

Dungeons & Dragons 3.0 Edition Index – Bard Spell List

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Spell Descriptions

0th LevelAbjuration*Resistance*(PH p245)

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

Conjuration*Zap Trap*(DR302 p49)

- <Conj(creat)[electricity], VSM(1gp of silver), 1Minute, Touch, until discharged, RefNeg>
– Creates a 3" wide single-use rune that does 1 hp of electrical damage. Finding the rune requires a Search check vs. DC 20.

Divination*Detect Crossroad*(MoF p88)

- <Div, VS, 1StdAct, 1 mile range, Concentration up to 10min/lvl>
– Sense the direction of a Fey Crossroads within 1 mile. The caster may identify it when it is within 60' and unobstructed.

Foraging Charm(DR302 p49)

- <Div, VS, 1StdAct, Personal, Concentration>
– The caster knows the location of the nearest edible plant within 25'. As long as he/she concentrates, the caster can continue to forage.

Ghostsharp(MoF p97)

- <Div, VS, 1Minute, Touch, 5min/lvl(D)>
– The last song played within 50' during the previous day is replayed by the touched object. The caster may 'pause' and 'replay' the tune until the duration expires.

Perfect Pitch(DR302 p49)

- <Div, SF(tuning fork), 1StdAct, Personal, until discharged up to 1min/lvl>
– Caster gains perfect pitch, which allows identification of notes & a +2 Insight bonus on the next musical Perform check.

Enchantment*Daze*(PH p191)

- <Ench(comp)[mind], VSM(wool), 1StdAct, Close-range, 1rnd, WillNeg>
– One humanoid of up to Medium-size with no more than 4HD is Dazed.

Gasp(DR304 p32)

- <Ench(comp)[mind], S, 1StdAct, Close-range, WillNeg>
– Target living creature inhales deeply. If it was holding its breath underwater, the target must start making Constitution checks to avoid drowning.

Evocation*Dancing Lights*(PH p190)(DR277 p119)+

- <Evoc[light], VS, 1StdAct, Medium-range, 1min>
– Up to 4 spheres in a 10' area that each give off 30' of light. They can move 100' per round.

Flare(PH p206)

- <Evoc[light], V, 1StdAct, Close-range, FortNeg>
– Target is Dazzled for 1 minute.

Light(PH p222)(FAQ)+

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

Thunderhead(DR302 p49)

- <Evoc[electricity], VSM(copper wire), 1StdAct, Close-range, 3rnds>
– Creates a tiny thundercloud over the target's head for 3 rounds, causing 1hp of lightning damage each round (Reflex save to negate).

Illusion*Flag*(DR302 p50)

- <Ill(figment), VS, 1StdAct, Touch, 1rnd/lvl>
– Creates an illusionary 2' by 3' flag 1' to 20' over the touched target.

Ghost Sound(PH p209)

- <Ill(figment), VSM(wool/wax), 1StdAct, Close-range, 1rnd/lv(D), WillNeg>
– Sounds of 4 people per level (max 20 people).

Mirror(DR302 p50)

- <Ill(figment), VS, 1StdAct, Close-range, 1rnd/lvl>
– Creates an insubstantial, floating, single-sided 1' by 1' mirror. As a Move-Equivalent action, the caster can move it anywhere with in range.

Percussion(S&S p94)

- <Ill(figment), VSM(2 wooden sticks), 1StdAct, Close-range, 5min/lvl(D), WillDisbelief>
– Creates the sound of drums, chimes, or other percussive instruments. The tempo, rhythm, & volume are set at cast time, but may be changed with 1 round of concentration.

Phantasmal Whisperer(DR291 p44)

- <Ill(phantasm), VS, at least 1StdAct, Close-range>
– Send an undetectable verbal message of any length to an ally within Close-range.

Stench(DR302 p50)

- <Ill(figment), VS, 1StdAct, Close-range, 1min/lvl>
– A 10' radius area if filled with a strong smell. Any creature with the Scent ability must make a Will save or be unable to use it within the area of effect.

Transmutation*Easy Math*(S&S p90)

- <Trans, VS, 1StdAct, Personal, 1rnd>
– Acts like counting coins in a stack or estimating distances can be done for 1 round within 10% on a Perform check vs. DC 15.

Fine-Tuning(S&S p90)

- <Trans, VSF(instrument), 1Full-Round, Touch, 1min/lvl>
– Treat an instrument as if it were masterwork.

Footpad's Grace(DR302 p50)

- <Trans, SM(tiny pillow), 1StdAct, Personal, Concentration>
– Caster gains a +3 bonus on Move Silently checks.

Glittering Razors(DR302 p50)

- <Trans, VSM(pinch of polish, piece of rag), 1FullRound, Touch, Instantaneous>
– One touched metal object per Caster level becomes brightly polished. If cast on a bladed metal weapon, it does +1 damage on its next hit (if successful).

Heat Water(DR302 p50)

- <Trans, VS, 1StdAct, 5', Concentration up to 1min/lvl>
– 2 pints of liquid are heated to any desired temperature. It takes 1 minute to bring cold water to a boil.

Mage Hand(PH p223)

- <Trans, VS, 1StdAct, Close-range, Concentration>
– A designated object that weights no more than 5 lbs can be moved at up to 15' per move-equivalent action.

Mending(PH p227)

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

Minor Disguise(MoF p108)

- <Trans, VS, 1StdAct, Personal, 1hour>
– Makes cosmetic changes to your appearance. Gain a +2 Competence bonus on a single Disguise check.

Open/Close(PH p233)

- <Trans, VS, 1Full-Round, 1StdAct, Close-range>
– Opens or closes 1 door, window, pouch, etc.

Resize(DR302 p51)

- <Trans, VS, 1StdAct, Touch, Permanent>
– Permanently shrinks or enlarges one non-magical suit of clothing or armor by one size category.

Songbird(MoF p120)(MoFe)+

- <Trans, VS, 1Full-Round, Personal>
– Perform within 1 hour of casting this spell and gain +1 Competence bonus on your next Charisma check within 1 hour of finishing.

Yell(DR302 p51)

- <Trans, V, 1StdAct, Personal, until discharged up to 1min>
– Amplifies one message of up to ten words so that everyone in the area gains a +10 bonus on Listen checks to hear it.

Universal*Detect Magic*(PH p193)(FAQ)+

- <Univ, VS, 1StdAct, 60'range, Concentration up to 1min/lvl, no SR>
– Detects spells and magic items within 60'. A quarter circle can be checked each round.

Prestidigitation(PH p238)

- <Univ, VS, 1StdAct, 10'range, 1hour, no SR>
– Performs minor tasks, such as drying, cleaning, & soaking objects.

1st LevelAbjuration*Alarm*(PH p172)

- <Abj, VSF(tiny bell, silver wire)/DF, 1StdAct, Close-range, 2hrs/lvl(D), no SR>
- If any creature of Tiny-size or larger passes through the warded 25' radius area without saying the password, an audible (bell) or mental (will wake caster) chime will occur.

Disquietude(MoF p90)

- <Abj[sonic], VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg>
- Target avoids physical contact with others, including allies. If attacked & unable to flee, the target will go into Full Defense.

Focusing Chant(S&S p91)

- <Abj, V, 1StdAct, Personal, up to 5rnd/lvl(D)>
- Gain a +1 circumstance bonus on a specific action, such as attacking a named opponent or using a skill to do a named task. The spell ends when a different task is started.

Joyful Noise(S&S p93)

- <Abj, SF(instrument), 1FullRound, Personal, Concentration>
- Suppress *Silence* in a 10' radius around the caster for as long as concentration is maintained.

Protection from Chaos(PH p240)(FAQ+)

- <Abj[law], VSM(silver)/DF, Touch, 1min/lvl(D)>
- Subject gains the following:
 - +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Chaotic creatures;
 - Blocks any mind control; &
 - Keeps non-Lawful Summoned & Conjured creatures 1' away unless they make a Spell Resistance check or the subject attacks.

Protection from Evil(PH p240)(FAQ+)

- <Abj[good], VSM(silver)/DF, Touch, 1min/lvl(D)>
- Subject gains the following:
 - +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Evil creatures;
 - Blocks any mind control; &
 - Keeps non-Good Summoned & Conjured creatures 1' away unless they make a Spell Resistance check or the subject attacks.

Protection from Good(PH p240)(FAQ+)

- <Abj[evil], VSM(silver)/DF, Touch, 1min/lvl(D)>
- Subject gains the following:
 - +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Good creatures;
 - Blocks any mind control; &
 - Keeps non-Evil Summoned & Conjured creatures 1' away unless they make a Spell Resistance check or the subject attacks.

Protection from Law(PH p240)(FAQ+)

- <Abj[chaos], VSM(silver)/DF, Touch, 1min/lvl(D)>
- Subject gains the following:
 - +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Lawful creatures;
 - Blocks any mind control; &
 - Keeps non-Chaotic Summoned & Conjured creatures 1' away unless they make a Spell Resistance check or the subject attacks.

Conjuration*Cure Light Wounds*(PH p190)

- <Conj(heal), VS, 1StdAct, Touch>
- Cures 1d8 +1/level damage (max +5).

Extract Drug(BoVD p94)

- <Conj(creat), VS, 1Minute, Touch, Permanent>
- The caster magically extracts 1 dose of drug from 1 cubic foot of normal material. The drug appears in the form of greenish fumes, which must be inhaled within 1 round. Drugs are listed on BoVD p43.

Grease(PH p210)

- <Conj(creat), VSM(butter/pork rind), 1StdAct, Close-range, 1rnd/lvl(D), no SR>
- Either
 - Make one 10' square slippery. Going through the area requires a Reflex save to avoid falling down. Success means that ½ movement is allowed; or
 - Make one object slippery. If the object is held, the wielder gets a Reflex save to avoid the effect entirely. If the save fails (or was not in anyone's possession when the spell was cast), the object becomes slippery for the duration & is immediately dropped. A Reflex save is then required each round to hold the object.

Mage Armor(PH p223)

- <Conj(creat)[force], VSF(leather), 1StdAct, Touch, 1hr/lvl(D)>
- Touched subject gains +4 Armor bonus to AC.

Summon Monster I(PH p258)

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

Unseen Servant(PH p268)

- <Conj(creat), VSM(string, wood), 1StdAct, Close-range, 1hr/lvl>
- Creates invisible force that can do simple tasks, like cleaning & opening doors. It has a Strength of 2 (so it can lift 20 pounds) & a movement of 15', but it must stay in range.

Divination*Detect Secret Doors*(PH p193)

- <Div, VS, 1StdAct, 60' range, Concentration up to 1min/lvl(D)>
- Caster can detect secret doors, compartments, etc. The information gained increases the more rounds spent focusing:
 - 1st round – detect presence or absence of secret doors.
 - 2nd round – number of individual secret doors & their locations.
 - 3rd+ rounds – how to open one specific secret door per round.

Identify(PH p216) (FAQ+)

- <Div, VSM(100gp pearl, wine, owl feather)/DF, 8hrs, Touch>
- Determines a single features of one magic item per level.

Know Protections(MoF p104)

- <Div, VS, 1StdAct, Close-range, WillNeg>
- Determine one target's damage reduction, spell resistance, and energy resistances/immunities.

Targeting Ray(DR-A5 p23)

- <Div[ray], VSF(metal/stone tube), 1StdAct, Medium-range, 1rnd/lvl, no save>
- A beam of light connects the caster and the target. During that time, any ally within 20' of the caster gains +1 Insight bonus per 3 caster levels on ranged attacks upon the subject. The caster does not need to maintain concentration, but must keep line of sight.

Enchantment*Charm Person*(PH p183)

- <Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg>
- One Medium-sized (or smaller) Humanoid considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it. If the target is in a threatening situation when the spell is cast, it gets a +5 on the save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Harmony(MoF p99)

- <Ench(comp)[mind][sonic], VS, 1StdAct, Personal>
- The next use of the Bardic Ability *Inspire Courage* that begins within 1 minute grants a +2 Morale bonus to attack & weapon damage and a +4 Morale bonus on saves vs. Charm & Fear effects.

Herald's Call(MoF p100)

- <Ench(comp)[mind][sonic], VS, 1StdAct, WillNeg>
- Any 5HD or less creature in the 30' radius burst is Dazed for 1 round.

Hypnotism(PH p215)

- <Ench(comp)[mind], VS, 1StdAct, Close-range, 2d4rnds (D), WillNeg>
- 2d4 HD of creatures who can see or hear the caster are mesmerized by the effect (+2 save if in combat, -2 if alone and unthreatened). Any potential threat generates a new save & any direct threat automatically breaks the spell, as does an ally who spends a Standard Action "shaking the target out-of-it". The caster can make a simple and reasonable request of the target which is likely to be followed. The target does not remember the caster after the spell wears off.

