

Dungeons & Dragons 3.5 Edition Index – Bard Spell Summaries

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Bard Spell List

Charisma-based Impromptu Arcane Spells

0th LevelAbjuration*Resistance*(PH p272)

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

Conjuration*Summon Instrument*(PH p285)

- <Conj(sum), VS, 1StdAct, Personal, 1min/lvl(D)>
– Summons a handheld musical instrument of the desired type into the caster's hands. The caster may not summon another instrument until the first casting is done & only the caster can play the summoned instrument.

Divination*Detect Crossroad*(MoF p88)

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

Detect Magic(PH p219)

- <Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>
– The caster can see the Magic Aura of a spell or item in a 60' Cone-shaped Emanation. The information gained increases each round:
1st round – presence of magic.
2nd round – number of magic auras & the strength of the most powerful aura. If not in line-of-sight, the caster only knows the direction.
3rd round – strength & location of each aura. If an aura is within line-of-sight, the caster can identify its school with a Spellcraft check vs. DC 15 + spell level.
This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, & any amount of lead.

Ghostly(MoF p97)

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

Know Direction(PH p246)

- <Div, VS, 1StdAct, Personal>
– The caster knows which direction is North.

Read Magic(PH p269)

- <Div, VSF(prism), 1StdAct, Personal, 10min/lvl>
– Reads scrolls & spell books at 1 page per min.

Seeker's Chant(DR326 p74)

- <Div, VS, 1StdAct, Personal, 1min>
– Caster gains a +1 bonus to Search checks, but receives a –2 penalty on Move Silently checks.

Enchantment*Daze*(PH p217)

- <Ench(comp)[mind], VSM(wool), 1StdAct, Close-range, 1rnd, WillNeg, SR applies>
– One Humanoid with no more than 4HD is Dazed.

Lullaby(PH p249)

- <Ench(comp)[mind], VS, 1StdAct, Medium-range, Concentration + 1rnd/lvl(D), WillNeg, SR applies>
– All living creatures in a 10' radius Burst become drowsy & receive a –5 penalty on Listen & Spot checks, and a –2 penalty on Will saves to resist *Sleep* effects.

Evocation*Dancing Lights*(PH p216)

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

Flare(PH p232)

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

Light(PH p248)

- <Evoc[light], VM(firefly)/DF, 1StdAct, 10min/lvl(D)>
– Object touched gives off bright light in a 20' radius & dim light for another 20'.
This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Illusion*Fleeting Fame*(DR326 p73)

- <Ill(glamer), VS, 1StdAct, Personal, until discharged up to 1rnd/lvl>
– Receive a +2 bonus on the next Bluff, Diplomacy, or Intimidate check.

Ghost Sound(PH p235)

- <Ill(figment), VSM(wool/wax), 1StdAct, Close-range, 1rnd/lvl(D), WillDisbelief, no SR>
– Sounds of 4 people per level (max 20 people).

Transmutation*Mage Hand*(PH p249)

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

Minor Disguise(MoF p108)

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

Mending(PH p253)

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

Message(PH p253)

- <Trans[language], VSF(copper wire), 1StdAct, Medium-range, 10min/lvl, no SR>
– The caster plus 1 creature per level can communicate within range by whispering as long as there is no physical/magical barrier.

Open/Close(PH p258)

- <Trans, VSF(brass key), 1StdAct, Close-range>
– Opens or closes one unlocked door, window, pouch, etc., that weighs up to 30 pounds.

Songbird(MoF p120)(MoFe)+

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

Stick(Und p61)

- <Trans, VSM(dry glue), 1StdAct, Touch, Instantaneous>
– An unattended target object weighting no more than 5 pounds adheres to a larger object. The two objects can be pulled apart automatically by a Corporal creature as a Move Action, by a *Mage Hand*, by an *Unseen Servant*, etc.

Universal*Prestidigitation*(PH p264)

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

1st Level**Abjuration****Alarm**(PH p197)

- <Abj, VS/AF(tiny bell, silver wire)/DF, 1StdAct, Close-range, 2hrs/lvl(D), no save, no SR>
- If any creature of Tiny-size or larger passes through the warded 20' radius Emanation without saying the password, an alarm (chosen at casting time) will sound. Audible: Chimes for 1 round. Easily heard within 60' in typical conditions.
 - Mental: The chime is only in the caster's head, though he/she must be within 1 mile. This will wake the caster, but not disturb his/her concentration.

Disquietude(MoF p90)

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

Obscure Object(PH p258)

- <Abj, VSM(chameleon skin)/DF, 1StdAct, Touch, 8hrs(D)>
- A touched object of up to 100 pounds per level cannot be found with Divination (scry) spells. If a scrying is targeted nearby, the subject cannot be seen.

Remove Fear(PH p271)

- <Abj, VS, 1StdAct, Close-range, 10min>
- One subject + 1 per 4 levels within a 30' area gains a +4 Morale bonus on saves vs. fear. This spell Counters & Dispels Cause Fear, and Suppresses all other fear effects.

Undetectable Alignment(PH p297)

- <Abj, VS, 1StdAct, Close-range, 24hrs>
- The target creature or object cannot have its alignment detected.

Conjuration**Cure Light Wounds**(PH p215)

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

Grease(PH p237)

- <Conj(creat), VSM(butter/pork rind), 1StdAct, Close-range, 1rnd/lvl(D), no SR>
- This spell has several uses:
 - Make one 10' square slippery. Going through the area requires a Reflex save to avoid falling down. A creature can go through the area at ½ movement by making a Balance check vs. DC 10 (failure of this check by less than 5 allows a Reflex save to avoid falling, while failing by 5 or more guarantees a fall);
 - Make one object slippery. If the object is held, the wielder gets a Reflex save to avoid the effect entirely. If the save fails (or was not in anyone's possession when the spell was cast), the object becomes slippery for the duration & is immediately dropped. A Reflex save is then required each round to hold the object.
 - Make one person slippery. The subject gains a +10 Circumstance bonus on Escape Artist checks & on Grapple checks made to resist or escape a grapple, or escape a pin.

Summon Monster I(PH p285)

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

Summon Undead I(PGF p114)(PGFe)+

- <Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>
- Summons one creature from the 'Summon Undead I' Table to fight the caster's enemy. The creature can attack on the caster's initiative starting its first round.
 - No summoned Undead may have more Hit Dice than (Caster level + 1).

Unseen Servant(PH p297)

- <Conj(creat), VSM(string, wood), 1StdAct, Close-range, 1hr/lvl>
- Creates invisible force that can do simple tasks, like cleaning & opening doors. It has a Strength of 2 (so it can lift 20 pounds or drag 100 pounds) & a movement of 15', but it must stay in range.
 - The servant cannot attack, nor can it be the direct target of attacks, but if it takes 6hp of damage from area-of-effect attacks, it is dissipated.

Divination**Appraising Touch**(DR325 p70)

- <Div, VS, 1StdAct, Personal, 1min/lvl>
- Gain an Insight bonus equal to your Caster level on Appraise check made to determine a object's value.
 - Even if the check fails, the erroneous estimate will be no more than 50% off.

