber – Sends several creatures to sleep

Secret Chest – Hides a chest on the ethereal plane

Summon Monster V – Summons an outside to fight for the caster

Teleport – Transports the caster to a designated destination

Wall of Stone – Creates a wall of solid stone

Wall of Vermin – Creates a wall of vicious vermin

Divination

Contact Outer Plane – Caster seeks advice from the outer planes

Foretelling – Caster derives magical answer to any question

Mathematical Principal – Optimises the casting of spells

Mind Probe – Caster seeks out thoughts from subject

Penetrating Snare – Permits caster to see through solid matter

Prying Eyes – Caster creates ten roving eyes to scout out the area

Telepathic Bond – Subjects can communicate telepathically

Timesight – Caster reads the past or future of an object, person or place

Touch of the Soldier – Subject gains utter mastery of a chosen weapon

Enchantment

Attention Disorder – Causes target to lose concentration and purpose

Camaraderie – Shares name and appearance with charmed subjects

Chronic Phobia – As *phobia*, *greater* but with a longer duration

Dazing Aura – Any subject entering aura may be dazed

Decree of the Ruby – Subject attacks nearest creature

Disperse – Affected creatures double move away from each other

Dominate Person – Caster controls the actions of one character



SPELL LISTS

Favour's Focus V – Grants +5 DC to enchantment spells on subject

Feeblemind – Subject's Intelligence and Charisma drop to one

Fleeting Genius – Allows the caster to perform one action flawlessly

Hold Monster – Stops one creature in its tracks

Kill Kin – Subject is compelled to seek out and slay blood kin

Mind Fog – Weakens the mental resistance of all within cloud

Shattered Will – Renders target helpless against enchantment spells

Symbol of Sleep – Scribes potent runes of sleep

Wall of Sleep – Creates a wall that forces sleep

Evocation

Army of Shrapnel – Causes a skeleton to explode, dealing 1d10 +1 per caster level points of damage

Blast of Elemental Fury – Creates elemental cone, dealing 1d6 points of damage per caster level

Cone of Cold – Cone deals 1d6 points of damage per caster level

Hall of Fire – Creates an immobile corridor of flame

Interposing Hand – Creates a magical hand that protects the caster

Peal of Madness – Deafens victims and drives them insane

Redirect Teleport – Caster can alter the destination of a *teleport* cast near him

Ring of Repulsion – Performs a bull rush against all nearby creatures

Sending – Sends a short message to a familiar creature

Static Sign – Brings forth four lightning bolts

***Wall of Force** - Creates a wall of pure force

Wind Bindings - A storm-like force presses on the target from all sides, keeping it from moving

Illusion

Animate Images – Turns two dimensional images into animated objects

Dark Forces – As *dark aura* but affects multiple targets

Dream – Caster can send a message in the form of a dream

False Vision – All scrying spells receive false information

Mirage Arcana – Makes area to be something other than what it is

Nightmare – Plagues subject with terrible nightmares and 1d10 damage

Persistent Image – Creates illusion without need for concentration

Phantasmal Force, Greater – Creates an image that torments enemies

Phantom Guardians – Protects caster from sneak and surprise attacks

Seeming – Changes the appearance of creatures

Shadow Evocation – Mimics evocation spells

Necromancy

Agony – Deals 1d8 points of subdual damage every round

Animate Wound – Causes wounds to terrify and attack the target

Annihilation – Slays all creatures and plants within the area

Arcane Poison – Touch attack introduces deadly poison to target

Blight – Withers any single plant, dealing 1d6 points of damage per level

Globe of Negative Energy, Lesser – All creatures moving in contact gain 1d4 negative levels

Magic Jar – Allows caster to take over the body of another creature

Necrotic Blast – Channels death magic into a blast dealing 1d6 damage per corpse

Recall Spirit – Brings a spirit or soul back to its original body

Shrieking Missile – A ranged weapon screams, causing fear

Shroud of the Elements – Augments undead with on energy type

Skeletal Spikes – Creates huge bony spikes that act as natural weaponry

Symbol of Pain – Scribes potent runes of pain

Wall of Bones – Creates a solid wall of human bones

Waves of Fatigue - Several targets become fatigued

Transmutation

Animal Growth – Increases size of animals

Baleful Polymorph - Transforms subject into helpless animal

Bandersnatch – Creates a trap with a small sack

Fabricate – Converts raw material into finished object

Armourless Arrow – Creates arrows that ignore mundane and natural armour

Minotaur's Might – Grants 2d4 extra Strength

Overland Flight - The caster may fly at a speed of 40-ft and hustle over long distances

Passwall – Permits the caster to create a passage through stone or wooden barriers

Pick Hands – Subject's arms transform into *light picks* +1

Relative Spatial Lock – Locks two objects together

Spinal Limb – Causes an extra limb to grow from the caster's spine to attack enemies

Stone Shape – Reshapes stone into a new form

Telekinesis - The caster moves objects or creatures by concentrating on them

Transmute Mud to Rock – Transforms mud to soft stone

Transmute Rock to Mud – Transforms rock to mud

Weighty Arrow – Increases the weight of an arrow to stun victims

Universal

Permanency – Makes the duration of certain spells permanent

6th Level

Abjuration

Antimagic Field – All magic within area fails to function

Dispelling, Greater – Ends spells and spell effects within area

Dispel Magic, Greater - As *dispel magic*, but +20 on check

Globe of Invulnerability – Protects against all spells of up to 4th level

Guards and Wards – Creates defences for a stronghold

Repulsion – Prevents creatures approaching the caster

Victim's Revenge - Any creature that attacks the caster suffers magical feedback

Conjuration

Bind Guardian VI – Binds summoned creatures to service

Claw of Ice – Creates claw that deals 3d6 points of damage

Dimensional Rift – Creates linked portals, allowing instantaneous travel

Dismissive Glance – By glancing at a target, the caster can send it to the astral plane