Sleep(PH p252)(FAQ+)

- <Ench(com)[mind], VSM(sand)/DF, 1StdAct, Medium-range, 1min/lvl, WillNeg>
- Put 2d4 HD of creatures in a 15' radius burst into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first & creatures with 5HD or more are immune.

Sorrow(BoVD p104)

- <Ench[mind][evil], VSM(tear), 1StdAct, Close-range, 1rnd/lvl, WillNeg>
- Living target gets a -3 penalty on All Actions.

Evocation*Ray of Light*(DR-A5 p23)

- <Evoc[light], VS, 1StdAct, Close-range, 10min/lvl(D)>
- Conc of light.
 - or–
 - <Evoc[light][ray], VS, 1StdAct, Close-range, FortNeg>
 - Target is Blinded for 1d4 rounds.

Illusion*Alustriel's Banner*(SMw)

- <Illusion(figurent), VSM(tiny or normal sized trumpet), 1StdAct, Long-range, 1rnd/lvl(D)>
- Creates an illusion of a banner of up to 10' square & a trumpet fanfare to go with it. The banner has any design on it that the caster desires & the trumpet can play any chosen tune. The banner gives off a 20' radius of light. As a Move-Equivalent action, the caster can move the banner to any location within range.

Ambient Song(S&S p89)

<Ill(glamor), VSM(piece of whatever makes the desired sound), Personal, 1min/1vl(D), WillDisbelieve>

- Disguises the caster's Bardic Music effect as ambient sound.

Silent Image(PH p252)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration, WillNeg>

- Creates a visual-only illusion of your design within an area of (4 + 1 per level) 10³ cubes. You can make it move within that area.

Ventriloquism(PH p269)

<Ill(figment), VF(parchment), 1StdAct, Close-range, 1min/1vl(D)>

- Throws caster's voice.

Necromancy**Cause Fear**(PH p182)

<Necro[fear][mind], VS, 1StdAct, Close-range, 1d4rnds, WillNeg>

- Target with up to 5HD is **Frightened**. Counters *Remove Fear*.

Transmutation**Amplify**(MoF p77)(MoFe)+

<Trans[sonic], VS, 1StdAct, Long-range, 15' radius, 1min/1vl, WillNeg>

- The sound coming from the area around the targeted creature, object, or location is

amplified, causing the DC of Listen checks to decrease by 20. People in the area do not know they are being amplified.

Balagarn's Iron Horn(MoF p79)

<Trans[sonic], VS, 1StdAct, Close-range, no save>

- A **Cone** of intense vibrations trip those in the area. Make a trip check for each target as if the attacker had a Strength of 20.

Cheat(BoVD p87)

<Trans[evil], VSF(dice made from human bones), 1StdAct, Personal, until discharged up to 1min/1vl>

- If the caster does not like the result in a mundane game of chance that he/she is involved in, the result is rerolled & the caster gets to keep the more favorable of the two rolls.

Distort Speech(MoF p90)

<Trans, VS, 1StdAct, Close-range, 1rnd/1vl, WillNeg>

- Target's speech becomes incomprehensible, which makes casting spells with Verbal components impossible.

Erase(PH p200)

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

- Two pages per level of unattended non-magical writing are 90% likely to be erased (100% if physically touched). One magical rune (*Explosive Runes*, *Glyph of Warding*, *Arcane Marks*, or *Sepia Snake Sigil*) has a

90% chance of being erased, but it must be touched and a **Caster check** vs. DC 15 (a natural 1 or 2 is always a failure). If the check fails, then the magic rune is set off.

Expeditious Retreat(PH p202)

<Trans, VS, 1StdAct, Personal, 1min/1vl(D)>

- Doubles the caster's speed & jump distance.

Feather Fall(PH p203)

<Trans, V, FreeAction, Close-range, 1rnd/1vl>

- Slows falling objects or creatures in a 10' radius to 60'/rnd. Weight up to 300 lbs/1vl.

Magic Weapon(PH p225)

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

- Touched weapon gains a +1 Enhancement bonus to attack & damage.

If this spell is cast by a paladin or a cleric of a good deity, the weapon is also **Blessed**.

Message(PH p227)

<Trans[language], VSF(copper wire), 1StdAct, Medium-range, 10min/1vl, no SR>

- The caster plus 1 creature per level can communicate within range by whispering as long as there is no physical/magical barrier.

No Light(BoVD p100)

<Trans, VS, 1StdAct, Close-range, 1min/1vl>

- Normal light sources & *Light* spell are suppressed in a 20' radius.

2nd Level**Abjuration****Dissonant Chant**(Sav p65)

<Abj[sonic], VS, 1StdAct, Close-range, 1rnd/1vl(D), no save>

- Creates a 100' radius emanation of distracting noise that has the following effects:

- Casting a spell requires a Concentration check vs. DC 18 + **Spellcasting Attribute** modifier;
- Any other action that requires a Concentration check (such as 'Casting Defensively') receives a -10 penalty on the check;
- Any saving throw against a Language-Dependent effect receive a **bonus** of this spell's DC - 10.

Distracting Ray(DR-A5 p23)

<Abj[ray], VS, 1StdAct, Close-range>

- Upon hitting a target who is casting a spell (i.e., must be use as a Counterspell), the target must make a Concentration check vs. DC (12 + **Spellcasting Attribute** modifier + level of the spell the target is attempting to cast + 1 per caster level).

Obscure Object(PH p232)

<Abj, VSM(chameleon skin)/DF, 1StdAct, Touch, 8hrs>

- Masks object against divination.

Major Resistance(Sav p68)

<Abj, VSM(cloth)/DF, 1StdAct, Touch, 1hr/1vl>

- Subject gains +3 Resistance bonus on all saves.

Portal Alarm(MoP p36)

<Abj, VSM(tiny bell), 1StdAct, Close-range, 2hrs/1vl(D)>

- If any creature of Tiny-size or larger passes through the warded *Portal* without saying the password, an audible (bell) or mental (will wake caster) chime will occur.

Undetectable Alignment(PH p267)

<Abj, VS, 1StdAct, Close-range, 24hrs, WillNeg>

- The target creature or object cannot have its alignment detected.

Conjuration**Bridge of Sound**(Sav p63)

<Conj(creat)[sonic], VS/DF, 1StdAct, Close-range, Concentration + 1rnd/1vl>

- Creates an invisible, unbreakable bridge 5' wide, 1" thick, & 10'/1vl long. It must be anchored at each end, but may be at any angle. Any object that weighs more than 200 pounds per caster level sinks through the bridge, but does not break it. Suppressed by *Silence*.

Cure Moderate Wounds(PH p190)

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

- Cures 2d8 +1/level damage (max +10).

Delay Poison(PH p191)

<Conj(healing), VS/DF, 1StdAct, Touch, 1hr/1vl>

- Touched creature suppresses the effects of current or new poisons in its body until the spell ends.

Glitterdust(PH p209)

<Conj(creat), VSM(ground mica), 1StdAct, Medium-range, 1rnd/1vl, WillNeg>

- Coats all creatures & objects in a 10' radius spread with sparkling dust which cannot be removed for the duration of the spell. This outlines **Invisible** creatures & objects. Creatures in the area of effect must make a Will save or be **Blinded**.

Summon Instrument(S&S p95)

<Conj(sum), VS, 1StdAct, Personal, Concentration + 1rnd/1vl(D)>

- Temporarily teleports a non-magical instrument of the desired type into the caster's hands, returning to its owner at the spell's end (some casters place a coin in it for thanks). The instrument's quality is random (d6): 1 - poor, 2-5 - average, 6 - masterwork.

Summon Monster II(PH p258)

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

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

Table	#
Summon Monster II	1
Summon Monster I	1d3

Summon Swarm(PH p261)

<Conj(sum), VSM(red cloth)/DF, 1FullRound, Close-range, Concentration + 2rnds, no save, no SR>

- Summons a 5' radius swarm of Tiny-size or smaller creatures based on the table below. Anyone caught in the swarm can either:
 - spend the round swatting them & take 1hp of damage; or
 - act normally (including moving out of the area of effect) and take 1d4 + 1/3lvs dmg.

Spellcasting or concentrating on spells inside the swarm is impossible.

1d20	Creature	Features
1-8	Rats	animal
9-14	Bats	animal, flyer
15-16	Spiders	vermin, poisonous
17-18	Centipedes	vermin, poisonous
19-20	Flying Beetles	vermin, flyer

Unless summoned by a Druid, the swarm is stationary. As a Move-Equivalent action, a Druid can move non-flyer 30' & flyers 90'. Swarms with poison do not hurt those immune to poison, but still ruin spellcasting. The swarm can only be dispersed by effects that cover an area (such as fire) & do 2hp/1vl or have some other appropriate effect (like *Gust of Wind* vs. flyers, *Repel Vermin*, etc.).

Divination**Circle Dance**(MoF p84)

<Div, VS, 1Min, Personal>

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

Detect Thoughts(PH p194)

<Div[mind], VSF(copper piece)/DF, 1StdAct, 60' range, Concentration up to 1min/lvl, WillNeg, no SR>

- Reveals surface thoughts in a 90° arc. First round shows their presence, second round the number of thinking minds & the basic mental strength of each, & third round the surface thoughts of one of the minds can be read if the target fails its Will save.

Locate Object(PH p223)(DR276 p107)+(FAQ)+

<Div, VSF(forked twig)/DF, 1StdAct, Long-range, 1min/lvl, no SR>

- Senses direction toward object (specific or type) within range.

See Invisibility(PH p248)

<Div, VSM(pinch of talc & silver powder), 1StdAct, Personal, 10min/lvl(D), no SR>

- Reveals Invisible creatures or objects in a Medium-range Cone.

Tongues(PH p265)

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

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

Enchantment*Animal Trance*(PH p173)

<Ench(comp)[mind][sonic], VS, 1StdAct, Close-range, Concentration, WillNeg (see below)>

- 2d6 HD of 'animals', 'beasts', or 'magical beasts' with Intelligence of 1 or 2 stop what they are doing and watch the caster for the spell's duration. Animals not trained to guard or attack do not get a save, though all other effected creatures do. An effected creature is treated as Stunned until attacked, at which point it is freed.

Enthrall(PH p200)

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

- The caster's performance becomes so interesting that it gets the undivided attention of everyone in the area of effect who doesn't save (including those who enter later). Those with less than 4HD and less than 16 Wisdom become unaware of their surroundings. When the performance ends, the audience will talk among themselves, applaud, etc., for 1d3 more rounds. If anyone in the audience is attacked, the spell cancels immediately and the audience will be upset.

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

Hold Person(PH p214)

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

- One humanoid of up to Medium-size is Held.

Nightmare Lullaby(MoF p110)

<Ench(comp)[mind][sonic], VS, 1FullRound, Long-range, Concentration + 2rnds, WillNeg>

- Target is Confused.

Ray of Dizziness(DR-A5 p24)

<Ench(comp)[mind][ray], VSF(small top), 1StdAct, Close-range, 1rnd/lvl, WillNeg>

- Target is Staggered.

Suggestion(PH p257)

<Ench(comp)[mind][language], VM(snake tongue, honeycomb/sweet oil), 1StdAct, Close-range, up to 1hr/lvl, WillNeg>

- The caster give the target 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them or may activate immediately. At the end of the duration, the instructions lose their power, triggered or otherwise.

Tasha's Hideous Laughter(PH p263)

<Ench(comp), VSM(feather, tiny tarts), 1StdAct, Close-range, 1d3rnds, WillNeg>

- One target with 3 or higher Intelligence falls down laughing & can make no action for the duration of the spell. Creatures of a different type from the caster get a +4 on their save.

Wave of Grief(BoVD p109)

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

- All living creatures within the Cone receive a -3 Moral penalty on All Actions.

Evocation*Cloud of Bewilderment*(MoF p85)(MoFe)+

<Evoc, VS, 1StdAct, 1rnd/lvl, FortNeg>

- Create an invisible 10' long Cone of noxious air. Anyone in the area is Stunned and Blinded for 1d6 rounds. The cloud can be dispersed by a strong wind.

Crescendo(S&S p90)

<Evoc, VS, 1StdAct, 4rnds>

- The caster and all allies within 30' gain a Morale bonus to attack rolls that increase over 4 rounds: 1st +0, 2nd +1, 3rd +2, 4th +3.

Darkness(PH p190)

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

- Touched object emanates magical darkness in a 20' radius. Even creatures with Darkvision cannot see through it.

This spell counters or dispels Light spells of equal or lower level, though *Daylight* will cancel this spell and be canceled by it.

Daylight(PH p191)

<Evoc[light], VS, 1StdAct, Touch, 10min/lvl, no SR>

- Touched object generates a 60' radius of bright light. The light may be blocked by putting the object in a container.

This spell counters or dispels a 'darkness' spell of equal or lower level.

Fortissimo(S&S p91)

<Evoc, VS, 1StdAct, Medium-range, 1min/lvl, no save>

- Doubles the volume of a one creature or instrument. If the target is used for a sonic attack, it does +1d6 sonic dmg. If used for a language-based effect, (such as *Command*), the DC is at +2.

