

Dungeons & Dragons 3rd Edition Index – Druid Spells

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Druid Spell List	2	Spell Tables	18	Appendix	22
0 th Level	2	Summon Nature's Ally	18	Revision History	22
1 st Level	3	Hallow/Unhallow Table	19	Key to Sourcebooks	22
2 nd Level	4	Glossary	20		
3 rd Level	6	Ranges	20		
4 th Level	8	Levels of Concealment	20		
5 th Level	10	Levels of Cover	20		
6 th Level	12	Level of Exhaustion	20		
7 th Level	13	Levels of Fear	20		
8 th Level	15	Other Definitions	20		
9 th Level	16				

Druid Spell List

Wisdom-based Prepared Divine Spells

0th LevelAbjuration*Dawn*(MotW p86)

<Abj, V, 1StdAct>

- All sleeping & unconscious creatures within 15' of the caster wake up.

Resistance(PH p245)

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

- Subject gains +1 Resistance bonus on all saves.

Conjuration*Create Water*(PH p189)

<Conj(creat), VS, 1StdAct, Close-range>

- Creates 2 gallons/level of pure water.

Cure Minor Wounds(PH p190)

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

- Cures 1 point of damage.

Divination*Detect Crossroad*(MoF p88)

<Div, VS, 1StdAct, 1 mile, Concentration up to 10min/lvl(D)>

- Sense the direction of a Fey Crossroads within 1 mile. You may identify it when it is within 60' and unobstructed.

Detect Poison(PH p193)

<Div, VS, 1StdAct, Close-range, no SR>

- Detects poison in one creature, object, or a 5' area. Wisdom or Alchemy check vs. DC 20 to determine exact type.

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.

Guidance(PH p211)

<Div, VS, 1StdAct, Touch, until discharged up to 1min>

- Subject can designate one attack roll, saving throw, or skill check on which to receive a +1 Competence bonus, chosen before the roll.

Know Direction(PH p219)

<Div, VS, 1StdAct, Personal>

- You know which way is North.

Enchantment*Daze Animal*(MotW p86)

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

- One 'animal' of Medium-sized or less with no more than 5HD loses one action.

Illusion*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.

Evocation*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), no SR>

- 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).

Necromancy*Naturewatch*(MoF p110)

<Necro, S, 1StdAct, Close-range, 10min/lvl>

- Determine the health of animals & plants in a 90° arc. Choices are 'dead', 'fragile', 'alive', 'needs to be watered', 'hungry', etc.

Preserve Organ(BoVD p101)

<Necro, VS/DF, 10Minutes, Touch, 24hrs>

- Protects one detached organ from decay.

Transmutation*Animal Trick*(MotW p82)

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

- Your animal companion performs 1 'trick' chosen by you that it does not know.

Darkseed(MotW p86)

<Trans, V/DF, 1StdAct, Close-range, 1day, RefNeg>

- Target plant or a plant creature who fails its save takes 1 hp of damage each hour for 1 day. Plant creatures with no Wisdom or Charisma scores cannot be targeted.

Footpad's Grace(DR302 p50)

<Trans, SM(tiny pillow), 1StdAct, Personal, Concentration>

- Caster gains a +3 bonus on Move Silently checks.

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.

Mending(PH p227)

<Trans, VS, 1StdAct, 10' range>

- Repairs an object of up to 1 pound.

Ram's Might(MoF p112)

<Trans, VS, 1StdAct, Personal, 1min/lvl>

- Your unarmed attacks inflict normal damage & you are considered 'armed'.

Resize(DR302 p51)

<Trans, VS/DF, 1StdAct, Touch, Permanent>

- Permanently shrinks or enlarges one non-magical suit of clothing or armor by one size category.

Virtue(PH p269)

<Trans, VS/DF, 1StdAct, Touch, 1min>

- Touched subject gains 1 Temporary hp.

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.

Purify Food and Drink(PH p241)

<Univ, VS, 1StdAct, 10'>

- Purifies 1 cubic foot of food/water per level.

Read Magic(PH p243)

<Univ, VSF(prism), 1StdAct, Personal, 10min/lvl>

- Reads scrolls & spellbooks at 1 page per min.

1st LevelAbjuration*Endure Elements*(PH p199)

<Abj, VS, 1StdAct, Touch, 24hrs>

- Ignore 5 damage/round from one energy type (acid, cold, electricity, fire, or sonics).

Invisibility to Animals(PH p218)

<Abj, S/DF, 1StdAct, Touch, 10min/lvl, no save>

- One touched subject per level cannot be perceived by any ‘animal’. If any of the spell’s subject touches or attacks any creature, the spell ends for all the subjects.

Suspend Disease(BoVD p106)

<Abj, VSM(bile), 1StdAct, Touch, 24hr>

- Any disease effecting the touched subject does not additional harm for 24 hours, though the subject does not get a save to ‘throw off’ the infection.

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.

Obscuring Mists(PH p233)

<Conj(creat), VS, 1StdAct, 1min/lvl>

- Creates a 30’ radius by 20’ high Cloud of fog centered around the caster.

Regenerate Light Wounds(MotW p92)

<Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd/lvl>

- The living subject gains Fast Healing 1.

Summon Nature’s Ally I(PH p260)

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

- Summons 1 creature from Table #1 to fight whomever you direct it to. It can attack on your initiative starting its first round.

Wood Wose(MotW p96)

<Conj(creat), VS/DF, 1StdAct, Close-range, 1hr/lvl>

- Summon a translucent nature spirit that can do simple outdoor tasks, like feeding animals, catching fish, building a campfire, etc. It has a Strength of 2 (so it can lift 20 lbs.) & a movement of 15’, but must stay in range.

Divination*Detect Animals or Plants*(PH p192)

<Div, VS, 1StdAct, Long-range, Concentrations up to 10min/lvl, no SR>

- Caster can detect a specific animal or plant in a quarter circle each round. The caster can change its target each round if desired. The information gained increases the more rounds spent focusing on a single target:

1st round – detect the target’s presence or absence.2nd round – number of individual targets & the healthiest one’s condition.3rd round – condition & location of each matching target.

Possible conditions are ‘normal’, ‘fair’, ‘poor’, & ‘weak’.

Detect Snares and Pits(PH p194)

<Div, VS, 1StdAct, 60’ range, Concentration up to 10min/lvl(D)>

- Caster can detect simple traps, such as pits, snares, etc., even if created by animals, and such natural hazards as quicksand, sinkholes, etc. The information gained increases the more rounds spent focusing:
- 1st round – detect presence or absence of hazards.
- 2nd round – number of individual hazards & their locations.
- 3rd + rounds – type & trigger of one specific hazard per round.

Power Sight(MotW p92)

<Div, VS, 1StdAct, Close-range, no save>

- Know the total HD & Level of one creature, but not what class the levels are in.

Enchantment*Animal Friendship*(PH p173)(MotW p36+)

<Ench(charm)[mind], VSM(food liked by the target), 1StdAct, Close-range, WillNeg>

- Caster gains the loyalty of an animal, but it must be treated loyally in return. It can learn 2 simple tricks per Intelligence point. Caster may have 2HD of animal per caster level, though he can dismiss some friends to make room for others. No single animal may have more HD than the caster.

Calm Animals(PH p182)

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

- Calms 2d4 + 1/lvl HD of animals, beasts, and magical beasts, though any threat will end the effect. Only animals trained to attack or guard, dire animals, beasts, & magical beasts are allowed a Will save to negate.

Evocation*Faerie Fire*(PH p202)

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

- All objects in a 5’ radius burst are outlined in the caster’s choice of a blue, green, or violet glow, which is as bright as a candle. This negates Concealment due to darkness, Blur, Displacement, Invisibility, etc.

Handfire(MoF p98)

<Evoc[light][touch attack], VS, 1StdAct, until discharged>

- The caster’s hand glow like a candle and can make one touch attack per level. Living creatures take 1d4 +1/level (max +5). Undead take 1d6 + 1/level (max +5). Constructs, etc. take no damage from this spell.

Sandblast(MoW p93)

<Evoc, VS/DF, 1StdAct, 10’, Ref½>

- All targets within 10’ half-circle from your hands take 1d6 subdual damage from hot sand. Any target failing its saving throw is also Stunned for 1 round.

Transmutation*Blinding Spittle*(MoF p82)

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

- Ranged touch attack with a –4 penalty that makes the subject’s eyes unusable until washed out.

Camouflage(MoF p83)(MotW p85)(MoFe+)

<Trans, VS, 1StdAct, Personal, 10min/lvl>

- +10 Circumstance bonus on Hide checks.

Claws of the Beast(MoF p84)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl>

- Your hands become 1d6 weapons that make ‘armed attacks’.

Entangle(PH p200)

<Trans, VS/DF, 1StdAct, Long-range, 40’ radius spread, 1min/lvl, RefNeg, no SR>

- Plants Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a full-round Strength or Escape Artist check vs. DC 20. Anyone not entangled may move ½ speed through the area of effect. On the caster’s action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

Goodberry(PH p210)

<Trans, VS/DF, 1StdAct, Touch, 1day/lvl>

- 2d4 berries become ‘goodberries’. Each can cure 1 hp (max 8 hp per 24 hours) & is as nourishing as a normal meal.

Hawkeye(MotW p89)

<Trans, V, 1StdAct, Personal, 10min/lvl>

- Gain a +5 Competence bonus on Spot checks and all projectile weapon range increments are increased by 50%.

Magic Fang(PH p223)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

- One natural weapon of touched creature gets +1 Enhancement bonus to attack and damage. This spell can be used on a humanoid to give it a bonus with either punching or kicking. If cast by a good druid, the natural weapon is also considered Blessed.

Pass without Trace(PH p234)

<Trans, VS/DF, 1StdAct, Touch, 10min/lvl>

- One subject per level leaves no tracks or scent trail.

Shillelagh(PH p251)

<Trans, VS/DF, 1StdAct, Touch, 1min/lvl>

- A touched, non-magical club or staff made entirely from oak gains a +1 Enhancement bonus to attack & damage, and its base damage becomes 1d10. Only the caster gains the benefits of the spell.

Speed Swim(MoF p121)

<Trans, VSF(tiny wooden paddle), 1StdAct, Close-range, 1min/lvl(D)>

- Subject gains a swim speed of 30’ without needing to make a Swim check.

Spider Hand(BoVD p104)

<Trans, VS, 1StdAct, Personal, Concentration up to 1min/lvl>

- Caster detaches his/her hand, which becomes a Small Monstrous Spider(MM p210) under his/her command, though it must stay within 20’/lvl. The caster can see through its eyes. If the spider returns to the caster before the spell ends, it reattaches. Otherwise, the caster takes 1d6 damage when the hand reappears (this happens if the spider is killed).

2nd Level**Abjuration***Avoid Planar Effects*(MoP p33)

<Abj, V, 1StdAct, 1min/lvl>

- One subject per level within 20' of the caster is "attuned" to the current plane of existent, making survival much easier. For example, if attuned on the Elemental Plane of Water, the subject would be able to breath water and not take damage from extreme water pressure.

Easy Trail(MoF p91)

<Abj, VS, 1StdAct, Personal, 1hr/lvl(D)>

- The plants around you and in a 30' Conceal behind you are pushed aside, creating a "trail" where ever you go. This improves the overland movement rate. Since the plants move back after you pass, your tracks are "hidden" (+5 DC to follow you).

Filter(T&B p89)

<Abj, VSM(web, cloth), 1StdAct, Touch, 10min/lvl >

- Makes subject resistant to inhaled toxins unless created by a 9th+ level caster or is a 5th+ level spell effect. If not out-right immune, the subject gets a +2 Circumstance bonus on any appropriate save.

Fire Trap(PH p205)

<Abj[fire], VSM(25gp gold, hair from all attuned to the trap), 10Minutes, Touch, Until discharged, Ref/2>

- Sets a one-time trap on a closable item. If anyone besides the caster & those attuned to the trap open the item, it explodes with a 5' radius fire, doing 1d4 + 1/level (max +20) damage. The item itself is unharmed.

Gaze Screen(T&B p90)

<Abj, VS, 1StdAct, Touch, 10min/lvl>

- Subject has a 50% chance to avoid gaze attacks as if eyes were closed.

Resist Elements(PH p246)

<Abj, VS/DF, 1StdAct, Touch, 1 min/lvl>

- Ignore 12 damage/round from one energy type (acid, cold, electricity, fire, or sonics). Note that this spell supercedes *Endure Elements*.

Conjuration*Delay Poison*(PH p191)

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

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

Green Blockade(MoW p89)

<Conj(creat), VS/DF, 1StdAct, Close-range, 1rnd/lvl>

- Creates a 20' long & 1' wide wall of plant life. To move through it requires a Strength check vs. DC 15. The wall can be burned down in 1 round or chopped down in 1 minute.

Lesser Restoration(PH p222)

<Conj(heal), VS, 3FullRounds, Touch>

- Touched creature has penalties on one ability score removed -or- has 1d4 ability damage cured from one ability score. This spell cannot heal permanent ability drain.

Mass Stabilize(DR299 p75)

<Conj(heal), VS/DF, 1StdAct>

- Everyone within 10'/level radius of the caster is healed 1 hit point (undead take 1 hp damage).

Regenerate Moderate Wounds(MoW p93)

<Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd/lvl>

- The living subject gains Fast Healing 2.

Remedy Moderate Wounds(MoF p113)(MoFe)+

<Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd/lvl>

- The living subject gains Fast Healing 2.

Summon Nature's Ally II(PH p260)

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

- Summons 1 creature from Table #2 or 1d3 creatures from Table #1 to fight whomever you direct it to. It can attack on your initiative starting its first round.

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/lvl or have some other appropriate effect (like *Gust of Wind* vs. flyers, *Repel Vermin*, etc.).

Divination*Share Husk*(MoF p116)

<Div, VSM(food for the subject animal), 1StdAct, Touch, Concentration>

- The caster can use the subject animal's sense of sight, hearing, & smell, including making Spot & Listen checks. Using the animal's senses or returning to the caster's own is a Free Action.

Speak with Animals(PH p254)

<Div, VS, 1StdAct, Personal, 1min/lvl>

- You may communicate with 'animals', but not 'beasts', 'magical beasts', or 'vermin'.

Sweet Water(DotF p90)

<Div, VSM(a spade), 1StdAct, Long-range>

- If the spell can find water within its range that is no more than 100' below the surface, it excavates a 10' wide well down to it.

Enchantment*Animal Messenger*(PH p173)

<Ench(comp)[mind], VSM(food), 1StdAct, Close-range, 1 day/lvl>

- Sends a Tiny animal to a specific place. Typically used to carry a written message.

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.

Charm Person or Animal(PH p183)

<Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg>

- One Animal or Medium-sized (or smaller) Humanoid considers you his 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 a +5 on the save. Any threats from you or your allies after the spell is in effect breaks it.

Hold Animal(PH p214)

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

- One animal (not beasts, magical beast, or vermin) is Held.

