

# Wizard's Spellbook

BVD = Book of Vile Darkness, DD = Deities & Demigods, DoF = Defenders of the Faith, FRC = Forgotten Realms Campaign Setting, LoD = Lords of Darkness, MoF = Magic of Faerun, MoP = Manual of the Planes, Mon = Monsters of Faerun, MW = Masters of the Wild, SME = Silver Marches Web Enhancement, T&B = Tome & Blood

## 0 Level Spells

Spell	Description	School	Range	Target, Effect, Area	Duration	Save	SR	PHB
Acid Splash	Acid orb deals 1d3 damage	Conj	C	One acid missile	Instantaneous	-	Yes	MoF
Arcane Mark	Inscribes a unique rune	Univ	0 ft	Rune or mark	Permanent	-	-	176
Dancing Light	Figment torches or other lights	Evoc	M	Within 10 ft-rad area	1 min	Will disblf	-	190
Daze <sup>17</sup>	Creature loses next action	Ench	C	1 creat up to 4 HD	1 rnd	Will negs	Yes	191
Detect Magic	Detects spells and magic items	Univ	60 ft	Quarter circle	Conc, 1 min/lvl (D)	-	-	193
Detect Poison	Detects poison in creature/object	Div	C	Creat,obj or 5 ft cube	Instantaneous	-	-	193
Disrupt Undead	Deals 1d6 damage to 1 undead	Necro	C	Ray	Instantaneous	-	Yes	197
Electric Jolt	Energy stroke 1d3 damage	Evoc	C	One creature/object	Instantaneous	-	Yes	MoF
Filch	Known object is filched	Conj	C	1 diminutive object	-	Will object	-	-
Flare	Dazzles 1 creature (-1 attack)	Evoc	C	Burst of light	Inst (1 min)	Fort negs	Yes	206
Ghost Sound	Figment sounds	Illus	C	Noise of 4/lvl (20)	1 rnd/lvl	Will disblf	-	209
Horizikaul's Cough	Sound 1 damage, deafen 1 rnd	Evoc	C	One creat./obj.	Instantaneous	Will part	Yes	MoF
Light <sup>14</sup>	Object shines like a torch	Evoc	Touch	Light in 20-ft rad	10 min/lvl (D)	-	-	222
Phantasmal Whisperer	Sends a silent message to another within range.	Illus	C		Instantaneous	Will (neg)	Y	D291,44
Preserve Organ	Preserve severed organ	Necro	Touch	One organ	24 h	Fort negs	Yes	BVD
Prestidigitation	Performs minor tricks	Univ	10 ft	Lift 1 lbs etc. tricks	1 h	-	-	238
Ray of Frost	Ray deals 1d3 cold damage	Conj	C	Ray	Instantaneous	-	Yes	243
Read Magic	Read scrolls and spellbooks	Univ	Self	You, 250 words/min	10 min/lvl	-	-	243
Resistance	Subject gains +1 on saves	Abjur	Touch	Creature touched	1 min	Will negs	Yes	245
Silent Portal	Negates sound of one portal	Illus	C	Single portal	1 h/lvl (D)	Will negs	Yes	MoF
Spark	Ignites flammable materials	Evoc	C	-	-	-	-	-
Unnerving Gaze	-1 morale attack penalty	Illus	C	One humanoid	1 rnd/lvl	Will negs	Yes	BVD

## 1<sup>st</sup> Level Spells

Spell	Description	School	Range	Target, Effect, Area	Duration	Save	SR	PHB
Aberrate	Transform target into Aberration <sup>1</sup>	Trans	Touch	One living creature	10 min/lvl	Fort negs	Yes	BVD
Alarm	Wards an area for 2 h/lvl	Abjur	C	25-ft-rad emanation	2 h/lvl (D)	-	-	172
Alustriel's Banner	Create banner + music, Light	Illus	L	Mobile banner	1 rnd/lvl (D)	Will disblf	-	SME
Animate Rope	Rope moves at your command	Trans	M	1 ropelike object	1 rnd/lvl	-	-	174
Apothecary	Heals 1d4 hp	Necro	Touch	-	-	-	-	Net
Bestow Wound	Bestow/heal 1/lvl dam up to full HP	Trans	Touch	Living creature	Instantaneous	Fort negs	Yes	BVD
Black Bag	Create torture bag, carry evil items	Conj	Touch	Black leather bag 1 lb	24 h	-	-	BVD
Bone Armor	+7 AC till 2 hp/lvl damage taken	Conj	Touch	Creature touched	1 h/lvl (D)	Will negs	Yes	-
Burning Hands	1d4 fire dmg/lvl (max 5d4)	Trans	10 ft	Semicirc 10 ft L	Instantaneous	Ref half	Yes	181
Cause Fear	One creature flees for 1d4 rnds	Necro	C	-2 to att/dmg/saves	1d4 rnds	Will negs	Yes	182
Cauterize	Stops bleeding, heals 1hp	Necro	Touch	-	-	-	Yes	Net
Change Self	Changes your appearance	Illus	Self	You, 1 ft size change	10 min/lvl (D)	-	-	183
Charm Person	Makes one person your friend	Ench	C	1 person	1 h/lvl	Will negs	Yes	183
Cheat	Cheat once in game of chance	Trans	Self	You	1 min/lvl/discharge	-	-	BVD
Chill Touch	1 touch/lvl deals 1d6 dmg	Necro	Touch	Creates touched, 1/lvl	Instantaneous	Fort part	Yes	184
Color Spray	Knocks unconscious etc. 1d6 creats	Illus	C	Cone	Instantaneous	Will negs	Yes	185
Comprehend Languages	Understands all languages	Div	Self	You, 250 words/min	10 min/lvl	-	-	186
Corrosive Grasp	Acid touch 1d6+1 damage once/lvl	Conj	Touch	Creatures touched	Instantaneous	-	Yes	MoF
Darklight	Can see in dark sphere only	Evoc	Touch	One creat./obj.	1 min/lvl	-	-	BVD
Death Grimace	Put signature on corpse	Necro	Touch	One corpse	Permanent	-	-	BVD
Detect Secret Doors	Reveals hidden doors within 60 ft	Div	60 ft	Quarter circle	Conc, 1min/lvl (D)	-	-	193
Detect Undead	Reveals undead within 60 ft	Div	60 ft	Quarter circle	Conc, 1min/lvl (D)	-	-	194
Drug Resistance	Target is immune to drug addiction	Ench	Touch	One living creature	1 h/lvl	Fort negs	Yes	BVD
Endure Elements	Ignores 5 dmg/rnd from element	Abjur	Touch	Creature touched	24 h	-	Yes	199
Enlarge	Object or creature grows +10%/lvl	Trans	C	Creature or object	1 min/lvl	Fort negs	Yes	200
Erase	Mundane or magical writing vanish	Trans	C	1 scroll or 2 pages	Instantaneous	Special	-	200
Expeditious Retreat	Doubles your speed	Trans	Self	You, speed/jump x2	1 min/lvl (D)	-	-	202
Extract Drug	Creates magical drug	Conj	Touch	One dose of a drug	Permanent	-	-	BVD
Feather Fall	Objects or creatures fall slowly	Trans	C	10-ft-rad, 300 lb/lvl	Land or 1 rnd/lvl	Will negs	Yes	203
Forcewave	Wave 1d4 + 1 dam. + bull rush	Evoc	M	Wave on one creat.	Instantaneous	Fort part	Yes	MoF
Grease	Makes 10-ft square or obj slippery	Conj	C	Obj or 10ft x 10ft sq	1 rnd/lvl (D)	Special	No	210
Hold Portal	Holds door shut	Abjur	M	20 sq ft/lvl	1 min/lvl	-	-	214
Horizikaul's Boom	1d4 /2 lvl (max 5d4), deaf 1d4 rnds	Evoc	C	One creature	Instantaneous	Will part	Yes	MoF
Hypnotism	Fascinates 2d4 HD of creats	Ench	C	Max 30 ft apart	2d4 rnds (D)	Will negs	Yes	215
Ice Dagger	Ice deals 1d4/lvl (max 5d4)/ 1 sec.	Evoc	C	1 dam to 5 ft second.	Instantaneous	Ref half	Yes	MoF
Identify	Determines feature of magic item	Div	Touch	1 touched obj/lvl	Instantaneous	-	-	216
Ironguts	+4 circumst. Fort bonus vs poison	Abjur	Touch	Creature touched	10 min/lvl	Will negs	Yes	MoF
Jump	Subject gains +30 on jump checks	Trans	Touch	Creature touched	1 min/lvl (D)	-	Yes	219
Kaupae's Skittish Nerves	Target gains +5 initiative	Trans	Touch	Creature touched	1 min/lvl	-	Yes	MoF
Know Protections	Learn creatures resistances, etc.	Div	C	One creature	Instantaneous	Will negs	Yes	MoF
Laeral's Cutting Hand	Hand gets +2 enh., normal dam.	Trans	Self	Your hand	1 rnd/lvl (D)	-	-	MoF
Launch Item	Launch fine item at great speed	Trans	L	Fine item up to 10 lbs	Instantaneous	-	-	MoF
Lesser Acid Orb	1 + 1/2 lvl orbs, 1d8 acid damage	Evoc	C	Up to 5 creatures	Instantaneous	Fort half	Yes	T&B
Lesser Cold Orb	1 + 1/2 lvl orbs, 1d8 cold damage	Evoc	C	Up to 5 creatures	Instantaneous	Fort half	Yes	T&B
Lesser Electric Orb	1 + 1/2 lvl orbs, 1d8 electric dam	Evoc	C	Up to 5 creatures	Instantaneous	Fort half	Yes	T&B
Lesser Fire Orb	1 + 1/2 lvl orbs, 1d8 fire damage	Evoc	C	Up to 5 creatures	Instantaneous	Fort half	Yes	T&B

Lesser Sonic Orb	1 + 1/2 lvl orbs, 1d8 sonic damage	Evoc	C	Up to 5 creatures	Instantaneous	Fort half	Yes	T&B
Low-Light Vision	Target gains low-light vision as elf	Trans	Touch	Creature touched	1 h/lvl	-	Yes	MoF
Mage Armor	Give subject +4 armor bonus	Conj	Touch	Creature touched	1 h/lvl (D)	Will negs	Yes	223
Magic Missile	1d4+1 dmg, +1 missile lvls 3,5,7,9	Evoc	M	Max 15 ft apart	Instantaneous	-	Yes	224
Magic Weapon	Weapon gains +1 bonus	Trans	Touch	+1 att/dmg	1 min/lvl	Will negs	Yes	225
Message	Whispered conversation at distance	Trans	M	1 creature/lvl	10 min/lvl	-	-	227
Mount	Summons riding horse for 2 h/lvl	Conj	C	Light horse or pony	2 h/lvl	-	-	231
Negative Energy Ray	1d6 + 1d6/ 2 lvl (max 5d6) damage to living creatures	Necro	C	Ray	Instantaneous	Will half	Yes	T&B
Net of Shadows	Sight reduced to 5 ft, 9/10 conceal	Illus	C	1 creat./lvl 25 ft apart	3 rnds	Will negs	Yes	MoF
Nether Trail	Powder compels outsiders to follow	Conj	Touch	20-ft/lvl trail	10 min/lvl	Will negs	-	BVD
Nybor's Gentle Reminder	Target dazed for 1 rnd, -1 attack, saves, checks, +2 to Str	Ench	C	One living creature	2 rnds	Fort negs	Yes	MoF
Nystul's Magic Aura	Grants obj false magic aura	Illus	Touch	1 obj, weight 5 lb/lvl	1 day/lvl	-	-	232
Nystul's Undetectable Aura	Masks magic item's aura	Illus	Touch	1 obj, weight 5 lb/lvl	1 day/level	-	-	232
Obscuring Mist	Fog surrounds you	Conj	30 ft	Cloud spreads 30 ft	1 min/lvl	-	-	233
Portal Beacon	Port sends ment. beacon to 6creat.	Trans	C	One interplanar portal	1 h/lvl	-	-	MoP
Protection from Chaos <sup>4</sup> / Evil <sup>2</sup> / Good <sup>1</sup> / Law <sup>3</sup>	+2 deflection AC and saves, ward vs possession, blocks summoned/conjured creature contact	Abjur	Touch	Creature touched	1 min/lvl	Will negs	-	240
Ray of Enfeeblement	Reduces Str by 1d6+1/2lvls	Necro	C	Ray, max penalty -5	1 min/lvl	Fort negs	Yes	242
Reduce	Object or creature shrinks 10%/lvl	Trans	C	10 cu.ft / lvl	1 min/lvl	Fort negs	Yes	243
Repair Light Damage	Cure 1d8 + 1/lvl (max +5) damage to construct	Trans	Touch	Construct touched	Instantaneous	-	Yes	T&B
Sacrificial Skill <sup>1</sup>	+5 knowledge(religion) evil gods	Ench	Self	You	1 min/lvl	-	-	BVD
Scatterspray	Sprays small items (10 ft rad)	Illus	C	6+ items within 1ft	Instantaneous	-	-	FRC
Shelgarn's Persistent Blade <sup>13</sup>	Dagger of force attacks (+half Cha bonus), AC 14, 1 HP	Evoc	C	Small blade	1 rnd/lvl	-	Yes	MoF
Shield <sup>13</sup>	Disc covers, blocks magic missiles	Abjur	Self	¾ cover	1 min/lvl (D)	-	-	251
Shieldbearer	Animates a shield to hover near and protect one creature.	Trans	Touch		2 rnd/lvl	None	N	D275,86
Shocking Grasp <sup>7</sup>	Touch delivers 1d8+1/lvl electricity	Trans	Touch	+3 att if wears metal	Until discharged	-	Yes	251
Silent Image	Creates minor illus of your design	Illus	L	4 10-ft cubes+1/lvl	Conc	Will disblf	-	252
Sleep <sup>17</sup>	Put 2d4 HD of creats into slumber	Ench	M	Within 15 ft-rad burst	1 min/lvl	Will negs	Yes	252
Speed Swim	Swim at 30 ft, no checks	Trans	C	One creature	1 min/lvl (D)	-	Yes	MoF
Spider Climb	Grants ability to walk on walls	Trans	Touch	At half its speed	10 min/lvl	Will negs	Yes	255
Spirit Worm	inflict 1 Con/rnd, save 1d2 dam	Necro	Touch	Living creature	1 rnd/lvl	Fort part	Yes	MoF
Stone Missiles	Stones fly at 1d4 targets causing 1d4 dam/lvl (max 5d4).	Evoc	M		Instantaneous	None	Y	D285,47
Stun Ray	Target Stunned	Conj	C	Touch attack	1 rnd+1d4rnds	Fort	Yes	Drag
Stupor <sup>17</sup>	Target can take no action	Ench	Touch	One helpless creature	1 h/lvl	Fort negs	Yes	BVD
Summon Monster I	Calls outsider to fight for you	Conj	C	Summoned creature	1 rnd/lvl (D)	-	-	258
Summon Undead I <sup>1</sup>	As Summon Monster, but undead	Conj	C	One creature	1 rnd/lvl	-	-	MoF
Suspend Disease	No harm form disease for 1 day	Abjur	Touch	One creature	24 h	Fort negs	Yes	BVD
Tenser's Floating Disk <sup>13</sup>	3-ft. diam disk, holds 100 lb/lvl	Evoc	C	3-ft diam, inch deep	1 h/lvl	-	-	265
Tongue Tendrils <sup>1</sup>	Spit 1/4 lvl grappling tendrils	Trans	Self	You	1 h/lvl / discharge	-	-	BVD
True Strike	Adds +20 to your next attack	Div	Self	You, +20 to att	Next attack	-	-	267
Unseen Servant	Creates invis force that obeys you	Conj	C	Str 2, speed 15 ft	1 h/lvl	-	-	268
Ventriloquism	Throws voice for 1 min/lvl	Illus	C	Usually speech	1 min/lvl (D)	Will disblf	-	269
Weapon Shift	Changes one non-magical melee weapon to another.	Trans	Touch		5 min/lvl (D)	None	N	D275,85