This spell counters & dispels *Silence*.

Harmonize(S&S p92)

<Evoc, VSF(instrument), 3FullRounds, Touch, 1rnd/lvl>

- The caster and up to 3 touched bards function as a group. The designated "lead" bard gains +1 Circumstance bonus on Perform checks for each 3 bard levels total of the "backup" bards.

Shatter(PH p250)

<Evoc[sonic], VSM(chip of mica)/DF, 1StdAct, Close-range, WillNeg –or– Fort½>

- Sonic vibration destroy objects in 1 of 3 ways:
 - a) All glass, crystal, etc., in a 3' radius that weigh less than 1 lb/lvl are shattered. A person carrying an object gets a Will save to negate. Otherwise, no save.
 - b) A single solid object weighing up to 10 lbs/lvl can be shattered. The carrier get a Will save to negate.
 - c) A targeted crystalline creature takes 1d6 sonic damage per level (max 10d6), Fortitude save for ½.

Song of Festering Death(BoVD p104)

<Evoc[evil], V, 1StdAct, Close-range, Concentration, FortNeg>

- If the caster succeeds on a Performance check vs. DC 20, one living target takes 2d6 damage per round while caster concentrates.

Sonorous Hum(Sav p69)

<Evoc[sonic], VS, 1StdAct, Personal, 1min/lvl(D)>

- While this spell is in effect, the caster may cast one spell whose duration is normally "concentration" & have its last until this spell ends without having to concentrate. This allows other spells to be cast, etc.

While in effect, this spell generates a "humming" sound which can be heard with a Listen check vs. DC 5. This spell can be dismissed as a Free Action.

Selection of "Concentration-based" Bard spells: *Emotion, Major Image, Mirage Arcana, Otto's Resistible Dance, Rainbow Pattern.*

Sound Burst(PH p254)

<Evoc[sonic], VSF(small musical instrument)/DF, 1StdAct, Close-range, Will½>

- All creatures in a 10' radius spread take 1d8 sonic damage (no save) and are Stunned for 1 round (Will save negates).

Illusion*Blur*(PH p181)

<Ill[glamer][sight], V, 1StdAct, Touch, 1min/lv>

- Attacks miss touched subject 20% of the time.

Hypnotic Pattern(PH p215)

<Ill(pattern)[mind][sight], (V)SM(burning incense / crystal rod filled with phosphorescent material), 1StdAct, Medium-range, Concentration + 2rnds, WillNeg>

- 15' radius of colorful lights fascinates up to 2d4 + 1/lvl (max +10) HD of creatures, starting with the lowest HD creature in the area of effect. Any potential threat generates a new save & any direct threat automatically breaks the spell, as does an ally who spends a Standard Action "shaking a target out-of-it". The targets does not remember the caster after the spell wears off. Only Bards use the Verbal component.

Invisibility(PH p217)

<Ill[glamer], VSM(eyelash,gum arabic)/DF, 1StdAct, Touch, 10min/lvl>

- Subject is Invisible until it attacks. Can effect an object of up to 100 lbs/lvl.

Magic Mouth(PH p224)

<Ill[glamer], VSM(10gp jade power, honeycomb), 1StdAct, Close-range, Permanent until discharged>

- The caster creates an invisible ward which produces an illusionary mouth that speaks up to 25 words when it is triggered by a condition specified at cast time. The trigger must be within the spell's range in line-of-sight. The conditions must be based on visual and/or audible triggers, so the spell can be fooled by disguises, silence, etc.

Minor Image(PH p228)
<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration+2 rounds, WillNeg>
– Creates an illusion with visuals & sound of your design within an area of (4 + 1 per level) 10³ cubes. You can make the illusion move within that area.

Mirror Image(PH p229)(FAQ)+
<Ill(figment)[sight], VS, 1StdAct, Personal, 1min/lvl>
– Creates 1d4 + 1 per 3 levels (max 8) decoy duplicates of the caster. Determine randomly if the caster or a decoy is targeted. A decoy's AC is 10 + size mod + Dex mod. If it is damaged by a direct attack (i.e., not area-of-effect spells), it is destroyed.

Misdirection(PH p230)
<Ill(glamer), VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, no SR>
– One creature or object up to a 10' cube in size is given the aura of another creature or object within range at cast time. This new aura fools some Divination spells, such as *Detect Evil*, *Detect Magic*, and *Discern Lies* if the caster of the divination spell fails a Will save.

Silence(PH p252)(FAQ)+
<Ill(glamer), VS, 1StdAct, Long-range, 1min/lvl, WillNeg>
– The caster creates a 15' radius area that negates sound. If cast on a person or an attended object, a Will save negates. Otherwise the effect is immobile.
This spell counters & dispels *Fortissimo*.

Necromancy
Dance of Ruin(BoVD p90)
<Necro[evil], VS, 1FullRound, Close-range, Ref/>
– All non-demons within range of the caster take 2d20 damage.

Scare(PH p247)
<Necro[fear][mind], VSM(bone chip from an undead), 1StdAct, Medium-range, 1rnd/lvl, WillNeg>
– Creatures up to 5 HD within a 15' radius are Panicked.

Transmutation
Blindness/Deafness(PH p180)
<Trans, V, 1StdAct, Medium-range, Permanent(D), FortNeg>
– Living subject become a) Blind; or b) Deaf.

Bull's Strength(PH p181)
<Trans, VSM(bull hair)/DF, 1StdAct, Touch, 1hr/lvl>
– 1d4+1 Enhancement bonus to Strength.

Cat's Grace(PH p182)
<Trans, VSM(cat hair), 1StdAct, Touch, 1hr/lvl>
– 1d4+1 Enhancement bonus to Dexterity.

Eagle's Splendor(FR p68)(T&B p87)
<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Touch, 1hr/lvl>
– 1d4+1 Enhancement bonus to Charisma.

Fox's Cunning(T&B p89)(Sav p66)
<Trans, VSM(fox hair)/DF, 1StdAct, Touch, 1hr/lvl>
– 1d4+1 Enhancement bonus to Intelligence.

Levitate(PH p222)
<Trans, VSF(leather cord), 1StdAct, Close-range, 10min/lvl(D)>
– Willing subject or object (up to 100 lbs./level) moves up or down 20'/round at your direction as a Move-Equivalent Action.

Owl's Wisdom(T&B p94)
<Trans, VSM(owl feather)/DF, 1StdAct, Touch, 1hr/lvl>
– 1d4+1 Enhancement bonus to Wisdom.

Pyrotechnics(PH p241)
<Trans, VSM(fire source), 1StdAct, Long-range>
– Transforms a burning fire into either Fireworks or a Smoke Cloud. In either case, the fire is extinguished (unless it is cast on a Fire Elemental, which takes 1hp/level).
Fireworks – creatures within 120' must make a Will save or be Blinded for 1d4+1rnds (Spell Resistance applies).
Smoke Cloud – 20' radius Cloud of smoke lasts for 1rnd/lvl. Anyone within it must make a Fortitude save or have a –4 penalty to Strength and Dexterity until 1d4+1rnds after getting out of the smoke.

Rapid Strikes(DR275 p85)
<Trans, VS, 1StdAct, Touch, 1rnd/lvl>
– The subject gains an additional partial action each round for the purpose of attacking only at highest base attack bonus.

Speak to Allies(Sav p70)
<Trans[language], VSF(copper wire), 1StdAct, Medium-range, 10min/lvl>
– The caster plus 1 creature per level in a 30' area can communicate within range as long as there is no physical/magical barrier. The message does not need to be whispered, so there is no danger of lips being read.

Weapon Shift(DR275 p85)
<Trans, VSM(origami of desired weapon), 1StdAct, Touch, 5min/lvl>
– Transform a non-magic melee weapon (up to Large-size) into another melee weapon.

Whispering Wind(PH p272)
<Trans, VS, 1StdAct, 1mile/lvl, no SR>
– A 25 word message is carried on the wind to a location known to the caster, which it is hearable to anyone within 10'.

3rd Level

Abjuration
Bolster Damage Reduction(DR304 p31)
<Abj, VSM(iron rod), 1StdAct, Touch, 1min/lvl(D)>
– Touched creature with natural Damage Reduction (i.e., not from a spell) gains a +5 bonus on the amount of damage resisted (i.e., DR 15/+1 becomes DR 20/+1). This spell does not change “unresistable” Damage Reduction (such as that of a Barbarian). A target cannot benefit from multiple castings.

Contagion Ward(DR304 p32)
<Abj, VS, 1StdAct, Close-range, Permanent, no save>
– When a creature who is in the incubation period of a disease (or a condition that can be healed as if it were a disease, such as being impregnated with a Xill's egg), the ‘disease’ gains Spell Resistance of (11 + Caster level) against healing attempts.

Dispel Magic(PH p196)
<Abj, VS, 1StdAct, Medium-range, no SR>
– Cancels magical spells and effects on a successful Dispel Check (max +10). This spell can be used in one of three ways:
a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.
b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is terminated, except for those caused by magic items, which are only suppressed for 1d4 rounds.
c) Area Dispel – Each target in a 30' gets a Dispel Check against each spell in turn (highest caster level 1st) until one is

dispelled or all checks fail. Items are not effected.

Improved Alarm(MotP p35)
<Abj, VSF(100gp crystal bell), 1StdAct, Close-range, 8hrs/lvl(D)>
– If any creature of Tiny-size or larger passes through the warded 25' radius area without saying the password, an audible (bell) or mental (will wake caster) chime will occur. The alarm is triggered even if the creature is in a coexistent plane of existence, such as the Ethereal Plane.

Magic Circle against Chaos(PH p223)(FAQ)+
<Abj[law], VSM(silver)/DF, Touch, 10min/lvl, no SR>
– Creates a magical barrier 10' around the touched subject which does the following:
a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Chaotic creatures;
b) Blocks any mind control; &
c) Non-Lawful Summoned & Conjured creatures cannot cross the circle unless they make a Spell Resistance check or the subject attacks.
The circle can also be focused inward to form an immobile prison for a Summoned creature.

Magic Circle against Evil(PH p223)(FAQ)+
<Abj[good], VSM(silver)/DF, Touch, 10min/lvl, no SR>
– Creates a magical barrier 10' around the touched subject which does the following:
a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Evil creatures;
b) Blocks any mind control; &

c) Non-Good Summoned & Conjured creatures cannot cross the circle unless they make a Spell Resistance check or the subject attacks.
The circle can also be focused inward to form an immobile prison for a Summoned creature.

Magic Circle against Good(PH p223)(FAQ)+
<Abj[evil], VSM(silver)/DF, Touch, 10min/lvl, no SR>
– Creates a magical barrier 10' around the touched subject which does the following:
a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Good creatures;
b) Blocks any mind control; &
c) Non-Evil Summoned & Conjured creatures cannot cross the circle unless they make a Spell Resistance check or the subject attacks.
The circle can also be focused inward to form an immobile prison for a Summoned creature.

Magic Circle against Law(PH p223)(FAQ)+
<Abj[chaos], VSM(silver)/DF, Touch, 10min/lvl, no SR>
– Creates a magical barrier 10' around the touched subject which does the following:
a) +2 Deflection bonus to AC & +2 Resistance bonus to saves when attacked by Lawful creatures;
b) Blocks any mind control; &
c) Non-Chaotic Summoned & Conjured creatures cannot cross the circle unless they make a Spell Resistance check or the subject attacks.
The circle can also be focused inward to form an immobile prison for a Summoned creature.

Minor Reflection(DR-A5 p23)

<Abj, VSF(prism), 1StdAct, Personal, 1min/lvl>
 – Any Ranged Touch attack targeting this spell's caster is reflected back on its own caster.

Remove Curse(PH p244)

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

Wounding Whispers(MoF p134)

<Abj[sonic], VS, 1StdAct, Personal, 1rnd/lvl(D)>
 – Caster is surrounded by a sonic aura that harms those who attack him. Anything striking the caster with a non-reach melee attack takes 1d6 + 1/lvl sonic damage.

Conjuration

Cure Serious Wounds(PH p190)

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

Healthful Slumber(S&S p93)(DR306 p110)+

<Conj(heal), VSF(instrument0, 10Minutes, Close-range, 1day)>
 – All creatures within range double their natural healing rate for 1 day.

Phantom Steed(PH p235)

<Conj(creat), VS, 10Minutes, 1hr/lvl>
 – The caster creates a magic horse with insubstantial hooves that make no sound, plus saddle, bit, & bridle. Only the one person designated by the caster can ride the horse. The horse has AC 18, 7 + 1/lvl HP, can move at 20'/lvl (max 240') & can carry its rider plus 10 lbs/lvl. At higher caster levels, the horse has extra abilities:
 8th: ride over mud, sand, etc. at normal rate.
 10th: ride over water at normal rate.
 12th: ride horizontally across air for 1 round at normal rate.
 14th: Fly at normal rate/average.