Elemental Fabrication – Creates an elemental out of raw material

Felonious Friend III – As *unseen servant*, but also gains new skills and can engage in combat

Infusion, Greater – As *infusion* but energies are much more potent

Piercing Arrow – Arrow of pure force deals 4d8 points of damage, +1d8 per level above 11th

Planar Binding – Summons an extraplanar creature and forces it to service

Power Word Deafen – Makes a single creature completely deaf

Summon Monster VI – Summons an outside to fight for the caster

Tsunami – Summons a tall wall of seawater that moves with devastating speed

Venom Arrow – Creates a magical arrow which has the effect of the *venom* spell

Wall of Iron - Creates a wall of solid iron

Wall of Snakes - Creates a wall of writhing snakes

Divination

Analyse Dweomer – Obtains information on spells and magical properties of creatures

Guided Strike – Guided spells automatically strike their target

Legend Lore – Uncovers legends about people and objects

Shared Minds – Several characters begin operating together, accomplishing difficult tasks

***Touch of the Artisan** – Grants a +25 bonus to one Craft skill

Transfer Teleport Co-Ordinates – Communicates location to teleport to

True Seeing – Allows caster to see through all illusions and visual falsehoods

Enchantment

Coma – Causes subjects to fall into a deep sleep

Decree of the Emerald – Causes subject to steal nearest object

Decree of the Sapphire – Subject is forced to travel to its home

Favour's Focus VI – Grants +6 DC to enchantment spells on subject

Friendship – Makes friendship element of charm spell permanent

Geas – Forces the subject into performing a service or mission

Heroism, Greater - Gives +4 bonus on attacks, saves and skill checks, immunity to fear; temporary hp

Lingering Daze – Subjects are daze, no matter how many Hit Dice they have

Hysteria, Mass – Causes several subjects to act randomly

Suggestion, Mass – Forces several subjects to complete a specified action

Symbol of Persuasion – Scribes potent runes of persuasion

Evocation

Chain Lightning – Deals 1d6 points per caster level, then arcs to secondary targets

Contingency – When cast, allows another spell to be cast on a specified trigger

Contingent Spell – Stores spell until specified trigger

Electrical Flood – The caster floods an entire area with electrical activity

Forceful Hand – Creates a magical hand that can bull rush enemies

Freezing Sphere – Creates exploding sphere of ice that deals 1d6 damage per caster level

Pulsing Fireball – As *fireball* but pulses with successive detonations

Trace Teleport – Informs caster the destination of any *teleport* cast near him

Watcher Blast – Channels powerful blast via a *scrying* spell

Illusion

Eerie – Causes the subject to doubt its perceptions

Horrific Aspect – Caster changes appearance to horrifying monster

Mislead – Figment of caster generated, even as he becomes invisible

Permanent Image – Creates illusion of creature or object

Programmed Image – Creates an illusion triggered by a specified event

Shadow Walk – Caster can move at speed through shadows

Veil - Changes the appearance of subjects

Necromancy

Circle of Death – Slays 1d4 Hit Dice of creatures per caster level

Delay Death – Allows subject to function at negative hit points



SPELL LISTS

Kidnap Soul – Traps soul in a clay jug
Longevity – Caster does not age for one day
Suffocate – Draws air out of the subject's lungs, plus deals subdual damage
Symbol of Fear – Scribes potent runes of fear
Threshold of Unlife - Greatly increases the ambient negative energy present in the area
Undeath to Death - Destroys 1d4/level HD of undead (max 20d4)
Unfetter Undead – All undead within range become uncontrolled

Transmutation

Bear's Endurance, Mass - As *bear's endurance*, affects one subject/level
Bull's Strength, Mass - As *bull's strength*, affects one subject/level
Cat's Grace, Mass - As *cat's grace*, affects one subject/level
Control Water – Caster can raise or lower a body of water
Control Weather – Caster can control the weather in a limited area
Disintegrate – Annihilates one creature or object
Disrupt Negative Energy – Destroys or damages undead
Eagle's Splendour, Mass - As *eagle's splendour*, affects one subject per level
Elemental Aura – Enhances other elemental spells
***Eyebite** – Caster gains gaze attacks that renders subjects sick, panicked or comatose
Flesh to Stone – Turns one subject into a mindless statue
Fox's Cunning, Mass - As *fox's cunning*, affects one subject per level
Haste, Mass – Speeds up the actions of several creatures
Lucubration – Recalls spells of up to 5th level
Merger – Fuses two creatures for a period of time
Move Earth – Moves a large quantity of earth
No Such Spell – A specified spell cannot function in the area
Owl's Wisdom, Mass - As *owl's wisdom*, affects one subject/level
Restore Book – Restores an entire volume from a mere scarp
Stone to Flesh – Restores a petrified creature to life
Suffering Death – Transforms blood to molten lead, causing an agonising death
Transformation – Transforms the caster into a killing machine

7th Level

Abjuration

Antimagic Fog – Creates a Fog cloud that causes all magic within to fail
Banishment – Forces extra-planar creature out of home plane
Sequester – Renders subject invisible and protected against divination