Evocation*Circle of Nausea*(BoVD p88)

<Evoc[evil], VSF(circle on the ground that takes 1 hour to prepare), 1StdAct, 1min/lvl>

- When the caster stands in the middle of the prepared circle and casts the spell, any creature within 20' of the caster must make a Fortitude save each round or receive a –2 penalty on attacks, saves, and skill checks due to pain for the spell's duration due to pain. Anything within a 2' circle around the caster is safe from this effect. Attempting to cross into this area results in the creature being Nauseated & being unable to enter, unless it makes a separate Fortitude save. If the inner circle is successfully entered, the spell immediately ends.

Cloudburst(MoF p84)(MoFe)+

<Evoc, VS, 1StdAct, Long-range, 100' radius, 10min/lvl(D)>

- This spell only functions outdoors & not in deserts. Falling rain produces many penalties: ½ visibility; –4 penalty on Sport, Search, & Listen checks; –4 penalty on ranged weapon attacks; & flames are extinguished. 10 minutes after the spell ends, all the water disappears, so it cannot be used for plants or drinking.

Flame Blade(PH p205)

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

- A scimitar made of flames appears in the caster's hand which does touch attacks that deals 1d8 + 1 per 2 levels damage (max +10), but no Strength modifier.

Flaming Sphere(PH p206)

<Evoc[fire], VSM(tallow,brimstone,iron dust)/DF, 1StdAct, Medium-range, 1rnd/lvl, RefNeg>

- Creates a 3' radius ball of fire, which can roll/jump 30' per round. If the sphere enters a hex per a creature, it stops for that round & does 2d6 fire damage, unless the target makes a Reflex save for no damage. The caster can move the sphere as a move-equiv. action & it can go over barriers no more than 4' high.

Geyser(DR300 p104)

<Evoc, VSM(water from a stream), 1StdAct, Close-range, 1rnd, RefNeg>

- Creates a geyser of water under one target standing on the ground. The target takes 3d6 + 1/lvl damage if it fails its save. Also, all non-magical fires in a 5' radius.

Produce Flame(PH p238)

- <Evoc[fire][energy missile][touch attack], VS, 1StdAct, Personal, 1rnd/lvl(D)>
- A flame as bright as a torch (20' of light) appears in the caster's hand. It can be used as a touch attack or an energy missile with a range of 120'. The flame does 1d4 + 1 per 2 levels (max +10) fire damage & can be used every round.

Illusion**Beastmask**(DotF p81)

- <Ill[glamer], VS, 1StdAct, Touch, 5+1/lvl minutes, WillDisbelief>
- The caster makes the touched target look, sound, smell, & feel like a specified animal (including dire animals), as long as it is no more than 1 size larger or no less than 2 sizes smaller than the target. The target does not gain any abilities of the animal.

Necromancy**Decomposition**(MotW p87)

- <Necro, VS/DF, 1StdAct, 1rnd/lvl, no save>
- Any enemy within 50' of the caster who takes any non-subdual damage will lose 1hp per round for the spell's duration. The damage can be canceled with a Heal check vs. DC 15 or magical healing.

Transmutation**Adrenaline Surge**(MotW p82)

- <Trans, VS/DF, 1StdAct, Close-range, 1rnd/lvl>
- Any creature summoned by you within range in any direction receives a +4 Enhancement bonus to Strength as long as it remains within range.

Animal Reduction(MotW p82)

- <Trans, VS, 1StdAct, Touch, 1hr/lvl>
- Shrink a willing 'animal' by one size category, whose original size is from Small to Huge.
 - Huge → Large: -8 Str, -3 Natural Armor, -4 Con, +2 Dex, +1 AC, +1 Attack, 10' reach
 - Large → Med: -8 Str, -2 Natural Armor, -4 Con, +2 Dex, +1 AC, +1 Attack, 5' reach
 - Medium → Small: -4 Str, -2 Con, +2 Dex, +1 AC, +1 Attack, 5' reach
 - Small → Tiny: -4 Str, +2 Dex, +1 AC, +1 Attack, 0' reach

Barkskin(PH p177)

- <Trans, VS/DF, 1StdAct, Touch, 10min/lvl>
- Touched living targets gains +3+1/6lvs Natural Armor bonus to AC.

Blood Frenzy(MoF p82)

- <Trans, VS, 1StdAct, Personal, 1rnd/lvl>
- Rage gives +2 to Strength and Constitution, +1 on Will saves, and -1 to AC.

Body of the Sun(MotW p84)

- <Trans[fire], VS/DF, 1StdAct, Personal, 1rnd/lvl>
- All creatures within 5' of you take 1d4+1 fire damage (Reflex save for ½).

Brambles(DotF p82)

- <Trans, VSM(thorn), 1StdAct, Touch, 1rnd/lvl>
- Touched wooden bludgeoning melee weapon gains +1 Enhancement bonus to attack rolls & +1 damage per level (max +10).

Briar Web(DotF p83)

- <Trans, VS/DF, 1StdAct, Long-range, 1min/lvl, RefNeg>
- Plants Entangle & anchor everyone in 40' radius spread who fails a Reflex save. To become unentangled requires a full-round Strength or Escape Artist check vs. DC 20. Anyone not entangled may move ½ speed through the area of effect, but they take 1d4 + 1/lvl damage per round. On the caster's action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again. Plants provide ¼ cover per 5', up to Full Cover at 20'.

Chill Metal(PH p183)

- <Trans[cold], VS/DF, 1StdAct, Close-range, 7rnds>
- The caster causes targeted metal to become freezing cold, after which it thaws. The metal of 1 creature per 2 levels may be targeted as long as they are within 30', or the caster may target 25 lbs. per level. Magic or attended metal get a Will saves to negate. Damage is determined by the round & the amount of contact (min damage for just touching, normal damage for wearing):
 - Rnd 1 – no damage
 - Rnd 2 – 1d4 damage
 - Rnd 3-5 – 2d4 damage
 - Rnd 6 – 1d4
 - Rnd 7 – none

Creeping Cold(MotW p86)

- <Trans[cold], VSF(25gp bottle with water), 1StdAct, Close-range, 3rnds, Fort½>
- Turns the target's skin ice-cold for 3 rounds. If the target makes the initial save, it takes ½ damage for all the rounds.
 - Rnd 1 – 1d6 damage
 - Rnd 2 – 2d6 damage
 - Rnd 3 – 2d6 damage

Earthfast(MoF p90)

- <Trans, VS, 1StdAct, Close-range, 10min/lvl(D)>
- One stone structure or rock formation (but not a Construct) of up to 25 cubic feet per level has its Hardness & hit-points doubled. The spell ends if the caster moves out of range.

Heat Metal(PH p213)

- <Trans[fire], VS/DF, 1StdAct, Close-range, 7rounds>
- The caster causes targeted metal to become burning hot, after which it cools. The metal of 1 creature per 2 levels may be targeted as long as they are within 30', or the caster may target 25 lbs. per level. Magic or attended metal get a Will saves to negate. Damage is determined by the round & the amount of contact (min damage for just touching, normal damage for wearing):
 - Rnd 1 – no damage
 - Rnd 2 – 1d4 damage
 - Rnd 3-5 – 2d4 damage
 - Rnd 6 – 1d4
 - Rnd 7 – none

Master Air(MoF p107)

- <Trans, VSF(feather or wing bone)/DF, 1StdAct, Personal, 1rnd/lvl>
- The caster grows insubstantial wings & flies at a speed of 90' (60' if in medium or heavy armor) with Good maneuverability. ½ speed going up, 2x speed going down. If spells expires/is dispelled, subject descends at 60' per round for 1d6 rounds before falling.

Might of the Oak(MoW p91)

- <Trans, VS/DF, 1StdAct, Touch, 10min/lvl, WillNeg>
- Living target gains a +4 Enhancement bonus to Strength and a -2 Enhancement penalty to Dexterity.

One with the Land(MoF p111)

- <Trans, VS, 1StdAct, Personal, 1hr/lvl>
- Link with nature gives a +2 Competence bonus on Animal Empathy, Handle Animal, Hide, Intuit Direction, Move Silently, Search, and Wilderness Lore checks.

Persistence of the Waves(MoW p92)

- <Trans, VS/DF, 1StdAct, Touch, 10min/lvl, WillNeg>
- Living target gains a +4 Enhancement bonus to Constitution and a -2 Enhancement penalty to Strength.

Scent(MoF p115)

- <Trans, VSM(herbs), 1StdAct, Touch, 1hr/lvl>
- Subject gains the Scent Ability.

Soften Earth and Stone(PH p253)

- <Trans, VS/DF, 1StdAct, Close-range>
- Permanently softens one 10' square per level of earth or unworked stone to a depth of 1'-4'
 - Wet Earth → Mud – Ref save or stuck for 1d2 rounds (unable to move, attack, or cast spells). Those who save can move through the area at ½ speed & can't run or charge.
 - Dry Earth → Loose Dirt – ½ speed & cannot run or charge through the effected area.
 - Unworked Stone → Clay – does not effect movement, but is easier to work / destroy.

Speed of the Wind(MotW p94)

- <Trans, VS/DF, 1StdAct, Touch, 10min/lvl, WillNeg>
- Living target gains a +4 Enhancement bonus to Dexterity and a -2 Enhancement penalty to Constitution.

Stonescreen(DR298 p60)

- <Trans, VS/DF, 1StdAct, Personal, 1hr/lvl(D)>
- You & your gear take the form of a boulder, stalagmite, etc. The stone seams normal, though Detect Magic will find a faint aura of Transmutation magics. While in stone form, you perceive your surroundings normally; have your normal HP, base saves, & class abilities; gain +10 Natural Armor bonus to AC; have your Dexterity reduced to 1; and gain immunity to Critical Hits. You may dismiss this spell as a Free Action.

Tree Shape(PH p267)

- <Trans, VS/DF, 1StdAct, Personal, 1hr/lvl(D)>
- The caster becomes a tree, shrub, or even a dead log. The spell may be dismissed as a Free Action.

Warp Wood(PH p271)

- <Trans, VS, 1StdAct, Close-range>
- 1 pound of wood per level in a 20' radius may be either
 - ruined by permanently warping (melee weapons have a -4 attack penalty, etc.); or
 - straighten wood that was warped magically or naturally.

Wood Shape(PH p273)

- <Trans, VS/DF, 1StdAct, Touch>
- Permanently reshapes a single piece of wood of up to 10 cubic feet + 1 cubic foot per level into a shape of your choosing, though fine detail is not possible.

3rd LevelAbjuration*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.

Countermoon(MotW p86)

- <Abj, VSF(hair or scale from target creature), 1StdAct, Close-range, 12hrs(D), WillNeg>
 – Target lycantroupe cannot voluntarily or involuntarily change to its alternate for while the spell is in effect. Natural lycantroupes gain a +4 Competence bonus on their save.

Lesser Energized Shield(DR299 p75)

- <Abj, VS/DF, 1StdAct, Touch, 1rnd/lvl>
 – The touched shield grants its wearer Resistance 5 to one type of energy (acid, cold, electricity, fire, or sonic) & a +1d6 damage of the same energy type when shield bashing. A shield may not have more than one *Lesser Energized Shield* or *Energized Shield* in effect on it at one time.

Mass Resist Elements(T&B p93)

- <Abj, VS/DF, 1StdAct, Touch, 1min/lvl>
 – 1 subject per level in a 30’ area ignores 12hp/rnd from one energy type (acid, cold, electricity, fire, or sonics).

This spell supercedes *Endure Elements*.

Protection from Elements(PH p240)

- <Abj, VS/DF, 1StdAct, Touch, until discharged up to 10min/lvl>
 – Touched person is immune to a total of 12 damage per level from one kind of energy (acid, cold, electricity, fire, or sonic). Once all the damage has been taken, the spell is discharged.

Note: This spell takes precedence over *Resist Elements* / *Endure Elements*. Only once it is discharged will the either of the other two be applied.

Tortoise Shell(MoF p127)

- <Abj, VSF(tortoise shell), 1StdAct, Close-range, 10min/lvl>
 – Creates a 5’ diameter ‘tortoise shell’ made from mystic energy. The caster can have it stand vertically, thus providing $\frac{9}{10}$ th Cover from half the battle field, hide under it (up to 2 Medium-sized creatures will fit), or even use it as a small boat. The ‘shell’ has Hardness 10, 100hp, & weights 500 pounds (though the caster can carry it as if it weighed 10 pounds).

Conjuration*Cure Moderate Wounds*(PH p190)

- <Conj(heal), VS, 1StdAct, Touch>
 – Cures 2d8 +1/level damage (max +10).

Harrier(DotF p87)

- <Conj(creat), VS, 1StdAct, Close-range, 1rnd/lvl>
 – Summons a Large, Incorporeal, Flying Magical Beast (CR3) that fights for the caster

Neutralize Poison(PH p232)

- <Conj(heal), VSM(charcoal)/DF, 1StdAct, Touch>
 – Detoxifies venom in or on subject.

Remove Disease(PH p244)

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

Regenerate Ring(MotW p93)

- <Conj(heal), VS, 1StdAct, 20’, 10rnd + 1rnd per 2lvls>
 – One living subject per 2 levels within a 15’ radius gains Fast Healing 1. The center of the circle can be up to 20’ away.

Summon Nature’s Ally III(PH p260)

- <Conj(sum)[variable alignment/element], VS/DF, 1Full-Round, Close-range, 1rnd/lvl(D)>
 – Summons 1 Creature from Table #3, 1d3 Creatures from Table #2, or 1d4+1 Creatures from Table #1 to fight targets of your choice, starting on your initiative of their first round.

Water Glyph(DR294 p104)

- <Conj(creat), SM(pure water), 1StdAct, Close-range, 1rnd/2lvls(D)>
 – Creates a 5’ wide, 20’ tall geyser of water. Anyone in the geyser when it is created takes 1d6 damage unless they make a Reflex save to get out of the way. Within a 10’ radius of the geyser, open flames are extinguished, visibility is halved, Listen, Search, & Spot checks have a –4 penalty, Ranged Weapon attacks have a –4 penalty. Anything directly behind the geyser has cover. Any creature in the geyser itself takes 1d6 damage per round. Pushing through the geyser takes a Strength check vs. DC 17 (automatically taking 1d6 damage) & the pusher will be knocked Prone on a failure. Water disappears 1 round after it is created, so this spell will not flood the area it is in.

Divination*Circle Dance*(MoF p84)

- <Div, VS, 1Min, Personal>
 – Indicates direction to known target & if that person is unharmed, wounded, dying, etc.

Speak with Plants(PH p254)

- <Div, VS, 1StdAct, Personal, 1min/lvl>
 – The caster can talk to normal plants and plant creatures.

Weather Eye(DotF p92)

- <Div, VSM(incense)F(scrying device)/ DF, 1Hour>
 – Accurately predict natural weather in a (1 + 1/lvl) mile radius for the next 7 days. If the weather is currently under the effect of magic, this spell identifies that fact in the same way as *Detect Magic*.

Enchantment*Dominate Animal*(PH p197)

- <Ench(comp)[mind], VS, 1StdAct, Medium-range, 1rnd/lvl, WillNeg>
 – Telepathically control one animal with simple commands. 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.

False Bravado(MotW p88)

- <Ench(comp)[mind], VSF(25gp mirror), 1StdAct, Close-range, 3rnds+target’s Con bonus, WillNeg>
 – Target thinks it is in a Barbarian Rage, but only receives its penalties: –2 AC, can’t use skill that require patience, & when the “Rage” is over, the target is Fatigued.