Remove Disease(PH p244)

<Conj(heal), VS, 1StdAct, Touch>
 – Cures all diseases affecting subject, as well as parasites, green slime, etc.

Sepia Snake Sigil(PH p249) (DR275 p121)+

<Conj(creat)[force], VSM(500gp amber powder, snake scale, mushroom spores), 10Minutes, Touch, Permanent until discharged, RefNeg, no SR>
 – Creates a ward on a book, map, etc. If anyone but the caster reads the text with the ward, the spell discharges & the target gets a Reflex save. If it fails, the target is encased in amber light & put into Suspended Animation for 1d4 + 1/lvl days, though the caster can cancel it. While in suspended animation, the target can still be injured or killed normally.

Summon Monster III(PH p259)

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

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

Divination

Analyze Portal(FR p66)

<Div, VSM(lens, mirror)/DF, 1 min, 60', Concentration up to 1rnd/lvl(D)>
 – Detects and analyzes *Portals* within 60' in a 90 degree arc. Detection takes 1 round, as does each *Portal* property identified by a Caster check vs. DC 17.

Clairaudience/Clairvoyance(PH p184)

<Div, VSF(small horn (hear) / glass eye (see))/DF, 1StdAct, 1min/lvl(D), no SR>
 – Hear –or– see into a known or obvious (i.e., other side of a door) location at any range.

Scrying(PH p247)

<Div, VSM(see below)F(see below)/DF, 1Hour, 1min/lvl, no SR>
 – Sends a magical 'sensor' to watch & listen to a target creature on a successful Scry check.

Knowledge	DC
Familiar	5
Met at least once	10
Has had target described	15
No Knowledge, but a Connection	20
Connections	Bonus
Lock of hair, etc.	+10
Possession, clothing	+8
Likeness	+5
Misc.	Penalty
On another plane of existence	-5

The 'sensor' can be noticed by a Scry check vs. DC 20.

The following spells work through the 'sensor': *Comprehend Languages, Darkvision, Read Magic, & Tongues.*

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

Arcane Material Component – eye of a hawk, eagle, or roc; nitric acid; copper; & zinc.
 Focus is determined by class – Clerics use a Holy Water font (min 100gp), Druids use a natural pool of water, all others uses a 2'x4' silver mirror (min 1,000gp).

Enchantment

Battle Hymn(DR275 p87)

<Ench(charm)[mind], VS, 1StdAct, 1rnd/lvl>
 – All allies within 30' (but not the caster) gain +2 Morale bonus on Will saves.

Charm Monster(PH p183)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1day/lvl, WillNeg>
 – One living creature considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it. If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Confusion(PH p186)

<Ench(comp)[mind], VSM(3 nut shells)/DF, 1StdAct, Medium-range, 1rnd/lvl, WillNeg>
 – All targets within a 15' radius are Confused.

Emotion(PH p199)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, Concentration, WillNeg>
 – All targets in a 15' radius burst feel an emotion of the caster's choice. Each emotion can cancel & is canceled by its opposite emotion (listed in pairs):
 1a) Despair: -2 Morale penalty to All Actions & damage rolls.

1b) Hope: +2 Morale bonus to All Actions & damage rolls.

2a) Fear: Flees from caster.

2b) Rage: +2 Morale bonus to Strength & Constitution, +1 Morale bonus to Will saves, -1 penalty to AC, and compelled to fight.

3a) Friendship: Attitude towards others improves by 1 category (hostile → unfriendly → indifferent → friendly → helpful).

3b) Hate: Attitude towards others degrades by 1 category (helpful → friendly → indifferent → unfriendly → hostile).

Haunting Tune(MoF p99)(MoFe)+

<Ench(comp)[mind][sonic], VS, 1FullRound, Medium-range, 10min/lvl, WillNeg>
 – 1 creature per level with an Intelligence of at least 10 becomes Shaken.

Lesser Geas(PH p221)

<Ench(comp)[mind][language], V, 1StdAct, Close-range, Permanent(D), WillNeg>
 – One subject with 7 HD or less obeys the caster's command "to the letter", though self-destructive acts automatically are saved against.

If the subject is prevented from carrying out the instructions, he/she suffers a -2 penalty on each ability score per full day (max of -8). The ability scores return to normal after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic*.

Puppeteer(MoF p112)(MoFe)+

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 1rnd/lvl(D), WillNeg>
 – By concentrating at any time during the spell's duration, the caster can force the target to mimic his/her movements, though he target receives a -4 penalty on Strength & Dexterity due to awkward movements. Dropping concentration does not end the spell, but does give the target back control. Forcing acts that are self-destructive allow another saving throw, though success on this one result in the target being Helpless for 1d4 rounds. Realizing the target is under control requires a Sense Motive check vs. DC 15 (+5 bonus if the caster is also visible).

Sadism(BoVD p103)

<Ench[evil], VSM(leather strap soaked with human blood), 1StdAct, Personal, 1rnd/lvl>
 – For every 10 hp of damage the caster deals, he/she gains a +1 Luck bonus on All Actions in the next round.

Sting Ray(DR-A5 p24)

<Ench(comp)[mind][ray], VSM(dried stinging insects), 1StdAct, Close-range, WillNeg>
 – Each round, the target gets a Will save to end the spell. Until this happens, the target is Staggered & to cast spells must make a Concentration check vs. the spell's DC + the level of the spell to be cast.

Verraketh's Shadow Crown(RoF p191)

<Ench(charm)[mind], V, 1StdAct, Personal, 1rnd/lvl>
 – +4 Competence bonus on Perform checks. This bonus does not stack with bonuses granted by Feat: Shadow Weave Magic.

Evocation

Gust of Wind(PH p212)

<Evoc, VSF(tiny bellows), 1StdAct, Medium-range, 1rnd, FortNeg>
 – Creates a powerful blast of air 10' wide by 10' high starting at the caster to the end of range.

Hymn of Praise(S&S p92)

<Evoc[good][sonic], VSF(instrument), Medium-range, 1rnd/lvl>

- Create an circle of positive energy around you out to Medium-range. This has the effect of
 - boosting the effective level of Good Divine spellcasters by +1;
 - +4 Sacred bonus on Charisma checks to turn undead, &
 - 4 Sacred penalty on Charisma checks to rebuke undead.

Infernal Threnody(S&S p93)

<Evoc[evil][sonic], VSF(instrument), Medium-range, 1rnd/lvl>

- Create an circle of positive energy around you out to Medium-range. This has the effect of
 - boosting the effective level of Evil Divine spellcasters by +1;
 - +4 Profane bonus on Charisma checks to rebuke undead, &
 - 4 Profane penalty on Charisma checks to turn undead.

Leomund's Tiny Hut(PH p220)

<Evoc[force], VSM(crystal bead), 1StdAct, 2hrs/lvl(D)>

- Creates a 20' radius, unmovable sphere around the caster that acts as shelter for the caster & up to 9 Medium-sized creatures. The spell ends if the caster leaves. Opaque from outside, but transparent from within. No cover, but Full Concealment.

Wind Walk(PH p273)

<Evoc, VSM(tiny fan, exotic feather)/DF, 1StdAct, Medium-range, 1rnd/lvl>

- An invisible wall of air 2' wide is created in any continuous shape desired by the caster up to 10' long per level & 5' high per level. The wall is total protection from arrows, bolts, gases (including some breath weapons), gaseous forms, birds, etc. Larger ranged weapons have a 30% miss chance, but large weapons, such as giant's boulders, are not effected. The wall may be walked through normally.

Illusion*Curse of the Putrid Husk*(BoVD p89)

<Ill(phantasm)[fear][mind][evil], VS, 1StdAct, Close-range, 1rnd + 1d10min, WillNeg>

- Target is Stunned for 1 round and then Unconscious for 1d10 minutes.

Displacement(PH p197)

<Ill(glamer), VM(displacer beast hide), 1StdAct, Touch, 1rnd/lvl>

- Attacks miss subject 50% of the time.

Illusory Script(PH p216)

<Ill(phantasm)[mind], VSM(50gp ink), 1Minute or more, Touch 1day/lvl, WillNeg>

- The caster writes a message that looks like a foreign language to everyone but the intended targets. Those seeing a 'foreign language' must make a Will save or obey a suggestion for up to 30 minutes (usually "put the book back & forget about it").

Invisibility Sphere(PH p218)

<Ill(glamer), VSM(eyelash,gum arabic), 1StdAct, Touch, 10min/lvl>

- Makes everyone within 10' of the touched object turn Invisible. If a subject leaves the 10' radius or attacks, that subject becomes visible.

Major Image(PH p225)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration+3rnds, WillDisbelief>

- Creates an illusion of your design with visuals, sound, smells, & heat within an area of (4 + 1

per level) 10³ cubes. You can make it move within that area.

Shadow Cache(MoTP p39)

<Ill(shadow), VS, 1StdAct, Touch, 1min/lvl(D)>

- Creates a 1' diameter gate into the Plane of Shadows. Only small non-living objects can be put through the hole. The caster may retrieve objects from the Plane of Shadows at a later time in the same casting, or by casting the spell again in the same location. There is a 10% cumulative chance each day that anything placed in the Plane of Shadows will have been picked up by something there.

Necromancy*Fear*(PH p203)

<Necro[fear][mind], VSM(feather), 1StdAct, Close-range, 1rnd/lvl, WillNeg>

- Subjects within the Con become Panicked.

Reveille(MoF p113)(MoFe)+

<Necro[language], VS, 1FullRound, Touch, 1rnd/lvl>

- The touched corpse who died within the last 3 days explains the circumstances of its death (to the best of its knowledge) in the following order (up to about 12 words per answer):

Rnd Answer

- 1 Describes the last thing it saw
- 2 States its dying wish
- 3 Describes the wound that killed it
- 4 Describes who killed it
- 5 Explains why it thinks it was killed
- 6+ Answers one question

If the corpse's original alignment is different from the caster's, it gets a Will save (equal to its Will save when it was alive) to avoid answering. The corpse only knows what it did while it was alive & only speaks languages it knew. Any given corpse can only be targeted with this spell or *Speak with Dead* once per week. Corpses that have been turned into undead are immune.

Transmutation*Bestow Curse*(PH p177)

<Trans[touch attack], VS, 1StdAct, Touch, Permanent, WillNeg>

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

This spell is not effected by *Dispel Magic*.

Blink(PH p180)

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

- The caster flashes in & out of the Ethereal plane at random. The caster
 - has a 20% chance of losing each attack or spell;
 - has a 50% chance of any attack or spell targeting him being lost (20% if the attacker can see Invisible);
 - takes ½ damage from area-of-effect attacks & falling;
 - can only move ¾ of normal;
 - can step through solid matter with a 50% chance of becoming solid per 5' (taking 1d6 damage per 5' if becomes solid & is shunted to the closest available space); and
 - attacks as if Invisible.

Blunt Weapon(S&S p89)

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

- All manufactured piercing & slashing weapons in a 20' radius burst have their base damage halved (though damage due to a

weapon's Enhancement bonus or the wielder's Strength modifier is not effected).

Gaseous Form(PH p207)

<Trans, SM(gauze, smoke)/DF, 1StdAct, Touch, 2min/lvl(D)>

- A willing subject & all his/her gear transform into mist which has Fly 10'/perfect & can slip through any opening. While gaseous, the subject has Damage Reduction 20/+1, becomes immune to poison & criticals, has an AC based only on Dexterity, size, Deflection bonuses, & armor bonuses due to force effects. The subject cannot attack & can only cast spells with no Verbal, Somatic, Material, or Focus components (due to Metamagics).

G'elsewhere Chant(MoF p96)

<Trans[sonic][teleport], VS, 1StdAct, Touch>

- One touched creature or object teleports to a random safe place within 100'. An unwilling target / holder of the target object can make a Will save to resist.

Greater Magic Weapon(PH p210)

<Trans, VSM(powdered carbon & lime)/DF, 1StdAct, Close-range, 1hr/lvl>

- A single targeted weapon (or 50 grouped projectiles) gains +1 a Enhancement bonus to attack & damage per 3 levels (max +5).

If this spell is cast by a paladin or a cleric of a good deity, the weapon is also Blessed.

Haste(PH p212)(FAQ)+

<Trans, VSM(licorice root), 1StdAct, Close-range, 1rnd/lvl>

- The subject moves faster:
 - gains an extra partial action each round, either before or after its normal action;
 - +4 Haste bonus to AC (which is lost any time a Dex bonus would be lost);
 - jumps 50% farther.

Counters & dispels *Slow*.

Suppresses & is suppressed by *Languor*.

Keen Edge(PH p219)

<Trans, VS, 1StdAct, Close-range, 10min/lvl>

- Doubles the threat range of one weapon or 50 grouped projectiles.