2 <sup>nd</sup> Level Spells								
Spell	Description	School	Range	Target, Effect, Area	Duration	Save	SR	PHB
Addiction	Make target addicted to drug	Ench	Touch	One living creature	Instantaneous	Fort negs	Yes	BVD
Adrenaline Surge	Summoned creatures +4 Str	Trans	C	Rad equal to range	1 rnd/lvl	Will negs	Yes	MW
Aganazzar's Scorchers <sup>8</sup>	1d8 fire damage/2 lvl (max 5d8)	Evoc	C	5 ft path	Instantaneous	Ref half	Yes	FRC
Alter Self	Changes appearance	Trans	Self	You, +10 disguise	10 min/lvl (D)	-	-	172
Arcane Lock	Magically locks a portal or chest	Abjur	Touch	Size 30 sq ft/lvl	Permanent	-	-	176
Balagarn's Iron Horn <sup>9</sup>	Vibration trips creat. Str 20	Trans	C	Cone	Instantaneous	-	Yes	MoF
Battering Ram <sup>13</sup>	1d6 damage + Bull Rush Str 25	Evoc	C	One obj./creat.	Instantaneous	-	Yes	MoF
Blindness / Deafness	Makes subject blind or deaf	Trans	M	Living creature	Permanent (D)	Fort negs	Yes	180
Blur	Attacks miss subject 20%	Illus	Touch	½ concealment	1 min/lvl	Will negs	Yes	181
Body of the Sun <sup>8</sup>	Fire aura 1d4+1 damage, Ref half	Trans	5 ft	5-ft-rad emanation	1 rnd/lvl	-	-	MW
Bull's Strength	Subject gains 1d4+1 Str, 1 h/lvl	Trans	Touch	Creature touched	1 h/lvl	Will negs	Yes	181
Cat's Grace	Subject Gains 1d4+1 Dex, 1 h/lvl	Trans	Touch	Creature touched	1 h/lvl	Will negs	Yes	182
Choke <sup>13</sup>	Invisible hands strangle foe	Conj	C	One creature -Large	1 rnd /lvl	Ref half	Yes	T&B
Claws of Darkness	Natural touch weapon 1d4 cold	Illus	Self	You (10 ft reach)	1 rnd/lvl (D)	Fort part	Yes	FRC
Cloud of Bewilderment	Cloud stuns, blinds for 1d6 rnds	Evoc	10 ft	Cone	1 rnd/lvl	Fort negs	Yes	MoF
Combust <sup>8*</sup>	creat/obj burns 2d6+1/lvl(max+10)	Evoc	Touch	Creat./obj. 25 lbs/lvl	Instantaneous	Ref part	Yes	LoD
Command Undead	Control undead creature	Necro	C	1 Undead Creature	1 day/lvl	Text	Yes	T&B
Continual Flame <sup>14</sup>	Makes a permanent, heatless torch	Evoc	0 ft	Illusory flame	Permanent	-	-	188
Create Magic Tattoo	Make temporary magical tattoos	Conj	Touch	Creature touched	1 day	-	Yes	FRC
Damage Mirror	If struck, creatures within 10 ft suffer identical damage	Necro	Self	One discharge	1hr/lvl, until triggered	-	-	Net
Dance of Ruin <sup>1</sup>	Non-demons take 2d20 damage	Necro	C	Spread center on you	Instantaneous	Ref half	Yes	BVD
Darkbolt	Ranged touch 1d8/2 lvl (max 5d8)	Evoc	C	One creature	Instantaneous	Fort part	Yes	BVD
Darkness	20-ft rad of supernatural darkness	Evoc	Touch	Obj, 20-ft radius	10 min/lvl (D)	-	-	190
Darkvision	See 60 ft in total darkness	Trans	Touch	See 60 ft in dark	1 h/lvl	-	Yes	190
Daylight	60-ft rad of bright light	Evoc	Touch	Obj, 60-ft radius	10 min/lvl	-	-	191
Death Armor	Black aura 1d4 + 1/2lvl (max+5)	Necro	Self	You	1 rnd/lvl	Will negs	Yes	MoF

Detect Thoughts <sup>17</sup>	Allows "listening" surface thoughts	Div	60 ft	Quarter circle	Conc, 1 min/lvl (D)	Will negs	-	194
Devil's Tongue <sup>1</sup>	Grapple with tongue 15 ft, no AoO	Trans	Self	You	1 min/lvl	-	-	BVD
Disguise Undead	As Change Self on undead	Illus	Touch	One Undead Creature	10 min/lvl (D)	-	-	T&B
Eagle's Splendor	Gain 1d4+1 Cha for 1 h/lvl	Trans	Touch	Creature touched	1 h/lvl	Will negs	Yes	FRC
Endurance	Gain 1d4+1 Con for 1 h/lvl	Trans	Touch	Creature touched	1 h/lvl	Will negs	Yes	199
Entice Gift <sup>17</sup>	Target gives you what it is holding	Ench	C	One creature	1 rnd	Will negs	Yes	BVD
False Life	1d10 + 1/lvl temp HP	Necro	Touch	Living Creature	1 h/lvl or discharge	Will negs	Yes	T&B
Familiar Pocket	Make save haven for familiar	Univ	Touch	1 pocketed container	1 h/lvl (D)	-	-	T&B
Fangs of the Vampire King <sup>1</sup>	Bite attack, att. Bonus 10 + Str-mod, 1d6 dam + 1 Con	Trans	Self	You	1 min/lvl	-	-	BVD
Filter	Bubble filters air	Abjur	Touch	Creature touched	10 min/lvl	Will negs	Yes	T&B
Flame Dagger	Wield dagger 1d4 + 1/lvl (max+10)	Evoc	0 ft	Daggerlike beam	1 min/lvl (D)	-	Yes	MoF
Flaming Sphere	Ball of fire, 2d6 dmg, lasts 1 rnd/lvl	Evoc	M	Moves 30 ft, 2d6 dmg	1 rnd/lvl	Ref negs	Yes	206
Fog Cloud	Fog obscures vision	Conj	M	Spreads 30-ft rad	10 min/lvl	-	-	206
Force Ladder <sup>13</sup>	Create ladder 10-60 ft L	Evoc	C	Ladder up to 60 ft	1 min/lvl	-	-	MoF
Fox's Cunning	Gain 1d4+1 Int for 1 h/lvl	Trans	Touch	Creature touched	1 h/lvl	Will negs	Yes	T&B
Gaze Screen	50% chance for avoiding gazes	Abjur	Touch	Living Creature	10 min/lvl	Will negs	Yes	T&B
Gedlee's Electric Loop <sup>7</sup>	Lightning 1d6/2 lvl (max 5d6), stun	Evoc	C	5-ft-rad burst	Instantaneous	Ref half	Yes	MoF
Ghoul Touch	Paralyzes one subject	Necro	Touch	Stench 10-ft rad	1d6+2 rnds	Fort negs	Yes	209
Glitterdust	Blinds creatures, outline invisible	Conj	M	Within 10 ft spread	1 rnd/lvl	Will negs	Yes	209
Graz't's L Grasp <sup>1</sup>	Detach hand, move at 20'	Trans	Self	You	10 min/lvl	-	-	BVD
Hurl	Grants weapon the power to return when thrown.	Trans	Touch		1 min/lvl	None	N	D275,87
Hypnotic Pattern <sup>17</sup>	Fascinates 2d4+1 HD/lvl creats	Illus	M	15 ft-rad spread	Conc +2 rnds	Will negs	Yes	215
Ice Knife <sup>6</sup>	Shoot ice missile 1d8/1d8 & 2 Dex	Conj	L	One icy missile	Instantaneous	Fort half	Yes	T&B
Igedrazaar's Miasma	Fog 1d4 subd./lvl (max 5d4)	Conj	C	15-ft-rad burst	1 rnd	Fort negs	Yes	MoF
Indifference <sup>17</sup>	Immune or +4 vs fear/compulsion	Ench	Touch	Living Creature	1 h/lvl (D)	Will negs	Yes	T&B
Invisibility	Invisible 10 min/lvl or until attacks	Illus	Prsl,touch	Weight 100 lb/lvl	10 min/lvl (D)	Will negs	Yes	218
Knock	Open locked or magic sealed doors	Trans	M	Up to 10 sq ft/lvl	Instantaneous	-	-	219
Lahm's Finger Darts <sup>1</sup>	Shoot 1+1/3 lvl fingers, 1d4 Dex	Trans	M	1 creat/dart, 15 ft ap.	Instantaneous	-	Yes	BVD
Leomund's Trap	Makes items seem trapped	Illus	Touch	Object touched	Permanent	-	-	221
Lesser Spell Immunity	Protects recipient from one spell.	Abjur	Touch		10 min/lvl	Will (neg)	Y	D275
Levitate	Subject moves up/down	Trans	Prsl,C	100 lb/lvl, move 20 ft	10 min/lvl (D)	-	-	222
Life Bolt	Create 1/2 lvl rays 2d4 dam / 1 HP	Necro	M	One ray/2 lvl	Instantaneous	-	Yes	MoF
Locate Object	Senses direction toward obj	Div	L	Rad 400 ft + 40 ft/lvl	1 min/lvl	-	-	223
Love's Pain <sup>1,17</sup>	Loved one gets 1d6/2lvl (max10d6)	Evoc	M	One living creature	Instantaneous	-	Yes	BVD
Magic Mouth	Speaks once when triggered	Illus	C	Creature or object	Perm until dischrqd	Will negs	Yes	224
Masochism <sup>1</sup>	+1 luck to att./save/skill / 10 dam	Ench	Self	You	1 rnd/lvl	-	-	BVD
Melf's Acid Arrow	2d4 dmg for 1 rnd+1 rnd/3 lvls	Conj	L	2d4 dmg, max 7 rnd	1 rnd + 1 rnd/3 lvls	-	Yes	227
Minor Image	Minor illusion with some sound	Illus	L	4 10-ft cubes + 1/lvl	Conc +2 rounds	Will disblf	No	228
Mirror Image	Duplicates of you (1d4 + 1/3 lvls)	Illus	Self	1d4 + 1/3 lvls, max 8	1 min/lvl	-	-	229
Misdirection	Misleads divinations for obj or creat	Illus	C	Size 10-ft cube	1 h/lvl	Will negs	No	230
Necrotic Missiles	As magic missile, deals 1d8+1 vs. Undead only.	Necro	M	-	-	-	Yes	Net
Obscure Object	Maks object against divination	Abjur	Touch	Up to 100 lb/lvl	8 hours	Will negs	Yes	232
Owl's Wisdom	Gain 1d4+1 Wis for 1 h/lvl	Trans	Touch	Creature touched	1 h/lvl	Will negs	Yes	T&B
Phantasmal Assailants	Phantasm attacks, touch does 1d6+1 Will dam (Fort 1/2).	Illus	C		Instantaneous	Will	Y	D291,45
Portal Alarm	Alarm if creat. Tiny+ passes portal	Abjur	C	One interplanar portal	2 h/lvl (D)	-	-	MoP
Protection from Arrows	Subject immune to most ranged attacks	Abjur	Touch	Dmg reduction 10/+1	10 min/lvl	Will negs	Yes	240
Pyrotechnics	Fire into blinding light or smoke	Trans	L	Up to 20-ft cube	1d4+1 rnds	Special	Spec	241
Rapid Strikes	Gains one partial action in combat only for a melee strike.	Trans	Touch		1 rnd/lvl	Fort (neg)	Y	D275,85
Ray of Sickness	Target Nauseated	Necro	C	Touch attack	1rnd/lvl	Fort	Yes	Drag
Repair Moderate Damage	Cure 2d8 + 1/lvl (max +10) damage to construct	Trans	Touch	Construct touched	Instantaneous	-	Yes	T&B
Resist Elements	Ignores 12 dmg/rnd from element	Abjur	Touch	Creature touched	1 min/lvl	-	Yes	246
Rope Trick	Up to 8 creats in extradim space	Trans	Touch	Climb DC 5	1 h/lvl (D)	-	-	246
Sadism <sup>1</sup>	+1 att./saves/skills / 10 dam dealt	Ench	Self	You	1 rnd/lvl	-	-	BVD
Sap Strength <sup>1</sup>	Fatigue target	Ench	Touch	One living creature	Instantaneous	Fort negs	Yes	BVD
Scare <sup>12,17</sup>	Panics creatures up to 5 HD	Necro	M	All creatures 15-ft rad	1 rnd/lvl	Will negs	Yes	247
Scent	Grant target Scent ability	Trans	Touch	Creature touched	1 h/lvl	Will negs	Yes	MoF
See Invisibility	Reveals invisible creatures or objs	Div	M	Cone	10 min/lvl (D)	-	-	248
Shadow Mask	+4 save vs light/darkness	Illus	Self	You	10 min/lvl (D)	-	-	FRC
Shadow Spray	2 strength dam, dazed 1 rnd, -2 morale vs fear	Illus	M	5 ft rad burst	1 rnd/lvl	Fort negs	Yes	FRC
Shatter	Sonic vibration, d6, max 10	Evoc	C	3-ft rad, 1 lb/lvl	Instantaneous	Special	Yes	251
Shriving <sup>1</sup>	1d4/lvl damage (max 10d4)	Necro	C	One living creature	Instantaneous	Ref half	Yes	BVD
Shroud of Undeath	Undead perceive you as undead	Necro	Self	You	10 min/lvl (D)	-	-	MoF
Slow Consumption <sup>1</sup>	Absorb 1 Con/day from helpless	Necro	Touch	One living creature	Permanent	Fort negs	Yes	BVD
Snilloc's Snowball Swarm <sup>6</sup>	2d6 + 1d6/2 lvls above 3 <sup>rd</sup> cold damage	Evoc	M	10 ft rad burst	Instantaneous	Ref half	Yes	FRC
Spectral Hand	Disembodied glowing hand to att	Necro	M	Lose 1d4 HP, +2 att	1 min/lvl (D)	-	-	254
Stone Bones	+3 to natural AC	Trans	Touch	Corporeal undead	10 min/lvl	Will negs	Yes	MoF
Summon Monster II	Calls outsiders to fight for you	Conj	C	1 or 1:1d3	1 rnd/lvl (D)	-	-	258
Summon Swarm	Swarm of crawling or flying creats	Conj	C	Dmg 1 / 1d4+1/3 lvls	Conc + 2 rnds	-	-	261
Summon Undead II <sup>1</sup>	As Summon Monster, but undead	Conj	C	Undead 30 ft apart	1 rnd/lvl	-	-	MoF
Tasha's Hideous Laughter	Subject loses actions for 1d3 rnds	Ench	C	1 creature	1d3 rounds	Will negs	Yes	263
Unheavened <sup>1</sup>	+4 vs good outsider spells/effects	Abjur	Touch	One creature	10 min/lvl	Will negs	Yes	BVD