Comprehend Languages(PH p212)

- <Div, VSM(soot, salt)/DF, 1StdAct, Personal, 10min/lvl>
- Understands all spoken and written languages of the person or object touched.

Detect Secret Doors(PH p220)

- <Div, VS/DF, 1StdAct, Concentration up to 1min/lvl, no save, no SR>
- The caster can see secret doors, compartments, caches, etc. in a 60' Cone-shaped Emanation. This spell does not locate items that are obscured (i.e., behind boxes or under a rug). The information gained increases each round:
 - 1st round – presence of a secret door.
 - 2nd round – number of secret doors & the location of each one. If not in line-of-sight, the caster only knows the direction. If not in line-of-sight, the caster only knows the direction.
 - 3rd+ rounds – method to open one specific secret door.
 - This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, & any amount of lead.

Empathy(DR313 p93)

- <Div[mind], VS, 1StdAct, Close-range, 1min/lvl(D), WillNeg, no SR>
- The caster sense the emotion of the living target creature. He/she knows the target's emotion (fear, hate, joy, etc.) and its strength (mild, moderate, or strong).
 - The caster gains a +2 Competence bonus to all Charisma-based skill checks against the target for the spell's duration.

Identify(PH p243)

- <Div, VS/AM(100gp pearl, wine, owl feather)/DF, 1Hour, Touch>
- Determines all the properties of one magic item.

Know Protections(MoF p104)

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

Enchantment**Charm Person**(PH p209)

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

Confusion, Lesser(PH p212)

- <Ench(comp)[mind], VS, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>
- One target is Confused for a single round.

Distract(DR314 p20)

- <Ench(comp)[mind], S, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>
- Up to 1 creature per level in a 30' area receives a –4 penalty to Concentration, Listen, Search, and Spot checks.

Harmony(PGF p104)(MoF p99)

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

Herald's Call(MoF p100)

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

Hypnotism(PH p242)

- <Ench(comp)[mind], VS, 1FullRound, Close-range, 2d4rnds(D), WillNeg, SR applies>
- 2d4 HD of creatures in a 30' area who can see or hear the caster are fascinated by the effect (+2 save if in combat, –2 if alone and unthreatened).
 - Each fascinated target considers the caster two Attitude Categories better than normal. The caster can make a simple, reasonable request of the target which is likely to be followed.
 - A target who failed its saving throw does not remember the caster cast a spell on it after the spell wears off.

Ray of Hope(BoED p105)

- <Ench(comp)[good][mind], VS, 1StdAct, Close-range, 1rnd/lvl>
- The living subject receives a +2 Morale bonus on All Actions.
 - This spell Counters and Dispels Sorrow (from the Book of Vile Darkness).

Shock and Awe(DR325 p72)

- <Ench[mind], VS, 1StdAct, Close-range, 1rnd, WillNeg, SR applies>
- One target per level in a 30' area that are Flat-Footed due to a surprise round of combat receive a –10 penalty on their Initiative roll.
 - Targets that cannot be Flat-Footed (such as creatures with Uncanny Dodge) are immune to this spell.

Sleep(PH p280)

- <Ench(com)[mind], VSM(sand), 1Round, Medium-range, 1min/lvl, WillNeg, SR applies>
 – Put 4 HD of creatures in a 10' radius **Burst** into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

Tasha's HIDEOUS LAUGHTER(PH p292)

- <Ench(comp)[mind], VSM(feather, tiny tarts), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>
 – One target with 3 or higher Intelligence falls down laughing & can make no action for the duration of the spell (but is not **Helpless**). A creature of a different type from the caster receive a +4 bonus on its save.

Illusion*Dead End*(DR325 p71)

- <Ill(shadow), VSM(pinch of spice), 1StdAct, Touch, 1hr/lvl(D)>
 – One touched subject per level has its tracks, scent, etc., obscured. Any creature that attempts to locate a subject's **trail** with a Search check, a Survival check for tracking, or using the Scent Ability must make a Will save (no SR) to even be allowed an attempt. If the save is successful, any Search, Survival, or Wisdom check to find / follow tracks still receives a –5 penalty.

Disguise Self(PH p222)

- <Ill(glamer), VS, 1StdAct, Personal, 10min/lv(D), WillDisbelief>
 – The caster can make minor visual changes to his/her appearance. These include gaining or losing 1' of height, gaining or losing weight, the addition or removal of a beard / scar, etc.
 This spell provides a +10 on Disguise checks. Anyone interacting with the caster (particularly if they touch him/her) are allowed a Will save to Disbelieve the illusion.

Phantom Threat(PH p222)

- <Ill(phantasm)[mind], VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg>
 – The target thinks it is 'flanked', thought it cannot see or perceive what the opponent is (& does not waste attacks on it). Attackers treat the target as Flanked.

Magic Mouth(PH p251)

- <Ill(glamer), VSM(10gp jade power, honeycomb), 1StdAct, Close-range, Permanent until discharged>
 – The caster creates an invisible ward which produces an illusionary mouth that speaks up to 25 words when it is triggered by a condition specified at cast time. The message can be in any language known by the caster and can be spread out over a 10 minute period if desired.
 The trigger must be within the spell's range in line-of-sight, up to 15' per level. The conditions must be based on visual and/or audible triggers, so the spell can be fooled by disguises, silence, etc.

Nystul's Magic Aura(PH p257)

- <Ill(glamer), VSF(silk cloth), 1StdAct, Touch, 1day/lvl(D), no SR>
 – Touched object of up to 5 pounds per level gains one of the following magical auras:
 a) not magical;
 b) under the effect of a spell specified by the caster;
 c) having a magical property specified by the caster.

Detect Magic, Detect Evil, etc., are always fooled by this spell. If *Identify* is cast on the target object, its caster is allowed a Will save (no SR) to see through this spell.

Serene Visage(DR325 p72)

- <Ill(glamer), VS, 1StdAct, Personal, 1min/lvl>
 – Receive an Insight bonus on Bluff checks equal to your Caster level.

Silent Image(PH p279)

- <Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration, WillDisbelief, no SR>
 – Creates a visual-only illusion of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10' cubes that are contiguous.

Ventriiloquism(PH p298)

- <Ill(figment), VF(parchment), 1StdAct, Close-range, 1min/lvl(D), WillDisbelief, no SR>
 – The caster's voice seems to come from a designated location within range.

Necromancy*Cause Fear*(PH p208)

- <Necro[fear][mind], VS, 1StdAct, Close-range, Will½, SR applies>
 – One living target with up to 5HD is **Frightened** for 1d4 rounds unless it makes its saving throw. On a successful save, the target is **Shaken** for 1 round.
 This spell **Counters** and **Dispels Remove Fear**.

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

- <Trans[sonic], VS, 1StdAct, Long-range, 15' radius, 1min/lvl, WillNeg>
 – The sound coming from the area around the targeted creature, object, or location is amplified, causing the DC of Listen checks to decrease by 20. People in the area do not know they are being amplified.