Evocation*Call Lightning*(PH p182)

- <Evoc[electricity], VS, 10Minutes, Long-range, 10min/lvl, Ref½>
 – Calls down lightning bolts from clouds, tornados, or even a 7HD+ air elemental / djinn. During each 10 minutes of the spell, the caster may, as a Standard Action, call down one bolt of lightning from the storm that does 1d10 per level (max 10d10) to everything in a 10’ radius of where it hits.

Fiery Aura(DR304 p33)

- <Evoc[fire], VS, 1StdAct, 1rnd/lvl>
 – The caster is surrounded by extreme heat. Each creature within the area of effect must make a Fortitude save each round or suffer the listed damage:

Creature	Radius	Dmg
Magmin	30’	2d6
Fire Subtype	30’	1d6
all others	15’	1d4

Nature’s Favor(MotW p92)

- <Evoc, VS/DF, 1StdAct, Touch, 5rnd/lvl>
 – The touched animal gains a Luck bonus of +1 per 2 levels to attacks & damage.

Phantom Plow(LoD p187)

- <Evoc[force], VSM(dried corn), 1StdAct>
 – “Plows” a straight furrow in raw earth that is 20’/lvl long by 1’ deep by 6” wide. The furrow is ended if it hits a wall, rock, etc., that is more than 6” wide. Anyone standing in its path must make a Balance check to avoid falling. Underground creatures in the spell’s path take 4d4 damage.

Spirit Jaws(DR292 p49)

- <Evoc[force], VS, 1StdAct, Medium-range, 1rnd/lvl(D), no save>
 – The caster summons a fanged mouth made from force that attempts to grapple a designated target. It attacks the caster’s base attack bonus (including multiple attacks if high enough level) with a +8 bonus. On the first round, it only gets 1 attack. On a successful grapple, the jaws can either pin or inflict 2d6 damage (Free Action by caster to decide which). The jaws must attack from the caster’s direction, gets no flanking bonuses, cannot give someone else a flanking bonus, & cannot be damaged.

Thunderous Roar(DR292 p50)

- <Evoc[sonic], VS/DF, 1StdAct, Long-range, 20’ radius burst, Fort½ + RefNeg>
 – 1d6 sonic damage per 2 levels (max 5d6) (Fortitude save for ½) and Deafened for 1d6 rounds (Fortitude save negates). Anyone damaged must make a Reflex save or be knocked Prone. Crystalline creatures take 1d6 sonic per level (max 10d6).

Venomous Vapor(DR300 p104)

- <Evoc[acid], VSM(pollen or mushroom), 1StdAct, Short-range, 1rnd + 1rnd per 3 levels, Fort½>
 – A single target is surrounded by mist which does 2d6 acid damage each round. The mists stay around the target for the spell’s duration. Any creature entering the same hex as the target takes the damage too.

Necromancy**Contagion**(PH p187)

<Necro[touch attack], VS, 1StdAct, Touch, FortNeg>
 – Infects touched subject with chosen disease which takes effect without an incubation period. Disease choices are Blinding Sickness, Cackle Fever, Filth Fever, Mindfire, Red Ache, The Shakes, or Slimy Doom.

Healing Sting(MoF p100)

<Necro[touch attack], VSM(dried wasps), 1StdAct, Touch, FortNeg>
 – Touched living creature takes 1d6 + 1/lvl damage. The caster healed the same number of hit points.

Infestation of Maggots(MoF p102)

<Necro[touch attack], VSM(dried flies), 1StdAct, Touch, up to 1 round per 2 levels>
 – The touched target must make a Fortitude save each round or take 1d4 temporary Constitution damage. Once the target makes a single saving throw, the spell ends.
 Dispelled by *Cure Disease* or *Heal*.

Poison(PH p236)

<Necro[touch attack], VS/DF, 1StdAct, Touch, FortNeg>
 – Touch deals 1d10 Constitution damage, repeats in 1 minute. DC is 10 + ½ caster level + caster's Wisdom modifier.

Transmutation**Attune Form**(MotP p33)

<Trans, VSM(earth from home plane), 1StdAct, Touch, 2hrs/lvl>
 – One touched subject per level is "attuned" to the current plane of existent, making survival much easier. For example, if attuned on the Elemental Plane of Water, the subject would be able to breath water and not take damage from extreme water pressure.

Beast Claws(DotF p81)

<Trans, VSM(bird claw), 1StdAct, Personal, 1rnd/lvl>
 – The caster's hands become 1d6 slashing weapons (critical threat 19-20/x2) & are an armed attack. The claws do not interfere with spell casting.

Blindsight(MoF p82)(MoFe)+

<Trans, VS, 1StdAct, Touch, 1hr/lvl>
 – Touched target gains the Blindsight quality, allowing it to sense creatures within 30' even if they are Invisible or cloaked in darkness.

Diminish Plants(PH p195)

<Trans, VS/DF, 1StdAct>
 – This spell either
 a) "prunes" vegetation to 1/3 its normal size in a 100' radius circle, a 150' radius half-circle, or a 200' radius quarter circle (caster may choose plants to be excluded). The area of effect must be within Long-range; or
 b) blights vegetation within ½ mile to produce 1/3 of its normal output in the next year.

Counters *Plant Growth*.

Greater Magic Fang(PH p210)

<Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl>
 – One natural weapon of target creature gets +1 Enhancement bonus to attack and damage for every 3 caster levels (max +5).
 This spell can be used on a humanoid to give it a bonus with either punching or kicking.
 If cast by a good druid, the natural weapon is also considered Blessed.

Embrace the Wild(MotW p87)

<Trans, VF(fur, feathers, or an item from the lair of the target creature that you personally obtained), 1StdAct, Personal, 10min/lvl>
 – Gain the natural & extraordinary senses of a target creature, plus its base ranks in skills (if higher than your base ranks).

Meld into Stone(PH p226)

<Trans, VS/DF, 1StdAct, Personal, 10min/lvl>
 – You (& up to 100 pounds of gear) can step into a block of stone larger than yourself. You remain just under the surface that you entered & are able to hear what is going on around you. While in the stone, you can cast spells on yourself. You may exit the surface you entered at any time.

You take the following effects if the stone you are melded into is effected as listed:
 a) Take 3d6 damage – *Stone Shape*.
 b) Expelled – *Passwall*.
 c) Expelled & take 5d6 damage – Not exiting your stone before the duration runs out, Your stone is broken enough that you don't fit in it anymore, *Stone to Flesh*.
 d) Expelled & Fort save vs. DC 18 or die – Your stone it totally destroyed, *Transmute Rock to Mud*.

Plant Growth(PH p236)

<Trans, VS/DF, 1StdAct>
 – This spell either
 a) causes vegetation to grow thick & overgrown in a 100' radius circle, a 150' radius half-circle, or a 200' radius quarter circle (caster may choose plants to be excluded). The area of effect must be within Long-range; or
 b) enhances vegetation within ½ mile to produce exceed its normal production by 1/3 in the next year.

Counters *Diminish Plants*.

Quillfire(MoF p112)

<Trans, VS, 1StdAct, Personal, 1rnd>
 – The caster's hands grow poisonous quills that can be used either for a melee or ranged attack (10' range increment). The quills do 1d8 + 1/2lvls (max +5) & are coated with poison (1d6 Str / 1d6 Str DC18).

Snakebite(MoF p120)

<Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>
 – Your arm turns into poisonous snake that you can use as a weapon. The snake does 1d3 damage and has a (1d6Con+1d4rnd Paralysis) / (1d6Con+1d4rnd Paralysis) poison whose DC is (10 + ½ caster level + caster's Wisdom modifier).

Snare(PH p253)

<Trans, VS/DF, 3FullRounds, Touch, until triggered, no save, no SR>
 – Creates a magical booby trap out of a rope, vine, etc. (Search vs. DC 23 for a Rogue to locate). Anyone who puts a limb into the snare's loop is Entangled. If attached to a supple tree, the person is also lifted off the ground & takes 1d6 damage. To escape, make a Strength or Escape Artist check vs. DC 23 or do 5hp damage to the snare (AC 7).

Spike Growth(PH p255)

<Trans, VS/DF, 1StdAct, Medium-range, 1hr/lvl(D), RefP/2>
 – The ground vegetation (roots, grasses, etc.) in one 20' square per level becomes magically sharp. For each 5' that a creature walks / runs through the area of effect, it takes 1d4 damage (no save). Any creature taking damage must make a Reflex save or sustain foot & leg injuries that reduce the creature's movement by 1/3. The movement penalty lasts until a) the target receives healing magics; b) a Heal check vs. the spell's DC; or c) 24 hours have gone by.

Spikes(DotF p90)

<Trans, VSM(thorn), 1StdAct, Touch, 1hr/lvl>
 – Touched wooden bludgeoning melee weapon gains +2 Enhancement bonus to attack rolls, has its Threat Range doubled, & does +1 damage per level (max +10).

Standing Wave(MotW p94)

<Trans, VS/DF, Close-range, 10min/lvl, RefNeg>
 – The targeted water lifts the creature/object in it & carried on the surface at 60' per round in a direction designated at cast time for the spell's duration. If the water comes in contact with land, it lowers what it is carrying onto the shore. The limit to the size of the creature/object to be carried is determined by caster level:

Lvl	Max Size Carried
5 th	Medium
7 th	Large
9 th	Huge
11 th	Gargantuan
13 th	Colossal

Stone Shape(PH p257)

<Trans, VSM(clay sculpted into the new shape)/DF, 1StdAct, Touch>
 – Permanently reshapes a single piece of stone of up to 10 cubic feet + 1 cubic foot per level into a shape of your choosing, though fine detail is not possible.

Water Breathing(PH p271)

<Trans, VSM(straw)/DF, 1StdAct, Touch>
 – The touched subjects of the spell can breathe underwater. 2hrs/lvl duration is evenly split between all the subjects.

4th Level

Abjuration

Antiplant Shell(PH p175)

- <Abj, VS/DF, 1StdAct, 10min/lvl(D), no save>
- Creates a 10' radius, mobile, invisible sphere around the caster that cannot be entered by plant creatures or animated plants.

Energized Shield(DR299 p74)

- <Abj, VS/DF, 1StdAct, Touch, 1rnd/lvl>
- The touched shield grants its wearer Resistance 10 to one type of energy (acid, cold, electricity, fire, or sonic) & a +2d6 damage of the same energy type when shield bashing. A shield may not have more than one *Lesser Energized Shield* or *Energized Shield* in effect on it at one time.

Freedom of Movement(PH p207)

- <Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>
- Subject moves normally despite magical impediments (*Web*, *Hold Person*) or natural ones (mud, water). While under the effect of this spell, the subject can fight underwater.

Repel Vermin(PH p245)

- <Abj, VS/DF, 1StdAct, 10min/lvl>
- Creates a 10' radius area around the caster that causes insects & other vermin to stay away. Vermin whose HD are 1/3rd of the caster level or greater are allowed a Will save to enter the area, but even then they take 2d6 damage.

Conjuration

Beget Bogun(MotW p82)

- <Conj(creat), VSM(form to be animated),X(25), 1StdAct, Touch>
- Last step in creating a Bogun Construct.

Bottle of Smoke(MotW p84)

- <Conj(creat), VSF(50gp bottle)M(smoke), 10Minutes, until used up to 1 day>
- Smoke stored in the bottle can be released as a Standard-Action to form an immaterial 'horse'. The 'horse' remains for 1hr/lvl, but time the horse spends in the bottle does not count. Only the person holding the bottle can touch the 'horse'. It cannot be attacked or hurt, except by magical wind, which destroys it. The bottle-holder must make a Ride check vs. DC 10 to mount it. The 'horse' has a movement of 20'/lvl (240' max). At the rider's option, the 'horse' leaves a 20' tall by 5' wide trail of smoke that lasts for 10 minutes (unless blown away) which provides One-Half Concealment.

Cure Serious Wounds(PH p190)

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

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:
 - Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.
 - Targeted Dispel – Each ongoing spell effect on the 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.
 - 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.

Land Womb(MoF p104)

- <Abj, VS, 1StdAct, Touch, 10min/lvl(D)>
- The caster and one creature/level sink into natural earth, stopping 10' below the ground. There is enough air for the duration, but spells with Somatic components cannot be cast. Only Divinations of 5th level or higher can detect the "womb".

Regenerate Serious Wounds(MotW p93)

- <Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd/lvl>
- The living subject gains Fast Healing 3.

Sleet Storm(PH p253)

- <Conj(creat)[cold], VSM(dust, water)/DF, 1StdAct, Long-range, 1rnd/lvl, no SR>
- Full Concealment in a 40' spread by 20' high area. Anyone attempting to move must make a Reflex save to make 1/2 movement, with failure indicating the subject falls down.

Summon Nature's Ally IV(PH p260)

- <Conj(sum)[variable alignment/element], VS/DF, 1Full-Round, Close-range, 1rnd/lvl(D)>
- Summons 1 Creature from Table #4, 1d3 Creatures from Table #3, or 1d4+1 Creatures from Table #2 (or less) to fight targets of your choice, starting on your initiative of their first round.

Divination

Chain of Eyes(DotF p84)

- <Div, VS, 1StdAct, Touch, 1hr/lvl, WillNeg>
- As a Free Action, the caster may choose to look through the touched target's eyes instead of his/her own. Note that the caster has no control over the target. Each time the target touches another creature, the caster has the option of moving the 'sensor' to the new creature (thereby seeing through its eyes instead).

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.

<u>Knowledge</u>	<u>DC</u>
Familiar	5
Met at 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*, *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

Mass Calm(MotW p91)

- <Ench(comp)[mind], VS, 1StdAct, Close-range, 1min/lvl>
- Calms all animals, beasts, and magical beasts in a 30' area, though any threat will end the effect. Only animals trained to attack or guard, dire animals, beasts, & magical beasts are allowed a Will save to negate.

Evocation

Flame Strike(PH p205) (FAQ+)

- <Evoc[fire], VS/DF, 1StdAct, Medium-range, Ref½>
- A 40' tall column of fire with a 10' radius appears. 1d6 damage per level (max 15d6), half of which is fire damage & the other half is 'divine' damage.

Miasma(MotW p91)

- <Evoc, VS/DF, 1StdAct, Medium-range, 5rnd/lvl>
- A breathing target has its mouth & throat filled with unbreathable gas. To avoid suffocating, it must hold its breath by making a Constitution check vs. DC 10 + 1 per previous success. A creature can only hold its breath a maximum of 2 rounds per Constitution point. On a failed check, the target begins to suffocate:
 - Rnd 1 – at 0 hp & unconscious.
 - Rnd 2 – at -1 hp & dying.
 - Rnd 3 – dies.

Murderous Mist(MoF p109)(MoFe+)

- <Evoc[fire], VS, 1StdAct, Close-range, 1rnd/lvl>
- Create a scalding hot cloud of steam that has a 30' radius & is 20' high. The cloud moves in a straight line away from the caster at a rate of 10' per round. The first round a creature is in the cloud, it takes 2d6 fire damage (Ref½) & is permanently Blind (RefNeg). Any following round that it remains in the cloud, the creature takes 1d6 fire damage (RefNeg). Anyone within the cloud receives One-Quarter Concealment.