Spell Turning – Rebounds spell upon original caster

Conjuration

Bind Guardian VII – Binds summoned creatures to service
Creation, Greater – As *major creation* but with longer duration
Echoing Call I – Continues to summon monsters
Elemental Sagitta – Creates elemental arrows, dealing 6d8 points of damage
Instant Summons – Calls an object to the caster's hand
Magnificent Mansion – Creates an extradimensional dwelling
Phase Door – Creates an ethereal passage through stone and wood
Plane Shift – Caster moves to another plane of existence
Purple Haze – Creates an intoxicating fog
Summon Monster VII – Summons an outside to fight for the caster
Teleport, Greater - Transports the caster to a designated destination with no restrictions
Wave of Unbinding – Undoes the effects of many conjuration spells

Divination

Analyse Creature, Greater – Obtains detailed information on encountered creatures
Arcane Sight, Greater - As *arcane sight*, but also reveal magical effects on creatures and objects
Darkest Knowing – Forces subject to confront inner truths, rendering it catatonic
***Farview** – Allows caster to view a distant location
Gilded Thoughts – Intercepts any attempt to read thoughts
Mindshriek – Guards the caster's mind against attack
Srying, Greater – Caster is able to view a remote location with no restriction on distance
Touch of the Mystic – Subject can freely use *detect magic* and *identify*
Vision – Creates a vision of legends about an important person, place or object

Enchantment

Bonded Souls – Binds charmed subject as a familiar
Bonded Thoughts – Initiates telepathic contact with charmed subject
Decree of the Diamond – Causes subject to travel to the caster
Favour's Focus VII – Grants +7 DC to enchantment spells on subject
Hold Person, Mass - As *hold person*, within 30-ft
Insanity – Affected subject suffers *confusion* permanently
Normalcy – Creatures affected believe the subject is completely normal
Permanent Phobia – As *greater phobia* but with permanent duration
Symbol of Stunning – Scribes potent runes of stunning

Torment of Loss – Subject is overcome with regret at having lost bond with caster

Evocation

Delayed Blast Fireball – As *fireball* but may caster times detonation

Disruption Wave – Undead creatures must save or be destroyed

Forcecage - Brings into being an immobile cubical prison

Grasping Hand – Summons magical hand that grapples opponents

Prismatic Spray – Creatures are struck by a multitude of harmful beams

Sword – Creates a force sword that attacks specified targets

Vacuum Slash – Creates an area of hard vacuum, dealing 10d6 damage

Illusion

Burden of Proof – Makes subject look as if he is constantly lying

Invisibility, Mass – Causes several subjects to become invisible

Project Image – Creates a shadow duplicate of the caster

Recurring Image – As *programmed image* but illusion can follow a script

Shadow Conjuration, Greater – Mimics conjuration spells

Simulacrum – Creates illusory duplicate of a creature

Necromancy

Control Undead – Caster can vocally command undead

Finger of Death – Slays any one living creature

Globe of Negative Energy – Creature that come into contact with the globe gains 2d4 negative levels

Grave Storm – Creates a spray of death magic that deals 1d6 damage per caster level

Necromantic Aura – All creatures that die rise as a zombie

Necromantic Blessing – Augments undead

Plague – Brings mass infection to an area

Raise Death Hulk – Raises undead ship from the depths of the sea

Spirit Knife – Summons a knife that slays or cripples an enemy

Symbol of Weakness – Scribes potent runes of weakness

Venomous Strike – Touch attack deals massive Constitution damage

Waves of Exhaustion - Several targets become exhausted

Transmutation

Arcane Mastery – Range and duration of subsequent spells increased by 50%

Blood Boundary – Freezes enemies within the area

Ethereal Jaunt – Allows caster to enter the ethereal plane

Fly, Mass – Allows several subjects to fly

Fourfold Ostracism – Sends up to four creatures or objects to the ethereal plane

Gestalt – Merges caster and familiar into one.

Magical Vacuum – Creates a magical vortex around a subject

Puppet Master – Caster dominates one construct

Reverse Gravity – Changes the direction of gravity within the area

Speed of the Spider – Subject becomes faster and can walk on walls and ceilings

Statue – Transforms one subject into a lifeless statue

Vanish – Transports an object to a designated location

Universal

Limited Wish – Grants the caster one small wish

8th Level

Abjuration

Dimensional Lock - Teleportation and interplanar travel blocked for one day/level

Mind Blank – Subject is protected from all things that affect or read thoughts

Prismatic Wall – Creates wall of multi-coloured beams that harm enemies

Protection from Spells – Provides defensive bonuses from spells

Conjuration

Bind Guardian VIII – Binds summoned creatures to service

Echoing Call II – Continues to summon monsters

Gate, Lesser – Creates a temporary gate between planes

Incendiary Cloud – Creates hot smoking cloud, dealing 4d6 damage

Maze – Traps subject in an extradimensional maze

Planar Binding, Greater – Summons several extraplanar creatures and forces them to service

Planar Promise – Makes bargain with an extraplanar creature

Rending Grasp – Causes sheer agony to a summoned creature

Spectral Gallows – Invisible tentacles pin an enemy and begin to deal Constitution damage

Summon Monster VIII – Summons an outside to fight for the caster

Swarm of Voracious Hell Beetles – Summons a swarm of terrifying demonic beetles

Trap the Soul - Holds trapped entity indefinitely within a gem

***Undead Gate** – Opens a portal that summons undead

Divination

Discern Location – Caster learns the exact location of a creature or object

Mental Unity – Those within bond instantly know of each other's condition

Moment of Prescience - The caster gains an insight bonus to a single attack roll, check or save

Pure Sight – Permits the caster to use a number of divination spells



SPELL LISTS

Touch of the Torturer – Grants the *wounding* special ability
Word of Absolution – Invokes *break enchantment* and *mindblank*