Web	Fills 10-ft cube/lvl with sticky webs	Conj	M	20 ft rad spread	10 min/lvl	Ref negs	Yes	271
Whispering Wind	Sends a message 1 mile/lvl	Trans	1 mile/lvl	10-ft-rad spread	Until dest or 1 h/lvl	-	-	272
Wither Limb <sup>1</sup>	Target cannot use arms or legs	Necro	C	One humanoid	1 rnd/lvl	Fort negs	Yes	BVD
<b>3<sup>rd</sup> Level Spells</b>								
Spell	Description	School	Range	Target, Effect, Area	Duration	Save	SR	PHB
Absorb Mind <sup>1</sup>	Absorb creature's memory	Div	Self	You	1 min/lvl	-	-	BVD
Amanuensis	Copy writing... 250 words/min	Trans	C	Objects with writing	10 min/lvl	Will negs	Yes	MoF
Analyze Portal	Finds and identifies portals	Div	60 ft	Quarter circle	Conc 1 rnd/lvl (D)	Special	-	FRC
Arc Bolt	1d6/2 lvls, max 6d6 caster gains those hp.	Necro	C	1 target	-	Ref	Yes	Net
Arcane Sight	See magical Auras 120 ft away	Div	Self	You	1 min/lvl	-	-	T&B
Avoid Planar Effects	Negates planar effects	Abjur	20 ft	20-ft-rad burst onyou	1 min/lvl	-	Yes	MoP
Blacklight <sup>10</sup>	Creates darkness area (caster sees)	Evoc	C	20 ft rad emanation	1 rnd/lvl (D)	Will negs	Yes	FRC
Blindsight	Gain Blindsight in 30-ft-rad	Trans	Touch	Creature touched	1 h/lvl	Will negs	Yes	MoF
Blink	Randomly vanish and reappear	Trans	Self	You	1 rnd/lvl (D)	-	-	180
Bolt of Darkness	1d4/lvl, max 10d4	Necro	C	20ft radius	-	-	Yes	Net
Chamber <sup>13</sup>	Create ethereal prison	Evoc	C	One ethereal creature	1 rnd/lvl	Ref negs	Yes	MoP
Clairaudience / Clairvoyance	Hear or see at a distance, 1 min/lvl	Div	Special	Magical sensor	1 min/lvl (D)	-	-	184
Corpse Candle	Light 5 ft see invisible/ethereal...	Conj	C	Ghost Hand + Candle	1 min/lvl (D)	-	-	T&B
Create Crawling Claw <sup>1</sup>	Creates 2/lvl Crawling Claws	Trans	C	Left hands 5 ft rad	Instantaneous	-	Yes	Mon
Cruel Disappointment <sup>1,12,17</sup>	Next die action of target fails, illusion displays success	Illus	M	One living creature	Instantaneous	Will disb./negs	Yes	BVD
Curse of the Putrid Husk <sup>1,12,17</sup>	Subject beliefs he rots, daze 1 rnd, unconscious 1d10 min	Illus	C	One creature	1 rnd + 1d10 min	Will negs	Yes	BVD
Deep Sleep	Fully rested after 1 hr of sleep	Necro	Touch	Cannot be awoken during	1 target/lvl	-	-	Net
Devil's Eye <sup>1</sup>	See in (magical) darkness 30 ft	Div	Self	You	1 min/lvl	-	-	BVD
Diamondsteel	Armor gains +1 (L&M), 2 (H) Hardness bonus to AC.	Trans	Touch		1 hr/lvl	None	N	
Dispel Magic	Cancels magical spells and effects	Abjur	M	Special	Instantaneous	-	-	196
Displacement	Attacks miss subject 50%	Illus	Touch	Creature touched	1 rnd/lvl	Will negs	Yes	197
Dread Word <sup>1</sup>	Word deals 1d3 Cha drain	Evoc	C	One good creature	Instantaneous	Fort negs	Yes	BVD
Drown <sup>1</sup>	Target drowns, save every 2 rnds	Conj	M	One humanoid	Instantaneous	Fort negs	Yes	BVD
Enhance Familiar	+2 attack, save, dam., AC	Univ	Touch	Your Familiar	1 h/lvl	-	Yes	T&B
Evil Eye <sup>1</sup>	-4 attack, saves, checks	Ench	C	One creature	Text	Will negs	Yes	BVD
Explosive Runes <sup>13</sup>	Deals 6d6 damage when read	Abjur	Touch	Creature touched	Until discharge (D)	Will negs	Yes	197
Eyes of the Zombie <sup>1</sup>	See through zombie, control directly	Div	Self	You + 1 zombie	1 h/lvl (D)	-	Yes	BVD
Feign Death	Target appears dead	Necro	Touch	Willing, Living Creature with HD no more than Caster's	1 h/lvl (D)	-	Yes	T&B
Fireball <sup>8</sup>	1d6 dmg/lvl, 20-ft rad spread	Evoc	L	1d6/lvl, max 10d6	Instantaneous	Ref half	Yes	203
Flame Arrow <sup>8</sup>	Projectiles or bolts (4d6 dmg)	Conj	M	Proj/lvl or bolt/4 lvls	1 rnd / inst	-, Ref half	Yes	205
Flashburst <sup>8</sup>	1 rnd dazzle, 2d8 rnds blind (Will)	Evoc	L	20 ft rad burst	Instantaneous	Will part	Yes	FRC
Fly	Subject flies at speed of 90	Trans	Touch	Creature touched	10 min/lvl	-	Yes	206
Gaseous Form	Subject insubstantial, can fly slowly	Trans	Touch	Reduct 20/+1, fly 10	2 min/lvl (D)	-	-	207
Gentle Repose	Preserves one corpse	Necro	Touch	Corpse touched	1 day/lvl	Will negs	Yes	208
Glimpse of Truth <sup>1</sup>	Ask Obscure entity yes/no question	Div	Self	You	1 h	-	-	BVD
Greater Mage Hand	Move crea./obj. at distance	Trans	M	1 obj./creat. 10 lbs/lvl	Conc	Will negs	Yes	MoF
Greater Magic Weapon	+1/3 levels, max +5	Trans	C	Weapon or 50 proj.	1 hour/lvl	Will negs	Yes	210
Gust Of Wind	Blows away or knows down creats	Evoc	M	10 ft wide, 10 ft high	1 rnd	Fort negs	Yes	212
Halt Undead	Immobilizes undead for 1 rnd/lvl	Necro	M	1-3 undead	1 rnd/lvl	Special	Yes	212
Handfang <sup>1</sup>	Create mouth in hand 1d8 damage	Necro	Touch	Creature touched	1 rnd/lvl	Ref half	-	LoD
Haste	Extra partial action, +4 AC	Trans	C	One creature	1 rnd/lvl	Fort negs	Yes	212
Healing Sleep	Deep 8 hours of sleep	Necro	Touch	Recipient heals an additional 20 +1/lvl hp while resting.	Cannot be awoken during	-	Yes	Net
Healing Sting	Heal + suffer 1d6/2 lvl (max 10d6)	Necro	Touch	Creature touched	Instantaneous	Will half	Yes	MoF
Hold Person <sup>17</sup>	Holds one person helpless, 1 rnd/lvl	Ench	M	Med-size or smaller	1 rnd/lvl (D)	Will negs	Yes	214
Ice Burst <sup>6</sup>	Hail of ice (1d4+1)/lvl 10d4+10	Evoc	M	30-ft-rad burst	Instantaneous	Ref half	Yes	T&B
Illusory Script <sup>17</sup>	Only intended reader can decipher	Illus	Touch	Weight 10 lb	1 day/level	Will negs	Yes	216
Improved Alarm	Alarm, plus guards coex. planes	Abjur	C	25-ft-em.	8 h/lvl (D)	-	-	MoP
Invisibility Sphere	Everyone within 10 ft invisible	Illus	Prsl,touch	10 ft rad sphere	10 min/lvl (D)	Will negs	Yes	218
Keen Edge	Doubles weapon's threat range	Trans	C	Weapon or 50 proj.	10 min/lvl (D)	Will negs	Yes	219
Khelben's Suspended Silence	Object creates Silence on command for 6 rnds	Illus	Touch	Object touched	Until ischarged	-	-	MoF
Leomund's Tiny Hut <sup>13</sup>	Creates shelter for 10 creatures	Evoc	20 ft	20-ft-rad sphere	2 h/lvl (D)	-	-	220
Lesser Shadow Tentacle	Create tentacle 5 ft/lvl (max 50 ft) AC 15 20 HP	Abjur	M	One shadow	Conc, 1 rnd/lvl	-	-	LoD
Lightning Bolt <sup>7</sup>	Electricity deals 1d6 dmg/lvl	Evoc	M	5 ft or 10 ft wide	Instantaneous	Refl half	Yes	222
Magic Circle against Chaos <sup>4</sup> / Evil <sup>2</sup> / Good <sup>1</sup> / Law <sup>3</sup>	Protection from evil 10-ft-radius, 10 min/lvl (+2 deflection AC + saves, no summoned/conjured creature contact, no possession), trap outsider (inward circle)	Abjur	Touch	Emanates 10 ft	10 min/lvl	Will negs	-	223
Major Image	Illusion plus sound, smell, thermal	Illus	L	4 10-ft cubes+1/lvl	Conc + 3 rnds	Will disblf	-	225
Mestil's Acid Breath <sup>5</sup>	Acid cone 1d6/lvl (max 10d6)	Conj	C	Cone	Instantaneous	Ref half	Yes	MoF
Minor Reflection	Caster is protected against ranged touch attacks	Abjur	Person	touch attack automatically reflected back	1min/lvl	None	-	Drag
Negative Energy Burst	1d8 + 1/lvl neg. energy damage to living creatures	Necro	C	20-ft-rad burst	Instantaneous	Will half	Yes	T&B

Nondetection	Hides subject from scrying & divin.	Abjur	Touch	Creature or object	1 h/lvl	Will negs	Yes	232
Nybor's Mild Admonishment <sup>17*</sup>	Daze for 1d4 rnds, -2 attack, saves, checks, +2 Str	Ench	C	One living creature	1 rnd/lvl (D)	Fort negs	Yes	MoF
Phantom Steed	Magic horse appears for 1 h/lvl	Conj	0 ft	AC18, HP 7+1/lvl	1 h/lvl	-	-	235
Power Word Sleep	As <i>sleep</i> , roll 4d6 to see how many HD are affected; > 10HD unaffected.	Conj	C	15ft radius	1min/lvl	Will	Yes	Drag
Protection from Elements	Absorb 12 dmg/lvl from energy	Abjur	Touch	Creature touched	10 min/lvl	-	Yes	240
Reality Blind <sup>1,17</sup>	Target blinded+stunned by illusion	Illus	C	One creature	Conc	Will negs	Yes	BVD
Red Fester <sup>1</sup>	1d6 Str/1d4 Con, skin blisters	Necro	Touch	Creature touched	Instantaneous	Fort negs	Yes	BVD
Repair Serious Damage	Cure 3d8 + 1/lvl (max +15) damage to construct	Trans	Touch	Construct touched	Instantaneous	-	Yes	T&B
Reverse Arrows	Protection from Arrows + reflect	Abjur	Self	You	10min/lvl/discharge	-	-	MoF
Rotting Curse of Urfestra <sup>1</sup>	1d6 + 1d6/h Con damage until death or remove curse	Trans	Touch	Living creature	Instantaneous	Fort negs	Yes	BVD
Scintillating Sphere <sup>7**</sup>	As Fireball, electricity damage	Evoc	L	20-ft-rad spread	Instantaneous	Ref half	Yes	MoF
Secret Page	Changes page to hide real content	Trans	Touch	Up to 3 sq ft in size	Permanent	-	-	248
Sepia Snake Sigil <sup>13</sup>	Symbol that immobilizes reader	Conj	Touch	Book or written work	Perm or discharged	Ref negs	-	249
Serpents of Theggeron <sup>1</sup>	Arms turn into serpents, 10 ft reach, 10 + Str-mod att., 1d8	Trans	Self	You	1 min/lvl	-	-	BVD
Shadow Binding	Explosion of shadowy ribbons drain Str and entangle.	Illus	C		1 rnd/lvl	Will (partial)	Y	D291,45
Shadow Cache	Stash items on Shadow Plane	Illus	Touch	1-ft-diam.-circle	1 min/lvl (D)	-	-	MoP
Shatterfloor <sup>9</sup>	1d4/lvl (max 10d4), destroy floor	Evoc	M	15-ft-rad spread	Instantaneous	Will half	Yes	MoF
Shrink Item	Object shrinks to one-twelfth size	Trans	Touch	Obj up to 2 cu ft/lvl	1 day/lvl	Will negs	Yes	252
Sleet Storm <sup>6</sup>	Hampers vision and movement	Conj	L	40 ft, 20 ft high	1 rnd/lvl	Ref part	-	253
Slow	1/lvl only partial actions, -2 AC/att	Trans	C	1 creat/lvl, 30 ft apart	1 rnd/lvl	Will negs	Yes	253
Spider Poison	Paralyzing poison (1d6/1d6 Str)	Necro	Touch	Creature touched	Instantaneous	Fort negs	Yes	MoF
Steeldance	2 daggers attack as Lswords	Evoc	Touch	Two daggers	1 rnd/lvl	-	-	MoF
Stinking Cloud	Nauseating vapors, 1 rnd/lvl	Conj	M	30-ft rad, 20 ft high	1 rnd/lvl	Fort negs	Yes	257
Suggestion <sup>16,17</sup>	Compels subject to follow	Ench	C	One living creature	1 h/lvl	Will negs	Yes	257
Summon Monster III	Calls outsiders to fight for you	Conj	C	1 or 1:1d4+1, 2:1d3	1 rnd/lvl (D)	-	-	259
Summon Undead III <sup>1</sup>	As Summon Monster, but undead	Conj	C	Undead 30 ft apart	1 rnd/lvl	-	-	MoF
Tongue Serpents <sup>1</sup>	Spit 1/4 lvl T-size Vipers	Trans	Self	You	1 h/lvl / discharge	-	-	BVD
Tongues	Speak any language	Div	Touch	Creature touched	10 min/lvl	-	-	265
Touch of Juiblex <sup>1</sup>	Turn to green slime in 4 rnds	Trans	Touch	Creature touched	Instantaneous	Fort negs	Yes	BVD
Undead Lieutenant	Undead Int >4 can control undead	Necro	C	One undead	1 min/lvl	Will negs	Yes	MoF
Undead Torch	Blue light + 2d4 melee damage	Necro	C	Corporeal undead	1 rnd/lvl	Will negs	Yes	MoF
Vampiric Touch	Deals 1d6/2 lvls, caster gains HP	Necro	Touch	1d6/2 lvls, max 10d6	Inst / 1 h	-	Yes	268
Vile Lance <sup>1</sup>	Create +2 vile damage shortspear	Evoc	Touch	One shortspear	10 min/lvl	-	-	BVD
Wall of Chains	Creates wall of spiked chains	Conj	M	5-ft-sq./lvl wall (S)	1 min/lvl	-	-	BVD
Water Breathing	Subjects can breath underwater	Trans	Touch	Living creats touched	2 h/lvl	Will negs	Yes	271
Weapon of Impact	Blunt weapon doubles threat range	Trans	C	1 weapon/50 proj.	10 min/lvl	Will negs	Yes	MoF
Wind Wall	Deflects arrows, small creats, gases	Evoc	M	10/lvl L,5/lvl high	1 rnd/lvl	-	Yes	273