Return to the Saddle(DR307 p26)

<Trans[teleport], VF(leather strap made at the same time as the target saddle), 1FreeAction, Close-range>

- The caster & up to 50 pounds per level are teleported into the target saddle (ready to ride) as long as it is within range.

Sculpt Sound(PH p248)

<Trans, VS, 1StdAct, Close-range, 1 creature or object per level in a 30' area, 1hr/lvl(D), WillNeg>

- Targets have their sounds modified, such as removal (making a party silent), additions (making trees sing), or changes (make people sound like squeaking pigs when they talk). If distorted or silenced, a spell caster cannot use Verbal components.

Slow(PH p253)(FAQ)+

<Trans, VSM(molasses), 1StdAct, Close-range, 1rnd/lvl, WillNeg>

- One subject per level within a 30' area:
 - may only take partial actions;
 - suffers a -2 penalty to AC, melee attacks, melee damage, & Reflex saves;
 - has its jumping distances is halved.

Counters & dispels *Haste*.

Weapon of Impact(MoF p134)

<Trans, VS, 1StdAct, Close-range, 10min/lvl>

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

4th Level

Abjuration

Break Enchantment(PH p181)(DR306 p110)+

<Abj, VS, 1Minute, Close-range, no SR>

- Attempts to free 1 subject per level within a 30’ area from all enchantments, alterations, curses, and petrification. Each effect is subject to a **Dispel Check** (max +15).

Note: If petrification is removed from a creature, it **does not** need to make a saving throw to survive.

Dismissal(PH p196)

<Abj, VSF(item distasteful to target)/DF, 1StdAct, Close-range, WillNeg>

- Forces an extraplanar creature to return to its native plane (80%) or a random plane (20%). Add the target’s HD to the save roll & subtract the caster’s level.

Improved Portal Alarm(MotP p35)

<Abj, VSF(leather pouch with 3 brass bells), 1StdAct, Close-range, 8hrs/lvl(D)>

- If any creature of Tiny-size or larger passes through the warded *Portal* without saying the password, an audible (bell) **and / or** mental (will wake the subject) chime will occur. The caster can designate one touched subject (including himself/herself) as the receiver of the mental chime. When receiving the mental alarm, the subject receives a mental picture of what traveled through the *Portal*.

Conjuration

Cure Critical Wounds(PH p190)

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

- Cures 4d8 +1/level damage (max +20).

Ethereal Mount(MotP p35)

<Conj(creat), VS, 10Min, 1hr/lvl>

- While on the Ethereal Plane, the caster creates 1 horse-like mount plus 1 per 2 levels, which will carry those the caster designates around the Ethereal Plane. The mounts can carry their assigned creature plus 10 pounds per level at a rate of 240’, are AC 18, & have 10 + 1/lvl hit-points.

Leomund’s Secure Shelter(PH p220)

<Conj(creat), VSM(bits of stone, lime, sand, water, & wood, string)(tiny bell, silver wire)/DF, 10Minutes, Close-range, 2hrs/lvl(D)>

- A 20’x20’ cottage appears, which is made from materials appropriate for the location (though always as strong as stone). It has a door, 2 shuttered windows, & a fireplace whose chimney is sealed with an iron grate. The door & shutters are under the effect of *Arcane Lock* and *Alarm*. The chimney grate simply has an *Alarm*. An *Unseen Servant* is also available for the duration. There are simple furnishings for 8 occupants.

Neutralize Poison(PH p232)

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

- Detoxifies venom in or on subject.

Summon Monster IV(PH p259)

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

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

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

Divination

Detect Scrying(PH p193)

<Div, VSM(piece of mirror, tiny brass trumpet), 1StdAct, 24hrs, no SR>

- The caster knows if any scrying (via spells, crystal balls, etc.) is occurring within a 120’ radius & where the ‘sensor’ is located. On a successful opposed Scry check, the caster can get an image of the scryer, and its distance & direction.

Legend Lore(PH p219)

<Div, VSM(250gp incense)(200gp ivory strips), Personal>

- By only meditating, sleeping, & eating for the listed casting time, you “remember” legends about a target creatures, place, or object:

Connection to Target Casting Time

Touching 1d4x10 minutes

Detailed Information 1d10 days

Rumors Only 2d6 weeks

Listening Coin(S&S p93)

<Div, VSM(2 coins), 1StdAct, 1hr/lvl>

- A pair of coins become a transmitter & receiver of sound. Anyone given the transmitter coin is allowed a Scry check vs. DC 20 to notice the magical sensor. The receiver coin can be used to make Listen checks through the transmitter coin, though at DC +5 if it is a sack, etc.

Locate Creature(PH p223)(DR276 p107)+(FAQ)+

<Div, VSM(dog fur)/DF, 1StdAct, Long-range, 10min/lvl>

- Senses direction toward named type of creature (human, unicorn, etc.) or a specific creature within range (must have been seen at least once within 30’). Running water blocks the spell, as does *Mislead*, *Nondetection*, etc.

Know Vulnerabilities(MoF p104)

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

- Determine target’s vulnerabilities and resistances.

Speechlink(MoF p121)(MoFe)+

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

- The caster & the touched targets can verbally communicate over any distance.

Enchantment

Celebration(MoF p84)

<Ench(comp)[mind], VS, 1StdAct, Close-range, WillNeg>

- The caster performs a “drinking song” and all targets in a 15’ radius burst must save or begin feeling drunk. For each full round the caster continues the spell, the effects on those targets who were in the original burst (even if they have moved) become worse. Once the caster completes the song, the effects linger for 1 round per level.

Rnd Effect

1 —

2 –2 Enhancement penalty to Dexterity, Intelligence, & Wisdom.

3 Nauseated

4 Helpless

Dominate Person(PH p197)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 1day/lvl, WillNeg>

- Telepathically control a humanoid of up to Medium-size, though control is very limited if the two do **not** share a language. Actions against the target’s nature result in a new save with a bonus of up to +4, and self-destructive orders are ignored. Once dominated, the caster & target can be any distance from each

other. *Protection from Evil*, et. al., only suppress this spell, not dispel it.

Follow the Leader(S&S p91)

<Ench(comp)[mind][sonic], VSF(instrument), 1FullRound, Medium-range, Concentration up to 1min/lvl, WillNeg>

- Compels 1hit-dice/lvl (max 10 hit-dice) of living creatures to follow the caster while dancing. Only creatures with 4 hit-dice or less can be effected. While following, the targets will not initiate attacks, but will defend themselves normally.

Hold Monster(PH p214)

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

- One living creature is **Held**.

Modify Memory(PH p230)

<Ench(comp)[mind], VS, 1StdAct, Close-range, Permanent, WillNeg>

- Changes up to 5 minutes of subject’s memories. If the subject fails its Will save, the caster must spend up to 5 uninterrupted minutes picturing the memory. The caster:
 - eliminates the memory of a real event (though this does not negate magical effects, such as *Suggestion*),
 - changes the memory of a real event;
 - adds the memory of an event; or
 - “cleans up” the memory of a real event, allowing the subject to remember it clearly and perfectly.

War Cry(MoF p132)

<Ench(comp)[mind][sonic], VS, 1StdAct, Personal, 1rnd/lvl>

- Caster gains +2 Morale bonus on attacks and damage (+4 if charging). In addition, anyone he/she attacks must make a Will save or become **Panicked** for the spell’s duration.

Evocation

Shout(PH p252)

<Evoc[sonic], V, 1StdAct, Close-range>

- All targets within the **Conc** of effect take 2d6 sonic damage (Fortitude save for ½) and are **Deafened** (Fortitude save to negate).

Crystalline creatures take 1d6 damage per level (max 15d6), with a Reflex save for half dmg.

Stone Shatter(MoF p124)

<Evoc[sonic], VS, 1StdAct, Close-range>

- If a stone creature is targeted, it takes 1d6/lvl (max 15d6) sonic damage (Fort½). If a stone object of up to 2 pounds per level is targeted, it is destroyed (WillNeg) & everyone within 5’ takes 1hp/lvl (max 15hp).

Illusion

Choir(S&S p89)

<Ill(pattern)[mind], VSF(instrument), 1StdAct, Close-range, Concentration + 4rnds, WillDisbelief>

- Creates 3 illusionary backup singers, dancers, etc. The caster gains a +2 Circumstance bonus on Perform checks. Against anyone who disbelieves the illusion, the caster loses this bonus & receives a –2 Circumstance penalty.

Hallucinatory Terrain(PH p212)

<Ill(glamer), VSM(stone, twig, piece of a green plant), 10Minutes, Long-range, 30’ cube per level (S), 2hrs/lvl, WillDisbelief, no SR>

- Makes one type of terrain look, sound, & smell like another (field into forest, etc.). Structures, equipment, & creatures are not disguised.

Improved Invisibility(PH p217)

<Ill(glamer), VS, 1StdAct, Touch, 1min/lvl>
– Subject is Invisible, even if he/she attacks.

Rainbow Pattern(PH p241)

<Ill(pattern)[mind][sight], SMF, 1StdAct, Medium-range, Concentration+1rnd/lv(D), WillNeg>
– Up to 24HD of creatures in a 15' radius area who fail their save will be captivated by the lights & try to stay in them. They will only defend themselves if attacked. The lights can be moved 30' per round as a free action & those captivated will follow.

Spectral Weapon(S&S p95)

<Ill(shadow), VSF(instrument), 1StdAct, Personal, 1rnd/lvl>
– Create a quasi-real weapon from the shadow. The weapon has an Enhancement bonus of +1 per 5 Caster levels & the Ghost-Touch ability. An opponent who makes a Will save will realize the weapon is not fully real & will only take 1/5th damage.

Zone of Silence(S&S p96)

<Ill(glamer), VSF(instrument), 1Full-Round, 1rnd/lvl>
– A mystic barrier surrounds the caster at a 5' radius that will not let sound out. This allows the caster to have conversation that cannot be overheard, etc.

Transmutation

Allegro(S&S p89)

<Trans, VSM(feather from a bird of prey), 1StdAct, 1min/lvl>
– All creatures within a 10' radius of the caster have their movement & jumping distance doubled.

Diamondsteel(DR275 p85)

<Trans, VSM(100gp diamond dust), 10Minutes, Touch, 1hr/lvl>
– Touched metal armor becomes more durable. Light and medium metal armors gain +1 Hardness bonus to AC & +2 to its own hardness vs. being destroyed. Heavy armors

get a +2 Hardness bonus to AC & +3 to their own hardness.

Dimension Door(PH p195)

<Trans[teleport], V, 1StdAct, Long-range>
– Teleports the caster & up to 50 lbs/lvl anywhere within range. The caster cannot act again until the following round.

Dolorous Blow(DR275 p87)

<Trans, VS, 1StdAct, Touch, 1min/lvl>
– The touched weapon glows dull red & has its threat range doubled. Any Threatened Critical automatically becomes a Critical.

Harmonic Chorus(S&S p92)

<Trans, VSM(tuning fork), 1StdAct, Close-range, Concentration up to 1rnd/lvl>
– Enhance the magical ability of the target spellcaster. The target's spells gain 1d4+1 DC –and– damage dealing spells gain do an extra +1hp per die.

5th Level

Abjuration

Greater Dispelling(PH p210)

<Abj, VS, 1StdAct, Medium-range, no SR>
– Cancels magical spells and effects on a successful Dispel Check (max ±20). This spell can be used in one of three ways:
a) Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.
b) Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is terminated, except for those caused by magic items, which are only suppressed for 1d4 rounds.
c) Area Dispel – Each target in a 30' gets a Dispel Check against each spell in turn (highest caster level 1st) until one is dispelled or all checks fail. Items are not effected.

Superior Resistance(Sav p71)

<Abj, VSM(cloth)/DF, 1StdAct, Touch, 1hr/lvl>
– Subject gains +6 Resistance bonus on all saves.

Conjuration

Healing Circle(PH p213)

<Conj(heal), VS, 1StdAct>
– Cures 1d8 + 1 / level (max +20) damage to all living allies in a 20' radius around the caster.

Revenge(MoF p113)

<Conj(heal), VSM(500gp diamond dust)/DF, 1FullRound, Touch, 1min/lvl>
– The touched ally that was killed within 1rnd/lvl is restored to life for the spell's duration, and then dies again. The target does not lose a level & is at 1/2 hp. Against the creature that killed it, the target receives a +1 Morale bonus on All Actions. The spirit must be willing, cannot have died of old age, have been killed by a 'death effect', or have been an undead, construct, elemental, or an outsider. The body must be intact.

Summon Monster V(PH p259)

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

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

Divination

Contact Other Plane(PH p187)

<Div, V, 10Minutes, Personal, 1round/question>
– The caster may ask one question per two level of extraplanar entity. At the start, the caster must make a saving throw to get answers & avoid having his/her Intelligence or Charisma reduced for a few weeks. More powerful entities have a greater chance of knowing the answer, but there is a higher chance of being "punished".