Animate Rope(PH p199)

- <Trans, VS, 1StdAct, Medium-range, 1rnd/lvl>
 – Animate a 1" diameter rope whose length is 50' + 5'/level (double the length if ½" diameter cord is used & halve the length with 2" diameter heavy rope). It will obey one of the following each Move Action: "coil", "coil & knot", "loop", "loop & knot", "uncoil", etc.
 Anyone who steps within 1' of the rope or who is hit by it with a ranged touch attack –and– who fails a Reflex save is **Entangled**. To escape, make an Escape Artist check vs. DC 20, or a Strength check vs. DC 23, or an attack vs. AC 10 & do 2 hp of damage.
 An animated rope give a +2 bonus to Use Rope checks.

Balagarn's Iron Horn(MoF p79)

- <Trans[sonic], VS, 1StdAct, Close-range, no save>
 – A **Cone** of intense vibrations trip those in the area. Make a trip check for each target as if the attacker had a Strength of 20.

Distort Speech(MoF p90)

- <Trans, VS, 1StdAct, Close-range, 1rnd/lvl, WillNeg>
 – Target's speech becomes incomprehensible, which makes casting spells with Verbal components impossible.

Erase(PH p227)

- <Trans, VS, 1StdAct, Close-range>
 – One scroll or two pages of unattended non-magical writing are 90% likely to be erased (100% if physically touched). One magical rune (*Explosive Runes, Glyph of Warding, Arcane Marks, or Sepia Snake Sigil*) has a 90% chance of being erased, but it must be touched and a **Caster check** vs. DC 15 (a natural 1 or 2 is always a failure). If the check fails, then the magic rune is set off.

Expeditious Retreat(PH p228)

- <Trans, VS, 1StdAct, Personal, 1min/lvl(D)>
 – The caster's base land speed receives a +30' Enhancement bonus.
 This spell has no effect on the speed of Flying, Burrowing, Climbing, or Swimming.

Feather Fall(PH p229) (CArc p86)+

- <Trans, V, Immediate Action, Close-range, until landing up to 1rnd/lvl>
 – Slows one Medium-sized creature or object per level (or the **Creature Equivalent**) within a 20' area. The subject falls at 60' per round, which causes no damage to the target on landing (though dropped objects still do ½ damage but with no bonus damage for the height). Only free falling targets may be effected.

Undersong(DR328 p72)

- <Trans, V, 1StdAct, Personal, 1min/lvl>
 – The caster may make a Perform check in place of any Concentration check.

2nd LevelConjuration*Cure Moderate Wounds*(PH p216)

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

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

Delay Poison(PH p217)

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

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

Glitterdust(PH p236)

<Conj(creat), VSM(ground mica), 1StdAct, Medium-range, 1rnd/lvl, no SR>

- Coats all creatures & objects in a 10' radius Spread with sparkling dust which cannot be removed for the duration of the spell. This outlines Invisible creatures & objects. Hide checks receive a –4 penalty.

Creatures in the area of effect must make a Will save or be Blinded for the spell's duration.*Summon Monster II*(PH p286)

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

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

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

Summon Undead II(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

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

Table	#
<u>Summon Undead II</u>	1
<u>Summon Undead I</u>	1d3

No summoned Undead may have more Hit Dice than (Caster level + 1).

Summon Swarm(PH p289)

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

- Summons either a Swarm of Bats(MM p237), a Swarm of Rats(MM p239), or a Swarm of Spiders(MM p239). The swarm attacks any creatures that are within its area. If there is no creature to attack, the swarm moves to the nearest creature. The caster has no control over the swarm's movement or target.

Divination*Circle Dance*(MoF p84)

<Div, VS, 1Min, Personal>

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

Detect Thoughts(PH p220)

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

- The caster can thoughts from a conscious creature with an Intelligence of at least 1 in a 60' Cone-shaped Emanation.

The information gained increases each round:

- 1st round – presence of thoughts.
- 2nd round – number of thinking minds & the Intelligence score of each one. If not in line-of-sight, the caster only knows the direction. If any have an Intelligence of at least 26 (assuming it is at least 10 points higher than the caster's), the caster is Stunned for 1 round & the spell ends.
- 3rd round – Surface thoughts of any mind in the area (WillNeg).

This spell is blocked by 3' of wood or dirt, 1' of stone, 1" of metal, & any amount of lead.

Locate Object(PH p249)

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

- Senses direction toward object (specific or type) within range. A unique object can only be located if the caster has personally viewed it (using a scrying spell does not count). This spell is blocked by lead.

Tongues(PH p294)

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

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

Enchantment*Animal Messenger*(PH p198)

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

- Sends a Tiny animal to a specific place known to the caster. Once there, the animal waits until the end of the duration. This spell cannot target an animal trained or under the control of someone else (such as a Familiar). Typically used to carry a written message.

Animal Trance(PH p198)

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

- 2d6 HD of Animals or Magical Beasts with Intelligence of 1 or 2 stop what they are doing and watch the caster for the spell's duration. Animals not trained to guard or attack do not get a save, though all other effected creatures do. An effected creature is treated as Fascinated.

Calm Emotions(PH p207)

<Ench(comp)[mind], VS/DF, 1StdAct, Medium-range, Concentration up to 1rnd/lvl, WillNeg, SR applies>

- Calms all creatures in a 20' radius Spread. Calmed creatures cannot attack, but are able to defend themselves. If a subject is attacked or threatened, the spell is broken.

This spell Suppresses (but doesn't negate) Barbarian Rage, Bardic Music that Inspires Courage, Fear effects, Confusion effects, and any Morale bonuses.*Daze Monster*(PH p217)

<Ench(comp)[mind], VSM(wool), 1StdAct, Medium-range, 1rnd, WillNeg, SR applies>

- One living creature with no more than 6HD is Dazed.

Elation(BoED p98)

<Ench[mind], VS, 1StdAct, 1rnd/lvl>

- All allies within an 80' radius Spread of the caster become full of energy & joy:
 - +2 Morale bonus to Strength & Dexterity;
 - +5' movement.

Entrhall(PH p227)

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

- The caster spends one round getting the audience's attention & becomes so interesting that it gets the undivided attention of everyone in the area of effect who doesn't save (including those who enter later). Races who hate the caster's race gain a +4 bonus on the save. The audience's attitude becomes 'Friendly'.

Targets who failed their save but who have more than 5HD –or– a Wisdom score of at least 16 remain aware of their surroundings & have an attitude of 'Indifferent'. They receive a new save if they observe something they oppose.

When the performance ends (even if due to a loss of Concentration), the audience will talk among themselves, applaud, etc., for 1d3 more rounds. If anyone in the audience is attacked, the spell cancels immediately and the audience will be upset.

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

Faerinaal's Hymn(BoED p99)

<Ench(comp)[good][mind], V, 1StdAct, Close-range, Concentration, WillNeg, SR applies>

- Up to one Evil creature per level that can hear the caster does not take Attacks of Opportunity.

Heroism(PH p240)

<Ench(comp)[mind], VS, 1StdAct, Touch, 10min/lvl>

- The touched creature gains a +2 Morale bonus on attacks, saves, & skill checks.