#### 4<sup>th</sup> Level Spells

Spell	Description	School	Range	Target, Effect, Area	Duration	Save	SR	PHB
Absorb Strength <sup>1</sup>	Get ¼ of creat. Str/Con as enhanc.	Necro	Self	You	10 min/lvl	-	-	BVD
Abyssal Might <sup>1</sup>	+2 enh. to Str,Con,Dex,+2 SR	Conj	Self	You	10 min/lvl	-	-	BVD
Acid Orb <sup>5</sup>	1d6 acid damage/lvl 15d6+nausea	Evoc	C	Creatures 30 ft apart	Instantaneous	Fort half	Yes	T&B
Arcane Eye	Floating eye, moves 30ft/rnd	Div	Unlimited	30 ft/rnd or 10 ft/rnd	1 min/lvl	-	-	175
Attune Form	Avoid negative planar effects	Trans	Touch	Creatures touched	2 h/lvl	-	-	MoP
Bestow Curse	-6 abi / -4 att, saves, checks etc.	Trans	Touch	Creature touched	Permanent	Will negs	Yes	178
Charm Monster <sup>17</sup>	Makes monster believe its your ally	Ench	C	One living creature	1 h/lvl	Will negs	Yes	183
Chilling Touch	Attacks do 1d10 dam, Will or paralyzation 1 rnd/2 lvls	Necro	Touch	Gain Lich touch.	1rnd/lvl	-	Yes	Net
Cold Orb <sup>6</sup>	1d6 cold damage/lvl (15d6) + blind	Evoc	C	Creatures 30 ft apart	Instantaneous	Fort half	Yes	T&B
Confusion <sup>17</sup>	Makes behave oddly, 1 rnd/lvl	Ench	M	All creats 15-ft rad	1 rnd/lvl	Will negs	Yes	186
Contagion	Infects with chosen disease	Necro	Touch	Living creature	Instantaneous	Fort negs	Yes	187
Damning Darkness <sup>1,10</sup>	As Darkness, unholy damage	Evoc	Touch	Object touched	10 min/lvl (D)	-	-	BVD
Dancing Chains	Control 1/lvl chains as spiked	Trans	C	1/lvl chains in range	1 min/lvl	-	-	BVD
Darsson's Potion	Water in flask stores potion spell	Trans	Touch	Flask of water	1 h/lvl	Will negs	Yes	MoF
Detect Scrying	Alerts of magical eavesdropping	Div	120 ft	120-ft-rad emanation	24 h	-	-	193
Dimension Door <sup>15</sup>	Teleports you and up to 500 lb	Trans	L	50 lb/lvl	Instantaneous	Special	Spec	195
Dimensional Anchor	Bars extradimensional movement	Abjur	M	Ray	1 min/lvl	-	Yes	195
Distort Summons <sup>1</sup>	Only evil creature summonings	Trans	M	50-ft-rad spread	1 h/lvl	-	-	BVD
Electric Orb <sup>7</sup>	1d6 el. damage/lvl 15d6 + magnet	Evoc	C	Creatures 30 ft apart	Instantaneous	Fort half	Yes	T&B
Emotion <sup>17</sup>	Arouses strong emotion in subject	Ench	M	All creats 15-ft rad	Conc	Will negs	Yes	199
Enervation	Subject gains 1d4 negative levels	Necro	M	Negative energy ray	Instantaneous	-	Yes	199
Ethereal Mount	Call mount on ethereal plane	Conj	0 ft	1 + 1/2 lvl mounts	1 h/lvl	-	-	MoP
Evard's Black Tentacles	1d4+1/lvl tentacles, AC 16, 1 HP/lvl	Conj	M	Str 19, att +1/lvl	1 h/lvl	-	-	201
Explosive Cascade <sup>8</sup>	Ball of flame 1d6/lvl (max 10d6)	Evoc	C	Path one 5-ft-sq./lvl	Instantaneous	Ref half	Yes	MoF
Fear	Subjects within gone flee 1 rnd/lvl	Necro	C	Cone, -2 morale	1 rnd/lvl	Will negs	Yes	203
Fire Orb <sup>8</sup>	1d6 fire damage/lvl 15d6 + daze	Evoc	C	Creatures 30 ft apart	Instantaneous	Fort half	Yes	T&B
Fire Shield <sup>6/8</sup>	Protect, creats attacking take dmg	Evoc	Self	Dmg 1d6+1/lvl	1 rnd/lvl (D)	-	-	205
Fire Stride <sup>15</sup>	Move from fire to fire (400+40/lvl ft)	Trans	Self	You	10 min/lvl or until expended	-	-	FRC
Fire Trap <sup>8</sup>	Opened object deals 1d4+1/lvl	Abjur	Touch	Object touched	Perm until dischrqd	Refl half	Yes	205
Fortify Familiar	+2 AC, 25% avoid sneak/critical	Univ	Touch	Your Familiar	1 h/lvl	-	Yes	T&B
Ghorus Toth's Metal Melt <sup>8</sup>	Metal flows as liquid	Trans	C	Metal obj. 5 lbs/lvl	1 rnd	Will negs	Yes	MoF
Greater Mark of Air	Fly at 90', Gain +2 Dex, Gain Deflect Arrow feat.	Evoc	Touch	1 target	10min/lvl	-	-	

Grim Revenge <sup>1</sup>	Hand tears away 6d6, attacks subj.	Necro	M	One living humanoid	Instantaneous	Fort negs	Yes	BVD
Gutsnake	Giant constrictor from belly	Trans	Self	Magical tentacle	1 rnd/lvl (D)	-	-	MoF
Hallucinatory Terrain	Makes terrain appear like another	Illus	L	One 30-ft cube/lvl	2 h/lvl	Will disblf	-	212
Hell's Power <sup>1</sup>	+2 defl. AC, DR increases by -/+1	Conj	Self	You	10 min/lvl	-	-	BVD
Ice Storm <sup>5</sup>	Hail deals 5d6 dmg in cylinder 40 ft	Evoc	L	20-ft rad, 3d6+2d6	Instantaneous	-	Yes	216
Illusory Wall	Wall, floor or ceiling looks real	Illus	C	1 x 10 x 10 ft	Permanent	Will disblf	-	216
Improved Invisibility	Subject can attack & stay invisible	Illus	Prsl,touch	You or creat touched	1 min/lvl (D)	Will negs	--	217
Improved Portal Alarm	Portal Alarm, plus mental alarm/image	Abjur	C	One interplanar gate	8 h/lvl (D)	-	-	MoP
Iron Bones	Creature gains +5 natural AC	Trans	Touch	Corporeal undead	10 min/lvl	Will negs	Yes	MoF
Leomund's Secure Shelter	Creates sturdy cottage	Conj	C	20 ft sq structure	2 h/lvl (D)	-	-	220
Lesser Geas <sup>16,17</sup>	Commands subject 7 HD or less	Ench	C	Creat up to 7 HD	1 day/lvl / dischrqd	Will negs	Yes	221
Locate Creature	Indicates direction to familiar creat	Div	L	Circle 400 ft + 40/lvl	10 min/lvl	-	-	223
Malleable Flesh	Physical attacks do 50% more damage.	Necro	C	1 target, target loses 1d6 Str and 1d6 Con	1rnd/lvl	Fort	Yes	Net
Mass Darkvision	Grants all targets darkvision	Trans	10 ft	10-ft-rad spread	1 h/lvl	-	Yes	T&B
Mass Resist Elements	Ignores 12 dmg/rnd from element	Abjur	30 ft	Creatures 30 ft apart	1 min/lvl	-	Yes	T&B
Minor Creation	Creates one cloth or wood object	Conj	0 ft	Object, 1 cu ft/lvl	1 h/lvl	-	-	228
Minor Globe of Invulnerability	Stops 1-3 level spell effects	Abjur	10 ft	10-ft rad spherical	1 rnd/lvl	-	-	228
Mirror Sending	Send 1/lvl words through mirror	Evoc	Text	One living creature	Instantaneous	-	Yes	BVD
Negative Energy Wave	1d6 HD undead/lvl rebuked or bolstered(tun res. 1d4 + Cha mod)	Necro	50 ft	50-ft-rad burst centered on you	Instantaneous/10 rnds	Will negs	Yes	T&B
Otiluke's Dispelling Screen	Screen casts Dispel Magic on pass-throughs	Abjur	C	Wall 10-ft sq./lvl or sphere 1 ft/level	1 min/lvl (D)	-	-	T&B
Otiluke's Resilient Sphere <sup>13</sup>	Globe protects but traps subject	Evoc	C	1-ft diam/lvl sphere	1 min/lvl	Ref negs	Yes	233
Painless Death	+2 Hit, suffers +1 Dam from attacks.	Necro	Touch	Caster gets Will save before concentration check. Con checks are at +4.	1rnd/lvl	-	-	Net
Phantasmal Killer <sup>12,17</sup>	Illusion kills subject or 3d6 dmg	Illus	M	One living creature	Instantaneous	Will disblf	Yes	235
Polymorph Other	Gives one subject a new form	Trans	M	1 creature	Permanent	Fort negs	Yes	236
Polymorph Self	You assume a new form	Trans	Self	You	1 h/lvl (D)	-	-	237
Psychic Poison <sup>1</sup>	Mind-aff./div spells cause poisoning	Abjur	C	Max 50-ft-rad spread	1 h/lvl	-	-	BVD
Rainbow Pattern <sup>17</sup>	Prevent 24 HD creats attacking	Illus	M	15-ft radius sphere	Conc +1 rnd/lvl (D)	Will negs	Yes	241
Rary's Mnemonic Enhancer	Prepares extra spells or retains cast	Trans	Self	3 lvls / spell just cast	Instantaneous	-	-	242
Remove Curse	Frees object or person from curse	Abjur	Touch	Creat or item touched	Instantaneous	Will negs	Yes	244
Repair Critical Damage	Cure 4d8 + 1/lvl (max +20) damage to construct	Trans	Touch	Construct touched	Instantaneous	-	Yes	T&B
Scramble Portal	Randomize portal destination	Trans	C	One interplanar portal	1 rnd/lvl	Will negs	-	MoP
Scrying	Spies on subject from a distance	Div	Special	Magical sensor	1 min/lvl	-	-	247
Shadow Conjuration	Mimics conjuring below 4th level	Illus	Special	Special	Special	Special	-	249
Shadow Well	pulls target into Shadow Plane	Illus	C	One creature	1 rnd/lvl	Will negs	Yes	MoF
Shout <sup>9</sup>	Deafens all within cone, 2d6 dmg	Evoc	C	Cone, 2d6 rnds deaf	Instantaneous	Fort part	Yes	252
Solid Fog	Blocks vision and slows movement	Conj	M	Fog 30-ft rad, 20 high	10 min/lvl	-	-	253
Sonic Orb <sup>9</sup>	1d6 sonic damage/lvl 15d6 + deaf	Evoc	C	Creatures 30 ft apart	Instantaneous	Fort half	Yes	T&B
Spell Enhancer	Enhanced spell's save increases +2	Trans	Self	One of your spells	1 rnd	-	-	MoF
Stoneskin	Gives damage reduction 10/+5	Abjur	Touch	Takes 100/lvl,max 150	10 min/lvl	Will negs	Yes	257
Summon Monster IV	Calls outsiders to fight for you	Conj	C	4:1,3:1d3,2-1:1d4+1	1 rnd/lvl (D)	-	-	259
Summon Undead IV <sup>1</sup>	As Summon Monster, but undead	Conj	C	Undead 30 ft apart	1 rnd/lvl	-	-	MoF
Swordshun	Gains immunity to piercing & slashing weapons	Necro	Touch	Caster takes 1d4 & 2hp per round.	2 rnd/lvl	-	-	Drag
Thunderlance <sup>13</sup>	Huge Lspear (20 ft reach)	Evoc	0 ft	Spearlike beam	1 rnd/lvl (D)	-	Yes	FRC
Total Death	Creature can not regenerate	Necro	C	-	1 living creature	-	Yes	Net
Tyrumael's Energy Sphere <sup>5/6/7/8/9</sup>	5 spheres deal 1d4/4 lvl (max 4d4), absorb same of each energy type	Evoc	C	5 floating spheres	1 rnd/lvl/discharge	Ref half	Yes	MoF
Wall of Chaos <sup>3</sup> /Evil <sup>1</sup> /Good <sup>2</sup> /Law <sup>4</sup>	As Magic Circle, but immobile, effects only if passing from hostile to inhostile side	Abjur	C	10-ft-sq./lvl wall or 5-ft-rad/2 lvl sphere	10 min/lvl	Will negs	Yes	MoF
Wall of Deadly Chains	wall of spiked chains strikes, 3d6	Conj	M	5-ft-sq./lvl wall (S)	1 min/lvl	Ref half	-	BVD
Wall of Fire <sup>8</sup>	2d4 dmg out to 10 ft, 1d4 to 20 ft	Evoc	M	20 ft/lvl or 5 ft/2 lvls	Conc + 1 rnd/lvl	Special	Yes	269
Wall of Ice <sup>6</sup>	Wall with 15 HP +1/lvl or can trap	Evoc	M	10 ft sq/lvl or 3+1/lvl	1 min/lvl	Special	Yes	270
Wrack <sup>1</sup>	Target is helpless from pain	Necro	C	One humanoid	1 rnd/lvl	Fort negs	Yes	BVD
Zone of Respite	Protects region fr. interpl. invasion	Abjur	M	30-ft-cube/lvl	10 min/lvl	-	-	MoP
Zone of Revelation	Make invis./coex. Creatures visible	Div	C	5-ft-rad/lvl emanation	1 min/lvl	-	Yes	MoP

5 <sup>th</sup> Level Spells								
Spell	Description	School	Range	Target, Effect, Area	Duration	Save	SR	PHB
Animal Growth	Animal/2 lvls doubles in size, HD	Trans	M	1 animal/2 lvls	1 min/lvl	-	Yes	173
Animate Dead <sup>1</sup>	Creates skeletons and zombies	Necro	Touch	HD/lvl	Instantaneous	-	-	174
Augmented Arc Bolt	1d10/2 lvls, max 6d10 caster gains those hp.	Necro	C	1 target	-	Ref	Yes	Net
Ball Lightning <sup>7</sup>	Balls 2d6 damage, move 100 ft	Evoc	M	Up to 1/2 lvl balls	1 rnd/lvl	Ref half	Yes	MoF
Bigby's Interposing Hand	90% cover against one opponent	Evoc	M	AC 20, HP as caster	1 rnd/lvl	-	Yes	178
Brand Soul	Brands a sigil into a person.	Necro	Touch	Tracking and Limited mental control	1month/lvl	Will	Yes	Net
Call Dretch Horde <sup>1</sup>	Call 2d4 dretches for service	Conj	C	2d4 dretches	1 year	-	-	BVD
Call Lemure Horde <sup>1</sup>	Call 3d4 lemures for service	Conj	C	3d4 lemures	1 year	-	-	BVD
Call Nightmare <sup>1</sup>	Call a nightmare for service	Conj	M	One nightmare	1 week	-	-	BVD
Claws of the Bebilith <sup>1</sup>	damage based on size, tear armor	Trans	Self	You	10 min/lvl	-	-	BVD
Cloak of the Sea	Blur, Freedom of Movement, Water Breathing, composed of water	Trans	Touch	Creature touched (water contact)	1 h/lvl (D)	Will negs	Yes	MW
Cloudkill	Kills 1-3 HD, 4-6 HD Fort save / die	Conj	M	30 ft wide,dmg 1d10	1 min/lvl	Special	Yes	185