Enchantment

Morality Undone(BoVD p99)

<Ench(comp)[evil], VSM(powdered holy symbol), 1StdAct, Close-range, 10min/lvl, WillNeg>
– The {Good / Neutral / Evil} aspect of the target's alignment becomes 'Evil', but leaves the {Lawful / Neutral / Chaotic} aspect unchanged. The target's memories are not changed, so at first, the effect of this spell may not be noticed. The target's attitude will become more selfish & cruel, which will effect its decisions. This spell is effective when combined with *Suggestion*, since evil acts will temporarily be 'in character'.

Mind Fog(PH p228)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 30min, WillNeg>
– All targets who enter the 20' cube of light vapor receive a –10 Competence penalty to Will saving throws & Wisdom checks for as long as they remain in the fog & 2d6 rounds after leaving.

Otto's Resistible Dance(S&S p94)

<Ench(comp)[mind], VSF(instrument), 1FullRound, Close-range, Concentration, WillNeg>
– One living creature per level starts to dance uncontrollably, receiving a –2 Circumstance penalty to AC, Will saves, Concentration checks, & Spellcraft checks.

Song of Discord(S&S p95)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 1rnd/lvl, WillNeg>
– All targets within a 15' radius sphere have a 50% chance each round of attacking the nearest conscious creature to them. If not compelled to attack, the creature acts normally.

Evocation

Cacophonic Burst(Sav p64)

<Evoc[sonic], VS, 1StdAct, Long-range, Ref½>

– All creatures in a 20' radius burst take 1d6/lvl sonic damage (max 15d6).

Wail of Doom(S&S p96)

<Evoc[sonic], V, 1StdAct, Close-range, WillNeg>
– Each creature within the Cone takes 1d4/lvl, receives a –2 Morale penalty on saving throws for 1rnd/lvl, and flees for 1rnd/lvl (50% chance of dropping held objects & covers if cornered).

Illusion

Dream(PH p198)

<Ill(phantasm)[mind], VS, 1Minute, Touch>
– The touched subject gains the ability to enter a target's dream & deliver a predetermined message of any length (i.e., no Q&A). The target must be unambiguously identified by name or title & must be able to dream. If the target is not asleep when the spell is cast, the subject can either cancel the spell –or– stay in a deep trance until the target does go to sleep.

False Vision(PH p202)

<Ill(glamer), VSM(250gp jade powder), 1StdAct, 1min/lvl, no SR>
– Creates a fixed area of Close-range radius around the point where the spell was cast which cannot be Scryed into. If the caster becomes aware of a scrying attempt, he/she may create a visual/sound illusion for the 'sensor' to see by maintaining Concentration.

Mirage Arcana(PH p229)

<Ill(glamer), VS, 1StdAct, Long-range, 20' cube per level (S), Concentration + 1hr/lvl, WillDisbelief>
– Makes an area look, sound, & smell different, including changing or adding structures & equipment. Creatures are not disguised, but are able to hide within mirage as if it were real (i.e., inside buildings or behind bushes).

Mislead(PH p230)

<Ill(figurent)(glamer), S, 1StdAct, Close-range, 1rnd/lvl(D), no SR>
– Simultaneously, the caster becomes Invisible and an illusionary copy (sight, sound, smell, & touch) of the caster appears within range (with the option of it appearing superimposed on the caster). The illusionary copy will then do whatever it was programmed to do at cast time, with no requirement that it stays in range. A Will save is required to realize the copy isn't the original. The caster stays Invisible even if he/she attacks.

Nightmare(PH p232)

<Ill(phantasm)[mind][evil], VS, 10Minutes, WillNeg>
 – Cause a sleeping target to have hideous nightmares which deals 1d10 damage and prevents restful sleep. Any sleep in the 24 hour period after the spell is cast will result in nightmares. Arcane spell casters do not regain spells. If the target is not asleep when the spell is cast, the caster has the option of going into a trance (which leave the caster defenseless) until the target does, at which time the spell acts normally. If the caster chooses not to go into a trance, the spell is still used up.

Persistent Image(PH p252)

<Ill(figment), VSF(fleece), 1StdAct, Long-range, 1min/lvl(D), WillDisbelief>
 – Creates an illusion with visuals, sound, smells, & heat within an area of (4 + 1 per level) 10³ cubes. The illusion follows a “script” designated when the spell is cast.

Necromancy

Soul Shackles(BoVD p104)

<Necro[evil], VSF(talisman), 1StdAct, Close-range>
 – The caster pulls the soul of a dead creature back from the afterlife and traps it in a talisman that is custom to this spell. For the spell to be successfully cast, the following conditions must be met:

- a) the target must have had the talisman on his/her body when killed; and
- b) the spell must be cast in within the area of effect of a *Desecrate* or *Unhallow* spell. Once per day, the caster can call forth the soul from the talisman and ask it one question per level about information it knew. The soul appears as a translucent version of itself on the day it died. If the soul is hostile or if it is asked about a secret important to it, the soul gets a Will save. If it resists, the soul breaks free and the spell ends

Transmutation

Control Water(PH p188)

<Trans, VSM(dust (to lower) -or- water (to raise))/DF, 1StdAct, Long-range, 10min/lvl(D)>
 – Effects 10’/lvl x 10’/lvl x 2’/lvl of water by either:
 a) lowering the water by 2’/lvl (min of 1’). In large / deep bodies of water, this forms a whirlpool. This effect also acts like a *Slow* on water-based creatures; or,
 b) raising the water by 2’/lvl. Boats will slide off the “hump” of the water.

Improved Blink(DR278 p95)(UE p50)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>
 – The caster flashes in & out of the Ethereal plane at random. The caster

- a) has no chance of losing each attack or spell;
- b) has a 50% chance of any attack or spell targeting him/her being lost (20% if the attacker can see Invisible –or– can effect incorporeal creatures);
- c) takes ½ damage from area-of-effect attacks & falling;
- d) can move at 75% of normal rate;
- e) can step through solid matter up to his/her modified movement rate. If movement ends before the solid material is exited, the caster takes 1d6 damage per 5’ traveled;
- f) attacks as if Invisible; &
- g) the caster can ready an action to avoid a specific attack (including magic). Unless the attack can effect an incorporeal target, it misses.

Improvisation(S&S p92)

<Trans, VSM(dice), 1StdAct, Personal, 1rnd/lvl>
 – The caster receives Luck bonuses equal to 2 times Caster level for use on attack rolls, skill, & ability checks. More than one bonus can be used on a given check, but they must be designated before the roll. Each bonus is usable once and all left-overs disappear at the end of the spell’s duration.

6th Level

Abjuration

Gate Seal(FR p70)

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

Repulsion(PH p245)

<Abj, VSF(2 small iron bars with dog statuettes on the ends)/DF, 1StdAct, 1rnd/lvl(D), WillNeg>
 – Creatures cannot approach the caster within an invisible circle of up to 10’ radius per level. The circle moves with the caster, but cannot push creatures back. The caster can still be attacked with spells, ranged weapons, and even reach weapons (if long enough).

Conjuration

Summon Monster VI(PH p259)

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

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

Divination

Greater Scrying(PH p211)

<Div, VS, 1StdAct, 1hr/lvl, no SR>
 – Sends a magical “sensor” to watch & listen to a target creature on a successful Scry check.

Knowledge	DC
Familiar	5
Met as least once	10
Has had target described	15
No Knowledge, but a Connection	20
<u>Connections</u>	<u>Bonus</u>
Lock of hair, etc.	+10
Possession, clothing	+8
Likeness	+5
<u>Misc.</u>	<u>Penalty</u>
On another plane of existence	-5

The ‘sensor’ can be noticed by a Scry check vs. DC 20.

The following spells work through the ‘sensor’: *Comprehend Languages, Darkvision, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic, Message, Read Magic, & Tongues.*

Enchantment

Geas/Quest(PH p208)

<Ench(comp)[mind][language], V, 1StdAct, Close-range, Permanent(D), WillNeg>
 – One subject obeys the caster’s command “to the letter”, though self-destructive acts automatically are saved against.

If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage per day & must make a Fortitude save. If it fails, the subject can only has ½ movement, has a –4 penalty on Strength & Dexterity, heals at 10% of the normal rate, & is not effected by magical healing. If the subject continues to not follow the instructions, each following day another Fortitude save is needed or the subject is Crippled. The effects end after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic, Break Enchantment. Remove Curse* only works if its caster level is 2 higher than this spell’s caster level.

Insidious Rhythm(S&S p93)

<Ench(comp)[mind], VSF(instrument), 3FullRounds, Medium-range, 1hr/lvl, WillNeg>
 – The target has a distracting melody placed in his/her mind. All Intelligence-based skill checks receive a –4 Circumstance penalty -and- any spell cast requires a Concentration check vs. (this spell’s DC) + (the attempted spell’s level).

Evocation

Cacophony Shield(MoF p83)

<Evoc[sonic], VS, 1StdAct, 1min/lvl>

– The caster creates an immobile, 10’ radius barrier of sound around himself/herself. Non-magical sound cannot cross the barrier, while magical sound requires a successful Caster check to cross it. Any creatures which crosses the barrier takes 1d6 +1/lvl (max +20) sonic damage & must make a Fortitude save or be Deafened for 1 minute. Missile weapons crossing the barrier have a 20% miss chance.

Dirge(MoF p89)

<Evoc[sonic], VS, 1FullRound, 1rnd/lvl>
 – All enemies within 50’ of the caster must make a Fortitude save each round or take 2 points of temporary Strength & Dexterity damage.

Fanfare(S&S p90)

<Evoc, VSM(small horn), 1StdAct, Fort½>
 – Everyone in a 100’ Cone is
 a) Stunned for 1d4 rounds & Deafen for twice as long (no save); and
 b) Takes 4d6 damage (FortNeg).
 Brittle object take 2d6 damage which ignores hardness.

Great Shout(FR p70)(T&B p90)(FR)

<Evoc[sonic], VSM(small metal horn), 1StdAct, Close-range>
 – This spell has several effects:
 a) All stone, crystal, & metal in a 5’ wide by 5’ high line out to the end of range takes 20d6 sonic damage. Creatures holding such an item may make a Reflex save to negate. If successful, the item does not take damage from effects b) & c).
 b) All creatures within a Cone take 10d6 damage, are Stunned for 1 round, & are Deaf for 4d6 rounds. A successful Fortitude save halves the damage & the time of deafness, and negates the stunning.
 c) All brittle or crystalline objects (or creatures) take 1d6 sonic damage per level (max 20d6). Creatures holding such an item may take a Reflex save to negate.

Protégé(S&S p94)

<Evoc, VSF(instrument), 3Full-Rounds, Touch, 1min/lvl>

- The touched subject temporarily gains the Bardic Music & Bardic Knowledge abilities equivalent to a bard of ½ the caster's bard level. Also, the subject temporarily has ½ the caster's ranks in Perform if that is higher than the subject's current number of ranks.

Sympathetic Vibration(S&S p96)

<Evoc[sonic], VSM(tuning fork), 10Minutes, Touch, up to 1rnd/lvl>

- The touched unliving, free-standing structure (building, bridge, dam, etc.) begins to vibrate, taking 2d10 damage per round. Constructs receive a Will save to negate.

Illusion**Permanent Image**(PH p235)

<Ill(figment), VSF(fleece, 100gp jade), 1StdAct, Long-range, Permanent(D), WillDisbelief>

- Creates a static, permanent illusion with visuals, sound, smells, & heat within an area of a 20' cube + one 10' cube per level. By concentrating, the caster can change the image, but when done, the image becomes static again.

Programmed Image(PH p239)

<Ill(figment), VSF(fleece, 25gp jade), 1StdAct, Long-range, 1rnd/lvl once triggered, WillDisbelief>

- Creates an illusion with visuals, sound (including speech), smells, & heat within an area of a 20' cube + one 10' cube per level. The illusion follows the "script" which is set when the spell is cast.

Project Image(PH p239)

<Ill(shadow), VSM(doll of the caster), 1StdAct, Medium-range, 1rnd/lvl(D), WillDisbelief, no SR>

- An insubstantial, but otherwise real double of the caster is created. As a Free Action, the caster can choose to see through the double's eyes & hear through its ears. By concentrating, the caster can take direct control of the double, otherwise it mimics the caster. Spells can be cast through the double.

Necromancy**Wave of Pain**(BoVD p109)

<Necro[evil], SM(needle), 1StdAct, Close-range 1rnd/2lvls, FortNeg>

- All living creatures with a discernible anatomy in the **Cone** are **Stunned**.

Transmutation**Control Weather**(PH p188)

<Trans, VS, 10Minutes, 4d12hours>

- The caster can modify the weather in a two mile radius (if the caster is a Druid, then the spell effects a three mile radius, plus double duration). Once the spell is cast, it takes 10 minutes for the desired weather to manifest. The weather must be seasonally appropriate.