Hold Person(PH p241)

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

- One Humanoid is Held. He/she gets a new Will save each round to end the spell.

Nightmare Lullaby(MoF p110)

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

- Target is Confused.

Rage(PH p268)

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

- One willing, living creature per three levels in a 30' area gains a +2 Morale bonus to Strength & Constitution, +1 Morale bonus on Will saves, & a –2 penalty to AC for the spell's duration. While under the effect of this spell, it is not possible to cast spells or make some skill checks.

Suggestion(PH p285)

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

- The caster give the target 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

At the end of the duration, the instructions loose their power, triggered or otherwise.

Wave of Grief(CDiv p188)

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

- All creatures within a Cone-shaped Burst receive a –3 Moral penalty on All Actions.

Evocation*Cloud of Bewilderment*(PGF p101)

<Evoc, VS, 1StdAct, Instantaneous, FortNeg, SR applies>

- Create an invisible 10' long Cone of bad air. Anyone in the area is Nauseated for 1d6 rnds

Darkness(PH p216)

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

- Touched object radiates shadowy illumination in a 20' radius. Creatures in the darkness have Concealment (20% miss chance). Darkvision cannot see through this spell. The darkness may be blocked by putting the object in a container.

This spell Counters and Dispels spells with the [light] category of equal or lower level.

Force Whip(CAre p108)

<Evoc[force][sonic][mind], VSF(small silk whip), 1StdAct, Touch, 1rnd/lvl, no SR>
 – Creates a whip made of force that the caster can wield with proficiency.

In addition to the normal uses of a whip, cracking the whip will keep Animals at least 30' from the caster (WillNeg). On a successful Ranged Attack, an Animal will become Frightened (WillNeg).

Heartfire(DR314 p20)

<Evoc[light][fire], VS/DF, 1StdAct, Close-range, 1rnd/lvl, SR applies>

- Intelligent creatures in a 5' radius **Burst** are outlined with red fire, with the following effects:
 - a) gives off light as a Torch;
 - b) does not benefit from **Concealment** unless it is generated by a [darkness] effect of 3rd level or higher;
 - c) does not benefit from *Blur*, *Displacement*, *Invisibility*, etc.
 - d) takes 1d4 Fire damage each round (Fort½);
 - e) casting a spell requires a Concentration check vs. continuous damage.

The fire can be extinguished by normal means, which ends the spell.

Shatter(PH p278)

<Evoc[sonic], VSM(chip of mica)/DF, 1StdAct, Close-range, SR applies>

- Sonic vibration destroy objects in 1 of 3 ways:
 - a) All non-magic glass, crystal, etc., in a 5' radius **Burst** that weigh less than 1 lb/lvl are shattered. An attended object gets a Will save to negate. Otherwise, no save.
 - b) A single solid object weighing up to 10 lbs/lvl can be shattered. An attended object gets a Will save to negate.
 - c) A targeted crystalline creature takes 1d6 sonic damage per level (max 10d6), Fortitude save for ½.

Sound Burst(PH p281)

<Evoc[sonic], VS/AF(musical instrument)/DF, 1StdAct, Close-range, Fort½, SR applies>

- All creatures in a 10' radius **Spread** take 1d8 Sonic damage (no save) and those that can hear are **Stunned** for 1 round (FortNeg).

Illusion**Blur**(PH p206)

<Ill(glamer), V, 1StdAct, Touch, 1min/lv(D)>

- Attacks miss touched subject 20% of the time.

Delusions of Grandeur(DR324 p71)

<Ill(phantasm)[mind], V, 1StdAct, Medium-range, 10min/lvl, WillNeg, SR applies>

- The target becomes overconfident:
 - a) receives a –2 penalty on **All Actions**;
 - b) receives a –2 penalty to Wisdom; &
 - c) cannot Fight Defensively or take the Total Defense action.

Hypnotic Pattern(PH p242)

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

- A 10' radius **Spread** of colorful lights fascinates up to 2d4 + 1/lvl (max +10) HD of creatures with sight, starting with the lowest HD creature in the area of effect.

Only Bards use the Verbal component.

Invisibility(PH p245)

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

- Touched creature or object is **Invisible** until it attacks. Can effect an object of up to 100 pounds per level.

Minor Image(PH p254)

<Ill(figure), VSF(fleece), 1StdAct, Long-range, Concentration + 2rnds, WillDisbelief, no SR>

- Creates a visual illusion with some minor sounds (i.e., not speech) of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10' cubes that are contiguous.

Mirror Image(PH p254)

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

- Creates 1d4 + 1 per 3 levels (max 8 total) decoy duplicates of the caster. Determine randomly if the caster or a decoy is targeted. A decoy's AC is 10 + size mod + Dex mod. If it is damaged by a direct attack (i.e., not area-of-effect spells), it is destroyed.

Misdirection(PH p254)

<Ill(glamer), VS, 1StdAct, Close-range, 1hr/lvl, no SR>

- One creature or object up to a 10' cube in size is given the **Aura** of another creature or object within range at cast time. This new aura fools some Divination spells, such as *Detect Evil*, *Detect Magic*, and *Discern Lies* if the caster of the divination spell fails a Will save. This spell does not fool *Detect Thoughts*.

Reflective Disguise(Und p60)

<Ill(glamer), VS, 1StdAct, Personal, 10min/lvl>

- An intelligent creature that see the caster think he/she is the same race and gender as itself. This only works if the viewer is within one size category of the caster.

This spell is only a visual illusion. It does not provide sounds, smells, mannerisms, etc.

A viewer who interacts with the caster or a creature with the scent ability is allowed a Will save to disbelieve (SR applies).

Silence(PH p279)

<Ill(glamer), VS, 1StdAct, Long-range, 1min/lvl(D)>

- The caster creates a 20' radius **Emanation** that negates sound, including [sonic] & [language] spells & effects.

This spell can be targeted on a creature, objects, or a point in space. If targeting an unwilling creature or an object in its possession, it gets a Will save to negate (SR applies). If cast on a point in space, the effect is immobile.

Necromancy**Blindness/Deafness**(PH p206)

<Necro, V, 1StdAct, Medium-range, Permanent(D), FortNeg, SR applies>

- Living subject become a) **Blind**; or b) **Deaf**.

Scare(PH p274)

<Necro[fear][mind], VSM(bone chip from an undead), 1StdAct, Medium-range, Will½, SR applies>

- One living target per three levels within a 30' area & up to 5HD are **Frightened** for 1rnd/lvl unless a target makes its saving throw. On a successful save, the target is **Shaken** for 1rnd.

Tvash-Prull's Bonefiddle(DR328 p72)

<Necro, VSM(30gp tiny silver fiddle), 1StdAct, Close-range, Concentration up to 1rnd/lvl, FortNeg, SR applies>

- The caster chooses a target creature with a skeleton or exoskeleton. A ghostly fiddle bow appears and begins to "play" the target like a fiddle. The target gets a Fortitude save and a Spell Resistance check. If either succeeds, the spell ends.