Shadowblast(MotP p39)

- <Evoc, VSM(grave dirt), 1StdAct, Long-range, FortNeg>
- A 20' radius area has the barrier between the Prime Material Plane and the Plane of Shadows strengthened. All openings between the planes are immediately closed. Any creature native to the Plane of Shadows in the area of effect is Stunned for 3d6 minutes (FortNeg). If the creature is also an undead, then it is takes 2d10 damage & cannot use spell-like or supernatural abilities to open an portal to the Plane of Shadows for 3d6 minutes (FortNeg).

Waterball(MotW p96)

- <Evoc, VSM(filled waterskin), 1StdAct, Long-range, 20' radius burst, Ref½>
- 1d6 subdual damage per level (max 10d6).

Wind at Back(MoF p134)

- <Evoc, VS, 1StdAct, Medium-range, 1day>
- Two targets per level within a 50' area have their overland (but not tactical) movement rate doubled. All target must be traveling in the same direction.

Necromancy

Blight(DotF p81)(MotW p84)

- <Necro, VS/DF, 1StdAct, Touch>
- This spell either
 - causes vegetation to die in a 100' radius circle, though the soil is still fertile; or
 - a targeted plant creature takes 1d6 damage per level (max 15d6), Fortitude save for 1/2.

Last Breath(MotW p90)

<Necro, VS, 1StdAct, Touch>

- Touched creature killed within 1 round returns to 0 hp. The caster takes 1d4 damage per HD of the creature revived. The touched body must be whole, though this spell will heal ability damage up to 1, cures normal poisons & diseases. Creatures killed by [death] effects cannot be brought back by this spell. The subject loses 1 level and must want & be able to return.

Spit Poison(DR304 p37)

<Necro, S/DF, 1StdAct, 30' range, FortNeg>

- The caster can make a ranged touch attack against one creature within 30' to inflict a poison the caster already has in his/her system:
 - a) the caster is suffering from a poison;
 - b) the caster has poison as a natural attack;
 - c) the caster has cast *Poison* & is "holding" it (using this spell consumes the *Poison*).

If the caster has more than one poison, the target must save against each of them.

Transmutation

Bear's Heart(DotF p81)

<Trans, VS, 1StdAct, 20' radius, 1rnd/lvl>

- One living ally per level within 20' gains a +4 Enhancement bonus to Strength and +1d4/level temporary hit points. When the spell ends, any remaining temporary hit points go away & the subject takes 1 hit point of subdual damage per level.

Claws of the Savage(BoVD p88)

<Trans[evil], VS, 1StdAct, Touch, 10min/lvl>

- Touch subject gains claws (damage below). The claws also have a +2 Enhancement bonus on attacks & damage. A target that starts with claws has its damage increased to that of a creature two size categories larger than it.

Size	Dmg	Size	Dmg	Size	Dmg
Fine	1	Small	1d4	Huge	2d6
Dim.	1d2	Med.	1d6	Garg.	2d8
Tiny	1d3	Large	1d8	Colos.	4d6

Control Plants(PH p188)

<Trans, VS/DF, 1StdAct, Close-range, 1min/lvl, WillNeg, no SR>

- All plants & plant creatures within Close-range can communicate with the caster, who can exert some control. The caster can cause the plants to entangle someone, or free them from that effect. Immobile plants do not gain the ability to walk, but all can move their limbs for the duration.

Enhance Wildshape(DR292 p48)

<Trans, VS, 1 Minute, Personal, 1hr/lvl>

- The first time you use the Druidic ability Wildshape within the duration, you may take one of the following advantages:
 - a) Become a 'beast';
 - b) Become a 'plant';
 - c) Gain your form's extraordinary abilities;
 - d) +4 Strength;
 - e) +4 Dexterity; or
 - f) +4 Constitution.

Essence of the Raptor(DR292 p48)

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

- Gain several enhancements:
 - a) 60' movement;
 - b) +8 bonus to Hide, Jump, Listen, Spot, & Wilderness Lore checks;
 - c) Gain the Scent Ability.

Feathers(MotW p88)

<Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl(D)>

- One willing subject per level is polymorphed into the same species of feather animal (Small-size or less) chosen by the caster. Each subject can return of his/her natural form as a Standard Action, but this ends the spell for that subject. The caster may end the spell for all the subjects at will.

Forestfold(MotW p88)

<Trans, VS, 1StdAct, Personal, 10min/lvl>

- +20 Circumstance bonus on Hide & Move Silently checks.

Giant Vermin(PH p209)

<Trans, VS/DF, 1StdAct, Close-range, up to 3 vermin in a 30' area, 1min/lvl, no save>

- Enlarges up to 3 vermin of the same type which will follow the caster's extremely simple commands (i.e., "Attack"). The enlarged creature has AC 14.

Lvl	HD	Size	Atk	Dmg	Saves(f/r/w)
7-9	3d8+6	Large+4	1d8+4	1d8+4	+5/+0/+1
10-12	4d8+16	Huge+8	2d6+8	2d6+8	+8/+0/+1
13-15	5d8+20	Huge+8	2d6+8	2d6+8	+8/+0/+1
16-18	6d8+24	Huge+9	2d6+8	2d6+8	+9/+1/+2
19-20	7d8+28	Huge+9	2d6+8	2d6+8	+9/+1/+2

Jaws of the Wolf(MoF p102)

<Trans, VSF(wood carvings), 1StdAct, Close-range, 1rnd/lvl(D)>

- Transforms one wooden carving per 2 levels into a wolf that obeys the caster's mental commands. In addition to their standard abilities, the wolves have Spell Resistance 13 & the Frightful Presence special ability.

Languour(MotW p89)

<Trans[ray], VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg>

- The target may only take partial actions; suffers a -2 penalty to AC, melee attacks, melee damage, & Reflex saves; has its jumping distances is halved, and receives an Enhancement penalty to Strength of (1d6-1) per 2 levels (min 0, max -10). If the target's strength is below 1, it is Helpless. This spell suppresses & suppressed by *Haste*.

Mass Camouflage(MoF p106)(MoFe+)

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

- +10 Circumstance bonus on Hide checks for any number of creatures, no two of which can be more than 60' apart. If a subject leaves the "pack", then the spell ends for that person.

Nature's Balance(MoF p110)

<Trans, VS, 1StdAct, Touch, 1hr/lvl>

- The caster transfers 1d4+1 ability score points from an ability of the caster's choice to the touched target's same ability. Each time this spell is cast (after the first) within 1 hour, the caster takes 2d20 damage.

Poison Claws(DR304 p41)

<Trans, SF(poisonous creature), 1StdAct, Touch, 1rnd/lvl>

- The caster imbues the natural injury poison from a willing, living creature onto the natural weapon of the subject. For the spell's duration, any hit by the target natural weapon inflicts the imbued poison too (same save DC & damage). The focus creature does not lose its poison.

Quench(PH p241)

<Trans, VS/DF, 1StdAct, Medium-range>

- This spell extinguishes fires, which can be used in several ways:
 - a) Put out fires in a 20' cube per level (shapeable). Normal fire is automatically extinguished, fire spells are put out with a Dispel Check (max +15), and fire-based creatures take 1d6 per caster level (max 15d6), no save.
 - b) A magic item that creates / controls flames (including a Wand of Fireball or a Flaming Weapon) can have its fire ability permanently removed unless the object makes a Will save.

Reincarnate(PH p244)

<Trans, VS/DF, 1Hour, Touch>

- If cast on a body dead less than a week whose soul is willing & able to return, then a new body of a random type is mystically created for the soul to enter. The target retains his/her Intelligence, Wisdom, Charisma, and memories. The target loses one class level, but retains all other level-based advantages (including skill ranks, base attack bonus, base hit points, etc.). The new body's Strength, Dexterity, & Constitution is determined by removing any previous Racial Modifiers & applying the new body's Racial Modifiers (see the Reincarnation Forms Table in the Animal Index). If the target is reincarnated into an animal body, its type becomes Magical Beast & it gains the ability to speak any previous languages.

Rusting Grasp(PH p247)

<Trans[touch attack], VS/DF, 1StdAct, Touch, 1rnd/lvl, no save, no SR>

- The caster's touch corrodes non-magic iron and alloys, causing one of the following effects per round:
 - a) a touch attack on a ferrous creature does 3d6+ 1/lvl (max +15);
 - b) a melee touch attack vs. a non-magic metal weapon destroys the weapon;
 - c) a melee touch vs. non-magic metal armor destroys 1d6 of its AC bonus; or
 - d) up to a 3' radius of a non-magic metal touched is destroyed.

Spike Stones(PH p255)

<Trans, VS/DF, 1StdAct, Medium-range, 20' square per level, 1hr/lvl(D), Ref½>

- For each 5' a creature walks through the area of effect, it takes 1d8 damage & must make a Reflex save. Success means that the creature is at half movement in the area of effect only. Failure means that the creature's feet & legs were injured enough to reduce its movement to 1/3 for 24 hours (unless magically cured or someone takes 10 minutes & makes a Heal check vs. the DC of the spell). Only castable on rocky ground, stone floors, etc.

Starvation(DR292 p50)

<Trans, VSM(spoiled food), 1StdAct, Close-range, Fort½>

- The living target takes 1d6 subdual damage per level (save for ½) and becomes Fatigued (save negates).

5th LevelAbjuration*Atonement*(PH p176)

- <Abj, VSM(incense)F(500gp prayer book)X(up to 500)/DF, 1Hour, Touch>
- Removes burden of misdeeds from a truly repentant touched subject. If the misdeeds were committed willingly & knowingly, then the caster must expend 500XP. Uses include:
 - a) restoring magical alignment changes;
 - b) removing a paladin, cleric, or druid who had lost his/her class abilities.
 - c) a fully willing & understanding subject can redeemed/tempted into taking the same alignment as the caster. No duress, compulsion, or magical influence can be involved.

Conjuration*Cure Critical Wounds*(PH p190)

- <Conj(heal), VS, 1StdAct, Touch>
- Cures 4d8 +1/level damage (max +20).

Insect Plague(PH p217)

- <Conj(sum), VS/DF, 1FullRound, Long-range, 1min/lvl, no SR>
- A 180' wide & 60' tall cloud of insects forms in a location designated by the caster. Vision within the cloud is limited to 10' & spellcasting within the cloud is impossible. All creatures in the cloud take 1hp/rnd. Those with 5 HD or less try to flee until they are at least 100' from the insects (only those with 3 HD or greater are allowed a Will save to negate). The insects can only be dispersed by a very large amount of smoke or wind.

Monstrous Regeneration(MoF p109)(MoFe)+

- <Conj(heal), VS, Touch, 1rnd/2lvls>
- Touched living creature gains the Regeneration ability. Any damage the target takes (except for fire & acid) is converted to subdual damage, which is healed at a rate of 4hp per round. Severed body parts can be reattached as a Move-Equivalent action. When the spell ends, all subdual damage from this spell becomes normal damage.

Regenerate Critical Wounds(MoW p92)

- <Conj(heal), VS, 1StdAct, Touch, 10rnd + 1rnd/lvl>
- The living subject gains Fast Healing 4.

Summon Nature's Ally V(PH p260)

- <Conj(sum)[variable alignment/element], VS/DF, 1Full-Round, Close-range, 1rnd/lvl(D)>
- Summons 1 Creature from Table #5, 1d3 Creatures from Table #4, or 1d4+1 Creatures from Table #3 (or less) to fight targets of your choice, starting on your initiative of their first round.

Summon Wurm I(DR296 p82)

- <Conj(sum)[variable alignment/element], VS/DF, 1Full-Round, Close-range, 1rnd/lvl(D)>
- Summons 1 Wurm appropriate for the current terrain that will fight whomever you direct it to. It can attack on your initiative starting its first round.

Vine Mine(MoF p130)

- <Conj(creat), VSF(crown of ivy leaves), 1StdAct, Medium-range, 10min/lvl>
- Creates & controls vines in a 10' radius per level spread. The vines are 'assigned' one of the following effects (the caster can 'assign' a new effect as a Standard Action):
 - a) the vines Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a full-round Strength or Escape Artist check vs. DC 20. Anyone not entangled may move ½ speed

through the area of effect. On the caster's action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again;

- b) make the vines climbable (equivalent to knotted rope);
- c) binds Helpless targets (DC 25 to escape);
- d) slows movement as 'heavy undergrowth';
- e) camouflage (+4 Competence bonus to Hide checks).

Wall of Thorns(PH p271)

- <Conj(creat), VS, 1StdAct, Medium-range, 10min/lvl(D), no save, no SR>
- Creates one contiguous 10' cube of brambles per level, shaped as the caster desires. The wall's width can be reduced to 5' in order to double the amount of area covered. The caster may target the wall to trap creatures within it.

Each round spent moving while in the wall causes 24hp of damage minus the creature's AC (not including Dexterity & Dodge bonuses). A creature may move (Strength check – 19) feet through the wall each round.

It takes 10 minutes to chop a safe passage through each foot of wall. The thorns are immune to normal fire, but magic fire will burn down an area in 10 minutes.

Creatures who can pass through overgrown area unhindered can walk through the wall at normal speed without taking damage.

Divination*Commune with Nature*(PH p186)

- <Div, VS, 10Minutes, Personal>
- By becoming "one with nature", the caster can know up to 3 facts about the surrounding natural terrain (e.g., location of water, animal population, presence of power unnatural creatures). The caster can learn about an area of 1 mile per level radius above ground & 100' per level below ground. Construction, including towns & dungeons, block this spell.

Echo Skull(MoF p91)

- <Div, VSF(animal skull), 1StdAct, Touch, 1hr/lvl(D)>
- The caster may see, hear, & speak through the touched animal skull (unlimited range). In addition, any spell that has range greater than 'touch' that has no material components or focuses can be cast through the skull at a cost of 10 XP per spell level.

Enchantment*Big Sky*(MoW p83)

- <Ench(comp)[fear][mind], VS/DF, 1StdAct, 1rnd/lvl, WillNeg>
- All allies within 30' of the caster gain a +2 Morale bonus on attack rolls & +4 Morale bonus on saving throws vs. fear. All enemies of the caster within 30' become Panicked, unless each makes his/her Will save. Each panicked enemy is allowed a new save each round to end the effect.

Mass Trance(MoW p91)

- <Ench(comp)[mind], VS, 1StdAct, Close-range, Concentration, WillNeg (see below)>
- All animals, beasts, or magical beasts with Intelligence of 1 or 2 in a 30' area 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.

Evocation*Binding Winds*(MoF p80)

- <Evoc, VS, 1StdAct, Medium-range, Concentration, RefNeg>
- Creates an immobile barrier of wind that has the following effects on the target:
 - a) the target cannot move through the wind barrier. A flying target is held in mid-air;
 - b) sonic & language-dependant spells & effects cannot cross in or out of the barrier;
 - c) no sounds of any type can cross the barrier;
 - d) ranged attacks in or out of the barrier receive a –2 penalty to hit.