Season Weather Choices

Spring Tornado, Thunderstorm, Hot

Summer Rain, Heat Wave, Hailstorm

Autumn Hot, Cold, Fog, Sleet

Winter Frigid Cold, Blizzard, Thaw

- Any time within the duration, the caster can change the weather again as a Standard Action (followed by another 10 minutes while it manifests).

Eyebite(PH p202)

<Trans, VS, 1StdAct, Close-range, Personal, 1rnd/3lvls>

- The caster gains the ability to do a gaze attack against a single target once per round as a Free Action. The gaze's effect must be chosen at cast time from the following list:

Eyebite(charm)

<Ench(charm)[mind], FreeAction, 1day/lvl, WillNeg>

- One living creature considers you its ally & will consider anything you say or do as if done by a close friend. If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from you or your allies after the spell is in effect breaks it.

Eyebite(fear)

<Ench(comp)[mind], FreeAction, 10min/lvl, WillNeg>

- Target flees for 1d4 round & won't face the caster for another 10min/lvl. If confronted by

the caster, target has a 50% chance of **Cowering**, otherwise goes for cover.

Eyebite(sicken)

<Necro, FreeAction, 10min/lvl, FortNeg>

- Target is at ½ movement, loses all Dexterity bonuses to AC, & receives a –2 penalty to attacks.

Eyebite(sleep)

<Ench(comp)[mind], FreeAction, 10min/lvl, WillNeg>

- Target falls asleep, but can be woken as a Standard Action.

Bestow Greater Curse(BoVD p85)

<Trans(touch attack), VS, 1StdAct, Touch, Permanent, WillNeg>

- Touched subject is inflicted with **one** of the following:

- One ability score reduced to 1;
- Two ability scores receive a –6 penalty (min 1);
- 8 penalty on **All Actions**; or
- 75% chance of losing each action.

The caster must designate a task which, if completed, will cause the curse to be lifted.

The task must be some that the target could do in a 1 year time-frame.

This spell is not effected by *Dispel Magic*, *Break Enchantment*, or *Remove Curse*. It can be removed with a *Wish* or *Miracle*.

Mass Haste(PH p226)(FAQ+)

<Trans, VSM(licorice root), 1StdAct, Close-range, 1rnd/lvl>

- The subject per level within a 30' area gains:
 - an extra partial action each round, either before or after its normal action;
 - +4 Haste bonus to AC (which is lost any time a Dex bonus would be lost);
 - jumps 50% farther.

Counters & dispels *Slow*.

Suppresses & is suppressed by *Languor*.

Plane Shift(PH p235)(FAQ+)

<Trans, VSF(plane-specific tuning fork), 1StdAct, Touch, WillNeg>

- Either 1 unwilling target –or– 8 willing targets are sent to another plane of existence.

Spell Tables

Summon Monster

Creatures with Templates include the creature's page first, followed by the template's page.

Updated the tables based on the table at DR302 p27-28.

Augmented with the monsters listed in DR306 p42, DR307, and the Fiend Folio.

Summon Monster I (up to CR1)

Bariaur [n/a] (MotP p161)	Fiendish Dire Rat [evil] (MM p56) & (MM p211)	Planetouched, Aasimar [n/a] (MM p151)
Celestial Badger [good] (MM p193) & (MM p211)	Fiendish Hawk [evil] (MM p197) & (MM p211)	Planetouched, Genasi [n/a] (MMF p71)
Celestial Dog [good] (MM p195) & (MM p211)	Formian, Worker [lawful] (MM p90)	Planetouched, Tiefling [n/a] (MM p151)

Summon Monster II (CR1)

Battleloth, Arrow [evil] (DR306 p39)	Fiendish Hyena (as Wolf) [evil] (MM p204) & (MM p211)	Fiendish Wolf [evil] (MM p204) & (MM p211)	Planetouched, Chaond [n/a] (MM2 p170)
Bladeling [lawful] (MM2 p31)	Fiendish Octopus [evil] (MM p199) & (MM p211)	Githyanki [evil] (MotP p174)	Planetouched, Zenythri [n/a] (MM2 p171)
Celestial Eagle [good] (MM p196) & (MM p211)	Fiendish Shark (medium) [evil] (MM p200) & (MM p211)	Githzerai [n/a] (MotP p176)	
Devil, Lemure [evil][lawful] (MM p48)	Fiendish Squid [evil] (MM p201) & (MM p211)	Kaorti [evil] (FF p108)	
Ether Scarab [n/a] (MM2 p94)	Fiendish Snake, Viper (tiny) [evil] (MM p201) & (MM p211)	Nerra, Varoot [n/a] (FF p130)	

Summon Monster III (CR2)

Azer [lawful][fire] (MM p22)	Demon, Dretch [evil][chaotic] (MM p41)	Fiendish Crocodile [evil] (MM p195) & (MM p211)	Paraelemental, Magma (small)[earth][fire] (MotP p181)
Baccae [n/a] (FF p18)	Demon, Abyssal Maw [evil][chaotic] (MM2 p57)	Fiendish Dire Bat [evil] (MM p57) & (MM p211)	Paraelemental, Ooze (small)[earth][water] (MotP p183)
Battleloth, Axe [evil] (DR306 p40)	Demon, Abyssal Skulker [evil][chaotic] (MM2 p57)	Fiendish Dire Weasel [evil] (MM p56) & (MM p211)	Paraelemental, Smoke (small)[air][fire] (MotP p184)
Battleloth, Crossbow [evil] (DR306 p40)	Devil, Imp [evil][lawful] (MM p48)	Fiendish Giant Lizard [evil] (MM p198) & (MM p211)	Planetouched, Fey'ri [n/a] (MMF p72)
Battleloth, Pick [evil] (DR306 p40)	Elemental, Air (small) [air] (MM p81)	Fiendish Ape [evil] (MM p193) & (MM p211)	Planetouched, Tanarukk [n/a] (MMF p72)
Celestial, Lantern Archon [good][lawful] (MM p29)	Elemental, Earth (small) [earth] (MM p82)	Fiendish Leopard [evil] (MM p198) & (MM p211)	Salamander, Flamebrother [fire] (MM p159)
Celestial Bison [good] (MM p194) & (MM p211)	Elemental, Fire (small) [fire] (MM p83)	Fiendish Wolverine [evil] (MM p204) & (MM p211)	Stone Spike [earth] (MM2 p191)
Celestial Bear, Black [good] (MM p193) & (MM p211)	Elemental, Water (small) [water] (MM p84)	Fiendish Shark (large) [evil] (MM p201) & (MM p211)	Thoqqua [earth][fire] (MM p175)
Celestial Dire Badger [good] (MM p56) & (MM p211)	Fiendish Boar [evil] (MM p194) & (MM p211)	Fiendish Snake, Viper (small) [evil] (MM p202) & (MM p211)	Vargouille [evil] (MM p182)
Celestial Wilora [good] (DR307 p34) & (MM p211)	Fiendish Snake, Constrictor (medium) [evil] (MM p201) & (MM p211)	Paraelemental, Ice (small) [air][cold] (MotP p181)	

Summon Monster IV (CR3)

Arrowhawk, Juvenile [air] (MM p19)	Demon, Skulvyn [evil][chaotic] (FF p54)	Fire Bat [fire] (MM2 p102)	Imp, Euphoric [evil][law] (FF p98)
Aoa, Droplet [n/a] (FF p15)	Devil, Advessa [evil][lawful] (MM2 p67)	Formian, Warrior [lawful] (MM p90)	Imp, Filth [evil][law] (FF p99)
Battleloth, Spiked Chain [evil] (DR306 p41)	Devil, Sand [evil][lawful][earth] (DR306 p37)	Giant Eagle [n/a] (MM p102)	Magmin [fire] (MM p130)
Battleloth, Sword [evil] (DR306 p42)	Ephemera, Dusk Beast [n/a] (MotP p169)	Giant Owl [n/a] (MM p103)	Nerra, Kalareem [n/a] (FF p128)
Celestial, Cervidal [good] (MM2 p43)	Fiendish Dire Ape [evil] (MM p57) & (MM p211)	Hell Hound [evil][lawful][fire] (MM p118)	Tojanida, Juvenile [water] (MM p177)
Celestial Lion [good] (MM p198) & (MM p211)	Fiendish Dire Wolf [evil] (MM p57) & (MM p211)	Howler [evil][chaotic] (MM p121)	Xorn, Minor [earth] (MM p187)
Demon, Abyssal Ravager [evil][chaotic] (MM2 p57)	Fiendish Snake, Viper (med.) [evil] (MM p202) & (MM p211)	Ice Serpent [air][cold] (MMF p62)	Yeth Hound [evil] (MM p188)
Demon, Quasit [evil][chaotic] (MM p41)	Fiendish Splinterwaif [evil] (DR307 p31) & (MM p211)	Imp, Bloodbag [evil][law] (FF p98)	Yugoloth, Skeroloth (FF p197)

Summon Monster V (CR4-5)

Abishai, Black [evil][lawful] (MMF p12)	Demon, Jovoc [evil][chaotic] (MM2 p58)	Fiendish Snake, Viper (large) [evil] (MM p202) & (MM p211)	Nightmare [evil] (MM p140)
Abishai, White [evil][lawful] (MMF p12)	Demon, Yochlol [evil][chaotic] (MMF p34)	Fiendish Dire Wolverine [evil] (MM p57) & (MM p211)	Paraelemental, Ice (med.) [air][cold] (MotP p181)
Achaierai [evil][lawful] (MM p15)	Demon, Water [evil][chaotic][water] (DR306 p32)	Fiendish Crocodile, Giant [evil] (MM p195) & (MM p211)	Paraelemental, Magma (med) [earth][fire] (MotP p181)
Arrowhawk, Adult [air] (MM p19)	Devil, Glass [evil][lawful][earth] (DR306 p34)	Fiendish Tiger [evil] (MM p203) & (MM p211)	Paraelemental, Ooze (med) [earth][water] (MotP p183)
Barghest, Greater [evil][lawful] (MM p22)	Devil, Spinagon [evil][lawful] (MotP p167)	Fiendish Griffin [evil] (MM p113) & (MM p211)	Paraelemental, Smoke (med.) [air][fire] (MotP p184)
Celestial, Hound Archon [good][lawful] (MM p29)	Elemental, Air (med.) [air] (MM p81)	Fiendish Girallon [evil] (MM p104) & (MM p211)	Rast [evil] (MM p154)
Celestial, Lupinal [good] (MM2 p43)	Elemental, Earth (med.) [earth] (MM p82)	Fiendish Snake, Giant Constrictor [evil] (MM p201) & (MM p211)	Ravid [n/a] (MM p154)
Celestial Bear, Brown [good] (MM p193) & (MM p211)	Elemental, Fire (med.) [fire] (MM p83)	Genie, Djinni [good][chaotic][air] (MM p94)	Salamander, Average [fire] (MM p159)
Celestial Dire Lion [good] (MM p57) & (MM p211)	Elemental, Water (med.) [water] (MM p84)	Genie, Janni [n/a] (MM p94)	Shadow Mastiff [evil] (MM p162)
Celestial Pegasus [good] (MM p148) & (MM p211)	Energion, Xag-Ya [n/a] (MotP p168)	Half-Fiend Draegloth [evil][chaotic] (MMF p59)	Sylph [air] (MM2 p192)
Celestial Whale, Orca [good] (MM p204) & (MM p211)	Energion, Xeg-Yi [n/a] (MotP p168)	Half-Fiend, Durzagon [evil][lawful] (MM2 p124)	Tojanida, Adult [water] (MM p177)
Demon, Air [evil][chaotic][air] (DR306 p27)	Fiendish Dire Boar [evil] (MM p57) & (MM p211)	Marrash [evil][lawful] (MM p145)	Triton [water] (MM p178)
Demon, Ash [evil][chaotic][fire] (DR306 p29)	Fiendish Rhinoceros [evil] (MM p201) & (MM p211)	Mercane [lawful] (MotP p179)	
Demon, Earth [evil][chaotic][earth] (DR306 p29)	Fiendish Shark (large) [evil] (MM p200) & (MM p211)	Myrlochar [evil][chaotic] (MMF p66)	

Summon Monster VI (CR6-7)