The spell's target takes 1d6 Sonic damage each round (treated as continual damage) for purposes of disrupting spellcasting) and receives a –20 penalty on Move Silently checks. The spell stays with the target even if he/she leaves the caster's line of effect.

As a Move Action, the caster may change the target of this spell, but the target receives a Fortitude save and Spell Resistance check

Transmutation**Alter Self**(PH p197)

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

- The caster's body changes into another creature of the same type (typically Humanoid) within 1 size category larger or smaller. The new creature can have a base HD no more than the Caster level (max 5HD). The caster can choose the details of the body within the typical range (eye color, hair length, skin tone, etc.). The caster retains all his/her own ability scores, attack bonuses, etc. See the **Alternate Form Table**.

Cat's Grace(PH p208)

<Trans, VSM(cat hair), 1StdAct, Touch, 1min/lvl>

- +4 Enhancement bonus to Dexterity.

Eagle's Splendor(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Touch, 1min/lvl>

- +4 Enhancement bonus to Charisma.

Fox's Cunning(PH p233)

<Trans, VSM(fox hair)/DF, 1StdAct, Touch, 1min/lvl>

- +4 Enhancement bonus to Intelligence.

Lively Step(PGF p106)

<Trans, VSF(small drum), 1StdAct>

- The caster and all allies within a 30' radius **Emanation** receive the following benefits as long as the caster only takes move actions:
 - a) +10' movement;
 - b) may 'Hustle' for 1 extra hour per day per level (see PH p164), though exceeding 8 hours of travel per day still counts as a 'forced march'.

Pyrotechnics(PH p267)

<Trans, VSM(fire source), 1StdAct, Long-range>

- Transforms a burning fire into either Fireworks or a Smoke Cloud. In either case, the fire (up to a 20' cube) is extinguished (unless it is cast on a Fire Elemental, which takes 1hp/level).
 Fireworks – creatures within 120' who are looking at the fire are **Blinded** for 1d4+1rnds (WillNeg, SR applies).
 Smoke Cloud – 20' radius **Cloud** of smoke lasts for 1rnd/lvl. Anyone within it receives a –4 penalty to Strength and Dexterity until 1d4+1rnds after getting out of the smoke (FortNeg, no SR).

Whirling Blade(CAre p129)

<Trans, VSF(melee slashing weapon), 1StdAct, Instantaneous, no save, no SR>

- The caster throws the focus melee slashing weapon and attacks creatures in a 60' **Line**. The caster makes a single melee attack at each target, though the caster may use his/her **Primary Casting Attribute** in place of his/her Strength modifier as the bonus on the attack roll and the damage roll. Any feats, etc., apply. Once all creatures in the line has been attacked, the focus weapon returns immediately to the caster's hand.

Whispering Wind(PH p201)

<Trans[air], VS, 1StdAct, 1mile/lvl, no SR>

- A message is carried on the wind to a location known to the caster. The message can be 25 words, a sound that lasts one round, or simply a faint stirring of air. The location must be within range & there must be an open path for the wind to travel through. Once it arrives, the message is hearable within a 10' radius **Spread**.

3rd Level

Abjuration

Dispel Magic(PH p223)(PH)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful **Dispel Check** (max +10). This spell can be used in one of three ways:

- a) Counterspell – Acts like a standard counterspell except it works against any spell, but a **Dispel Check** must be made.
- b) Targeted Dispel – Each ongoing spell effect on one target gets a separate **Dispel Check**. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).
- c) Area Dispel – Each target in a 20’ radius **Burst** gets a **Dispel Check** against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Remove Curse(PH p270)

<Abj, VS, 1StdAct, Touch>

– Touched person or object is freed from all curses upon it, assuming the curse doesn’t explicitly say that this spell is ineffective. This spell **Counters & Dispels Bestow Curse**.

Wounding Whispers(MoF p134)

<Abj[sonic], VS, 1StdAct, Personal, 1rnd/lvl(D)>

– Caster is surrounded by a sonic aura that harms those who attack him. Anything striking the caster with a non-reach melee attack takes 1d6 + 1/lvl Sonic damage.

Conjuration

Cure Serious Wounds(PH p216)

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

– Cures 3d8 +1/level damage (max +15) with **Positive Energy**.

Phantom Steed(PH p260)

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

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

Refreshment(BoED p105)

<Conj(heal)[good], VS, 1StdAct>

– All creatures within a 20’ radius **Burst** of the caster are healed of all non-lethal damage, including damage cause by starvation, thirst, environmental conditions, etc.

Sepia Snake Sigil(PH p276)

<Conj(creat)[force], VSM(500gp amber powder, snake scale, mushroom spores), 10Minutes, Touch, until discharged then 1d4+1/lvl days(D), RefNeg, no SR>

– Creates a ward on a book, map, etc. If anyone but the caster **reads** the text with the ward, the spell discharges & the target gets a Reflex save. If it fails, the target is encased in amber light & put into **Suspended Animation** for 1d4 + 1/lvl days, though the caster can cancel it. While in suspended animation, the target can still be injured or killed normally.

Summon Monster III(PH p286)

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

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

Table	#
Summon Monster III	1
Summon Monster II	1d3
Summon Monster I	1d4+1

Summon Undead III(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

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

Table	#
Summon Undead III	1
Summon Undead II	1d3
Summon Undead I	1d4+1

No summoned Undead may have more Hit Dice than (Caster level + 1).

Divination

Analyze Portal(FR p66)

<Div, VSM(lens, mirror)/DF, 1 min, 60’, Concentration up to 1rnd/lvl(D)>

– Detects and analyzes **Portals** within 60’ in a 90 degree arc. Detection takes 1 round, as does each **Portal** property identified by a **Caster check** vs. DC 17.

Clairaudience/Clairvoyance(PH p209)

<Div(scry), VSF(small horn for hearing –or– a glass eye for seeing)/DF, 10Minutes, Long-Range, 1min/lvl(D), no SR>

– Hear –or– see into a known or obvious (i.e., other side of a door) location within range. Once the location is targeted, the **Magical Sensor** cannot be moved.

Magically enhanced senses cannot be used through this spell, though a 10’ radius can be seen in non-magical darkness.

Scrying(PH p274)(PH)+

<Div(scry), VSF(see below)/AM(eye of an eagle, nitric acid, copper, zinc)/DF, 1Hour, 1min/lvl, WillNeg, SR applies>

– Sends a **Magical Sensor** to watch & listen to a target creature. This spell’s DC is adjusted by the caster’s knowledge and connection to the target.

Knowledge	DC
None (must have a Connection)	–10
Heard of the target	–5
Met the target	+0
Know the target well	+5
Connection	DC
Likeness or picture	+2
Possession or garment	+5
Lock of hair, bit of fingernail, etc.	+10

If the spell is successful, the caster can see in a 10’ radius around the target & the Sensor follows the target up to a rate of 150’.

If the spell is resisted, the caster may not attempt to scry on the target again for 1day. Spells that improve the caster’s vision (such as *Darkvision*) apply when he/she is looking through the Sensor.