Hallow(PH p212)

- <Evoc(good), VSM(herbs & incense worth 1,000gp + 1,000gp per level of the included spell)/DF, 1Day, 10' radius/lvl, 1yr, no SR>
- Designates location as Holy. For 1 year, everyone within the Hallowed area has the following benefits:
 - 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 enter the area unless they make a Spell Resistance check;
 - d) Dead bodies interred within the area cannot become undead;
 - e) One spell from the Hallow / Unhallow Table can be added to the entire Hallowed area for the full year. The spell can be designated to effect only followers of the caster's faith, only those who do not follow the caster's faith, everyone, etc.

Counters & dispels Unhallow.

Ice Storm(PH p216)

- <Evoc(cold), VSM(dust, water)/DF, 1StdAct, Long-range, 20' radius x 40' high cylinder, no save>
- 3d6 bludgeoning damage + 2d6 cold damage.

Memory Rot(MoF p108)

- <Evoc, VS, 1StdAct, Close-range, Instantaneous, FortNeg>
- The brain of a living target is infested by spores, causing Intelligence Drain (1d6 the first round, 1 each round following). The target is allowed a new Fortitude save each round to end the effect.

Unhallow(PH p268)

- <Evoc(evil), VSM(herbs & incense worth 1,000gp + 1,000gp per level of the included spell)/DF, 1Day, 10' radius/lvl, 1yr, no SR>
- Designates location as Unholy. For 1 year, everyone within the Unhallowed area has the following benefits:
 - 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 enter the area unless they make a Spell Resistance check;
 - d) One spell from the Hallow / Unhallow Table can be added to the entire Unhallowed area for the full year. The spell can be designated to effect only followers of the caster's faith, only those who do not follow the caster's faith, everyone, etc.

Counters & dispels Hallow.

Wall of Fire(PH p269)

<Evoc[fire], VSM(phosphorus)/DF, 1StdAct, Medium-range, Concentrations + 1rnd/lvl>
 – Creates a opaque 20' tall wall of fire that is either 20' long per level & straight –or– a ring 5' radius per 2 levels. One side (caster's choice) causes 2d4 fire damage within 10' and 1d4 fire damage between 10' & 20'. Going through the wall does 2d6 + 1/lvl (max +20) fire damage (2x to undead). If the wall is created on top of someone, the target gets a Reflex save to jump to one side (taking damage if the wrong side is chosen). 20hp of cold damage will destroy 5' of wall.

Wind Tunnel(MoF p134)

<Evoc, VS, 1StdAct, Close-range, 1rnd/lvl>
 – The ranged attacks of 1 subject per level improve due to favorable winds:
 a) +10 Competence bonus on ranged attacks;
 b) the range increment of subject's weapon is doubled.

Necromancy

Breath of Contagion(DR304 p36)

<Necro, S/DF, 1StdAct, FortNeg>
 – Creatures within a 30' cone become infected with a disease the caster already has:
 a) the caster is infected with the disease;
 b) the caster has a natural attack that is diseased (such as mummy rot);
 c) the caster casts *Contagion*, which in is delivered by this spell as a cone (which consumes the casting of *Contagion*).
 If the caster has more than one disease, the targets must save against each of them.

Death Ward(PH p191)

<Necro, VS/DF, 1StdAct, Touch, 10min/lvl>
 – Grants immunity to death spells and effects.

Kiss of Death(MoW p89)

<Necro[touch attack], VS/DF, 1StdAct, Personal, 1rnd/lvl, FortNeg>
 – Touch/kiss deals 1d10 Constitution damage, repeats in 1 minute. DC is (10 + ½ caster level + caster's Wisdom modifier) to resist. You generate poison for 1 round per level, so you can attack multiple times.

Share Symbiosis(DR304 p37)

<Necro, VF(willing creature with a symbiotic relationship with nature)/DF, 1StdAct, Close-range, Permanent, WillNeg>
 – The target gains the same symbiotic relationship as the touched focus creature. For example, if the focus creature was a Dryad, the target would sicken & die if it moved more than 300' from the Dryad's tree.

Transmutation

Animal Growth(PH p173)

<Trans, VS, 1StdAct, Medium-range, 1min/lvl, no save>
 – One animal per two levels in a 30' area doubles in HD (with the appropriate increases in Base Attack Bonus & Base Saves) and increases one size category (which improves the creature's Strength & Constitution). At the end of the spell, any damage the creature has taken is divided in half as it returns to normal size. The caster has no special influence over the target animals.

Awaken(PH p177)(DR298 p108)+

<Trans, VSF(animal/tree)X(250), 1Day, Touch>
 – The touched animal or tree gains sentience.
 Animal - The caster must make a Will save vs. DC 10 + target's HD. If successful, the animal gains the following:
 a) an Intelligence of 3d6;
 b) +1d3 Charisma;

- c) +2HD;
- d) the ability to speak 1 language + 1 per Intelligence modifier (all languages must be known by the caster).

Tree – The caster must make a Will save vs. DC of the HD the tree will have once awakened. If successful, the tree gains the following:

- a) an Intelligence of 3d6;
- b) a Wisdom of 3d6;
- c) a Charisma of 3d6;
- d) gains skill points & feats appropriate for an 'aberration' of its HD;
- e) gains the ability to speak 1 language + 1 per Intelligence modifier (all languages must be known by the caster).
- f) other ability scores appropriate for an animate object of its size;
- g) gains the ability to move;
- h) gains senses similar to a human's.

Cloak of the Sea(MoW p85)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl(D)>
 – Makes a subject touching water seemed to be made out of liquid. While underwater, the subject is under the effect of *Blur*, *Freedom of Movement*, *Water Breathing*, is immune to subdual damage due to water pressure or hypothermia. Leaving water suppresses the effects, though the return when the subject is submerged again.

Control Winds(PH p189)

<Trans, VS, 1StdAct, 10min/lvl, FortNeg>
 – The caster gains control of the direction & strength of the winds in up to a 40' per level radius around him. The caster has the option of leaving up to a 40' radius "eye" of calm air around himself.

Direction Choices:

- Outward from the caster
- Inward to the caster, but going up at the edge of the "eye", if any.
- Clockwise
- Counter-clockwise.
- Straight, from any one side to the other

Strength Choices – increase / decrease by 1 category for each 3 levels:

Category	mph	Effect
Strong	21+	Difficult sailing
Severe	31+	Minor ship / building dmg
Windstorm	51+	Grounds flyers, uproots trees, flattens light wood buildings
Hurricane	75+	Flattens all wood buildings, ships start taking on water
Tornado	175+	Flattens non-fortified buildings, uproots big trees

Dire Hunger(DR292 p47)

<Trans, VS, 1StdAct, Close-range, 1rnd/lvl, FortNeg>
 – The living target grows fangs & is consumed with hunger. It attacks the nearest food source (usually another person) with its fangs (Small-sized – 1d4, Medium-sized – 1d6, Large-sized – 1d8, etc., plus Str bonus x 1.5).

Druid Grove(MoW p87)

<Trans, VS, 10Minutes, Close-range, until discharged up to 1day/lvl>
 – One or more trees within range become containers for your spells. You may store 1 spell level for each 3 caster levels you have (max 6 spell levels). The spell levels can be split across your choice of spells, but each spell must reside in a separate tree. Any tree holding a spell will be detected as magical, but is in no way harmed. You (and only you) may activate the spell in a tree by touching it

(a Standard Action), which discharges the spell. Casting this spell nullifies any undischarged spells from previous castings.

Empower Venom(DR304 p38)

<Trans, SM(90+ gp dose of poison)/DF, 1StdAct, Touch, 1rnd/lvl>
 – Touched creature with a natural poison attack has the ability damage / drain dealt by its poison increased by 50%.

Energize Magic Fang(DR304 p39)

<Trans[variable element], VS/DF, 1StdAct, Touch, 1hr/lvl>
 – One natural attack of target creature gets +1 Enhancement bonus to attack and damage for every 3 caster levels (max +5) and +1d6 damage from 'acid', 'cold', 'electricity', or 'fire' (selected at cast time). The energy damage also applies if the target grapples & holds an opponent with its natural attack. This spell can be used on a humanoid to give it a bonus with either punching or kicking. If cast by a good druid, the natural weapon is considered **Blessed**.

Inferno(MoF p102)

<Trans[fire], VSM(bee's wax), 1StdAct, Close-range, up to 1rnd/lvl(D), FortNeg>
 – Target creature's flesh & non-magical equipment burst into flames. The target & its non-magical equipment take 2d6 fire damage each round until the spell ends or the fire is put out. As a Full Round action, the target can try to put the fire out (Reflex save vs. DC 15, +2 bonus if the target rolls on the ground). Enough water also puts out the fire.

Owl's Insight(MoF p111)

<Trans, VS, 1StdAct, Touch, 1hr>
 – Subject gains half the caster's level as an Enhancement bonus to Wisdom.

Transmute Mud to Rock(PH p266)

<Trans, VSM(sand, lime, water)/DF, 1StdAct, Medium-range, Permanent>
 – Transforms two 10' cubes per level of mud or quicksand into sandstone. The cubes must be contiguous. Anyone in the mud is allowed a Reflex save to escape before it hardens. Counters & dispels *Transmute Rock to Mud*.

Transmute Rock to Mud(PH p266)

<Trans, VSM(clay, water)/DF, 1StdAct, Medium-range, Permanent>
 – Transforms two 10' cubes per level of non-magical, unworked stone into mud. The cubes must be contiguous.
 a) If cast on the ground, the depth of mud cannot exceed 10'. Creatures moving through the mud are reduced to 5'.
 b) If cast on the ceiling, the mud falls (doing 8d6 Ref½) & pools 5' deep on the floor. If the spell is not dispelled, the mud dries naturally into dirt.
 Counters & dispels *Transmute Mud to Rock*.

Tree Stride(PH p267)

<Trans[teleport], VS/DF, 1StdAct, Personal, up to 1hr/lvl>
 – The caster may enter a living tree large enough to fully contains his/her body. The caster then knows the location of all trees of the same type within range (see below). As a Full-Round action, the caster has the option of teleporting to one of those trees, which counts as one 'stride'. The spell is depleted when the caster has made 1 'stride' per level. While the spell has duration & has not been depleted, the caster may enter & leave trees at will.

6th LevelAbjuration*Antilife Shell*(PH p174)

- <Abj, VS/DF, 1FullRound, 10min/lvl(D), no save>
 – Creates a 10' radius, mobile, invisible sphere around the caster that cannot be entered by animals, aberrations, beasts, magical beasts, dragons, fey, giants, humanoids, monstrous humanoids, oozes, plants, shapechangers, & vermin. The following creature types are immune: constructs, elementals, outsiders, & undead.

Energy Immunity(T&B p888)

- <Abj, VS, 1StdAct, Touch, 24hrs>
 – Subject is immune to damage from one kind of energy damage.

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.

Greater Dispelling(PH p210)

- <Abj, VS, 1StdAct, Medium-range, 1 target –or– 30' radius>
 – 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 the 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.

Protection from All Elements(MotW p92)

- <Abj, VS/DF, 1StdAct, Touch, 10min/lvl or until discharged>
 – Touched person is immune to a total of 12 damage per level from all five kind of energy (acid, cold, electricity, fire, & sonic). Once all the damage has been taken, the spell is discharged.
 Note: This spell takes precedence over *Protection from Elements*, *Resist Elements* & *Endure Elements*. Only once it is discharged will any of the others be applied.

Conjuration*Drown*(MoF p90)

- <Conj(creat), VS, 1StdAct, Close-range, FortNeg>
 – Water is created inside the lungs of the target living creature, who immediately falls unconscious. The following round, the target drops to –1 hp & is dying. The round after that, the target is dead. A Heal check vs. DC 15 will stabilize the target before it is dead.

Fire Seeds(PH p204)

- <Conj(creat)[fire], VSM(up to 4 acorns –or– up to 8 holly berries), Touch, 1StdAct per acorn/holy berry, until detonated up to 10min/lvl>
 – Create one of the following:
 Acorn Grenades: Up to 4 touched acorns become throwable weapons. Requires a ranged touch attack with a maximum range of 100'. The acorns do a total of 1d8/lvl fire damage (max 20d8), divided up between the acorns as the caster desires. If hit, the target does not get a saving throw. Everything within 10' of

where the acorn hits takes 1hp per die of damage that acorn does (Ref^{1/2});

Holly Berry Bombs: Up to 8 touched holly berries become voice activated bombs (200' range). On command, each berry does 1d8 + 1/level fire damage to everything within 5' (Ref^{1/2}).

Healing Circle(PH p213)

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

Hungry Gizzard(DR292 p49)

- <Conj(creat), VSM(dry gizzard), 1StdAct, Medium-range, 1rnd/lvl(D), RefNeg>
 – Encases the Medium-sized (or smaller) target in a giant stomach. Starting the 1st round, the target takes 2d8+8 crushing damage & 1d8 acid damage, and is considered grappled. To escape, the target must cut its way out with claws or light slashing weapons, hitting AC 20 & doing 25 damage. To free someone from the outside requires doing 5 hp per caster level after hitting AC 4.

Regenerate Circle(MotW p92)

- <Conj(heal), VS, 1StdAct, 20', 10rnd + 1rnd per 2lvls>
 – One living subject per 2 levels within a 15' radius gains **Fast Healing 3**. The center of the circle can be up to 20' away.

Stonehold(MoF p124)

- <Conj(creat)[earth], VS, 1StdAct, Medium-range, 1day/lvl>
 – Creates 1 stone arm per level distributed as the caster desires within range. Each arm must be in its own 10' x 10' area, which must contain rock or stone formations. Before attacking, each arm hides (Search check vs. DC 31 to find one). Any creature that comes within an arm's 10' x 10' area is grappled.
 Each arm has the following capabilities:
 a) considered Medium-size with Str 20;
 b) attack bonus of 1 per Caster level + 5 (Strength modifier);
 c) AC 18, Hardness 8, & 1hp per Caster level;
 d) automatic grapple damage of 1d6+5/rnd;
 e) uses its caster's saving throws; &
 f) keeps grappling, even if the opponent is dead.

Summon Nature's Ally VI(PH p260)

- <Conj(sum)[variable alignment/element], VS/DF, 1Full-Round, Close-range, 1rnd/lvl(D)>
 – Summons 1 Creature from Table #6, 1d3 Creatures from Table #4, or 1d4+1 Creatures from Table #4 (or less) to fight targets of your choice, starting on your initiative of their first round.

Wall of Stone(PH p270)

- <Conj(creat), VSM(granite)/DF, 1StdAct, Medium-range, no SR>
 – Creates a permanent wall of stone that is one 5' square per level & 1" thick per 4 levels. The wall can be of any shape & will merge into adjoining stone surfaces. The stone has Hardness 8 & each 5' square has 15 hit points per inch of thickness.

Divination*Find the Path*(PH p203)

- <Div, VSF(rune stones), 3Rounds, Touch, 10min/lvl>
 – The touched subject knows the shortest, most direct route to the specified location (not objects or people).

Stone Tell(PH p257)

- <Div, VS/DF, 10Minutes, Personal, 1min/lvl>
 – The caster can speak to natural or worked stone about what has come into contact with it, what is behind it, etc.