Enchantment

Antipathy – Causes a specified race to leave an area or object
Binding – Creates a magical restraint that holds target
Charm Monster, Mass – Forces several creatures to become friendly to the caster
Demand – Caster send message which can carry a *suggestion*
Dominate Person, Greater – Caster enslaves a character
Endless Daze – Permanently dazes the subject
Favour's Focus VIII – Grants +8 DC to enchantment spells on subject
Irresistible Dance – Forces subject to caper and prance
Power Word Blind – Makes a single creature blind
Power Word Stun – Stuns a single creature
Rallying Cry – Compels all creatures in the area to aid his close
Sympathy – Forces a specified species into moving near an area or object

Evocation

Bonds of Negation – Holds victims and stops casting of spells
Brand of Death – Subject must save or die, losing 1d4 Constitution even if they do save
Clenched Fist – Creates large magic fist that can bull rush enemies
Sunburst – Blinds all creatures within the area and deals 6d6 damage

Illusion

Death Dirge – Song of death automatically slays weak creatures
Improved Simulacrum – As *simulacrum* but the copy is stronger
Scintillating Pattern – Twisting patterns confuse, stun or render unconscious
Screen – Caster dictates what is and is not seen in an area
Shadow Beast – Creates quasi-real beast that serves as mount and protector
Shadow Evocation, Greater – Mimics evocation spells
Necromancy
Clone – Creates identical copy of a creature
Crippling Fog – Creates fog that weakens enemies
Dark Channelling – Caster gains control of single undead creature
Flesh Made Foul – Deals 1d4 negative levels, +1 per 4 caster levels
Horrid Wilting – Evaporates moisture from the target, dealing 1d6 points of damage per level
Risen Armies – Animates all dead within range
Shadow Skin – Protects the caster from life force drains and damage

Symbol of Death – Scribes potent runes of death
Transmutation

Disintegration Sphere – All creatures and objects within area are annihilated

Empower Guardian – Makes subject an effective guard for a specified area

***Field of Disintegration** – Creates an area that destroys all matter

Iron Body – Transforms caster's body into living iron

Luck of Ages – Grants +4 bonus to many rolls

Merge Lineage – Ensorcel two creatures to ensure their offspring share similar traits

Polymorph Any Object – Changes the shape of any object

Primal Rage – Unleashes raw fury of a single creature

Telekinetic Sphere – Creates a globe in which objects are nearly weightless

Temporal Stasis – Places subject in suspended animation

9th Level

Abjuration

Disjunction – Disjoins all spells and magic items in area

Divination Immunity – Subject is hidden from all divination spells

Freedom – Subject is free from all effects on movement

Imprisonment – Imprisons the subject far beneath the earth

Prismatic Sphere – Caster is protected from all forms of attack

Conjuration

Bind Guardian IX – Binds summoned creatures to service

Echoing Call III – Continues to summon monsters

Gate – Opens gateway to another plane

Planar Breach – Tears the barriers between the planes

Song of Farsending – Transports the target to a place the caster is familiar with

Summon Monster IX – Summons an outside to fight for the caster

Teleportation Circle – Any creature standing within the circle is teleported

Volcanic Explosion – Opens a volcanic vent, spraying rock and magma over the area

Divination

Equation of Man – Allows automatic successes against a single race

Foresight – Grants caster a powerful sixth sense

Foretelling, Greater – Grants accurate answer to any question

Touch of the Divine – Caster gains intuitive knowledge of the true name of a god

Enchantment

Change of Heart – Inflicts a permanent change of alignment

Dominate Monster – Caster controls the actions of any creature

Dreamstealer – Caster steals the dreams of another, causing overwhelming emptiness

Favour's Focus IX – Grants +9 DC to enchantment spells on subject

Mindcrypt – Caster's mind becomes a trap to any who would assault it

Power Word Kill – Slays a single creature

Evocation

Crushing Hand – Creates magic hand that crushes enemies

Meteor Swarm – Four meteors explode, dealing 6d6 damage

Illusion

Masquerade – Causes identity of subjects to be utterly masked

Shades – Mimics conjuration spells

Weird – Creates several phantasmal creatures

Necromancy

Astral Projection – Allows caster and allies to travel to the astral plane

Duplicate Self – Creates temporary copy of caster

Energy Drain – Deals 2d4 negative levels to subject

Necromantic Blessing, Greater – Augments undead

***Raise City** – Creates an entire legion of skeletons

***Raise Death Fleet** – Raises an undead fleet from the depths of the sea

Soul Bind – Imprisons soul of recently deceased within a gem

Thief Soul - Caster gains skills a rogue possessed in life

Wail of the Banshee – Terrible scream kills all who hear it

Transmutation

Command Construct – Caster takes permanent control of a construct

Deterioration – Causes living creatures to wither and crumble

Etherealness – The caster and his allies can enter the ethereal plane

Legacy of Arcane Might – Transfers portion of arcane ability to a relative

Metamagic Sphere – Infuses spells with metamagic feats

Passage to a Distant Land – Creates door to a far away location

Refuge – Permits the caster to travel any distance back to his abode

Reptilebane – Bursts a creature's natural armour

***Shapechange** – Caster can assume the form of any single creature

Spirit of Magic – The caster is transformed into a being of pure energy

Time Stop – Freezes those around the caster, leaving him to act

Universal

Wish – Grants the caster a single wish



SPELL ERRATA

Animate Skeleton

Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One corpse touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell turns the bones or body of one dead creature into an undead skeleton that follows the caster's spoken commands. This spell will only animate skeletons of medium-size or smaller. The skeleton can follow the caster or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The skeleton remains animated until it is destroyed. A destroyed skeleton cannot be reanimated again.