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

Focus is determined by class – Clerics use a Holy Water font (min 100gp), Druids use a

natural pool of water, all others uses a 2’x4’ silver mirror (min 1,000gp).

See Invisibility(PH p275)

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

– The caster can see **Invisible** creatures or objects within its range of vision.

Speak with Animals(PH p281)

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

– The caster may communicate with Animals, though the spell does not change their intelligence or attitude.

Enchantment

Charm Monster(PH p209)

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

– One living creature considers the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Confusion(PH p212)

<Ench(comp)[mind], VSM(3 nut shells)/DF, 1StdAct, Medium-range, 1rnd/lvl, WillNeg, SR applies>

– All targets within a 15’ radius **Burst** are **Confused**.

Crushing Despair(PH p215)

<Ench(comp)[mind], VSM(vial of tears), 1StdAct, 1min/lvl, WillNeg, SR applies>

– All targets within a 30’ **Cone-shaped Burst** receive a –2 penalty on **All Actions** and damage rolls due to great sadness.

This spell **Counters** and **Dispels Good Hope**.

Deep Slumber(PH p217)

<Ench(com)[mind], VSM(sand), 1Round, Close-range, 1min/lvl, WillNeg, SR applies>

– Put 10 HD of creatures in a 10’ radius **Burst** into comatose slumber. Target are woken by being damaged or with a Standard Action. The lowest HD creatures are put to sleep first.

Good Hope(PH p237)

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

– One living creature per level in a 30’ area receives a +2 Morale bonus on **All Actions** and damage rolls.

Geas, Lesser(PH p235)

<Ench(comp)[mind][language], V, 1Round, Close-range, until discharged(D), WillNeg, SR applies>

– One subject with 7 HD or less obeys the caster’s command “to the letter”, though self-destructive orders break the spell.

Open-ended commands, such as “Guard this Door”, last for 1 day per Caster level.

Specific tasks must be completed for the spell to be discharged.

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

This spell is not effected by *Dispel Magic*, though it can be ended by *Remove Curse, Break Enchantment, Limited Wish, Miracle, or Wish*.

Haunting Tune(MoF p99)(MoFe)+

<Ench(comp)[mind][sonic], VS, 1FullRound, Medium-range, 10min/lvl, WillNeg>

– One creature per level with an Intelligence of at least 10 becomes **Shaken**.

Love's Lament(DR328 p70)

- <Ench(comp)[mind], V, 1StdAct, Instantaneous, Will½, SR applies>
- All creatures in a 60' Cone-shaped Burst receive the following:
 - 4 penalty on Listen checks for 1 round (no save);
 - 1d6 Wisdom damage (WillNeg); and
 - Nauseated for 1d4 rounds (WillNeg).

Puppeteer(MoF p112)(MoFe)+

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

Verraketh's Shadow Crown(RoF p191)

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

Warcry(BoED p111)

- <Ench(comp)[mind], V, 1StdAct, WillNeg, SR applies>
- All creatures in a 30' Cone-shaped Burst are Covered for 1d4 rounds.

Evocation**Daylight**(PH p216)

- <Evoc[light], VS, 1StdAct, Touch, 10min/lvl(D), no SR>
- Touched object gives off bright light in a 60' radius & dim light for another 60'. The light may be blocked by covering the object. Treated as 'sunlight' for creatures who receive penalties in those conditions, but is not real sunlight so certain Undead are not destroyed. This spell Suppresses Deeper Darkness and is suppressed by it, leaving only the natural illumination in the overlapping area. This spell Counters and Dispels spells with the [darkness] category of equal or lower level.

Leomund's Tiny Hut(PH p247)

- <Evoc[force], VSM(crystal bead), 1StdAct, 2hrs/lvl(D)>
- Creates a 20' radius, immobile sphere around the caster that acts as shelter for the caster & up to 9 Medium-sized creatures. The sphere provides protection from temperatures, wind, rain, etc. The spell ends if the caster leaves. Opaque from outside, but transparent from within. No cover, but Total Concealment.

Illusion**Displacement**(PH p223)

- <Ill(glamer), VM(displacer beast hide), 1StdAct, Touch, 1rnd/lvl(D)>
- Attacks miss touched subject 50% of the time.

Illusory Script(PH p243)

- <Ill(phantasm)[mind], VSM(50gp ink), 1Minute+, Touch, 1day/lvl(D), WillNeg, SR applies>
- The caster writes a message that looks like a foreign language to everyone but the intended targets. Those seeing a 'foreign language' must make a Will save or obey a suggestion for up to 30 minutes (usually "put the book back & forget about it"). This spell, including the hidden message, are removed with a successful Dispel Magic.

Invisibility Sphere(PH p245)

- <Ill(glamer), VSM(eyelash, gum arabic), 1StdAct, Touch, 1min/lvl(D)>
- Makes everyone within 10' of the touched creature / object become Invisible. If someone made invisible by this spell leaves the 10' radius or attacks, he becomes visible.

Major Image(PH p252)

- <Ill(figment), VSF(fleece), 1StdAct, Long-range, Concentration + 3rnds, WillDisbelief, no SR>
- Creates an illusion that has visuals, sound, smell, & heat of an object, creature, or force as the caster visualizes it. The image can move within an area of (4 + 1 per level) 10' cubes that are contiguous. If the image is struck, it disappears unless the caster makes it react appropriately.

Necromancy**Fear**(PH p229)

- <Necro[fear][mind], VSM(feather), 1StdAct, fix!!! Duration, Will½, SR applies>
- All living creatures within a 30' Cone-shaped Burst are Panicked for 1rnd/lvl. On a successful save, a creature is Shaken for 1rnd.

Reveille(MoF p113)(MoFe)+

- <Necro[language], VS, 1FullRound, Touch, 1rnd/lvl>
- The touched corpse who died within the last 3 days explains the circumstances of its death (to the best of its knowledge) in the following order (up to about 12 words per answer):

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

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

Transmutation**Blink**(PH p206)

- <Trans, VS, 1StdAct, Personal, 1rnd/lvl(D)>
- The caster flashes in & out of the Ethereal plane at random. The caster
 - 20% chance of losing each attack or spell;
 - has a 50% chance of any attack or spell targeting him being lost (20% if the attacker can see Invisible –or– can target Ethereal creatures, no chance of missing if the opponent can do both). Note that Feat: Blind-Fight does not apply when fighting a blinking opponent;
 - takes ½ damage from area-of-effect attacks & falling;
 - can only move ¾ of normal;
 - can step through solid matter with a 50% chance of becoming solid per 5' (taking 1d6 damage per 5' if becomes solid & is shunted to the closest available space); and
 - attacks as if Invisible, gain a +2 attack bonus, & sneak attack dmg typically applies
 - able to attack creatures in the Ethereal plane with a 20% chance of loosing the attack or spell.

G'elsewhere Chant(MoF p96)

- <Trans[sonic][teleport], VS, 1StdAct, Touch>
- One touched creature or object teleports to a random safe place within 100'. An unwilling

target / holder of the target object can make a Will save to resist.