Enchantment*Mandradora*(MotW p90)

- <Ench(comp)[mind], VSM(a 100gp mandrake root in a 100gp container), 1StdAct, 1rnd/lvl>
 – All creatures within 15' of the caster (including the caster) must make a Will save when this spell is cast.
 Success: Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur* & *Displacement*, not effected by **Invisibility**, see through illusions, know the true form of polymorphed creatures & objects, view the Ethereal Plane, and see alignments.
 Failure: Subject acts randomly.
 (On d10): 1: wander away for 1min; 2-6: do nothing for 1rnd; 7-9: attack nearest creature for 1rnd; 10: act normally for 1rnd

Evocation*Greater Call Lightning*(MotW p88)

- <Evoc[electricity], VS, 10Minutes, Long-range, 10min/lvl, Ref^{1/2}>
 – Calls down lightning bolts from clouds, tornados, or even a 7HD+ air elemental / djinn. During each 5 minutes of the spell, the caster may, as a Standard Action, call down one bolt of lightning from the storm that does 1d10 per level (max 15d10) to everything in a 10' radius of where it hits.

IllusionNecromancy*Contagious Touch*(MotW p96)

- <Necro[touch attack], VS, 1StdAct, Touch, 1rnd/lvl, FortNeg>
 – Infects touched subject (limited to 1 per round) with chosen disease which takes effect without an incubation period. Disease choices are Blinding Sickness, Cackle Fever, Filth Fever, Mindfire, Red Ache, The Shakes, or Slimy Doom.

Pox(BoVD p101)

- <Necro[evil], VS/DF, 1StdAct, Close-range, FortNeg>
 – One living creature per level in a 10' area take 1d4 Constitution **Drain**.

Transmutation*Crumble*(MoF p86)

- <Trans, VS, 1StdAct, Medium-range>
 – One manufacture structure or construct takes 1d6/lvl (max 15d6) that bypasses Hardness. Effecting a target **larger** than Huge-size requires a minimum casting level:
- | Size | Min Lvl | Size | Min Lvl |
|------------|---------|----------|---------|
| Gargantuan | 16 | Colossal | 19 |

Heighten Venom(DR304 p40)

- <Trans, SM(90+ gp dose of poison)/DF, 1StdAct, Touch, 1rnd/lvl>
 – Touched creature with a natural poison attack has its poison's DC increased.

Level	Bonus to DC
Up to 15 th	+2
16 th – 19 th	+3
20 th +	+4

Ironwood(PH p218)

<Trans, VS, 1Minute per pound, Touch, 1day/lvl(D)>
– 5 pounds of touched wood per level becomes like iron. Its Hardness increases to 10, it has 30hp per inch, & no longer burns. Armor & weapons made from 'ironwood' can be used by Druids.

If only 2½ pounds of wood per level is targeted, the resulting weapon or armor has a +1 Enhancement bonus.

Liveoak(PH p222)

<Trans, VS, 10Minutes, Touch, 1day/lvl(D)>
– The touched Huge tree becomes a Treant when triggered. The trigger condition can have up to 1 word per caster level. The trigger instruction also tell the Treant what to do (often attacking).

The caster may only have one pending *Liveoak* spell at a time & can only cast it on a tree that is near his/her dwelling, a location sacred to the caster, or within 300' of something the caster wants to guard.

Repel Wood(PH p245)

<Trans, VS, 1StdAct, Medium-range, 1min/lvl>
– All wooden objects in a 120' wide by 10' tall path are pushed from the caster out to Medium-range. Wooden objects move 40' per round. If unable to move, objects less than 3" in diameter snap. If a creature holds onto a wooden object as it is pushed away, it is dragged along. Once set, the location & direction of the spell continue for the spell's duration.

Spellstaff(PH p255)

<Trans, VSF(staff), 10Minutes, Touch, until discharged(D)>
– The caster "casts" ones of his/her spells into the staff for later use (much like a scroll). Any given caster may have only one spellstaff at any time.

Transport via Plants(PH p266)

<Trans, VS, 1StdAct, Personal>
– The caster can enter a living plant of at least Medium-size that is not considered a creature & teleport to another plant of the same type any distance away. The caster either needs to be familiar with the target area or provide directions (i.e., "200 miles north") and the spell will find the closest appropriate plant.

7th LevelAbjuration*Storm Tower*(MoF p125)

<Abj, VS, 1FullRound, Long-range, 1rnd/lvl(D)>
– Creates a 20' radius by 100' tall cylinder of swirling clouds:
a) absorbs any electricity;
b) negates *Magic Missiles* cast into, out of, or within the tower;
c) winds speeds within the tower are 60mph, making ranged attacks impossible;
d) moving within the tower is normal, but it can only be entered or existed by a creature of at least Gargantuan size;
e) creatures within the tower have One-Half Concealment from those outside the tower;
f) all creatures within 50' of the tower receives a –10 penalty on Listen checks.

Conjuration*Create Crossroads and Backroad*(MoF p86)

<Conj(creat), VSX(3,500)/DF, 1Day, Touch>
– Links two locations by magical path & summons a guardian to maintain them. Details are on MoF p44.

Creeping Doom(PH p190)

<Conj(sum), VS, 1FullRound, Close-range, 1min/lvl, no save, no SR>
– Summons 1,000 insects in a 10' radius. The swarm can move as directed by the caster at a rate of 10' per round, though if they get more than 100' from the caster, the insects begin to die off. Each insect can do 1hp damage and then it dies.

Heal(PH p213) (FAQ)+

<Conj(heal), VS, 1StdAct, Touch>
– Cures all damage, diseases, mental conditions, blindness, deafness, poison, & temporary ability damage with a single casting.

Lava Spikes(DR294 p104)

<Conj(creat), VS, 1StdAct, Close-range, 1rnd/3lvls, RefNeg>
– Red-hot stone spikes rise from the earth and surround 1 creature on the ground per 3 levels within a 60' area. Each target must make a save or be surrounded by the spikes, taking 3d6 normal damage & 10d6 fire damage. The spikes then immediately cool & pin the target (but provide Three-Quarters Cover) for the spell's duration. To escape early, the target must make an Escape Artist check vs. DC 30 or a Strength check vs. DC 35. Alternatively, the spikes can be destroyed as 1" stone (hardness 8, 15hp).

Poison Vines(MoF p111)

<Conj(creat), VSF(crown of ivy leaves), 1StdAct, Medium-range, 10min/lvl>
– Creates & controls vines in a 10' radius per level spread. The vines are coated with contact poison (1d6 Dex / 2d6 Dex) to which the caster & 1 subject per level are immune. Each target is only subjected to the poison once per casting. The vines are 'assigned' one of the following effects (the caster can 'assign' a new effect as a Standard Action):
a) the vines Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a full-round Strength or Escape Artist check vs. DC 20. Anyone not entangled may move ½ speed through the area of effect. On the caster's action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again;
b) make the vines climbable (equivalent to knotted rope);
c) binds Helpless targets (DC 25 to escape);
d) slows movement as 'heavy undergrowth';
e) camouflage (+4 Competence bonus to Hide checks).

Slime Wave(DotF p89)

<Conj(sum), VSM(stagnant water), 1StdAct, Close-range, 1rnd/lvl, RefNeg, no SR>
– A 15' radius spread is splattered with Green Slime. Each round, the slime does 1d6 Constitution damage to flesh –or– 2d6 damage (bypassing Hardness) to wood & metal. If not scraped off on its 1st round, the slime must be destroyed with heat, cold, sunlight, *Remove Disease*, or cutting.

Summon Nature's Ally VII(PH p260)

<Conj(sum)[variable alignment/element], VS/DF, 1Full-Round, Close-range, 1rnd/lvl(D)>
– Summons 1 Creature from Table #7, 1d3 Creatures from Table #6, or 1d4+1 Creatures from Table #5 (or less) to fight targets of your choice, starting on your initiative of their first round.

Summon Wurm II(DR296 p82)

<Conj(sum)[variable alignment/element], VS/DF, 1Full-Round, Close-range, 1rnd/lvl(D)>
– Summons 1 Adult Wurm or 1d3+1 Wurmlike appropriate for the current terrain that will fight whomever you direct them to. They can attack on your initiative starting its first round.

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.

<u>Knowledge</u>	<u>DC</u>
Familiar	5
Met at 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.*

True Seeing(PH p267)

<Div, VSM(250gp ointment), 1StdAct, Touch, 1min/lvl>
– Within 120 unobstructed feet, the subject can see through normal & magical darkness, see magically hidden secret doors, not effected by *Blur* & *Displacement*, not effected by Invisibility, see through illusions, know the true form of polymorphed creatures & objects, and view the Ethereal Plane. The Divine version can also see alignments.

EnchantmentEvocation*Dinosaur Stampede*(DR292 p47)

<Evoc[force], VSM(fossil), 1StdAct, Medium-range, 20' radius spread by 10' high, 1rnd/lvl(D), Ref½>
– Once per round, everyone in the area of effect take 1d8 +1/level (max +20) damage. As a Free Action, the caster can move the area 60' per round.

Fire Storm(PH p205)

<Evoc[fire], VS, 1FullRound, Medium-range, Ref½>
– The caster designates 2 contiguous 10' cubes per level are filled with flame, doing 1d6 fire damage per level (max 20d6). At the caster's option, natural vegetation & any other plant life are not effected by the flames.

Sunbeam(PH p261)

<Evoc, VS/DF, 1StdAct, Medium-range, until exhausted up to 1rnd/lvl>
 – As a Standard Action, the caster can generate one sunbeam per round, up to a total of 1 per 3 levels. The beam is 5' wide, going from the caster out to the end of Medium-range.

Damage is based on creature type:

Type	Effect
Undead	1d6/lvl (max 20d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg).
Oozes	1d6/lvl (max 20d6) (Ref½).
others	3d6 (Ref½) & <u>Blind</u> (RefNeg).

Illusion**Shifting Paths**(DR291 p46)

<Ill(figure)(glam), VS, 10Minutes, Medium-range, 1hr/lvl, WillNeg>
 – Hides the real path and creates an illusionary path in a 1 mile + 1 mile per level area. Will save to see the actual path & know the other if fake.

Necromancy**Harm**(PH p212)(DU87 p103)+

<Necro[touch attack], VS, 1StdAct, no save or Will½>
 – Subject loses all but 1d4 hp. An addendum has proposed allowing a Will save.

Transmutation**Aura of Vitality**(MoF p78)

<Trans, VS, 1StdAct, Close-range, 1rnd/lvl>
 – One subject per 3 levels in a 30' area gain +4 Enhancement bonuses to Strength, Dexterity, and Constitution.

Awaken Beast(DR304 p38)

<Trans, VSF(beast)(350), 1Day, Touch>
 – The touched 'beast' (whose Intelligence must be 3 or less) gains sentience. The caster must make a Will save vs. DC 10 + target's HD. If successful, the beast is granted the following:
 a) an Intelligence of 3d6;
 b) +1d3 Charisma;
 c) +2HD;
 d) the ability to speak 1 language + 1 per Intelligence modifier (all languages must be known by the caster).

Brilliant Aura(MoF p83)(MoFe)+

<Trans[light], VS, 1StdAct, Close-range, 1rnd/lvl>
 – 1 ally per 2 levels gains a glowing aura:
 a) Gives off light as bright as a torch.
 b) All melee & ranged attacks become Brilliant Energy (ignore non-living matter (such as armor).
 c) Gain an Enhancement bonus to damage of +1 per 2 levels (max +10).

Changestaff(PH p183)

<Trans, VSF(specially carved staff), 1FullRound, Touch, 1hr/lvl(D)>
 – The caster's focus staff transforms into a Treant, which follows the caster's instructions. If the Treant is every destroyed, the focus staff is destroyed too.
 The caster must personally spend 28 days preparing & carving the focus staff.

Cloudwalkers(MoTW p85)

<Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl>
 – One subject per level within a 30' area starts to walk on air. Once the spell is in effect, each subject may act independently. Subject may "climb" straight up or down at a movement of 30'. Once a subject is 90' off the ground, he fly horizontally at a movement of 60' with perfect maneuverability. A subject may cancel the spell on himself as a Standard Action. The caster may cancel the spell at will, but this effects all subjects.

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).

Greater Creeping Cold(MoTW p89)

<Trans[cold], VSF(25gp bottle with water), 1StdAct, Close-range, Fort½>
 – Turns the target's skin ice-cold for at least 4 rounds. At 15th level, the damage lasts for a 5th round & at 20th, the damage lasts for a 6th. If the target makes the initial save, it takes ½ damage for all the rounds.
 Rnd 1 – 1d6 damage
 Rnd 2 – 2d6 damage
 Rnd 3 – 3d6 damage
 Rnd 4 – 4d6 damage
 (Rnd 5 – 5d6 damage)
 (Rnd 6 – 6d6 damage)

Master Earth(MoF p107)

<Trans, VSF(fossil of an animal), 1StdAct, Personal>
 – Travel instantly through the earth to any location the caster can mentally picture.

Maximize Venom(DR304 p38)

<Trans, SM(700+ gp dose of poison)/DF, 1StdAct, Touch, 1rnd/lvl>
 – Touched creature with a natural poison attack has the ability damage / drain dealt by its poison always do the maximum.

Sacralize Magic Fang(DR304 p41)

<Trans[variable alignment], VS/DF, 1StdAct, Touch, 10min/lvl>
 – One natural attack of target creature gets +1 Enhancement bonus to attack and damage for every 3 caster levels (max +5) and +2d6 damage of 'chaotic', 'evil', 'good', or 'lawful' (selected at cast time). The damage also applies if the target grapples & holds an opponent with its natural attack.
 This spell can be used on a humanoid to give it a bonus with either punching or kicking.
 If cast by a good druid, the natural weapon is also considered **Blessed**.

Transmute Metal to Wood(PH p266)

<Trans, VS/DF, 1StdAct, Long-range, no save>
 – All metal objects in a 40' burst are turned to wood. Any magic item made from metal is considered to have an Spell Resistance of 20 + its caster level, which must be overcome for it to be effected. A *Limited Wish*, *Wish*, or *Miracle* is requires to restore an item.

Wind Walk(PH p272)

<Trans, VS/DF, 1StdAct, Touch, 1hr/lvl(D)>
 – You and one subject per 3 levels is transformed into a translucent mist-like form (if wearing white, most viewers will think the subject is a cloud). While in this form, each subject can fly at up to 60 miles per hour, have Damage Reduction 20/+1, vulnerable to high winds, & cannot cast spells. Each subject moves independently & the group is not required to stay together. Each subject can solidify himself in 5 rounds & later return to mist-form (also taking 5 rounds) if the spell is still in effect. Note that the caster can dismiss the spell for any or all subject at will. If the spell is within 1 minute of ending naturally, any remaining subjects descend at 60' per round (or faster if desired) before the spell expires.

8th Level

Conjuration

Bombardment(MoF p82)

<Conj(creat), VSF(quartz crystal embedded in rock), Long-range, Ref½>
 – Rocks rain down on a 15' radius area. All creatures in the area of effect take 1d8 per level (max 10d8) (Ref½) and are buried (RefNeg). A buried creature beings to suffocate unless it takes a Full Round Action to get free.