Cone of Cold <sup>6</sup>	1d6 cold damage/lvl (max 15d6)	Evoc	C	Cone, dmg 1d6/lvl	Instantaneous	Ref half	Yes	186
Contact Other Plane	Ask question of extraplanar entity	Div	Self	You	Conc	-	-	187
Create Chosen One	Creates Chosen One creature	Trans	Touch	One human	Instantaneous	Will negs	Yes	Mon
Create Darkenbeast <sup>1</sup>	Transform animal into Darkenbeast	Trans	C	1 S-M Animal –2 HD	Instantaneous	-/Wil negs	Yes	Mon
Death Bump	Dying ally restored with 2d6hp +1/lvl	Necro	C	Someone must pay the 2d6 +1/lvl damage	-	Will	Yes	Drag
Dimensional Lock	Field blocks dimensional travel	Abjur	M	15 ft radius eman.	1 day/lvl	-	Yes	T&B
Dismissal	Force creat return to native plane	Abjur	C	Extraplanar creature	Instantaneous	Will negs	Yes	196
Dominate Person <sup>17</sup>	Controls humanoid telepathically	Ench	M	M or smaller	1 day/lvl	Will negs	Yes	197
Dream <sup>17</sup>	Sends message to anyone sleeping	Illus	Unlimited	Living creat touched	Special	-	Yes	198
Energy Buffer	1d6/lvl Protection form all energy	Abjur	Touch	You	24 h or discharge	-	-	T&B
Fabricate	Transform raw material into items	Trans	C	Up to 10 cu ft/lvl	Instantaneous	-	-	202
False Vision	Fools scrying with an illusion	Illus	C	25 ft + 5 ft/2 lvls	1 min/lvl	-	-	202
Feeblemind <sup>17</sup>	Subject's Int drops to 1	Ench	M	One creat's Int to 1	Instantaneous	Will, spec	Yes	203
Firebrand <sup>8</sup>	1 flame mass/lvl 1d6/lvl (max15d6)	Evoc	M	One 5-ft-rad burst/lvl	Instantaneous	Ref half	Yes	MoF
Forbidden Speech <sup>1,17</sup>	Makes talk about topic impossible	Ench	Touch	One living creature	Permanent	Will negs	Yes	BVD
Ghostform	Assume visible immaterial form	Trans	Self	You	1 min/lvl (D)	-	-	T&B
Greater Shadow Conjuration	Mimics conjuring, up to 4th level	Illus	Special	Special	Special	Special	-	211
Greater Shadow Tentacle	Create tentacle 10 ft/lvl AC 18 40 HP	Abjur	M	One shadow	1 tnd/lvl or Conc	-	-	LoD
Grimwald's Greymantle	Prevent regeneration of all sorts	Necro	M	One creature	1 rnd/lvl	Fort negs	Yes	FRC
Hold Monster <sup>17</sup>	Holds creature helpless	Ench	M	One living creature	1 rnd/lvl (D)	Will negs	Yes	214
Horizikaul's Versatile Vibration <sup>9</sup>	1/2 lvl damage/rnd or Telekinesis	Evoc	C	Cone	Conc, 1 rnd/lvl	Ref half	Yes	MoF
Illusory Feast	Dazes those that eat the feast.	Illus	L		Conc +1 rnd/lvl	Will (neg)	Y	D291,46
Imprison Possessor	Trap possessor within vessel	Abjur	C	One possessing creat.	Permanent (D)	Will negs	Yes	BVD
Kiss of the Vampire <sup>1</sup>	Gain vampiric traits: DR 10/+1, etc	Necro	Self	You	1 rnd/lvl	-	-	MoF
Leomund's Secret Chest	Hides chest on Ethereal plane	Conj	Text	Chest + up to 1 cu.ft/lvl goods	60 days/discharge	-	-	220
Lesser Ironguard	Nonmagical metal intangibility	Abjur	Touch	Creature touched	1 rnd/lvl	Will negs	Yes	FRC
Lesser Planar Binding	Traps outsider to perform a task	Conj	C	Up to 8 HD	Instantaneous	Will negs	Yes	221
Lutzaen's Frequent Jaunt <sup>15</sup>	Teleports you and up to 500 lb	Trans	C	50 lb/lvl	1 rnd/2 lvl	Special	Spec	195
Magic Jar	Enables possession of creature	Necro	M	One creature	1 h/lvl	Will negs	Yes	224
Major Creation	Create stone or metal object	Conj	C	Stone, crystal etc.	Special	-	-	225
Mass Fly	Grants all targets flying	Trans	30 ft	Creatures 30 ft apart	10 min/lvl	-	Yes	T&B
Mestil's Acid Sheath <sup>5</sup>	Attackers take 1d6 + 2/lvl damage	Conj	Self	You	1 rnd/lvl (D)	-	-	MoF
Mind Fog <sup>17</sup>	Subjects in fog get –10 Wis / Will	Ench	M	Fills 20-ft cube	30 min + 2d6 rnds	Will negs	Yes	228
Mirage Arcana	Make terrain appear like another	Illus	L	20-ft cube/lvl	Conc + 1 h/lvl (D)	Will disblf	No	229
Mordenkainen's Private Sanctum	Create privacy zone	Abjur	C	30-ft-cube/lvl (S)	24 h	-	-	T&B
Mordenkainen's Faithful Hound	Phantom dog can guard, attack	Conj	C	30 ft bark, 5 ft attack	1 h/lvl or 1 rnd/lvl	-	-	230
Morgana's Revenge	Using magic weapon, deal current hp lost as damage.	Necro	Touch	-	-	Fort	Yes	Net
Nightmare <sup>1,17</sup>	Sends vision dealing 1d10 damage	Illus	Unlimited	Tired, 1d10 damage	Instantaneous	Will negs	Yes	232
Oozepuppet	Telekinetically control ooze	Trans	M	1 ooze		Fort	Yes	
Passwall	Breaches walls 1 ft thick / level	Trans	C	5 x 8 ft, 1 ft/lvl deep	1 h/lvl (D)	-	-	234
Permanency	Makes certain spells permanent	Univ	Special	Special	Special	-	-	234
Persistent Image	Illusion, no concentration required	Illus	L	4 10-ft cubes + 1/lvl	1 min/lvl (D)	Will disblf	-	235
Power Leech <sup>1</sup>	Leech 1 ab. Score/rnd, +1 enhanc.	Necro	M	One living creature	1 rnd/lvl	Will negs	Yes	BVD
Prying Eyes	1d4 + 1/lvl floating eyes scout	Div	1 mile	1d4 eyes + 1/lvl	1 h/lvl	-	-	240
Rary's Telepathic Bond	Link lets allies communicate	Div	C	1 creat/3 lvls	1 min/lvl	-	-	242
Resonating Resistance	Spells vs caster must succeed at SR check twice or fail	Trans	Self	You	1 min/lvl	-	-	BVD
Seeming	Change appearance, person/2 lvls	Illus	C	1 person/2 lvls	12 h	Special	Spec	248
Sending	Delivers short message anywhere	Evoc	Special	One creature	1 round	-	-	248
Shadow Evocation	Mimics evocation less than 5th lvl	Illus	Special	Special	Special	Will disblf	Yes	250
Shadow Hand	Hand gives cover, carries, strikes	Illus	C	5-ft hand	1 rnd/lvl (D)	-	Yes	MoF
Shadowfade	Open portal to Shadow Plane	Illus	P/Touch	You + 1 creat./lvl	1 min/lvl	Will negs	Yes	MoP
Simbul's Spell Matrix	Cast up to 4 spells –lvl 3 as free act	Trans	Self	Up to 4 of your spells	10 min/lvl (D)	-	-	MoF
Soul Shackles <sup>1</sup>	Trap deadsoul,question1rnd/lvl/day	Necro	C	One living creature	Instantaneous	-	Yes	BVD
Spiritwall	Groaning wall 60-ft panic effect	Necro	C	Wall 10-ft-sq./lvl or sphere 1 ft/lvl	1 min/lvl (D)	-	-	T&B
Stone Shape	Sculpts stone into any form	Trans	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-	257
Stop Heart <sup>1</sup>	Drops subject to –8 HP	Necro	Touch	liv. humanoid/animal	Instantaneous	Fort negs	Yes	BVD
Summon Monster V	Calls outsider to fight for you	Conj	C	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-	259
Summon Undead V <sup>1</sup>	As Summon Monster, but undead	Conj	C	Undead 30 ft apart	1 rnd/lvl	-	-	MoF
Telekinesis	Lifts or moves 25 lb/lvl, L range	Trans	L	Special	Conc (spec) or Inst	Will negs	Yes	264
Teleport <sup>15</sup>	Instantly transports you anywhere	Trans	Touch	Weight up to 50 lb/lvl	Instantaneous	Special	Spec	264
Transmute Mud to Rock	Transforms two 10-ft cubes/level	Trans	M	2 10-ft cubes/lvl	Permanent	Special	-	266
Transmute Rock to Mud	Transforms two 10-ft cubes/level	Trans	M	2 10-ft cubes/lvl	Permanent	Special	-	266
Wall of Force <sup>13</sup>	Wall is immune to damage	Evoc	C	10-ftsq/lvl / 1-ft-rad/lv	1 min/lvl (D)	-	-	269
Wall of Iron	30 hp/4 levels,can topple onto foes	Conj	M	Area up to 5-ft sq/lvl	Instantaneous	Special	-	270
Wall of Ooze	Wall, 2d6 acid dam/rnd on touch	Conj	M	5-ft-sq./lvl wall (S)	Conc + 1/lvl rnds	Fort part	-	BVD
Wall of Stone	20 hp/4 levels, can be shaped	Conj	M	Area up to 5-ft sq/lvl	Instantaneous	Special	-	270
Xorn Movement	Move through natural material	Alter	Touch	Creature touched	1 rnd/lvl or free	Will negs	Yes	MoP
<b>6<sup>th</sup> Level Spells</b>								
Spell	Description	School	Range	Target, Effect, Area	Duration	Save	SR	PHB
Acid Fog <sup>5</sup>	Fog deals 2d6/rnd acid damage	Conj	M	Spreads 30 ft,20 high	1 rnd/lvl	-	Yes	172
Acid Storm <sup>5</sup>	Acid rain 1d6/lvl (max 15d6)	Evoc	M	20-ft-rad cyl. 20 ft h	Instantaneous	Ref half	Yes	MoF
Alert Bebilith <sup>1</sup>	Call Bebilith to hunt demon	Conj	C	One Bebilith	Instantaneous	-	-	BVD

Analyze Dweomer	Reveals magical aspects of subject	Div	C	One obj or creature	1 rnd/lvl (D)	Special	-	172
Antimagic Field	Negates magic within 10 ft	Abjur	10 ft	10-ft rad emanation	10 min/lvl (D)	-	Spec	175
Backlash	First of target's spells rebounds	Trans	Touch	Creature touched	Until discharged	Will negs	Yes	MoF
Bigby's Forceful Hand	Hand pushes creatures away	Evoc	M	Bull rush, Str chk +14	1 rnd/lvl (D)	-	Yes	178
Cacophonic Shield <sup>9</sup>	Sonic barrier 1d6 + 1/lvl(max +20)	Evoc	10 ft	10-ft-rad-em. on you	1 min/lvl	Fort part	Yes	MoF
Chain Lightning <sup>7</sup>	1d6 damage/level, secondary bolts	Evoc	L	Primary,secondary/lvl	Instantaneous	Ref half	Yes	182
Circle of Death <sup>11</sup>	Kills 1d4 HD/level	Necro	M	50-ft radius burst	Instantaneous	Fort negs	Yes	184
Consume Likeness <sup>1</sup>	Take corpses appearance	Necro	Self	You	Permanent	-	-	BVD
Contingency	Sets trigger condition for spell	Evoc	Self	You	1 day/lvl / dischrqd	-	-	187
Control Water	Raises, lowers or parts water	Trans	L	10 x 10 x 2 ft /lvl	10 min/lvl (D)	-	-	188
Control Weather	Changes weather in local area	Trans	2 miles	2-mile-rad circle	4d12 hours	-	-	188
Dhulark's Glasstrike	Transform creat./obj. to glass	Trans	C	One creat./4 cu. Ft	1 h/lvl	Fort negs	Yes	MoF
Disintegrate	Disintegrates creat/obj or 5d6 dmg	Trans	M	Ray, 10 ft cube	Instantaneous	Fort part	Yes	195
Ectoplasmic Enhancement <sup>1</sup>	Undead gains +1 attack/AC, +2 Turn resistance, +1d8 temp HP	Necro	C	1/lvl incorporeal undead	24 h	-	-	BVD
Energy Transformation Field	Zone absorbs magic energy to power specific spell	Trans	C	40-ft-rad spread	Permanent	-	Yes	MoF
Eyebite	Charm,fear,sicken or sleep subject	Trans	C	You	1 rnd/3 lvls	Special	Yes	202
False Sending	As Sending, mask message source	Illus	Text	One creature	1 rnd	Will negs	Yes	BVD
Fiendform <sup>1*</sup>	Take fiendish/demon/devil form	Trans	Self	You	1 min/lvl	-	-	MoF
Fiendish Quickenings	Quicken natural teleport ability	Trans	Self	You	1 rnd/lvl	-	-	BVD
Fire Spiders <sup>8</sup>	240 spider-size fire elementals	Conj	C	20-ft-rad spread	1 rnd/lvl	Ref half	Yes	MoF
Flesh Shear	Loses 3d6 Str and Con	Necro	C	1 target	2d12 dam is save	Fort	Yes	Net
Flesh to Stone	Turns subject into statue	Trans	M	1 creature	Instantaneous	Fort negs	Yes	206
Gate Seal	Permanently seals gate/portal	Abjur	C	One gate or portal	Permanent	-	-	FRC
Geas / Quest <sup>16,17</sup>	Command any creature	Ench	C	One living creature	1 day/lvl / dischrqd	-	Yes	208
Globe of Invulnerability	Stops 1-4 level spell effects	Abjur	10 ft	10-ft-radius sphere	1 rnd/lvl	-	-	209
Greater Dispelling	Greater dispel magic, +20 on check	Abjur	M	Special	Instantaneous	-	-	210
Greater Shadow Evocation	Mimics evocation up to 5th level	Illus	Special	Special	Special	Will disblf	Yes	211
Guards and Wards	Magic effects protects area	Abjur	Special	Up to 200 sq ft/lvl	2 h/lvl	-	Spec	211
Hardening	Increase Hardness +1/2 lvl	Trans	Touch	1 item 10 cu.-ft/lvl	Permanent	-	Yes	DD
Illusory Pit	Victim believes they are falling (Will for 1 rnd of Stun).	Illus	M		Conc +1 rnd/lvl	Will (partial)	Y	D291,46
Imbue Familiar with Spell Ability	Transfer spells to familiar	Univ	Touch	Your Familiar	1 h/lvl	Will negs	Yes	T&B
Impotent Possessor	Render possessing creat. powerless	Abjur	C	One possessing creat.	Permanent (D)	Will negs	Yes	BVD
Legend Lore	Learn tales about person,place etc.	Div	Self	You	Special	-	-	219
Make Manifest	Make creat. appear on your plane	Trans	C	One creature	1 rnd/lvl	Will negs	Yes	MoP
Mass Haste	Extra partial action, affects 1/lvl	Trans	C	Creat/lvl, 30 ft apart	1 rnd/lvl	Fort negs	Yes	226
Mass Strength	Affects 1 creature/2 levels; gain 1d4+1 Strength	Trans	C		10 min/lvl	Fort (neg)	Y	D275,85
Mass Suggestion <sup>16,17</sup>	Compels subject/lvl to follow	Ench	M	Creat/lvl, 30 ft apart	1 h/lvl	Will negs	Yes	226
Mislead	Turns you invisible and creates illus	Illus	C	You / illusory double	1 rnd/lvl	Will disblf	-	230
Mordenkainen's Lucubration	Recalls 1-5th level spell	Trans	Self	You	Instantaneous	-	-	231
Move Earth	Digs trenches and builds hills	Trans	L	750 ft sq, 10 ft deep	Instantaneous	-	-	231
Otiluke's Freezing Sphere <sup>6</sup>	Freezes water or deals cold dmg	Evoc	Special	Special	Special	Special	Yes	233
Permanent Image	Includes sight, sound and smell	Illus	L	20-ft + 10-ft cube/lvl	Permanent (D)	Will disblf	-	235
Planar Binding	Traps outsider for task, 16 HD	Conj	C	Up to 16 HD	Instantaneous	Will negs	Yes	235
Prismatic Eye	Orb fires Prismatic Sprays	Evoc	L	Magic Eye	1 rnd/lvl	Text	Yes	MoF
Probe Thoughts <sup>17</sup>	Scan subject memories/knowledge	Div	C	One living creature	Conc	Fort negs	Yes	DoF
Programmed Image	Triggered by event	Illus	L	20-ft + 10-ft cube/lvl	Perm / triggered	Will disblf	-	239
Project Image	Illusory double can talk, cast spells	Illus	M	Shadow duplicate	1 rnd/lvl (D)	Will disblf	-	239
Repulsion	Creatures can't approach you	Abjur	10 ft/lvl	10-ft rad/lvl	1 rnd/lvl (D)	Will negs	Yes	245
Seal Portal	Seal interplanar portal/gate	Abjur	C	1 interp. Portal/gate	Permanent (D)	-	-	MoP
Shades	Mimics conjuring, up to 5th level	Illus	Special	Special	Special	Special	-	249
Shadow Canopy <sup>10</sup>	Create shadow dome 100 % conc.	Evoc	M	100+50/lvl ft,25fthigh	1 h/lvl	Will negs/-	Yes/-	LoD
Snare Astral Traveller	Attract and capture astral creature	Abjur	M	One astral creature	1 rnd/lvl	Will negs	Yes	BVD
Stone to Flesh	Restores petrified creature	Trans	M	1-3 ft diam,10 ft L	Instantaneous	Fort negs	Yes	257
Summon Monster VI	Calls outsider to fight for you	Conj	C	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-	259
Tenser's Transformation	+1d6 HP/lvl,+4 AC,+2d4 Str & Dex	Trans	Self	+1 att/2 lvls,+5 Fort	1 rnd/lvl	-	-	265
Thorndearth	1d6/lvl, moving causes 1 hp/lvl	Necro	C	1 target	-	Fort	Yes	Net
Translocation Trick <sup>15</sup>	Switch loc., appearance with target	Trans	M	You + one creature	10 min/lvl	Will negs	Yes	MoF
True Seeing	See all things as they really are	Div	Touch	Creature touched	1 min/lvl	Will negs	Yes	267
Undeath to Death	destroys 1d4 HD/level of undead	Necro	M	50-ft radius burst	Instantaneous	Will negs	Yes	T&B
Veil	Change appearance of creatures	Illus	L	1+ creats, 30 ft apart	Conc +1 h/lvl (D)	Will negs	Yes	269
Whisper's Damage Transference	Deal current hp lost as damage, gain that many hp.	Necro	Touch	1 target. If half hp taken, save again vs. death.	-	Fort	Yes	Net