Gaseous Form(PH p234)

- <Trans, SM(gauze, smoke)/DF, 1StdAct, Touch, 2min/lvl(D)>
- A willing subject & all his/her gear transform into mist which has Fly 10'/Perfect & can slip through any opening. While gaseous, the subject has Damage Reduction 10/magic, becomes immune to poison & criticals, has an AC based only on Dexterity, size, Deflection bonuses, & armor bonuses due to Force effects. The subject cannot attack & can only cast spells with no Verbal, Somatic, Material, or Focus components (due to Metamagics).

Glibness(PH p235)(PE)+

- <Trans, S, 1StdAct, Personal, 10min/lvl(D)>
- +30 bonus on Bluff checks to convince people of what the caster claims is the truth (i.e., cannot be used to feint in combat, cause a distraction, pass secret messages, etc.). Spells involved with determining truth (i.e., Discern Lies, Zone of Truth, etc.) must make a Caster Check vs. a DC of 15 + this spell's Caster level to effect the caster.

Haste(PH p239)

- <Trans, VSM(root), 1StdAct, Close-range, 1rnd/lvl>
- One subject/lvl within a 30' area moves faster:
 - +1 bonus on attacks;
 - +1 Dodge bonus to AC;
 - +30' Enhancement bonus to all forms of movement (land, climb, swim, burrow, fly), up to double the base movement;
 - when making a Full-Round Attack, the subject gets an additional attack at his/her best attack bonus.

This spell Counters & Dispels Slow.

Sculpt Sound(PH p275)

- <Trans, VS, 1StdAct, Close-range, 1hr/lvl(D), WillNeg, SR applies>
- One creature or object per level have their sounds modified, such as removal (making a party silent), additions (making trees sing), or changes (make people sound like squeaking pigs when they talk). If distorted or silenced, a spell caster cannot use Verbal components.

Secret Page(PH p275)

- <Trans, VSM(fish scales, will-o'-wisp essence), 10Minutes, Touch, Permanent, no SR>
- The touched page looks like something totally different (such as a map or poetry) unless a key-word is used. Using the key-word again returns the page to its disguised state. If this spell is Dispelled, the hidden material is destroyed too.

True Seeing reveals the nature of this spell, but must be used in conjunction with Comprehend Languages to see the hidden message.

Slow(PH p280)

- <Trans, VSM(molasses), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>
- One subject per level within a 30' area:
 - may only take one Standard Action or Move Action each round;
 - suffers a –1 penalty to AC, attacks, & Reflex saves;
 - has its movement halved.

This spell Counters & Dispels Haste.

Weapon of Impact(MoF p134)

- <Trans, VS, 1StdAct, Close-range, 10min/lvl>
- One bludgeoning weapon or 50 grouped pieces of bludgeoning ammunition have their threat range doubled.

4th Level

Abjuration

Break Enchantment(PH p207)(DR306 p110)+
<Abj, VS, 1Minute, Close-range, no SR>
– Attempts to free 1 subject per level within a 30’ area from all Curses, Enchantments, Transmutations, and Petrification. Each effect is subject to a **Dispel Check** (max +15). Cursed items typically have a DC of 25.
If petrification is removed from a creature, it does not need to make a saving throw to survive.
Effects that cannot be removed by **Dispel Magic** can be removed by this spell if their level is no more than 5th.
This spell breaks effects on creatures. A cursed item still have its curse, it just may no longer apply to the subject.

Freedom of Movement(PH p233)
<Abj, VSM(leather cord)/DF, 1StdAct, Touch, 10min/lvl>
– Subject moves normally despite magical impediments (*Web, Hold Person*, etc.).
The subject automatically succeeds on any Grapple check to resist being grappled, plus any Grapple check or Escape Artist check to escape a grapple and/or a pin.
While under the effect of this spell, the subject can fight underwater.

Repel Vermin(PH p271)
<Abj, VS/DF, 1StdAct, 10min/lvl(D), SR applies>
– Creates a 10’ radius area around the caster that causes insects & other vermin to stay away. Vermin whose HD are 1/3rd of the caster level or greater are allowed a Will save to enter the area, but even then they take 2d6 damage.

Wall of Dispel Magic(Und p63)
<Abj, VS/DF, 1StdAct, Medium-range, 1min/lvl>
– Creates an transparent wall whose area is one 10’ square per level.
When a creature passes through the wall, each ongoing spell effect on the target gets a separate **Dispel Check** (max +10). If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).
The wall cannot be seen with *See Invisibility*, but it can be detected with *Detect Magic* and *True Seeing*.

Conjuration

Cure Critical Wounds(PH p215)
<Conj(heal), VS, 1StdAct, Touch>
– Cures 4d8 +1/level damage (max +20) with **Positive Energy**.

Dimension Door(PH p221)
<Conj[teleport], V, 1StdAct, Long-range>
– Teleports the caster anywhere within range that can visualized or described by direction. The caster may bring up to his/her maximum carry load with this spell and one willing, Medium-sized subject per three levels (or the **Creature Equivalent**). All subjects must be touching, with the caster touching at least one subject.
If the target location is occupied, the caster (and anyone with him/her) take 1d6 damage & are shunted in a random direction 100’.
The caster cannot act again until the next round.

Leomund’s Secure Shelter(PH p247)
<Conj(creat), VSM(bits of stone, lime, sand, water, & wood, string)(tiny bell, silver wire), 10Minutes, Close-range, 2hrs/lvl(D)>
– A 20’x20’ cottage appears, which is made from materials appropriate for the location

(stone, timber, or sod). It has a door, 2 shuttered windows, & a fireplace whose chimney is sealed with an iron grate. The door & shutters are under the effect of *Arcane Lock* and *Alarm*. The chimney grate simply has an *Alarm*. An *Unseen Servant* is also available for the duration. There are simple furnishings for 8 occupants.

Neutralize Poison(PH p257)
<Conj(heal), VSM(charcoal)/DF, 1StdAct, Touch, 10min/lvl>
– The touched subject or object has all poison removed from it immediately. If a creature was poisoned, it does not need to make any further saving throws. This spell does not heal ability damage or drain taken from earlier failed saves.
In addition, the subject cannot be poisoned for 10 minutes per level. If the subject is a poisonous creature, it cannot poison anyone for the spell’s duration (WillNeg, SR applies)

Summon Monster IV(PH p286)
<Conj(sum)[variable alignment/element], VSF(bag, candle)/DF, 1Round, Close-range, 1rnd/lvl(D)>
– Summons one or more creatures to fight the caster’s enemies. The creatures can attack on the caster’s initiative starting their first round.

Table	#
Summon Monster IV	1
Summon Monster III	1d3
Summon Monster II (or lower)	1d4+1

Summon Undead IV(PGF p114)(PGFe)+
<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>
– Summons one or more Undead to fight the caster’s enemies. The Undead can attack on the caster’s initiative starting their first round.

Table	#
Summon Undead IV	1
Summon Undead III	1d3
Summon Undead II (or lower)	1d4+1

No summoned Undead may have more Hit Dice than (Caster level + 1).