Regardless of the amount of times this spell is cast, only a single skeleton may be controlled at any one time by a single caster. If a skeleton is animated using this spell whilst another is already under the caster's control, the original skeleton becomes uncontrolled.

An undead skeleton can be created only from a mostly intact skeleton or corpse. If a skeleton is made from a corpse, the flesh falls off the bones. The statistics for a skeleton can be found in *Core Rulebook III*.

Arcane Material Component: A small black onyx gem worth at least 50 gp must be placed into the mouth or eye socket of the corpse. The magic of the spell makes this gem worthless.

Animate Zombie

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One corpse touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell turns the bones or body of one dead creature into an undead zombie that follows the caster's spoken commands. This spell will only animate zombies of medium-size or smaller. The zombie can follow the caster or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The zombie remains animated until it is destroyed. A

destroyed zombie cannot be reanimated again.

Regardless of the amount of times this spell is cast, only a single zombie may be controlled at any one time by a single caster. If a zombie is animated using this spell whilst another is already under the caster's control, the original zombie becomes uncontrolled.

An undead zombie can be created only from a mostly intact corpse. The statistics for a zombie can be found in *Core Rulebook III*.

Arcane Material Component: A small black onyx gem worth at least 50 gp must be placed into the mouth or eye socket of the corpse. The magic of the spell makes this gem worthless.

Beauty

Illusion

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: The caster

Duration: 10 minutes/level (D)

The caster makes himself appear beautiful to anyone looking upon him. Not only will they find him attractive, but all Bluff, Diplomacy and Gather Information checks gain a +5 circumstance bonus. This spell does not change any specifics of the caster's appearance, such as gender, race and so forth, although it proves useful to cast in conjunction with *disguise self* or *alter self*.

Arcane Material Component: A drop of perfume.

Bestow Curse

Necromancy

Level: Brd 3, Clr 3, Luck 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The caster places a powerful curse on the creature touched. The caster chooses one of the three following effects:

- † -6 effective decrease to a single ability score (to a minimum of one).
- † -4 enhancement penalty on attack rolls, saving throws, ability checks and skill checks.
- † Each turn, the target has a 50% chance to act normally; otherwise, the target takes no standard action.

The caster may also invent a new curse, but it should be no more powerful than those listed above, and the Games Master has final say on its effect.

The curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse* or *wish* spell.

Bestow curse counters *remove curse*.

Blindness/Deafness

Necromancy

Level: Brd 2, Clr 3, Sor/Wiz 2

Components: V

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject becomes blinded or deafened, as the character chooses. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat, loses any Dexterity bonus to AC, grants a +2 bonus to his opponents' attack rolls, moves at half speed and suffers a -4 penalty on most Strength and Dexterity-based skills. A deafened character, in addition to the obvious effects, automatically fails Listen checks, suffers a -4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that he tries to cast.

Darkness

Evocation (Darkness)

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to radiate shadowy illumination out to a 20-foot radius. All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical *darkness*.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by *darkness*.

If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

Darkness counters or dispels any light spell of equal or lower spell level.

Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal.

Delusion

Enchantment (Compulsion) (Mind-Affecting)

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Subjects of this spell suffer from minor hallucinations and slightly distorted thoughts.

Delusion hobbles any perception-based skills, including Appraise, Diplomacy, Gather Information, Heal, Hide, Intuit Direction, Listen, Move Silently, Read Lips, Search, Sense Motive, Spellcraft, Spot and Wilderness Lore. Subjects of this spell suffer a -2 circumstance penalty to checks involving these skills.

Detect Magic

Divination

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

The character can detect magical auras. The amount of information revealed depends on how long the character studies a particular area or subject:

Number of rounds spent in concentration	Level of Information revealed
1	Presence or absence of magical auras.
2	Number of different magical auras and the strength of the strongest aura.
3	The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, the caster can make Spellcraft skill checks (DC 15 + spell



SPELL ERRATA

level, or 15 + half caster level for a non-spell effect) to determine the school of magic involved in each. Make one check per aura.

Magical areas, multiple types of magic or strong local magical emanations may confuse or conceal weaker auras.

Aura Strength: An aura's magical power and strength depend on a spell's functioning spell level or an item's caster level.

	Functioning Spell Level	Item Caster Level
Strength		
Dim	0-level or lingering aura	Lingering aura
Faint	1 st -3 rd	1 st -5 th
Moderate	4 th -6 th	6 th -11 th
Strong	7 th -9 th	12 th -20 th
Overwhelming	Artifact or deity-level magic	Beyond mortal caster

If an aura falls into more than one category, detect magic indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers depends on its original strength:

Aura Strength	Duration
Faint	1d6 minutes
Moderate	1d6 X 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note that each round, the caster can turn to detect things in a new area. The spell can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead or three feet of wood or dirt blocks it. Outsiders and elementals are not magical in themselves but if they are conjured the conjuration spell registers.

Detect Undead

Divination

Level: Clr 1, Pal 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

The caster can detect the aura that surrounds undead. The amount of information revealed depends on how long he studies a particular area or subject:

Rounds spent in concentration	Level of Information revealed
1	Presence or absence of undead auras.
2	Number of undead auras in the area and the strength of the strongest undead aura present. If the caster is of good alignment, the strongest undead aura's strength is 'overwhelming' (see below) and the strength is at least twice his character level, he is stunned for one round and the spell ends. While the character is stunned, he cannot act, loses any Dexterity bonus to AC and attackers gain +2 bonuses to attack him.
3	The strength and location of each aura. If an aura is outside the caster's line of sight, then he discerns its direction but not its exact location.

Aura Strength: The strength of the undead aura is determined by the HD of the undead creature.