7 <sup>th</sup> Level Spells								
Spell	Description	School	Range	Target, Effect, Area	Duration	Save	SR	PHB
Antimagic Aura	Immunity to spells/Sp/Su on creat.	Abjur	Touch	One creature	1 rnd/lvl	Will negs	Yes	MoF
Banishment	Banishes 2 HD/lvl extraplan. creats	Abjur	C	2 HD/lvl	Instantaneous	Will negs	Yes	177
Bigby's Grasping Hand	Provides cover, pushes, grapples	Evoc	M	Attack lvl+abi mod+9	1 rnd/lvl (D)	-	Yes	178
Cloud of Death	A darkness spell, lose 1d2 lvl	Necro	C	30ft radius, 20ft high	1rnd/lvl	Fort	Yes	Net
Control Undead	Undead don't attack	Necro	C	2 HD of undead/lvl	1 min/lvl	Will negs	Yes	188
Death by Thorns <sup>1,11</sup>	Agony for 1d4 rnds, then death	Conj	Touch	-3 creat., 15 ft apart	Instantaneous	Fort part	Yes	BVD
Delayed Blast Fireball <sup>8</sup>	1d6 fire damage/level (max 20d6)	Evoc	L	20-ft radius spread	Up 5 rounds	Ref half	Yes	191
Ditan's Minor Nullify	Lose all spell casting, caster must also save.	Necro	C	-	1 day	Fort	Yes	Net
Drawmij's Instant Summons	Prepared objects appears in hand	Conj	Special	Weight up to 10 lb	Perm until dischrqd	-	-	198



Elemental Body	Assume elemental substance form	Trans	Self	You	1 rnd/lvl	-	-	MoP
Energy Immunity	Immunity to one energy type	Abjur	Touch	Creature Touched	24 h	-	Yes	T&B
Ethereal Jaunt	Become ethereal for 1 round/level	Trans	Self	You	1 rnd/lvl (D)	-	-	201
Eye of the Beholder <sup>1</sup>	+2 Spot, random eye beam capab.	Trans	Self	You	1 rnd/lvl	-	-	BVD
Eyefire	Any hostile intelligent creature with < HD make a Will save or become Shaken	Evoc	Person	One 1d6/lvl bolt per round, ref save, C range. Those failing are knocked back and prone.	2rnd/lvl	*	Yes	Drag
Fiendish Clarity <sup>1</sup>	Darkvision 60', see invisible...	Div	Self	You	10 min/lvl	-	-	BVD
Finger of Death <sup>11</sup>	Kills one subject or dmg 3d6+1/lvl	Necro	C	One living creature	Instantaneous	Fort part	Yes	203
Forcecage	Cube of force imprisons all inside	Evoc	C	20-ft cube/10-ft cube	2 h/lvl	-	-	207
Gemjump <sup>15</sup>	Teleports you to location of gem	Trans	Unlimited	You + 50 lbs/lvl	Until triggered	-/Will negs	-/Yes	MoF
Great Thunderclap <sup>9</sup>	Stuns, deafens, topples creatures	Evoc	M	5-ft/lvl-rad spread	Instantaneous	Text	-	MoF
Greater Ironguard	Immune to metal < +3 enh.	Abjur	Touch	Creature touched	1 rnd/lvl	Will negs	Yes	MoF
Greater Scrying	Spies on subject from a distance	Div	Special	Magical sensor	1 h/lvl	-	-	211
Insanity <sup>17</sup>	Subject suffer continuous confusion	Ench	M	One living creature	Instantaneous	Will negs	Yes	217
Lich Aura	Gain several powers of a lich.	Necro	Self	-	1rnd/lvl	Will	Yes	Net
Limited Wish	Alters reality – within spell limits	Univ	Special	Special	Special	-	Yes	222
Mass Invisibility	Invisibility, affects all in range	Illus	L	180 ft apart	10	-	-	226
Mass Teleport <sup>15</sup>	Instantly transports you anywhere	Trans	Prsl,touch	Obj./creat. 100 lbs/lvl	Instantaneous	Special	Spec	MoF
Mordenkainen's Magnificent Mansion	Door leads to extradim. Mansion	Conj	C	3 10-ft cubes/lvl	2 h/lvl	-	-	231
Mordenkainen's Sword <sup>13</sup>	Magic blade, 4d6+3 dmg, 19-20/x2	Evoc	C	Att bonus lvl+abi+3	1 rnd/lvl (D)	-	Yes	231
Nybor's Stern Reproof <sup>17*</sup>	die on failed save, else daze, etc.	Ench	C	One living creature	1 rnd/lvl (D)	Text	Yes	MoF
Otiluke's Greater Dispelling Screen	Screen casts Greater Dispel Magic on pass-throughs	Abjur	C	Wall 10-ft-sq./lvl or sphere 1 ft/lvl	1 min/lvl (D)	-	-	T&B
Phase Door	Passage through wood or stone	Conj	Touch	5 x 8 ft, 1 ft deep	1 usage/2 lvls	-	-	235
Plane Shift	1-8 subjects travel to another plane	Trans	Touch	1-8 joining hands	Instantaneous	Will negs	Yes	236
Power Word, Stun	Stuns creature up to 150 hp	Conj	C	1 creat up to 150 hp	4d4/2d4/1d4 rnds	-	Yes	237
Prismatic Spray	Rays hit with variety of effects	Evoc	C	Cone	Instantaneous	Special	Yes	238
Rapture of Rapture <sup>1</sup>	Deal 6d6 + 1 rnd stun on touch	Trans	Touch	1/lvl living creatures	Instantaneous	Fort half	Yes	BVD
Reality Maelstrom	Hole sucks creat. to random plane	Evoc	M	5(10)-ft-rad-em.(brst)	1 rnd/lvl	W/Rf negs	Yes	MoP
Reverse Gravity	Objects and creatures fall upward	Trans	M	10-ft cube/2 lvls	1 rnd/lvl (D)	-	-	246
Sequester	Subject invisible to sight & scrying	Abjur	Touch	Creat or obj touched	1 day/lvl (D)	Will negs	Yes	249
Shadow Walk	Step into shadow to travel rapidly	Illus	Touch	1 touched/level	1 h/lvl (D)	Will negs	Yes	250
Simbul's Spell Sequencer	Cast up to 4 spells –lvl 5 as free action, spells –lvl 2 as sequence	Trans	Self	Up to 4 of your spells	10 min/lvl (D)	-	-	MoF
Simbul's Synostodweomer	Channel spell slot into 1d6 healing/spell level	Trans	Self	One of your spells	1 rnd	-	Yes	MoF
Simulacrum	Partially real double of creature	Illus	Touch	1 duplicate creature	Instantaneous	-	-	252
Spell Turning	Reflect 1d4+6 spell levels back	Abjur	Self	1d4+6 levels affected	Expend. / 10min/lvl	-	-	255
Statue	Subject can become statue at will	Trans	Touch	Gains hardness 8	1 h/lvl (D)	Will negs	Yes	256
Summon Monster VII	Calls outsider to fight for you	Conj	C	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl (D)	-	-	259
Teleport without Error <sup>15</sup>	Teleport, no off-target arrival	Trans	Prsl,touch	50 lb/lvl	Instantaneous	-	-	265
Vanish <sup>15</sup>	Teleports touched object	Trans	Touch	50 lb/lvl, 3 cu ft/lvl	Instantaneous	Will negs	Yes	269
Vipergout	1d4+3 M vipers from your mouth	Conj	Self	1d4+3 creatures	1 rnd/lvl	-	Yes	MoF
Vision	Learn tales about person, place etc.	Div	Self	You	Special	-	-	269
Wall of Eyes <sup>1</sup>	Eye wall, Hold Monster on touch	Conj	M	5-ft-sq./lvl wall (S)	Instantaneous	Will negs	-	BVD
Whirlwind of Teeth <sup>1</sup>	1d8/2 lvl (max 10d8), moves 40'	Evoc	M	5-ft-/lvl tad, 10-ft-/lvl high cylinder	1 rnd/lvl	Ref half	Yes	BVD
Zajimarn's Ice Claw Prison <sup>6</sup>	Ice claw grapples 1/rnd attack = lvl + Cha/Int mod.+ 7, 1d8 cold dam.	Evoc	M	10-ft ice claw	1 rnd/lvl (D)	-	Yes	MoF

8 <sup>th</sup> Level Spells								
Spell	Description	School	Range	Target, Effect, Area	Duration	Save	SR	PHB
Antipathy <sup>17</sup>	Obj or loc repels certain creatures	Ench	C	Location or object	2 h/lvl	Will part	Yes	175
Bestow Greater Curse	As Bestow Curse, greater effect	Trans	Touch	Creature touched	Permanent	Will negs	Yes	BVD
Bigby's Clenched Fist	Large hand attacks, 1d8+12 & stun	Evoc	M	Att lvl+abi mod+10	1 rnd/lvl	- / Fort	Yes	178
Binding <sup>17</sup>	Techniques to imprison a creature	Ench	C	One living creature	Special (D)	Will negs	Yes	179
Blackstaff	+4 staff, Dispel Magic, lose spells	Trans	Touch	(Quarter)staff touch	1 rnd/lvl (D)	Text	Yes	MoF
Clone	Duplicate awakens when orig. dies	Necro	0 ft	One clone	Instantaneous	-	-	184
Demand <sup>17</sup>	Send a message with a suggestion	Ench	Special	One creature	1 round	Will part	Yes	191
Devastate Undead	Destroy undead, deal/cure 5HP/HD	Necro	C	Undead creat. 30 ft	Instantaneous	Fort negs	Yes	LoD
Discern Location	Exact location of creature of object	Div	Unlimited	1 creature/object	Instantaneous	-	-	195
Etherealness	Travel to Ethereal Plane with comp.	Trans	Touch	You + 1 creat/3 lvls	1 min/lvl (D)	-	Yes	201
Evil Weather <sup>1</sup>	Conjure types of Evil Weather (see text)	Conj	1 mile/lvl	1 mile/lvl rad centered on you	3d6 min	-	-	BVD
Flensing	Rip flesh 2d6, 1d6 Cha + Con dam.	Evoc	C	1 corporeal creature	Up to 4 rounds	Fort part	Yes	FRC
Great Shout <sup>9</sup>	2d6 sonic, deafened 4 rnds, stunned 2 rnds	Evoc	C	Cone + lin 5 ft high, 5 ft wide	Instantaneous	Ref negs	Yes	FRC
Greater Planar Binding	Traps outsider for task, 24 HD	Conj	C	Up to 24 HD	Instantaneous	Will negs	Yes	211
Gutwrench <sup>11,11</sup>	Kill target,caster gets +4Str,4d6 HP	Necro	C	One living creature	Instantaneous	Fort part	Yes	BVD
Horrid Wilting	Deals 1d8 dmg/lvl (max 25d8)	Necro	L	Max 60 ft apart	Instantaneous	Fort half	Yes	215
Incendiary Cloud <sup>8</sup>	Cloud deals 4d6 fire damage/round	Conj	M	30 ft wide, 20 ft high	1 rnd/lvl	Ref half	Yes	217
Iron Body	Your body becomes living iron	Trans	Self	50/+3, Str+6,Dex-6	1 min/lvl (D)	-	-	218
Maddening Scream	Subjects screams, AC -4, Ref 20	Ench	Touch	Living creature	1d4+1	-	Yes	DD
Mass Charm <sup>17</sup>	Charm creatures, max 30 ft apart	Ench	C	HD twice of level	1 h/lvl	Will negs	Yes	226
Mass Manifest	Brings all creatures to your plane	Trans	C	25-ft-emanation	1 rnd/lvl	-	Yes	MoP
Maze <sup>13</sup>	Traps subject in extradim. Space	Conj	C	One creature	Special	-	-	226