Cocoon(MoF p85)

<Conj(create), VSM(silkworm cocoon)X(1,000), 1FullRound, Close-range, Instantaneous, FortNeg>
 – The living target is surrounded by a cocoon, which has Hardness 10 & 100hp. As long as he/she is in the cocoon, the target is Paralyzed. Each day, the target receives 1 Negative Level.

If the target dies due to being drained to 0 levels, the cocoon releases the corpse & shrinks to the size of a walnut which lasts for 1day/lvl. When carried by the caster, the shrunk cocoon has the following benefits:
 a) +4 Enhancement bonus on the ability score which was the target's highest;
 b) any ranks the target had in Knowledge skills become an Enhancement bonus on the caster's Knowledge checks;
 c) if the target was a spellcaster, the caster gains 1 spell slot of the highest spell slot the target could cast.

Summon Nature's Ally VIII(PH p261)

<Conj(sum)[variable alignment/element], VS/DF, 1Full-Round, Close-range, 1rnd/lvl(D)>
 – Summons 1 Creature from Table #8, 1d3 Creatures from Table #7, or 1d4+1 Creatures from Table #6 (or less) to fight targets of your choice, starting on your initiative of their first round.

Divination

Speak with Anything(MotW p94)

<Div, VS, 10Min, Personal, 1min/lvl>
 – You can talk to and understand all sentient & most non-sentient things, including animals, plants, stone, metal, water, etc. You can understand all languages spoken to you simultaneously, but may only speak one at a time. This spell does not effect the attitude of the target object, or its intelligence, so many things have little to say. This spell does not allow you to speak with the dead.

Enchantment

Command Plants(PH p186)

<Ench(charm), V, 1StdAct, Close-range, 1day/lvl, WillNeg>
 – Up to (3 * Caster level) HD of plant creatures (or 1 plant creature of any HD) in a 30' area believe the caster is their ally & will consider anything he/she say or does as if done by a close friend. If the targets are in a threatening situation when the spell is cast, each one gets a +5 on the saving throw & any threats from the caster or the caster's allies after the spell is in effect breaks it.

-or-

<Ench, V, 1StdAct, Close-range, 1hr/lvl>

– The caster can animate up to 8 vines, or can substitute 1 shrub for 2 vines, or 1 tree for 4 vines (treat them as Animated Objects). All targets must be in a 60' area. Once animated, the targets are under the caster's command.

-or-

<Ench, V, 1StdAct, Close-range, 1hr/lvl, no SR>

– All plants within Close-range of the caster become animate and Entangle & anchor everyone in the target area who fails a Reflex save. To become unentangled requires a full-round Strength or Escape Artist check vs. DC 20. Anyone not entangled may move ½ speed through the area of effect. On the caster's action, anyone in the area of effect who is not entangled must make a new Reflex save to avoid being entangled again.

Evocation

Sunburst(PH p261)

<Evoc, VSM(sunstone, fire)/DF, 1StdAct, Long-range>
 – A 10'lvl burst of light & heat is centered on the caster. Damage is based on creature type:

Type	Effect
Undead	1d6/lvl (max 20d6) (Ref½) & destroyed if vulnerable to sunlight (RefNeg).
Oozes	1d6/lvl (max 20d6) (Ref½).
others	3d6 (Ref½) & <u>Blind</u> (RefNeg).

Whirlwind(PH p272)

<Evoc[air], VS/DF, 1StdAct, Long-range, 1rnd/lvl>
 – Creates a 30' tall cyclone that is 30' wide at the top & 10' wide at the base. As a Standard Action, the caster can "program" the cyclone to move when & where he/she desires at a movement of 60' (& can change it again as another Standard Action). Any creature that comes in contact with the cyclone who is Large-sized or smaller takes 3d6 damage (RefNeg). If a Medium-sized or smaller creature fails its first save, it must make a second Reflex save or be picked up by the cyclone & carried with it (taking 1d8 damage per round) until the spell ends or the caster directs the cyclone to put the target down.

Necromancy

Finger of Death(PH p203)

<Necro[death], VS, 1StdAct, Close-range, Fort½>
 – The living target dies on a failed saving throw. On success, target takes 3d6 + 1/level.

Transmutation

Animal Shapes(PH p173)

<Trans, VS/DF, 1StdAct, Close-range, 1hr/lvl(D)>
 – One willing subject per level in a 30' area are polymorphed into an animal of the caster's choice. The caster may dismiss the spell on all of the subjects, or an individual subject may dismiss the spell from himself as a Full-Round Action.

The new form is any animal with the following limitations:

- a) can be from Small-size to Medium-size (if the caster is 17th–19th level, then this expands to Tiny-size to Large-size, & at 20th, the animal can be Diminutive-size to Huge-size);
- b) cannot have more HD than the caster;

The subject gets the following from the new form:

- a) Strength, Dexterity, & Constitution;
- b) Natural Armor & weapons;
- c) natural movement, like swimming & flying.

The subject does not get the following from the new form:

- a) ability to use extra limbs in combat.
- b) extraordinary, spell-like, or supernatural abilities.

The subject keeps the following from its original form:

- a) Intelligence, Wisdom, & Charisma;
- b) hit points (ignore new Constitution score);
- c) level, class, & alignment;
- d) base attack bonus & base save bonuses (though these can be modified by the new form's Str, Dex, & Con); and
- e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

- a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);
- b) the caster's equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;
- c) +10 Disguise check;
- d) gain 1 day's natural healing; and
- e) if slain, return to original form.

Awaken Ooze(DR304 p38)

<Trans, VSF(ooze)X(500), 1Day, Touch>
 – The touched 'ooze' gains sentience. The caster must make a Will save vs. DC 10 + target's HD. If successful, the ooze is granted the following:
 a) becomes an 'aberration', but keeps its ooze characteristics;
 b) becomes vulnerable to Mind effects;
 c) an Intelligence of 3d6;
 d) a Wisdom of 3d6;
 e) a Charisma of 3d6;
 f) gains skill points & feats appropriate for an 'aberration' of its HD;
 g) gains the ability to speak 1 language + 1 per Intelligence modifier (all languages must be known by the caster).

On a successful Charisma check, the caster can force the new creature to perform a task for 1 minute.

Mass Awaken(MotW p90)(DR298 p108)+

<Trans, VSF(animal/tree)X(250/target), 1Day, Close-range>

– Up to one target animal or tree per 3 levels in a 30' area gain sentience. For a given casting, all targets must be of the same type.

Animal - The caster must make a Will save vs. DC 10 + target's HD. If successful, the animal gains the following:

- a) an Intelligence of 3d6;
- b) +1d3 Charisma;
- c) +2HD;
- d) the ability to speak 1 language + 1 per Intelligence modifier (all languages must be known by the caster).

Tree – The caster must make a Will save vs. DC of the HD the tree will have once awakened. If successful, the tree gains the following:

- a) an Intelligence of 3d6;
- b) a Wisdom of 3d6;
- c) a Charisma of 3d6;
- d) gains skill points & feats appropriate for an 'aberration' of its HD;
- e) gains the ability to speak 1 language + 1 per Intelligence modifier (all languages must be known by the caster).
- f) other ability scores appropriate for an animate object of its size;
- g) gains the ability to move;
- h) gains senses similar to a human's.

Repel Metal or Stone(PH p245)

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

- All metal & stone objects in a 120' wide by 10' tall path are pushed from the caster out to Medium-range. Objects less than 500 pounds move 40' per round. If unable to move, objects less than 3" in diameter break or bend. If a creature holds onto an effected object as it is pushed away, it is dragged along. Once set, the location & direction of the spell continue for the spell's duration.

Reverse Gravity(PH p246)

<Trans, VSM(loadstone, iron filing)/DF, 1StdAct,

- Medium-range, 1rnd/lvl(D), no save, no SR>
- All unattached objects & creatures in one contiguous 10' cube per 2 levels falls up. If an attached object is available, a target can attempt a Reflex save to grab onto it. Targets only "fall" to the limit of the area of effect & hover there until the spell ends. Any ability to fly or levitate makes this spell ineffective.

Word of Recall(PH p274)

<Trans[teleport], V, 1StdAct>

- Teleports the caster & up to 50 pounds per level (living creatures must be willing) back to a very familiar place that was designated when the spell was memorized.

9th Level**Abjuration****Inulnerability to Elements**(MotW p89)

<Abj, VS/DF, 1StdAct, Touch, 10min/lvl>

- Touched person is immune to damage from all five kind of energy (acid, cold, electricity, fire, & sonic).

Conjuration**Elemental Swarm**(PH p198)

<Conj(sum)[variable element], VS, 10Minutes, Medium-range, 10min/lvl(D), no SR>

- Designate whether this casting of the spell will connect with the Plane of Air, Earth, Fire, or Water. Summons 2d4 Large Elementals from that Plane. Ten minutes after the spell is completed, 1d4 Huge Elementals arrive. Twenty minutes after the spell is completed, 1 Greater Elemental appears. All the elementals serve the caster for the duration of the spell. The caster can dismissed any / all the elementals as desired.

Mass Heal(PH p226) (FAQ)+

<Conj(heal), VS, 1StdAct, Close-range>

- Cures all damage, diseases, mental conditions, blindness, deafness, poison, & temporary ability damage to all creatures in a 30' area.

Shambler(PH p250)

<Conj(creat), VS, 1StdAct, Medium-range>

- Creates 1d4+2 11HD Shambling Mounds within a 30' area. The caster can either use them as guards or to perform tasks, in which case they remain for 7 days, or to guard a location within range, in which case they remain for 7 months. In either case, the creatures are dismissible by the caster. The Shambling Mounds only have their standard fire resistance if they reside in rainy or marshy terrain.

Summon Nature's Ally IX(PH p261)

<Conj(sum)[variable alignment/element], VS/DF,

- 1Full-Round, Close-range, 1rnd/lvl(D)>
- Summons 1 Creature from Table #8, 1d3 Creatures from Table #7, or 1d4+1 Creatures from Table #6 (or less) to fight targets of your choice, starting on your initiative of their first round.

Summon Wurm III(DR296 p82)

<Conj(sum)[variable alignment/element], VS/DF,

- 1Full-Round, Close-range, 1rnd/lvl(D)>
- Summons 1 Greater Wurm, 1d3+1 Adult Wurms, or 4d4 Wurmlings appropriate for the current terrain that will fight whomever you direct them to. They can attack on your initiative starting its first round.

Divination**Foresight**(PH p207)

<Div, VSM(feather)/DF, 1StdAct, Touch, 10min/lvl>

- The caster receives mental warnings about what may harm the touched subject. If the caster placed the spell on himself, he can never be surprised or flat-footed, gains a +2 Insight bonus to AC & Reflex saves, & knows in general what to do in order to be safe (such as "close your eyes", "jump", "run"). If cast on a different target, the caster gets the warnings & must pass them on verbally to the target. In this case, neither gets the Insight bonuses.

Enchantment**Antipathy**(PH p175)

<Ench(comp)[mind], VSM(alum, vinegar)/DF, 1Hour, Close-range, 2hrs/lvl, Will½>

- Target object or location (up to 10' cube per level) is avoided by a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can enter the area or touch the object, but even this causes a –4 penalty to Dexterity due to the discomfort of the act.

This spell counters and dispels *Sympathy*.**Sympathy**(PH p263)

<Ench(comp)[mind], VSM(1,500gp of pearls, honey)/DF, 1Hour, Close-range, 2hrs/lvl, Will½>

- Target object or location (up to 10' cube per level) attracts a named type of creature (such as Red Dragons) or specific alignment (such as Lawful Evil). If a creature of the named type makes its Will save, it can leave the area or object, but must make an other save 10-60 minutes later or feel the urge to return.

This spell counters and dispels *Antipathy*.**Evocation****Earthquake**(PH p198)

<Evoc, VS/DF, 1StdAct, Long-range, 1rnd, no SR>

- Intense tremor shakes 5' per level radius. The effect depends on the terrain. The result in [brackets] is halved / avoided with a Reflex save vs. DC 15.

Terrain Effect

Cave Roof collapses [8d6 damage to anyone below].

Cliff Landslide that goes horizontally as far as it fell vertically [8d6 damage].

Open [Fall down]. 25% chance of falling in a fissure (Reflex save vs. DC 20 to get out before it closes & kills anyone still trapped).

Building All but the strongest collapse [8d6 damage to all within].

Marsh Fissures drain the water. [Sink in mud / quicksand].

Nature's Avatar(MotW p91)

<Evoc, VS/DF, 1StdAct, Touch, 1min/lvl>

- Touched animal gains a +10 Morale bonus to attack & damage rolls; +1d8 per level of Temporary hit points; an extra partial action each round, either before or after its normal action; has a +4 Haste bonus to AC (which is lost any time a Dex bonus would be lost); and jumps an extra 50% farther as an Enhancement bonus.

Thunderswarm(MotW p94)

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

- Deals 16d8 points of lightning damage, plus bursts. Layout is the same as *Meteor Swarm*.

Were-Doom(BoVD p109)

<Evoc[evil][chaos], VSM(lycanthrope fur or skin), 1Minute, Long-range, 24hrs, FortNeg>

- 1d4 random humanoids within a 50'/lvl radius area temporarily become lycanthropes. The targets immediately change into either animal or hybrid form & attack nearby creatures.

d%	Lycanthrope	d%	Lycanthrope
01-25	Wererat	61-80	Wereboar
26-60	Werewolf	81-00	Weretiger

This spell can only be cast at night.

Illusion**Necromancy****Epidemic**(MotW p88)

<Necro[touch attack], VS, 1StdAct, Touch, FortNeg>

- Infects touched subject with chosen disease which takes effect without an incubation period. As long as the target has the disease, anyone coming within 30' of him must make a Fortitude save or catch the disease too. The spell's DC decreases by 1 each day & anyone who save against catching the disease from the 'carrier' is immune for that day. The caster is immune to any disease he starts. Disease choices are Blinding Sickness, Cackle Fever, Filth Fever, Mindfire, Red Ache, The Shakes, or Slimy Doom.

Transmutation**Awaken Magical Beast**(DR304 p38)

<Trans, VSF(magical beast)X(500), 1Day, Touch>

- The touched 'magical beast' (whose Intelligence must be 3 or less) gains sentience. The caster must make a Will save vs. DC 10 + target's HD. If successful, the beast is granted the following:
 - a) an Intelligence of 3d6;
 - b) +1d3 Charisma;
 - c) +2HD;
 - d) the ability to speak 1 language + 1 per Intelligence modifier (all languages must be known by the caster).

Cast in Stone(MoF p83)(MoFe)+

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

- Anyone meeting the caster's gaze within Close-range must make a Will save or be turned to stone.

Lookingglass(MoW p90)

<Trans, VS/DF, 1Hour, Medium-range, 1day/lvl>

- This spell must be cast on a natural reflective surface (typically a pool of water) large enough for a Medium-sized creature to fit in. If cast while another *Lookingglass* you cast is still in effect, you may look through the new spell out of the previous one that is still in effect. Within 1min/lvl of the casting of the second *Lookingglass*, you and up to 1 extra person per level may step through the new *Lookingglass* and out of the old one.