HD	Strength
Lingering aura	Dim
1 or less	Faint
2-4	Moderate
5-10	Strong
11 or more	Overwhelming

Length Aura Lingers: How long the aura lingers depends on its original strength:

Aura Strength	Duration
Faint	1d6 minutes
Moderate	1d6 X 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note that each round, the caster can turn to detect things in a new area. The spell can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead or three feet of wood or dirt blocks it.

Arcane Material Component: A bit of earth from a grave.

Enervation

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray of negative energy

Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You point your finger and utter the incantation, releasing a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels.

If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from his or her highest available level. Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from *enervation* don't last long enough to do so.

An undead creature struck by the ray gains 1d4x5 temporary hit points for 1 hour.

Eyebite

Necromancy [Evil]

Level: Brd 6, Sor/Wiz 6
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: The character
Duration: 1 round/three levels (see text)
Saving Throw: See text
Spell Resistance: Yes

The caster can meet the gaze of a creature and speak a single word to affect it with up to three magical effects, depending on the target's HD;

HD	Effect
10 or more	Sickened
9-9	Panicked, sickened
4 or less	Comatose, panicked, sickened

These effects do not affect undead creatures or extend beyond the plane the caster currently occupies. He is subject to the effects of a reflected gaze and is allowed any applicable saving throw. In the case of a reflected charm gaze, the caster is frozen, as if under the effects of a *hold monster* spell.

The spell lasts for 1 round for every three caster levels – a move action is required each round after the first to target an enemy.

Farview

Divination

Level: Sor/Wiz 7
Components: V, S, M
Casting Time: One hour
Range: See text
Effect: A one-way window-like aperture
Duration: Permanent
Saving Throw: None
Spell Resistance: No

This spell creates a window-like aperture through which you view another location.

The window is a vertical oval, four feet tall and two feet wide. This one-way magical hole allows you to look into the desired location and observe all that transpires there, but not interact with or affect it normally. You cannot choose or change the position, orientation or angle of the window, but if you successfully create the window to view the desired locale, it always provides a good view of the place (unless new obstructions arise in the locale).

Any creature in the viewed location with an Intelligence of 12 or higher can notice the window by making an Intelligence check (DC 20). Even if the creature notices the window, however, it remains a one-way view, so the creature cannot look back through, he merely knows someone might be viewing him.

When creating the window, choose a place known to you for the window to look into – somewhere you have been or had described to you. To determine whether the window looks out upon the place you want it to, roll on the following table.

Familiarity: 'Very familiar' refers to a place where you have been very often and where you feel at home. 'Studied carefully' is a place you know well, either because you've been there often or because you have used other means to study the place. 'Seen casually' is a place you have seen more than once but with which you are not very familiar. 'Viewed once' is a place you have seen once, possibly using magic. 'Description' is a place whose location and appearance you know through someone else's description, perhaps even from a precise map.

'False destination' is a place that doesn't exist, such as if you have mistranslated an ancient tome and tried to look into a non-existent treasure vault that you believe you read about, or if a traitorous guide has carefully described an enemy's sanctum to you wholly inaccurately. When looking into to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling percentile dice, since there is no real location for you to hope to see or even be off target from.

On Target: The window looks into the place you want.



SPELL ERRATA

Off Target: The window looks into a location a random distance away from the desired location in a random direction. Distance off target measures 1d10 x 1d10 percent of the distance between you and the original location. If the window goes to another plane, the off-target location is another plane.

Similar Area: The window looks into a location that's visually or thematically similar to the target area. Generally, you look into the closest similar place, but since the spell has no range limit, you could conceivably look into somewhere else across the globe.

Mishap: The window's energy explodes around you, inflicting 3d6 points of damage to you and everyone within 10 feet.

Arcane Material Component: An oval pane of quality glass with a silver frame, worth at least 500 gp.

Field of Disintegration

Transmutation

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 round

Range: Close (25-ft. + 5-ft./2 levels)

Area: One 10-foot cube/5 levels

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell creates an area that destroys matter. Creatures and objects within the area are disintegrated (2d6/caster level, 40d6 maximum) unless they make successful Fortitude saves (unattended, non-magical objects get no saving throw; attended objects are treated as part of the creature holding or wearing them). Those that make their saves are only partially affected, suffering 5d6 points of damage instead of disintegrating. Even an object passing quickly through the field, such as a fired arrow, is disintegrated.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01-97	98-99	100	—
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
Description	01-52	53-76	77-92	93-100
False destination (1d20+80)	—	81-92	93-100	

As with the spell *disintegrate*, this spell even affects magical matter or energy of a magical nature, such as *forceful hand* or *wall of force*, but not a *globe of invulnerability* or *antimagic field*.

Halt Undead

Necromancy

Level: Death 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to three undead, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will - see text

Spell Resistance: Yes

This spell renders up to three undead creatures immobile. Non-intelligent undead get no saving throw, while intelligent undead do. If the spell is successful, it renders the undead immobile for the duration of the spell. The effect is broken if the halted creatures are attacked or take damage.

Arcane Material Component: A pinch of sulphur and powdered garlic.

Identify

Divination

Level: Brd 1, Magic 2, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 hour

Range: Touch

Targets: Up to 1 touched object per level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell determines all functions of a magic item touched, including how to activate the functions (if appropriate) and how many charges are left (if any). For a weapon, this will be the enhancement bonus to attack and damage. This spell does not work on artefacts.

Arcane Material Components: A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

Invigoration of Undeath

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: 30 ft.

Area: Zombies in a 30 ft.-radius centred

on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell increases the flow of negative energy through zombies, causing them to move with far greater speed and fluidity than normal. Zombies within the area of effect automatically gain the Improved Initiative feat.