Mind Blank	Resist mental / emotional magic	Abjur	C	One creature	1 day	Will negs	Yes	228
Nybor's Wrathful Castigation <sup>17*</sup>	Target dies or -4 penalty to saves, attacks, checks	Ench	C	One living creature	1 rnd/lvl (D)	Text	Yes	MoF
Otiluke's Telekinetic Sphere <sup>13</sup>	Globe protects but traps subject	Evoc	C	1 ft diam/lvl sphere	1 min/lvl (D)	Ref negs	Yes	233
Otto's Irresistible Dance <sup>17</sup>	Forces subject to dance	Ench	Touch	Living creature	1d4+1 rnds	-	Yes	234
Plague of Nightmares <sup>1,17</sup>	Nightmares make subject commit suicide	Ench	Touch	One living creature	Instantaneous	Fort negs	Yes	BVD
Polymorph Any Object	Changes subject into anything else	Trans	C	1 creature or object	Special	Special	Spec	236
Power Word, Blind	Blinds 200 hp worth of creatures	Conj	C	15-ft rad sphere	P/1d4+1 m/1d4 r	-	Yes	237
Prismatic Wall	Wall's colors have array of effects	Abjur	C	4 ft/lvl wide,2/lvl high	10 min/lvl	Special	Spec	238
Protection from Spells	Confers +8 resistance bonus	Abjur	Touch	1 creat/4 lvls	10 min/lvl	Will negs	Yes	240
Screen	Hides area from vision, scrying	Illus	C	30-ft cube/lvl	1 day	Special	-	247
Shifting Paths	Hides a path with an illusion of one going elsewhere.	Illus	M		1 hr/lvl	Will (neg)	Y	D291,46
Simbul's Skeletal Deliquescence	Makes subject's bones squishy, cannot attack, etc., Dex 1	Trans	Touch	Creature touched	1 day/lvl	Fort negs	Yes	MoF
Skeletal Guard <sup>1</sup>	Create M skeletons from bones	Necro	Touch	1 skeleton/lvl	Instantaneous	-	-	MoF
Soul's Treasure Lost	Disintegrate most valuable object	Trans	C	One creature	Instantaneous	Fort negs	Yes	BVD
Spell Engine <sup>13</sup>	Disk absorbs spells, destroys items	Abjur	C	5-ft wheel	Text	-	Yes	MoF
Steal Life <sup>1</sup>	Drain 1 ability/rnd, rejuvenate	Necro	C	One living humanoid	Conc	Fort negs	Yes	BVD
Summon Monster VIII	Calls outsider to fight for you	Conj	C	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl (D)	-	-	259
Sunburst <sup>8</sup>	Blinds all within 10 ft, 3d6 dmg	Evoc	L	10 ft/lvl radius burst	Instantaneous	Ref half	Yes	261
Symbol	Runes have array of effects	Univ	0 ft	One symbol	Special	Special	Yes	261
Sympathy <sup>17</sup>	Obj or loc attracts certain creatures	Ench	C	Location or object	2 h/lvl	Will negs	Yes	263
Transcribe Symbol	Transfer Symbol to another surface	Abjur	Touch	Symbol touched	10 min/discharge	Text	Text	MoF
Transmute Rock to Sickstone	Con loss, see description.	Trans	M	5 ft. sq. sect of stone	1 rnd/lvl	Fort	-	
Trap the Soul	Imprisons subject within gem	Conj	C	One creature	Permanent	Special	Yes	266
Zajimarn's Field of Icy Razors <sup>6</sup>	Crystals in area deal 2d4 + 1d6 + 1/lvl cold dam per 5 ft move	Evoc	M	1 10-ft-sq./lvl	1 min/lvl	Ref part	Yes	MoF
<b>9<sup>th</sup> Level Spells</b>								
Spell	Description	School	Range	Target, Effect, Area	Duration	Save	SR	PHB
Absorption	Absorbs & stores spell energy	Abjur	Self	You	10 min/lvl or used	-	-	T&B
Alamanther's Return	Duplicate any spell/Sp < lvl 9	Trans	As spell	As spell	As spell	As spell	Spell	MoF
Apocalypse from the Sky <sup>1</sup>	All targets get 10d6 fire, acid or sonic damage	Conj	10 miles/lvl	10 miles/lvl rad centered on you	Instantaneous	-	Yes	BVD
Astral Projection	Projects you & co into astral plane	Necro	Touch	You + 1 creat/2 lvls	Special	-	Yes	176
Bigby's Crushing Hand	Grapple, push, crush 2d6+12 dmg	Evoc	M	Att lvl+abi mod+11	1 rnd/lvl (D)	-	Yes	178
Black Blade of Disaster	Melee touch + Int mod, 2d12 dam crit 18-20 (Disintegrate), +5 weap	Conj	C	Sword-shaped planar rift	Conc, 1 rnd/lvl	-	Yes	MoF
Chain Contingency	Sets trigger condition for 3 spells	Evoc	Self	You	1 day/lvl / dischrqd	-	-	T&B
Crushing Fist of Spite <sup>1,13</sup>	Fist smashes designated targets, 1d6/lvl (max 20d6)	Evoc	M	5-ft-rad cyinder, 30ft high	1 rnd/lvl	Ref half/negs	Yes	BVD
Dominate Monster <sup>17</sup>	Control creatures telepathically	Ench	M	One creature	1 day/lvl	Will negs	Yes	197
Elminster's Effulgent Eruption	Multiple spheres negate hostile magic (1 sphere/spell level)	Abjur	60 ft	One glowing sphere/lvl	10 min/lvl or until discharged	-	-	MoF
Elminster's Evasion	Teleports you and gear, contingent spell effects	Evoc	Self	You	Until discharged	-	-	FRC
Energy Drain	Subject gains 2d4 negative levels	Necro	C	Negative energy ray	Instantaneous	Fort negs	Yes	199
Foresight	6th sense warns of danger	Div	Prsl,touch	Special	10 min/lvl	-	-	207
Freedom	Releases creat from imprisonment	Abjur	Special	One creature	Instantaneous	-	Yes	207
Gate	Connects two planes for travel etc.	Conj	M	Special	Instantaneous	-	-	207
Hide Life	Isolate life force, can't die	Necro	Self	You	Instantaneous	-	-	T&B
Imprisonment	Entombs subject beneath the earth	Abjur	Touch	Creature touched	Instantaneous	-	Yes	217
Maw of Chaos <sup>3</sup>	Maw deals 1/lvl damage + Conc	Abjur	M	15-ft-rad emanation	1 rnd/lvl	Will half	Yes	MoF
Meteor Swarm <sup>8</sup>	Deals 2d6 fire dmg plus bursts	Evoc	L	Dmg 6d6 / 3d6	Instantaneous	- / Ref half	Yes	228
Mindrape <sup>1,17</sup>	Learn/alter all memories, emotions	Ench	M	One creature	Instantaneous	Will negs	Yes	BVD
Mordenkainen's Disjunction	Dispels magic, disenchant's items	Abjur	C	30-ft radius burst	Instantaneous	Will negs	-	230
Power Word, Kill <sup>11</sup>	Kills 1 subject/many below 100 hp	Conj	C	1 creat or 15-ft radius	Instantaneous	-	Yes	237
Prismatic Sphere	Surrounds on all sides with effects	Abjur	10 ft	10-ft radius sphere	1 rnd/lvl (D)	-	Yes	238
Refuge <sup>15</sup>	Transport item's possessor to you	Trans	Touch	Object touched	Perm until dischrqd	-	-	243
Shapechange	Transform into any creat once/rnd	Trans	Self	You	10 min/lvl	-	-	250
Simbul's Spell Trigger	Cast up to 4 spells -lvl 7 as free action, spells -lvl 4 as sequence	Trans	Self	Up to 4 of your spells	10 min/lvl (D)	-	-	MoF
Soul Bind	Traps soul to prevent resurrection	Necro	C	Corpse	Permanent	Will negs	-	254
Stalking Spell	Recipient is invisible to all, but touch. (Attacks allowed.)	Ill	Touch		1 hr/lvl (D)	Will (neg)	N	D291,46
Stasis Clone	As Clone, body does not rot	Necro	0 ft	One clone	Instantaneous	-	-	LoD
Summon Monster IX	Calls outsider to fight for you	Conj	C	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-	259
Teleportation Circle <sup>15</sup>	Circle teleports to designated spot	Trans	0 ft	Circle 5 ft radius	10 min/lvl (D)	-	Yes	265
Temporal Stasis	Subject into suspended animation	Trans	Touch	Creature touched	Permanent	-	Yes	265
Time Stop	You act freely for 1d4+1 rounds	Trans	Self	You	1d4+1 rounds	-	-	265
Unbinding	Destroy containment spells/geas	Abjur	180 ft	180-ft-rad burst on you	Instantaneous	-	-	DoF
Utterdark <sup>1</sup>	Deeper Darkness, evil creat. can see	Conj	C	100-ft-/lvl spread you	1 h/lvl	-	-	BVD
Wail of the Banshee <sup>9,11</sup>	Kills one creature/level	Necro	C	1 creat/lvl 30-ft rad	Instantaneous	Fort negs	Yes	269
Weird <sup>12,17</sup>	Illusion kills/deals dmg within 30 ft	Illus	M	Max 30 ft apart	Instantaneous	Will disblf	Yes	272
Wish	Alters reality	Univ	Special	Special	Special	Special	Yes	273
Zajimarn's Avalanche <sup>6</sup>	Ice wave 1d4/lvl (max 25d4), carry	Conj	L	1 10-ft-aq./lvl (S)	Instantaneous	Ref part	Yes	MoF

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### 1ST LEVEL SPELLS

Apothecary (Necromancy)

Range: 0  
 Components: V,S,M  
 Duration: Instantaneous  
 Casting Time: 1  
 Area of Effect: Touch  
 Saving Throw: Negates

This spell transforms magical energy into life force, the effective reverse of life drain. The result is a minor healing spell wizards can employ. it heals 1d4 hp and/or many minor ailments such as a skin irritation or minor infection.  
 The material components are a freshly clipped strand of hair or a freshly clipped fingernail smeared with a bit of wood alcohol, materials are consumed during casting.

Cauterize (Necromancy)  
 Range: Touch  
 Components: V  
 Duration: Instantaneous  
 Casting Time: 1  
 Area of Effect: One creature  
 Saving Throw: None

This spell will cauterize a wound without causing pain. Cauterizing stops bleeding, heals 1 HP, and prevents infection of any kind. Having a wound cauterized will leave a small scar, as would a burn.

Stun Ray  
 Conjunction (Creation) [Electricity]

Level: Sor/Wiz 1  
 Components: V,S, M  
 Casting Time: One Action  
 Range: C (25 ft. + 5 ft./2 levels)  
 Effect: Ray  
 Duration: 1 round plus 1d4 rounds  
 Saving Throw: Fortitude partial  
 Spell Resistance: Yes

A quick jolt of electricity darts from the caster to the target. This ray of electricity requires a successful ranged touch attack to hit. The target is stunned by the ensuing shock for one round and an additional 1d4 rounds unless a successful Fortitude save is made.  
 Material Component: A coiled copper wire.

### 2ND LEVEL SPELLS

Necronic Missiles (Evocation, Necromancy)

Range: 60 yards + 10 yards/level  
 Components: V,S  
 Duration: Instantaneous  
 Casting Time: 2  
 Area of Effect: 1 to 5 creatures in a 45 degree arc  
 Saving Throw: None

Yet another of Telsindria's Magic Missile variants, This spell is catered to undead extermination, and it's 1d8+1 damage per missile is quite effective in that task. The missiles have no effect on inanimate or living objects.

Saphrael's Damage Mirror  
 (Alteration, Necromancy)

Range: 0  
 Components: V, S, M  
 Duration: Until Triggered  
 Casting Time: 1 round  
 Area of Effect: 10' Radius  
 Saving Throw: None

This spell is the bane of those who like to melee wizards. Damage mirror lasts until it is triggered by a successful melee attack. Success is defined as a strike, not necessarily damage to the caster; i.e. if the caster is protected by a stonewall spell, damage is rolled though not actually suffered. If the caster is protected by a spell such as Alustriel's mantle or Ironguard, the attack will not trigger the spell if it doesn't affect the mage. If a damage mirror spell is active, the wizard is not protected against attack, but if the wizard is struck by a weapon in melee combat, every creature within a ten-foot radius of the wizard suffers an identical amount of damage. The spell is canceled once it has been triggered; if the opponent has multiple attacks in that melee round, only the first successful attack triggers the damage mirror spell. This spell is not affected by spells or magical attacks, except for dispel magic, which has the normal chance of negating it.

Ray of Sickness  
 Necromancy

Level: Sor/Wiz 2  
 Components: V,S  
 Casting Time: One Action  
 Range: C (25 ft. + 5 ft./2 levels)  
 Effect: Ray  
 Duration: 1 round/level  
 Saving Throw: Fortitude negates

Spell Resistance: Yes

With a successful ranged touch attack, a sickly green ray strikes the target. The ray makes the target temporarily nauseated. Nauseated characters are unable to attack, cast or concentrate on spells, or do anything else requiring attention. The only action an affected character can take is a single move (or move-equivalent action) per round.

### 3RD LEVEL SPELLS

Deep Sleep (Alteration, Necromancy) (

Range: Touch  
Components: V, S  
Duration: Special  
Casting Time: 3  
Area of Effect: one creature per level  
Saving Throw: None

This spell allows the creatures affected by this spell to sleep very soundly for one hour. After this time period the creatures awake, fully rested as if they had had a full night's rest. The affected creatures recover lost hit points, and wizards may recover their spells as if real time had passed. Because the rest is so rejuvenating those affected by this spell will be unable to be affected by it again for another 23 hours (the characters are just not sleepy). Only willing subjects can be affected by this spell.

Healing Sleep (Necromancy) (

Range: Touch  
Components: V  
Duration: Special  
Casting Time: 1 round  
Area of Effect: 1 creature  
Saving Throw: None

This spell may only be cast upon a willing recipient.

The recipient will fall into a deep sleep from which he will not awaken for 8 hours. During this time the recipient will be healed for 20 points of damage, plus one per level of the caster.

Saphrael's Arc Bolt (Evocation, Necromancy) (

Range: 3 yards / level  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 3  
Area of Effect: Special  
Saving Throw: 1/2

Saphrael's Arc Bolt creates a arc of positive electrical energy that leaps from the caster's hands up to 3 yards / level distance, affecting a single target. Unlike a standard Lightning Bolt spell, the arc bolt actually operates in a manner similar to Vampiric Touch, but draws on the positive material plane's energy, rather than the negative. The Arc Bolt inflicts 1d6 damage for every two caster levels (rounded up), to a maximum drain of 6d6 for a 11th level or high caster and then arcs back to the caster. The hit points in damage minus the highest die roll (ie. a 6d6 arc bolt heals 5d6 damage with the highest roll excluded) are added to the caster's total, with any hit points over the caster's normal total treated as temporary additional hit points. Any damage to the caster is subtracted from the temporary hit points first. After one hour, any extra hit points above the caste's normal total are lost. The creature originally losing hit points through this spell can regain them by magical or normal healing. Undead creatures are affected by this spell, unlike its cousin, Vampiric Touch.

Whisper's Bolt of Darkness (Necromancy)

Range: 10 yards + 10 yards per level  
Components: V, S  
Duration: Instantaneous  
Casting Time: 3  
Area of Effect: 20-foot radius  
Saving Throw: None

This spell is similar to a Fireball, except that there is no saving throw, and the damage is only 1d4 points per level. The spell is also not affected by such spells as globe of invulnerability, various shield spells, wall of force, etc. It will sail right through them. Only magic resistance or an anti-magic shell can protect the target(s) of this spell.

Power Word Sleep  
Conjuration [Creation]

Level: Sor/Wiz 3  
Components: V  
Casting Time: One Action  
Range: C (25 ft. + 5 ft./2 levels)  
Effect: Several living creatures within a 15-ft. radius burst  
Duration: 1 minute/level  
Saving Throw: Will negates  
Spell Resistance: Yes

As *sleep* (Player's Handbook, p. 252), except that you roll 4d6 to see how many HD are affected; no creature with more than 10HD is affected.

Minor Reflection  
Abjuration

Level: Brd 3, Sor/Wiz 3, Protection 3  
Components: V, S, F  
Casting Time: One Action  
Range: Self  
Duration: 1 minute/level

Saving Throw: None  
Spell Resistance: No

As the spell is cast, a brief shimmering appears around the caster. For the duration of the spell, the caster is protected against ranged touch attacks including ray spells and creature ray attacks. Any ranged touch attack directed at the caster is automatically reflected back at the original caster.  
Focus: A glass prism.

#### 4th LEVEL SPELLS

Swordshun  
Necromancy

Level: Sor/Wiz 4  
Components: V, S, F  
Casting Time: 1 action  
Range: Self (see text)  
Duration: 2 rounds/level special (D)  
Target: You

When casting this spell, the caster wounds himself with a specially prepared dagger inflicting 1d4 damage. For the duration of the spell, this dagger becomes the only bladed weapon capable of wounding the caster. In other words, the caster gains virtual immunity to all piercing or slashing weapons other than the special dagger. Attacks with such weapons merely pass harmlessly through the caster, inflicting no damage. While the spell is in effect the wound inflicted by the dagger continues to bleed causing 2 HP of damage per round to the caster on his action. This damage may not be healed by any means so long as the spell is in effect. This spell is a very dangerous one for the caster to use since the spell continues to function even if the caster is knocked unconscious. In such cases, the spell caster normally bleeds to death rather quickly. Bladed weapons of major-artifact level may still be able to wound the caster at the DM's option. Upon a successful hit from such a weapon the spell is immediately ended and the arcane focus of the spell shatters into tiny fragments.

Focus: A masterwork dagger of the purest platinum with a ruby in the pommel. This dagger costs at least 5000 gp to construct.

Malleable Flesh (Necromancy)

Range: C  
Components: V, S, M  
Duration: 1 round/level  
Casting time: 4  
Area of Effect: One creature + 1 creature/5 levels  
Saving Throws: Negates

This spell causes the flesh of targeted creature(s) to become very tender - weapon and other physical attacks do 50% more damage to target(s). Also, Strength and Constitution of the target are reduced by 1d6.  
The material component of this spell is a piece of rubber.