Abishai, Blue [evil][lawful] (MMF p13)	Devil, Amnizu [evil][lawful] (MM2 p67)	Elemental, Fire (large) [fire] (MM p83)	Paraelemental, Magma(large)[earth][fire] (MotP p181)
Abishai, Green [evil][lawful] (MMF p12)	Devil, Barbazu [evil][lawful] (MM p48)	Elemental, Water (large) [water] (MM p84)	Paraelemental, Ooze (large) [earth][water] (MotP p183)
Belker [air] (MM p26)	Devil, Coal [evil][lawful][fire] (DR306 p33)	Fiendish Snake, Viper (huge) [evil] (MM p202) & (MM p211)	Paraelemental, Smoke (large) [air][fire] (MotP p184)
Breathdrinker [evil][air] (MM2 p39)	Devil, Erinyes [evil][lawful] (MM p49)	Formian, Taskmaster [lawful] (MM p90)	Slaad, Mud [chaotic] (FF p157)
Celestial Dire Bear [good] (MM p58) & (MM p211)	Devil, Hellcat [evil][lawful] (MM p48)	Formian, Winged Warrior [law] (FF p78)	Slaad, Red [chaotic] (MM p166)
Celestial Unicorn [good] (MM p181) & (MM p211)	Devil, Kyton [evil][lawful] (MM p48)	Genie, Dao [evil][earth] (MotP p172)	Xill [evil][lawful] (MM p187)
Chaos Beast [chaotic] (MM p34)	Devil, Obsidian [evil][lawful][earth] (DR306 p36)	Invisible Stalker [air] (MM p123)	Xorn, Average [earth] (MM p187)
Demon, Armanite [evil][chaotic] (MotP p164)	Devil, Osyluth [evil][lawful] (MM p48)	Lillend [good][chaotic] (MM p128)	Yugoloth, Canoloth [evil] (MotP p187)
Demon, Fire [evil][chaotic][fire] (DR306 p30)	Devil, Spiked [evil][lawful][earth] (DR306 p38)	Nerra, Sillit [n/a] (FF p129)	Yugoloth, Mezzoloth [evil] (MotP p187)
Demon, Ice [evil][chaotic][cold] (DR306 p31)	Elemental, Air (large) [air] (MM p81)	Nishruu [chaotic] (MMF p67)	
Demon, Uridezu [evil][chaotic] (MotP p164)	Elemental, Earth (large) [earth] (MM p82)	Paraelemental, Ice (large) [air][cold] (MotP p181)	

Glossary

Ranges

Close-range	– 25' + 5' per 2 levels.
Short-range	– 25' + 5' per level.
Medium-range	– 100' + 10' per level.
Long-range	– 400' + 40' per level.

Levels of Concealment

<u>One-Quarter Concealment</u> 10% miss chance.	<u>Three-Quarters Concealment</u> 30% miss chance.	<u>Full Concealment</u> Must guess at the correct hex. If the guess is correct, then there is still a 50% miss chance.
<u>One-Half Concealment</u> 20% miss chance.	<u>Nine-Tenths Concealment</u> 40% miss chance.	

Levels of Cover

<u>One-Quarter Cover</u> +2 Cover bonus to AC & +1 Cover bonus to Reflex saves.	<u>Three-Quarters Cover</u> +7 Cover bonus to AC & +3 Cover bonus to Reflex saves. No longer subject to Attack of Opportunity.	save and no damage if you make it. No longer subject to Attack of Opportunity.
<u>One-Half Cover</u> +4 Cover bonus to AC & +2 Cover bonus to Reflex saves. No longer subject to Attack of Opportunity.	<u>Nine-Tenths Cover</u> +10 Cover bonus to AC, +4 Cover bonus to Reflex saves, & half damage if you fail the	<u>Full Cover</u> Can't be targeted.

Level of Exhaustion

<u>Fatigued</u> Subject cannot move run or change and suffers a –2 penalty of Strength & Dexterity. Any action that would cause 'Fatigue' instead causes the subject to become <u>Exhausted</u> . After 8 hours of complete rest, fatigue is removed.	<u>Exhausted</u> Subject can only move at ½ speed and suffers a –6 penalty of Strength & Dexterity. After one hour of complete rest, the subject becomes <u>Fatigued</u> .
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Levels of Fear

(in order of severity) Shaken, Frightened, Panicked, Covering

<u>Shaken</u> Subject suffers a -2 Morale penalty to attacks, skill checks, ability checks, & saving throws	<u>Panicked</u> Subject drops anything in his/her hands & flees from the source of the fear. If cornered, the subject must use Total Defense. All saving throws have a -2 Morale penalty.	<u>Covering</u> Subject is paralyzed with fear and cannot take any actions. Dexterity is considered 0 & attackers have a +2 bonus to hit.
<u>Frightened</u> Subject must flee from the source of the fear. If cornered, the subject can fight with a -2 Morale penalty to attacks, damage, & saves.		

Other Definitions

<u>All Actions</u> Attack Rolls, Saving Throws, Skill Checks, & Ability Checks.	4 penalty on Strength & Dexterity skills, & all enemies gain a +2 bonus on their attack rolls.	1d6 fire damage. A new Reflex save vs. DC 15 is allowed each round to put the fire out. +4 bonus for rolling on the ground or having useful help. The fire goes out automatically if the subject is doused with water, jumps in a lake, etc.
<u>Avert Gaze</u> (i.e., try to avoid eye contact) Gain a 50% chance to avoid a gaze attack, but grant your opponent One-Half Concealment (20% miss chance).	<u>Calling Diagram</u> Created by making a Spellcraft roll vs. DC 20 and spending 10 minutes (it is possible to 'Take 10' or to 'Take 20'). When a Conj(call) spell is used with a Calling Diagram & <i>Dimensional Anchor</i> , the called creature cannot leave the diagram either by magic or mundane means. (PH p157)	<u>Cloud</u> 5' of cloud provides <u>Half Concealment</u> , while 10' or more provides <u>Full Concealment</u> .
<u>Blessed</u> Some creatures (like Raksasha) take special damage from 'Blessed' weapons.	<u>Caster Check</u> Caster level + 1d20 vs. the indicated DC.	<u>Cone</u> Effect starts at the caster and extends out in a cone whose base-diameter is equal to the cone's length.
<u>Blind</u> Subject cannot see, has a 50% chance of missing outright in combat (assuming the correct hex was chosen), loses positive Dexterity bonus to Armor Class, moves at ½ speed, suffers a –	<u>Catch Fire</u> Reflex save vs. DC 15 to avoid catching fire. Each round, the subject & its equipment take	

Confused

Mental-effect causes the subject acts randomly (On d10): 1: wander away for 1 minute; 2-6: do nothing for 1 round; 7-9: attack nearest creature for 1 round; 10: act normally for 1 round.

Cowering

See above

Crippled

Effectively has 0 hp, & can't partake in strenuous activity.

Dazed

Subject can take no actions, but is able to defend itself normally.

Dazzled

Sighted creatures are at -1 attack.

<ability> Damage

Target loses an ability score which heals normally.

<ability> Drain

Target loses an ability score which can only be healed with magic.

Deafened

Subject cannot hear, suffers a -4 Initiative penalty, can has a 20% chance of spell failure if the spell has verbal components.

Dispel Check

1d20 + Caster Level (max +N) vs. DC 11 + target spell's caster level. 'N' is determined by spell.

Energy Type

Acid, Cold, Electricity, Fire, or Sonics.

Entangled

Subject receives a -2 penalty to attacks, a -4 penalty to effective Dexterity, & must make Concentration checks to cast spells. If the entanglement is 'anchored', the subject cannot move, otherwise the subject can only move at 1/2 speed, but can't run or charge.

To remove the entangle usually requires a Strength or Escape Artist check whose DC is designated by the effect.

Exhausted

See above.

Fast Healing N

Subject heals damage taken during the spell's duration at the rate of N hit points per round & automatically Stabilizes. This spell does not heal starvation, thirst, or suffocation damage. Fast Healing effects do not stack.

Fatigued

See above.

Frightened

See above.

Held

Subject cannot move & is Helpless. Subject can still breath & think, though.

Helpless

Subject is immobile & extremely vulnerable. Dexterity is considered 0, so the subject's AC is at -5. Melee attacks are at an additional +4. The subject is vulnerable to sneak attacks & coup de graces.

Incorporeal

The subject does not have a solid body & is immune to non-magical attacks. Magic weapons & spells can effect them with a 50% miss chance. Force effects always effect an incorporeal target. When attacking, incorporeal creatures ignore Natural Armor bonuses & Armor bonuses (unless generated by a Force effect, such as *Mage Armor*).

Invisible

Gain a +2 bonus on attack, and the target loses its Dexterity bonus to AC. An attacker must guess at the correct hex of the invisible creature. If the guess is correct, then there is still a 50% miss chance.

Nauseated

Subject cannot attack, cast spells, concentrate, or do anything other than a move each round.

Negative Energy Damage

Harms the living & heals the undead.

Negative Level

For 24 hours, the subject has the following penalties per Negative Level: -1 to all skill & ability checks, -1 to all attack rolls, -1 to all saving throws; -5 hit points, -1 effective level, loses 1 spell from the highest level castable that is still available for that day.

For any Negative Level that is still in effect after 24 hours, the subject must make a Fortitude save vs. the DC of the Negative Level (either the spell's DC or for a monster, 10 + 1/2 HD + Charisma modifier). If the subject fails, then he/she lose an actual level permanently.

Panicked

See above.

Primary Stat

For Wizards, use Intelligence.

For Bards & Sorcerers, use Charisma.

For Clerics, Druids, Paladins, & Rangers, use Wisdom.

Prone

The subject is lying on the ground. Attackers gain a +4 bonus with melee attacks, but receive a -4 penalty with ranged attacks. The prone creature receives a -4 penalty on melee attacks & cannot make most ranged attacks.

Scent Ability

Subject can detect opponents by smell within 30' (60' downwind, 15' upwind) & can track by scent.

Shaken

See above.

Sickened

Subject suffers a -2 penalty on attacks, damage, saves, skill checks, & ability checks.

Slowed

Subject may only take partial actions; suffers a -2 penalty to AC, melee attacks, melee damage, & Reflex saves; and jumping distance is halved.

Staggered

Subject can only take one partial action each round.

Stunned

Subject loses Dex bonus to AC & can take no actions. Attacks on the subject are at +2.

Suspended Animation

Target is unconscious, does not need to eat, drink, or break, and no longer ages.

Weakened

Subject loses 2d6 Strength.

Vile Damage

HP lost due to Vile Damage can only be regained by magical healing within a *Hallow* or *Consecrate* spell.

Appendix

Revision History

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- March 15, 2003 – Initial release of the Spell Summary.
Contains spells from the Player's Handbook, Manual of the Planes, Deities and Demigods, Defenders of the Faith, Tome and Blood, Song and Silence, Masters of the Wild, Forgotten Realms Campaign Book, Monster Compendium: Monsters of Faerûn, Magic of Faerûn, Faiths and Pantheons, Lords of Darkness, Return to the Temple of Elemental Evil, Dragon Magazine #274 - #305, and Dungeon Magazine #82 - #95.
- July 22, 2003 – Added Savage Species, Races of Faerûn, & Unapproachable East.
Added Dragon #306 - #308.

Key to Sourcebooks

PH	– Player's Handbook	– TRS 11550
DMG	– Dungeon Master's Guide	– TSR 11551
DMGe	– Dungeon Master's Guide errata	– http://shadow.wizards.com/dnd/files/DMGErrata.pdf
MM	– Monster Manual	– TSR 11552
MM2	– Monster Manual II	– 882680000
MotP	– Manual of the Planes	– WTC11850
D&D	– Deities and Demigods	– 881650000
BoVD	– Book of Vile Darkness	– 881610000
Sav	– Savage Species	– 881580000
FF	– Fiend Folio	
A&E	– Arms & Equipment	
S&F	– Sword and Fist	– WTC 11829
S&Fe	– Sword and Fist Errata	– http://www.wizards.com/dnd/files/SnFErrataV2.pdf
DotF	– Defenders of the Faith	– WTC 11840
T&B	– Tome and Blood	– WTC 11844
T&Be	– Tome and Blood errata	– http://www.wizards.com/dnd/files/TB_Enh.zip
S&S	– Song and Silence	– WTC 11857
MotW	– Masters of the Wild	– 881640000
FR	– Forgotten Realms Campaign Book	
FRe	– Forgotten Realms Campaign Book errata	– http://www.wizards.com/dnd/files/FRCSErrata.pdf
MMF	– Monster Compendium: Monsters of Faerûn	– WTC 11832
MoF	– Magic of Faerûn	
MoFe	– Magic of Faerûn errata	– http://www.wizards.com/dnd/files/MoFerrataV3012002.zip
F&P	– Faiths and Pantheons	
LoD	– Lords of Darkness	
SM	– Silver Marches	
SMw	– Silver Marches web enhancement	– http://www.wizards.com/dnd/files/WE_More_Marches.zip
RoF	– Races of Faerûn	– 885780000
UE	– Unapproachable East	– 176650000
RTEE	– Return to the Temple of Elemental Evil	– WTC 11843
DR###	– Dragon Magazine (with issue number)	
DR-A#	– Dragon Magazine Annual (with issue number)	
DU##	– Dungeon Magazine (with issue number)	
DU100w	– Dungeon Magazine 100 Web Enhancement	– http://www.paizopublishing.com/dungeonissues/100/Dungeon100Enhancement.pdf

Note: If a Key reference is followed by a “+”, then is partially supercedes the entry above it.