The *invigoration of undeath* lasts indefinitely, until the zombies are destroyed. No matter how many times you use this spell, however, only two Hit Dice per caster level worth of zombies may benefit from its effects. Further castings will simply have no effect.

Arcane Material Component: The heart of a fighter or warrior.

Law of Simplification

Divination

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Self

Target: You

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: No

This spell allows the caster to manipulate fate and reduce a single action down to its simplest chance for success, negating all mitigating circumstances except the basic odds of its being accomplished. What this does in practice is affect the next standard or full attack taken by the caster, by removing any armour, circumstance, competence, concealment, cover, deflection, insight or morale modifiers enjoyed or suffered by the caster and the target. For example, if the caster were firing a crossbow at an *invisible* kobold behind a low wall while under the effects of a *bless* spell, the only modifiers to the roll would be the caster's ranged attack bonus, the weapon's enhancement bonus (if any) and the kobold's Dexterity bonus.

The chance manipulated by the caster will swing back out of the caster's favour after this is done. The next time the caster makes a skill check or attack roll that could possibly fail, it will do so.

Law of the Wild

Divination (Contingent – Enchantment)

Level: Sor/Wiz 3, Drd 2

Components: V, S

Casting Time: 1 action

Range: Self

Target: You

Duration: 1 hour

Saving Throw: None (harmless)

Spell Resistance: No

The natural world follows its own rules, rules that can be quite confusing to wizards and sorcerers, who often spend more time dealing with arcane affairs than what

resides in the heart of sylvan glades. However, the life of an adventuring wizard can take him into some very inhospitable places, such as dark forests filled with wild creatures. This spell allows a caster to divine the purpose, motivation and desires of animals and beasts.

When cast, the spellcaster gains a +10 insight bonus to Handle Animal and Survival checks. A subtle field of magic surrounds the caster, which keeps creatures of the animal and beast types from attacking him unless he attacks them first.

Raise City

Necromancy

Level: Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 1 day

Range: Special

Targets: Ruined settlement

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

There are few spells more powerful in the necromancer's repertoire than the ability to raise an entire civilisation from death. This is the ultimate goal of many practitioners who do not quest solely for undeath themselves, the animation and control of an entire legion of skeletons ready to do their bidding. From the ruins of an ancient town or city, the caster will cause skeletons to claw their way out of the ground, to rise up in perfect servitude to the caster's every demand.

The caster must be upon the site of a ruined and deserted settlement to cast this spell successfully. Complete skeletons are not required for the use of this powerful spell (scattered dust and bones are just fine) but no sentient creature must have lived within the settlement for at least 50 years.

Once cast, a number of skeletons will animate in accordance with the size of the settlement as it was when it was inhabited. A small village will yield between 60 and 600 skeletons, a town between 800 and 8,000 and a city between 1,000 and 10,000. The skeletons will be under the caster's complete control until destroyed. A destroyed skeleton cannot be reanimated again and, once cast, this spell may never be cast again by any other wizard in the same location.

The skeletons are unable to venture further than 25 miles from the settlement. Any ordered to do so will instantly crumble to dust and are destroyed.

Arcane Material Component: Ruined, deserted settlement and a collection of items from the ruined settlement worth at least 5,000 gp. The items are consumed in the casting, the settlement itself remains intact after the skeletons have risen.

XP Cost: 10 XP per skeleton raised.



Raise Death Fleet

Necromancy

Level: Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 1 day

Range: Long (400-ft. + 40-ft./level)

Targets: One or more sunken ships

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Few necromancers ever uncover the secret knowledge to perform one of the most awesome acts of the art – the raising of an entire fleet of death hulks. Such an standard action is worthy of the very greatest of arcane spellcasters and history itself may be changed, as a powerful undead fleet suddenly appears to destroy a nation's shipping.

One or more sunken ships must be in range of the spellcaster for this spell to have any effect.

Raise death fleet will cause up to one ship per spellcaster level to rise to the surface of the sea, where they will be magically seaworthy and under the full control of the necromancer. A destroyed ship cannot be raised from the sea again. Regardless of the amount of times this spell is cast, only one ship per caster level may be controlled at any one time by a single caster.

Any type of ship may be raised this way and they will have a full complement of crew, usually zombies, though skeletons may also appear if the ships have lain at the bottom of the sea for more than a year. The Games Master is the final arbitrator of the ship types and the nature of their crew.

Arcane Material Component: One or more sunken ships and the corpse of a renowned sea captain. The corpse is consumed in the casting, the ships themselves are raised to the surface.

XP Cost: 1,000 XP per ship raised.

Resist Energy

Abjuration

Level: Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or

magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Note: *Resist energy* overlaps (and does not stack with) *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

Shapechange

Transmutation

Level: Animal 9, Drd 9, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: The caster

Duration: 10 minutes/level

This spell functions like *polymorph*, except that it enables you to assume the form of any single non-unique creature (of any type) from Fine to Colossal size. The assumed form cannot have more than twice your caster level in Hit Dice (to a maximum of 50 HD). Unlike *polymorph*, this spell allows incorporeal or gaseous forms to be assumed.

You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

Arcane Focus: A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell. (The focus melds into your new form when you change shape.)

Touch of the Artisan

Divination

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature Touched

Duration: Varies
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

This spell opens the recipient's mind to an incredible amount of information about the crafting arts. The caster must choose a focus for this spell when he casts it, choosing from any Craft skill available in the campaign world.