Telsar's Painless Death (Necromancy)

Range: Touch  
Components: V, S  
Duration: 1 round/level  
Casting Time: 4  
Area of Effect: Creature touched  
Saving Throw: None

When this spell is cast, the caster numbs the pain centers of the victim, making them virtually immune to pain. As such, the individual gains a +2 bonus to hit in combat, but suffers an additional +1 point of damage from attacks. If cast on a wizard, it becomes harder to upset the concentration of the wizard when he is casting spells. If the wizard is struck, he receives a saving throw vs. spells to avoid having the spell disrupted first. If the wizard's save fails, he receives a +4 bonus on concentration.  
The material component of the spell is a bit of dung smeared on the victim.

Chilling Touch (Necromancy)

Range: Touch  
Components: V, S  
Casting Time: 4  
Duration: 1 round/level  
Area of Effect: Special  
Saving Throw: Special

Upon casting the spell, the mage's touch becomes almost identical to that of a Lich. With a successful attack roll, the victim suffers 1d10 hit points of damage and must make a Fort save or be utterly unable to move. The effects of the paralysis lasts one round by two caster levels. The caster may successfully touch one time per five levels of experience, provided that these touches fall within the spell duration. There is no limit to how many touch attempts the caster may take. Note that he still has to observe the rules for number of attacks per round.

Total Death (Evocation, Necromancy)

Range : C  
Components : V, S, M  
Duration : Permanent  
Casting Time : 4  
Area of effect : 1 regenerating living creature  
Saving Throw : None

By means of this combination magic (evocation & necromancy) the caster can prevent the regeneration of one living creature with this natural ability. The affected creature (troll, thoul etc.) can neither regenerate wounds nor lost limbs. The victim gets no saving throw. It will be consumed in a halo of orange-red light, which does no damage. The effects of the spell will not only prevent one living creature from regeneration but also prevents "post mortal" regeneration of a "slain" victim. Unliving creatures, such as vampires etc., are not affected by this spell. The material components are a drop of acid and some kind of fire source, that are consumed by the spell. This came handy for the Kurfürst (Elector of

the Kaiser) of Machetta in his younger and wilder days exploring the troll-infested newly conquered Eastern Provinces of the Kaiserrych. Many trolls and troll-kin were "really" slain in the Troll Marshes before His Eminence besieged Warlocks Krypta - a futile attempt for that.

## 5th LEVEL SPELLS

Death Bump  
Necromancy [Chaos]

Level: Sor/Wiz 5  
Components: V, S  
Casting Time: 1 action  
Range: C (25 feet + 5 feet/2 levels)  
Duration: Instantaneous  
Target: 1 Dead or Dying creature  
Saving Throw: Will Negates (see text)  
Spell Resistance: Yes

This spell is cast upon an ally who is dying (-1 to -9 HP) or who has been dead no less than 1 round per caster level. When cast, the target creature is immediately restored to life with 2d6 HP + 1 per level of the caster. A random creature within 100 feet of the restored victim then takes damage equal to the hit points needed to restore the target from whatever its previous hit point total was, to its new hit point total. (Dead creatures are considered to be at the negative hit point level needed to kill them.) The recipient of this damage is allowed a spell resistance check (if applicable) and a Will save to avoid this damage. If the save is successful, the damage is not taken, and the target creature is not restored. Also, if no victim to draw the life force from is available the spell fails. Creatures immune to death-effects are considered to be out of range and are excluded from random selection for this spell.

Creatures restored from death by means of this spell are considered to have been Raised from the dead and the normal rules concerning death and returning to life apply to them

Brand Soul  
(Necromancy, Enchantment/Charm ) (

Range: Touch  
Components: V, S, M  
Duration: 1 month/level  
Casting Time: One round  
Area of Effect: One creature  
Saving Throw: Neg.

Necromancers are known for their affinity to undead and extraplanar allies.

However they are also known for their love of controlling and manipulating the living. This spell allows the casting necromancer to literally brand his sigil, or Self symbol, into a person's living essence in order to keep track of them. The spell allows the necromancer a semi-empathy with the person/creature and allows him/her to send instructions to for them to follow if they fail their initial saving throw vs. spell. Communication is limited however, allowing the necromancer to only send one word per his level to the victim. The instructions must be followed to the person's best ability if they fail a second saving throw vs. spell, otherwise they may ignore this ability of the spell for one day at which time the necromancer may once again attempt to force his will on the branded person.

This spell is oftentimes used in secret however to simply track someone's movements as it allows the necromancer, if he/she concentrates to discern the target's location and can get a small glimpse of what the target is currently looking at. The material components of this spell are a small skull carved from obsidian in which something the target owns is placed inside. When casted the skull does not disappear, however the focus item disintegrates.

Morgana's Revenge (Necromancy, Invocation) o

Range: Special  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 4  
Area of Effect: One living creature  
Saving Throw: 1/2

This particularly nasty spell is sometimes called Morgana's Desperation. Upon completing the spell, the caster strikes the target with a magic weapon with at least 1 plus (the material component of the spell, which is not consumed in the casting). The caster may apply any bonuses to hit from strength and magic to the roll. If he misses, the spell dissipates without effect. If it hits, there is a bright flash at the point of impact and the target must save vs. spells or suffer damage equal to the amount of hit points the caster is currently missing. Wounds open up on the target's body in locations corresponding to the same wounds on the caster's body. If the save is made, the target only takes half damage.

Augmented Arc Bolt  
(Evocation, Necromancy) (

Range: 5 yards / level  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 5  
Area of Effect: Special  
Saving Throw: 1/2

Saphrael's Arc Bolt creates a arc of positive electrical energy that leaps from the caster's hands up to 5 yards / level distance, affecting a single target. Unlike a standard Lightning Bolt spell, the arc bolt actually operates in a manner similar to Vampiric Touch, but draws on the positive material plane's energy, rather than the negative. The Arc Bolt inflicts 1d10 damage for every two caster levels (rounded up), to a maximum drain of 6d10 for a 11th level or high caster and then arcs back to the caster. The hit points in damage minus the highest die roll (ie. a 6d10 arc bolt heals 5d10 damage with the highest roll excluded) are added to the caster's total, with any hit points over the caster's normal total treated as temporary additional hit points. Any damage to the caster is subtracted from the temporary hit points first. After one hour, any extra hit points above the caste's normal total are lost. The creature originally losing hit points through this spell can regain them by magical or normal healing. Undead creatures are affected by this spell, unlike its cousin, Vampiric Touch.

## 6th LEVEL SPELLS

Flesh Shear (Necromancy)

Range : 30 yards

Components : V, S  
Duration : Instantaneous  
Casting Time : 6  
Area of Effect : One man-sized creature  
Saving Throw : Special.

Fleshsear is a vicious spell which basically dissolves it's target's flesh down to the bone. Obviously, this spell will not work if targeted against a creature with no flesh (exoskeleton). If the saving throw is failed, the target loses 3d6 points of constitution and 3d6 points of strength. If successful, the target receives 2d12 points of damage. Victims reduced to 0 by constitution or strength drain are dead, for the spell dissolved all their flesh, leaving just a skeleton.

Thorndead (Alteration, Necromancy) o

Range: 10 feet per level  
Components: V, S, M  
Duration: 1 round per 3 levels  
Casting Time: 6  
Area of Effect: One creature  
Saving Throw: Negates

Failing a saving throw (at -2) results in the bones of the victim growing massive bone spurs that tear out through the flesh for 1d6 per level damage, attempting to move (for spell duration) inflicts an extra point of damage per caster level per motion attempt. This is a spell I had cast on me once: it really sucks. Elminster's evasion saved me; I hope you never get hit with it. The material component of this spell is a bone rose sculpture.

Whisper's Damage Transference (Necromancy) (

Range: 60 yards  
Components: V, S  
Duration: Permanent  
Casting Time: 1  
Area of Effect: One creature  
Saving Throw: Negates

This powerful necromantic spell is designed for that wizard who has sustained a lot of damage, and would like to give it to someone else. The wizard utters the arcane words of the spell, and points at some creature. That creature will sustain all damage the wizard has sustained so far, and leaves the wizard without wounds. That is, if the creature fails its saving throw. Through this spell all the wizard's wounds disappear, no matter what their origin or magnitude, only such wounds as severed limbs and the like cannot be healed. If the amount of damage is more than the creature can sustain, the creature dies instantly from the damage and the shock, even a creature who would not die from the wounds, but sustains more than half its hit points in damage, must roll a system shock, or die from the trauma anyway.

Oozepuppet (Transmutation)

Level: Sor/Wiz 6  
Components: V, S  
Casting Time: 1 action  
Range: M (100 ft. + 10 ft./level)  
Area: One ooze  
Duration: 1 day/level  
Saving Throw: Fortitude negates  
Spell Resistance: Yes

You telekinetically take control of the targeted ooze, manipulating it and forcing it to move and attack as you see fit. You can force the ooze to perform as you desire, within the limits of its abilities. Controlling the ooze's actions for an entire round is a move-equivalent action for you. When not directed to move, attack, or undertake any actions by you, the telekinetic forces hold the ooze immobile. The ooze has no mind, but its base instincts still cause it to resist this telekinetic control. If you force the ooze to take a self-destructive action, the ooze gains a new Fortitude saving throw to negate the effects of the spell. Once control is established, you must have line of sight to the ooze to manipulate it, but distance is not otherwise a factor, unless you and the ooze are on different planes (at which point the spell ends). You can manipulate the ooze while scrying upon it, for example.

## 7th LEVEL SPELLS

Energy Immunity  
Abjuration

Level: Clr 6, Drd 6, Sor/Wiz 7  
Components: V, S  
Casting Time: One Action  
Range: Touch  
Target: Creature Touched  
Duration: 24 hours  
Saving Throw: None  
Spell Resistance: Yes

This abjuration grants a creature and his equipment complete protection against damage from whichever one of five energy types you select: acid, cold, electricity, fire or sonic. Only damage effects are negated.

Note: Energy immunity does not stack with *endure elements*, *resist elements*, and *protection from elements*, the energy immunity makes the other spells irrelevant.

Eyefire  
Evocation

Level: Sor/Wiz 7  
Components: V, S  
Casting Time: 1 action  
Range: Self (see text)  
Duration: 2 rounds/level (or until exhausted)  
Effect: 1 twin energy bolt/2 levels  
Saving Throw: See Text

Spell Resistance: Yes (see text)

This spell causes the caster's eyes to glow with a fearsome green energy for the duration of the spell. The horrible appearance this gives the caster causes any hostile intelligent creature with fewer HD or levels than the caster to make a Will save or become *Shaken*.

In addition, once per round the caster can fire twin bolts of coruscating green energy at any target within 50 feet. These beams inflict a total of 1d6 points of damage per caster level (max 15d6). A reflex save is allowed for half damage. The damage from these beams is considered half fire and half electricity for the purposes of resistance or immunity. Also, any creature failing its save is also knocked back 5' per 5 complete caster levels. (i.e. 10ft at 11<sup>th</sup> level, 15ft at 15<sup>th</sup> level, 20ft at 20<sup>th</sup> level, etc.) Creatures knocked back land flat on their backs and must stand up on their action.

Discharging the bolts is a standard action that provokes an attack of opportunity. While the spell is in effect, the caster may move and cast other spells normally for as long as the spell persists. The spell ends when the duration runs out, or all the bolts have been discharged. Unused bolts at the end of the spell's duration are wasted.

#### Cloud of Death (Necromancy)

Range: 60 yards  
Components: V, S  
Duration: 1 round per level  
Casting Time: 7  
Area of Effect: One 30x30-foot cloud, 20 feet high  
Saving Throw: Negates

This spell creates a black cloud of acidic smog. The cloud is stationary, and restricts vision as a darkness spell. However, the cloud also has a horrible life draining effect. Any in the cloud when it must save or be drained of 1d2 levels.

#### Titan's Minor Nullify (Alteration, Necromancy)

Range: 20 feet + 10 feet per level  
Components: V, S, M  
Duration: 1 day  
Casting Time: 7  
Area of Effect: One creature  
Saving Throw: Negates

With the casting of this spell, the wielder calls into being a sphere of negative magic energy. This sphere is then hurled at one creature with spell casting abilities. Unless a saving throw is made, the creature is affected by this spell. If the creature hit is a wizard, the wizard forgets the spells he had memorized for the day, and cannot seem to memorize any more for the remainder of the day. If the creature hit is a priest, they seem to have lost contact with their deity for the remainder of the day, and cannot cast prayers. The effects of this spell can only be cancelled by a limited wish, wish, or divine intervention; dispel magic is not effective against the effects of this spell.

The wizard must also save or be affected by this spell as well, since he must hold the sphere before it is launched.

The material component for this spell is a one foot L, one inch in diameter rod of pure obsidian.

#### Lich Aura (Necromancy)

Range: 0  
Components: V, S, M  
Casting Time: 1 round  
Duration: 1 round per level  
Area of Effect: Caster  
Saving Throw: Special

The utterance of this spell gives the caster the following Lich-like abilities:

1. The aura of magical power which surrounds the mage is so potent that any creature of fewer than 5 hit dice, or 5th level, which sees him must save vs. spell or flee in terror for 5d4 rounds.
  2. The caster is able to deliver The Chilling Touch as per the 4th level spell, with one alteration - the effects of the paralysis last until it is magically dispelled.
  3. The caster can be hit only by weapons of +1 or better, by magical spells, by creatures with 6 or more hit dice, or by creatures with magical properties.
- This spell does not change the caster's appearance, but casting it in conjunction with an illusion promises stunning results. There is a drawback to this spell - if a priest or paladin makes a successful turn undead (lich) roll, the magic is forced from the caster's body, dispelling the spell. The caster must then make a system shock roll or be stunned for 2d4 rounds. Undead creatures are immune to effects 1 and 2. The material components of this spell are cloth taken from the "physically slain" body of a lich (1" x 1" square) and the heart of a hen.

### 8th LEVEL SPELLS

#### Transmute Rock to Sickstone (Transmutation)

Level: Clr 8, Drd 7, Sor/Wiz 8  
Casting Time: 1 action  
Range: M (100 ft. + 10 ft./level)  
Area: One Large size boulder, or one 5-foot-square section of stone, or one stone creature  
Duration: 1 round/level  
Saving Throw: Fortitude partial (see text)  
Spell Resistance: No

In the deepest reaches of the trenches of the Underdark, the very stones are said to be imbued with a fell energy. These stones glow with an unhealthy color that does not exist on the surface world, and any who tread too near these stones sicken and die over the course of several days. This material is known as sickstone, and this spell imbues normal stone with these deadly properties and then magnifies these properties even further so the debilitating effects occur almost instantly.

Sickstone glows with a nauseating not-quite-green, not-quite-silver light that provides illumination to a radius of 40 feet. Any creature in range of this illumination must make a Fortitude saving throw each round or take 1d6 points of temporary Constitution damage. Only 1 point of temporary Constitution damage is taken if the saving throw is successful. Anyone who actually physically contacts the sickstone takes a -4 penalty on the saving throw, and any Constitution damage taken as a result becomes permanent Constitution drain. The damage caused by sickstone is caused by a magical disease, so creatures that are immune to magical diseases are immune to the effects of sickstone.

Some particularly cruel wizards have been known to grant stone minions like golems, elementals, or shield guardians the ability to transform themselves into sickstone. A stone creature under the effects of a sickstone spell does 1d6 points of permanent Constitution drain to anything it strikes, unless the target makes a Fortitude save against this spell, in which case only 1 point of permanent Constitution drain is dealt.

Once the spell expires, the affected stone becomes chalky and powdery. Its hardness is permanently cut in half (round fractions down) as a result. A stone creature with damage reduction has its damage reduction score lessened by 5/+1, as well. Stone lessened to a hardness of 0 or stone that gets lessened to a -1 in either part of the damage reduction score crumbles to dust. For example, if a stone creature originally has a damage reduction score of 5/+1, it gets lessened to 0/0 when the spell expires. If the creature had 10/silver as its damage reduction score, it changes to 5/-1 (silver), which means that it crumbles to dust.