Shapechange(PH p250) (T&B p94)+

<Trans, VSF(1500gp jade circlet), 1StdAct, Personal, 10min/lvl>

- Take a new form, which can be changed each round as Free Action. The new form:
 - a) can be from flea-sized to 200' in diameter;
 - b) can be any non-unique creature or object;
 The caster gets the following from the new form:
 - a) Strength, Dexterity, & Constitution;
 - b) natural armor & weapons;
 - c) natural movement, like swimming & flying;
 - d) extraordinary abilities.

The caster does not get the following from the new form:

- a) breath weapons, petrification;
- b) supernatural movement, such as *Blink*;

- c) ability to use extra limbs in combat; and
- d) spell-like, or supernatural abilities.

The caster keeps the following from its original form:

- a) Intelligence, Wisdom, & Charisma;
- b) hit points (ignore new Constitution score);
- c) level, class, & alignment;
- d) base attack bonus & base save bonuses (though these can be modified by the new form's Str, Dex, & Con); and
- e) extraordinary abilities, spells, & spell-like abilities (but not supernatural abilities).

In addition:

- a) the new form can cast spells if it is physically capable (i.e., mouth for verbal components, hands for somatic, etc.);
- b) the caster's equipment is transformed into analogous equipment for the new form if humanoid shaped, otherwise it is absorbed into the body & suppressed;
- c) +10 bonus on Disguise checks;
- d) gain 1 day's natural healing; and
- e) if slain, return to original form.

Transmute Rock to Lava(DR292 p50)

<Trans, VS, 1StdAct, Medium-range, 10' cube >

- Instantly heat a 10'x10'x10 area of natural, unworked stone into molten lava. The lava cools & solidifies naturally, leaving it dangerous for at least a day, and possibly for weeks. This spell has a variety of effects:

- a) If cast under a target, the target must make a Reflex save or sink into the lava, taking 20d6 fire damage each round they remain, & 10d6 fire damage for 1d3 rounds after

escaping. A person in lava has a move of 5' & -2 penalty to attacks & AC.

- b) If cast on a ceiling, it falls and creates a 15' radius splash area about 1'6" deep. The falling lava and collateral ceiling damage do 2d6 fire damage & 8d6 bludgeoning damage (Reflex save for ½). While in the area, subjects take 1d6 fire damage, & after they leave, they still take 1d6 fire damage for 1d3 rounds.
- c) If cast under the foundation of a castle, that building takes 10d6 damage per round, typically destroying it in short order.

True Reincarnate(MoW p96)

<Trans, VS/DF/X(1,000), 1Hour, Touch>

- If cast on a body dead less than 10 years per level whose soul is willing & able to return, then a new body of a random type (roll twice on the Reincarnation Forms Table in the Animal Index & choose one) is mystically created for the soul to enter. The target retains his/her Intelligence, Wisdom, Charisma, and memories. The target retains level-based advantages (including skill ranks, base attack bonus, base hit points, etc.). The new body's Strength, Dexterity, & Constitution is determined by removing any previous Racial Modifiers & applying the new body's Racial Modifiers (see the Reincarnation Forms Table). If the target is reincarnated into an animal body, its type becomes Magical Beast & it gains the ability to speak any previous languages.

Spell Tables

Summon Nature's Ally

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

Summon Nature's Ally I (up to CR1)

Baboon (MM p193)	Dog (MM p195)	Porpoise (MM p200)	Snake, Viper (small) (MM p202)
Badger (MM p193)	Eagle (MM p196)	Stirge (MM p173)	
Dire Rat (MM p56)	Jermalaine (MM2 p131)	Twig Blight (MM2 p197)	

Summon Nature's Ally II (CR1)

Camel (MM p195)	Horse, Heavy (MM p197)	Octopus (MM p199)	Squid (MM p201)
Dog, Riding (MM p196)	Hybsil (MMF p61)	Shark (medium) (MM p200)	Wolf (MM p204)
Dryad (MM p78)	Krenshar (MM p125)	Snake, Viper (medium) (MM p201)	
Fungus, Shrieker (MM p93)	Warhorse, Light (MM p197)	Sprite, Grig (MM p172)	

Summon Nature's Ally III (CR2)

Ape (MM p193)	Dire Bat (MM p57)	Paraelemental, Ice (small) [air][cold] (MotP p181)	Thoqqua [earth][fire] (MM p175)
Azer [lawful][fire] (MM p22)	Dire Weasel (MM p56)	Paraelemental, Magma (small) [earth][fire] (MotP p181)	Worg (MM p184)
Bear, Black (MM p193)	Elemental, Air (small) [air] (MM p81)	Paraelemental, Ooze (small) [earth][water] (MotP p183)	Snake, Constrictor (medium) (MM p201)
Bison (MM p194)	Elemental, Earth (small) [earth] (MM p82)	Paraelemental, Smoke (small) [air][fire] (MotP p184)	Snake, Viper (large) (MM p202)
Boar (MM p194)	Elemental, Fire (small) [fire] (MM p83)	Salamander, Flamebrother [fire] (MM p159)	Warhorse, Heavy (MM p197)
Cheetah (MM p195)	Elemental, Water (small) [water] (MM p84)	Satyr (MM p160)	Wolverine (MM p204)
Crocodile (MM p195)	Giant Lizard (MM p198)	Shark (large) (MM p201)	
Dire Badger (MM p56)	Leopard (MM p198)		

Summon Nature's Ally IV (CR3)

Ankheg (MM p18)	Dire Wolf (MM p57)	Mephit, Earth [earth] (MM p132)	Pegasus (MM p148)
Arrowhawk, Juvenile [air] (MM p19)	Giant Eagle (MM p102)	Mephit, Fire [fire] (MM p132)	Fungus, Violet (MM p93)
Assassin Vine (MM p20)	Giant Owl (MM p103)	Mephit, Ice [air][cold] (MM p132)	Snake, Viper (huge) (MM p202)
Centaur (MM p33)	Ice Serpent [air][cold] (MMF p62)	Mephit, Magma [fire] (MM p132)	Tojanida, Juvenile [water] (MM p177)
Dinosaur, Cryptoclidus (MM2 p70)	Lion (MM p198)	Mephit, Ooze [water] (MM p132)	Unicorn (MM p181)
Dinosaur, Deinonychus (MM p55)	Magmin [fire] (MM p130)	Mephit, Salt [earth] (MM p132)	Unicorn, Black (MMF p83)
Dire Ape (MM p57)	Mephit, Air [air] (MM p132)	Mephit, Steam [fire] (MM p132)	Xorn, Minor [earth] (MM p187)
Dire Toad (MM2 p76)	Mephit, Dust [air] (MM p132)	Mephit, Water [water] (MM p132)	

Summon Nature's Ally V (CR4-5)

Alaghi (MMF p14)	Elemental, Air (med.) [air] (MM p81)	Paraelemental, Magma (med.) [earth][fire] (MotP p181)	Siren (MM2 p185)
Arrowhawk, Adult [air] (MM p19)	Elemental, Earth (med.) [earth] (MM p82)	Paraelemental, Ooze (med.) [earth][water] (MotP p183)	Snake, Giant Constrictor (MM p201)
Bear, Brown (MM p193)	Elemental, Fire (med.) [fire] (MM p83)	Paraelemental, Smoke (med.) [air][fire] (MotP p184)	Sprite, Pixie (MM p172)
Bear, Polar (MM p193)	Elemental, Water (med.) [water] (MM p84)	Peryton (MMF p69)	Tiger (MM p203)
Crocodile, Giant (MM p195)	Genie, Djinni [good][chaotic][air] (MM p94)	Rast [evil] (MM p154)	Tojanida, Adult [water] (MM p177)
Dire Boar (MM p57)	Genie, Janni [n/a] (MM p94)	Rhinoceros (MM p201)	Triton [water] (MM p178)
Dire Lion (MM p57)	Girallon (MM p104)	Salamander, Average [fire] (MM p159)	Whale, Baleen (MM p204)
Dire Snake (MM2 p76)	Green Warder (MMF p57)	Satyr with pipes (MM p160)	Whale, Orca (MM p204)
Dire Wolverine (MM p57)	Owlbear (MM p148)	Shark (huge) (MM p200)	
Displacer Beast (MM p57)	Paraelemental, Ice (med.) [air][cold] (MotP p181)		

Summon Nature's Ally VI (CR6-7)

Belker [air] (MM p26)	Elemental, Air (large) [air] (MM p81)	Legendary Wolf (MM2 p137)	Shambling Mound (MM p162)
Dark Tree (MMF p31)	Elemental, Earth (large) [earth] (MM p82)	Nymph (MM p143)	Tendriculos (MM p175)
Dinosaur, Allosaurus (MM2 p70)	Elemental, Fire (large) [fire] (MM p83)	Paraelemental, Ice (large) [air][cold] (MotP p181)	Whale, Cachalot (MM p203)
Dinosaur, Megaraptor (MM p55)	Elemental, Water (large) [water] (MM p84)	Paraelemental, Magma (large) [earth][fire] (MotP p181)	Xorn, Average [earth] (MM p187)
Dinosaur, Triceratops (MM p55)	Genie, Dao [evil][earth] (MotP p172)	Paraelemental, Ooze (large) [earth][water] (MotP p183)	
Dire Bear (MM p58)	Legendary Ape (MM2 p137)	Paraelemental, Smoke (large) [air][fire] (MotP p184)	
Dire Elk (MM2 p75)	Legendary Eagle (MM2 p137)		

Summon Nature's Ally VII (CR8-9)

Arrowhawk, Elder [air] (MM p19)	Elemental, Earth (huge) [earth] (MM p82)	Legendary Bear (MM2 p38)	Salamander, Noble [fire] (MM p159)
Dinosaur, Tyrannosaurus (MM p55)	Elemental, Fire (huge) [fire] (MM p83)	Paraelemental, Ice (huge) [air][cold] (MotP p181)	Tojanida, Elder [water] (MM p177)
Dinosaur, Quetzacoatlus (MM2 p72)	Elemental, Water (huge) [water] (MM p84)	Paraelemental, Magma (huge) [earth][fire] (MotP p183)	Treant (MM p178)
Dire Shark (MM p58)	Elephant (MM p197)	Paraelemental, Ooze (huge) [earth][water] (MotP p183)	Xorn, Elder [earth] (MM p187)
Dire Tiger (MM p58)	Genie, Efreeti [evil][lawful][fire] (MM p94)	Paraelemental, Smoke (huge) [air][fire] (MotP p184)	
Elemental, Air (huge) [air] (MM p81)	Genie, Marid [chaotic][water] (MotP p173)		

Summon Nature's Ally VIII (CR10-11)

Couatl [good][lawful] (MM p38)	Elemental, Fire (greater) [fire] (MM p83)	Paraelemental, Ice (greater) [air][cold] (MotP p181)	Paraelemental, Smoke (greater) [air][fire] (MotP p184)
Dire Elephant (MM2 p75)	Elemental, Water (greater) [water] (MM p84)	Paraelemental, Magma (greater) [earth][fire] (MotP p183)	Squid, Giant (MM p202)
Elemental, Air (greater) [air] (MM p81)	Legendary Shark (MM2 p138)	Paraelemental, Ooze (greater) [earth][water] (MotP p183)	
Elemental, Earth (greater) [earth] (MM p82)	Legendary Tiger (MM2 p138)		

Summon Nature's Ally IX (CR12-13)

Dinosaur, Seisosaurus (MM2 p72)	Elemental, Fire (elder) [fire] (MM p83)	Paraelemental, Magma (elder) [earth][fire] (MotP p183)	Red Sundew (MM2 p179)
Dinosaur, Spinosaurus (MM p72)	Elemental, Water (elder) [water] (MM p84)	Paraelemental, Ooze (elder) [earth][water] (MotP p183)	
Elemental, Air (elder) [air] (MM p81)	Grizzly Mastodon (MM2 p123)	Paraelemental, Smoke (elder) [air][fire] (MotP p184)	
Elemental, Earth (elder) [earth] (MM p82)	Paraelemental, Ice (elder) [air][cold] (MotP p181)		

Hallow/Unhallow Table

Price indicates how expensive a given spell costs to be added to the Hallow / Unhallow spell.

500gp

Detect Magic(PH p193)(FAQ)+
<Univ, VS, 1StdAct, 60'range, Concentration up to 1min/1vl, no SR>
– Detects spells and magic items within 60'. A quarter circle can be checked each round.

1,000gp

Endure Elements(PH p199)
<Abj, VS, 1StdAct, Touch, 24hrs>
– Ignore 5 damage/round from one energy type (acid, cold, electricity, fire, or sonics).

2,000gp

Resist Elements(PH p246)
<Abj, VS/DF, 1StdAct, Touch, 1 min/1vl>
– Ignore 12 damage/round from one energy type (acid, cold, electricity, fire, or sonics). Note that this spell supercedes *Endure Elements*.

3,000gp

Dispel Magic(PH p196)
<Abj, VS, 1StdAct, Medium-range, 1 target –or– 30' radius, 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 the 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.

Protection from Elements(PH p240)

<Abj, VS/DF, 1StdAct, Touch, until discharged up to 10min/1vl>
– Touched person is immune to a total of 12 damage per level from one kind of energy (acid, cold, electricity, fire, or sonic). Once all the damage has been taken, the spell is discharged.

4,000gp

Freedom of Movement(PH p207)
<Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/1vl>
– Subject moves normally despite magical impediments (*Web*, *Hold Person*) or natural ones (mud, water). While under the effect of this spell, the subject can fight underwater.

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

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

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

<p><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.</p>	<p><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>.</p>
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Levels of Fear

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

<p><u>Shaken</u> Subject suffers a -2 Morale penalty to attacks, skill checks, ability checks, & saving throws</p> <p><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.</p>	<p><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.</p>	<p><u>Covering</u> Subject is paralyzed with fear and cannot take any actions. Dexterity is considered 0 & attackers have a +2 bonus to hit.</p>
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Other Definitions

<p><u>All Actions</u> Attack Rolls, Saving Throws, Skill Checks, & Ability Checks.</p> <p><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).</p> <p><u>Blessed</u> Some creatures (like Raksasha) take special damage from 'Blessed' weapons.</p> <p><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 –</p>	<p>4 penalty on Strength & Dexterity skills, & all enemies gain a +2 bonus on their attack rolls.</p> <p><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)</p> <p><u>Caster Check</u> Caster level + 1d20 vs. the indicated DC.</p> <p><u>Catch Fire</u> Reflex save vs. DC 15 to avoid catching fire. Each round, the subject & its equipment take</p>	<p>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.</p> <p><u>Cloud</u> 5' of cloud provides <u>Half Concealment</u>, while 10' or more provides <u>Full Concealment</u>.</p> <p><u>Cone</u> Effect starts at the caster and extends out in a cone whose base-diameter is equal to the cone's length.</p>
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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.

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 ½ 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 + ½ HD + Charisma modifier). If the subject fails, then he/she loses 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

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 - #97.

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
MotP	– Manual of the Planes	
D&D	– Deities and Demigods	– 881650000
S&F	– Sword and Fist	– WTC 11829
S&Fe	– Sword and Fist Errata	– http://www.wizards.com/dnd/files/SnFEerrataV2.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	
FRre	– 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	
RL	– Ravenloft	– WW 15099
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)	

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