Once cast, the recipient gains a +25 virtual skill modifier (22 ranks in skill and the Skill Focus feat) for the purposes of the chosen Craft. This supersedes any ranks or Skill Focus the subject might already have in that skill. This bonus lasts as long as it takes for the recipient to create a single item and its masterwork element, if applicable.

While working on this item (which can be as simple as a poem or as complex as a suit of full plate), the recipient must work at least eight hours a day and do nothing more than rest and converse for the remainder of each day. Any significant interruption ends the spell immediately and has a 50% chance of ruining the item. The subject must begin work on the item the same day this spell is cast or it ends with no further effect.

Material Component: A masterwork set of tools for the chosen Craft.

Touch of the Scoundrel

Divination

Level: Sor/Wiz 2
Components: V, S, F
Casting Time: 1 action
Range: Self
Target: You
Duration: 10 minutes per level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

By focusing the divinatory arts on the skills of criminals, the caster imparts a basic understanding of how to perform them upon the recipient. While this is no replacement for a true practitioner of the shadowy arts, it can allow the recipient to perform in a crisis or act stealthily when the need arises.

The recipient gains five virtual ranks in Disable Device, Hide, Move Silently, Open Lock, Sleight of Hand and Search for the duration of the spell. These supersede (do not stack with) skill ranks already possessed by the recipient. In addition, while this spell is in effect, the recipient is considered a rogue for purposes of trap detection and disarming.

Arcane Focus: A set of masterwork thieves' tools.

Undead Gate

Conjuration (Summoning) [Evil]

Level: Sor/Wiz 8

Components: V, S, M, F
Casting Time: 1 minute
Range: Close (25-ft. + 5-ft./2 levels)
Effect: One or more undead creatures, no two of which can be more than 30-ft. apart
Duration: See text
Saving Throw: None
Spell Resistance: No

By means of this spell the caster empowers any normal portal (doorway, archway, window, etc.) to act as a gate for summoning undead monsters. The portal need not be large enough to allow the undead to pass through it, as the magic of the spell causes the undead to appear within range of the portal.

Once the *undead gate* has been placed, it cannot be moved. Furthermore, no more than one *undead gate* can exist in any given one-square-mile area. Any attempt to create more than one in such an area destroys both gates. An *undead gate* remains empowered indefinitely but can only be used once per level of the caster. For example, a 16th-level wizard could use his *undead gate* 16 times, after which the spell would end. An *undead gate* registers to *detect magic*, although this may not reveal the portal's nature. A successful *dispel magic* rids the portal of the spell.

Once the *undead gate* is in place, the caster can use it so long as he is within range of the portal. Upon command, the gate summons a random number of the desired type of undead monster. Summoned undead appear anywhere within range of the portal, as designated by the caster. They behave in a manner consistent with creatures called forth by the various *summon monster* spells, remaining until destroyed or dismissed for up to one round per level of the caster. The magic of this spell imbues the undead with the ability to understand the caster's spoken commands.

The caster may only summon one group of undead at a time. Once the gate is activated, no additional undead may be summoned by that particular gate until the first group is dead. Undead that are turned but not destroyed count against this limit. As soon as the last of the group is destroyed or disappears, the gate may be used again.

To determine the number and type of undead summoned, choose from the following:

Type and Size of Undead	Number Summoned
Skeleton, Huge	1d3
Skeleton, Large	1d6+1
Zombie, Large	1d6+1

Undead summoned via an *undead gate* are standard representatives of their type as determined by the Games Master (see *Core Rulebook III*).



Arcane Focus: A mortar and pestle made from human bone.

Arcane Material Component: 19 teeth extracted from a fresh human corpse (no more than one week old that must be crushed in the mortal bowl. The resulting powder is then blown at the frame of the portal.

Unseen Trickster

Conjuration (Creation)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25-ft. + 5-ft./level)

Effect: One invisible, mindless, shapeless body of force

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This improved form of *unseen servant* is capable of taking on a much wider range of standard actions than its simpler, lower level brother. The *unseen trickster* can fulfil all the roles and abilities listed for an *unseen servant*. In addition, it can take a limited number of standard actions to disrupt or annoy the caster's enemies. The trickster may not attack, but it may use the aid another combat standard action. It attacks using its caster's base attack bonus. The trickster tugs at its target's belt straps, pokes him in the eye or otherwise makes a nuisance of itself. The trickster also has the limited ability to filch items from the unwary. The trickster has four ranks in the Sleight of Hand skill and has a Dexterity score of 10. Items it steals seem to hover in mid-air as the trickster carries them and it has an effective Strength score of two. Thus, it can lift 20 pounds or drag 100 pounds.

Apart from the exceptions listed above, the *unseen trickster* acts as an *unseen servant*. It cannot be killed, but is destroyed if it takes six points of damage from an area attack. Against such assaults, it automatically fails its saving throw. If the caster orders the trickster to move beyond the range of this spell, it immediately dissipates.

Arcane Material Components: A short length of string tied into a loose knot.

Vigilant Guardians

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched weapon/level (maximum 5 weapons)

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The caster can animate one simple, light, thrown weapon, such as darts or daggers, per caster level (maximum 5 weapons). The weapons hover about him within arm's reach. Each weapon threatens as a reach weapon to a distance equal to its rang increment. Whenever an enemy provokes an attack of opportunity within one of his guardian's threatened area, it attacks using his ranged attack bonus. Any number of guardians may make such attacks in a given round, but only one vigilant guardian per round may attack a specific creature.

Wall of Force

Evocation [Force]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25-ft. + 5-ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

A *wall of force* spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *mage's disjunction* spell. Breath weapons and spells cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a *wall of force*.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of force can be made permanent with a *permanency* spell.

Arcane Material Component: A pinch of powder made from a clear gem.

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