Divination

Detect Scrying(PH p219)
<Div, VSM(piece of mirror, tiny brass trumpet), 1StdAct, 24hrs, no save, no SR>
– The caster is immediately aware of the existence & location of any **Magical Sensors** within a 40’ radius **Emanation**.
On a successful **Caster check**, the caster can get a visual image of the scryer, and his/her distance & direction.

Legend Lore(PH p246)
<Div, VSM(250gp incense)(200gp ivory strips), Personal>
– By only meditating, sleeping, & eating for the listed casting time, the caster “remember” legends about a target creatures, place, or object:

Connection to Target	Casting Time
Touching	1d4x10 minutes
Detailed Information	1d10 days
Rumors Only	2d6 weeks

Locate Creature(PH p249)
<Div, VSM(dog fur)/DF, 1StdAct, Long-range, 10min/lvl, no save, no SR>
– Senses direction toward named type of creature (human, unicorn, etc.) or a specific creature within range (must have been seen at least once within 30’). Running water blocks the spell, as do *Mislead*, *Nondetection*, etc.

Know Vulnerabilities(MoF p104)
<Div, VS, 1StdAct, Close-range, WillNeg>
– Determine target’s vulnerabilities and resistances.

Portal View(Und p60)
<Div(scry), VSF(glass eye)/DF, 10Minutes, Close-range, 1min/lvl>
– The target closed *Portal* shows those on the caster’s side what is on the other side (i.e., its destination). The *Portal* is not open and spells cannot be cast through it.

Speechlink(MoF p121)(MoFe)+
<Div, VS, 1StdAct, Touch, 10min/lvl(D)>
– The caster & the touched targets can verbally communicate over any distance.

Speak with Plants(PH p282)
<Div, VS, 1StdAct, Personal, 1min/lvl>
– The caster may communicate with plants & Plant Creatures, though the spell does not change their attitude towards the caster.

Unluck(CArc p128)
<Div, VSM(piece of broken mirror), 1StdAct, Close-range, 1rnd/lvl, WillNeg, SR applies>
– When the target creature makes an action based on chance (such as an attack roll, a damage roll, a saving throw, etc.), he/she must roll twice & take the worst of the 2 rolls.

Enchantment

Celebration(MoF p84)
<Ench(comp)[mind], VS, 1StdAct, Close-range, WillNeg>
– The caster performs a “drinking song” and all targets in a 15’ radius burst must save or begin feeling drunk. For each full round the caster continues the spell, the effects on those targets who were in the original burst (even if they have moved) become worse. Once the caster completes the song, the effects linger for 1 round per level.

Rnd Effect

- 1 —
- 2 –2 Enhancement penalty to Dexterity, Intelligence, & Wisdom.
- 3 **Nauseated**
- 4 **Helpless**

Charm Person, Mass(DR312 p51)
<Ench(charm)[mind], VS, 1StdAct, Close-range, 1hr/lvl, WillNeg, SR applies>
– One or more Humanoids in a 30’ area considers the caster his/her ally. Anything the casters says or does will be treated the same way as if a close friend has done it. The caster can either target one Humanoid of any number of HD –or– two or more Humanoids in the 30’ area whose total HD do not exceed (2 * Caster level).
If a target is in a threatening situation when the spell is cast, it gets a +5 on the save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Dolorous Motes(BoED p97)
<Ench(charm)[mind], VS, 1StdAct, Long-range, 1rnd/lvl(D)>
– The caster creates one 10’ cube of **immobile**, flickering lights per level. The “clouds” can be placed anywhere within range and do not need to be contiguous.
Any creature within a cloud or who enters a cloud is **Dazed** for 1 round (WillNeg, SR applies).
Note: The caster takes 1d3 Wisdom damage

Dominant Person(PH p224)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>

– Telepathically control one Humanoid. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input.

The caster can change his/her orders with a Move Action. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target's nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

Hold Monster(PH p241)

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

– One living creature is Held. It gets a new Will save each round to end the spell.

Inspired Aim(BoED p101)

<Ench(comp)[mind][language], V, 1StdAct, Concentration>

– All allies within a 40' radius Emanation gains a +2 Insight bonus on all ranged attacks.

Modify Memory(PH p255)

<Ench(comp)[mind], VS, 1Round plus up to 5 Minutes, Close-range, Permanent, WillNeg, SR applies>

– Changes up to 5 minutes of a living subject's memories. If the subject fails its Will save, the caster must spend up to 5 uninterrupted minutes picturing the memory. The caster:

- eliminates the memory of a real event (though this does not negate magical effects, such as *Suggestion*),
- changes the memory of a real event;
- adds the memory of an event; or
- "cleans up" the memory of a real event, allowing the subject to remember it clearly and perfectly.

War Cry(MoF p132)

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

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

Evocation**Fugue of Tvasch-Prull**(DR328 p70)

<Evoc[sonic], VSF(250gp tiny platinum violin bow), 1StdAct, Medium-range, Concentration up to 1rnd/lvl, WillNeg, SR applies>

– All creatures within a 30' radius Spread are affected by discordant sound. Those that make their save receive a –2 penalty on their attack rolls and skill checks while in the area of effect.

Creatures that fail their saving throw & who remain in the area of effect are affected each round. The caster's Perform check each round and can choose one effect up to the check's result. If the caster is doing a Perform check with Keyboard Instruments, Percussion Instruments, String Instruments, or Wind Instruments, there is a +2 Circumstance bonus on the check.

Perform

Check	Effect
15	3d6 nonlethal damage
20	3d6 Sonic damage
25	<u>Shaken</u> for 1 round, <u>Deafened</u> for 1 round, or Knocked Down.
30	<u>Nauseated</u> for 1 round, <u>Blinded</u> for 1 round, or <u>Frightened</u> for 1 round.
35	<u>Stunned</u> for 1 round.
40	1d6 ability damage from a random ability score.
45	Attacks the nearest target.
50	Gains 1d4 <u>Negative Levels</u> .
55	<u>Feebleminded</u> .
60	Slain

Resonating Bolt(CArc p121)

<Evoc[sonic], VS, 1StdAct, Instantaneous, Ref½, SR applies>

– All creatures and object in a 60' long Line from the caster take 1d4 Sonic damage per level (max 10d4). If the line strikes a barrier that is broken by the damage, the line continues out to the full 60'.

Shout(PH p279)

<Evoc[sonic], V, 1StdAct, SR applies>

– All creatures & objects within the 30' Cone-shaped Burst take 5d6 Sonic damage (Fort½) and are Deafened for 2d6 rounds (FortNeg). Anyone with an attended object is allowed a Reflex save to negate damage to the object.

Crystalline creatures take 1d6 damage per level (max 15d6) (Fort½).

This spell is Suppressed by *Silence*.

Stone Shatter(MoF p124)

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

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

Illusion**Hallucinatory Terrain**(PH p238)

<Ill(glamer), VSM(stone, twig, piece of a green plant), 10Minutes, Long-range, 2hrs/lvl(D), WillDisbelief, no SR>

– Makes one contiguous 30' cube per level of one type of terrain look, sound, & smell like another (field into forest, etc.). Structures, equipment, & creatures are not disguised.

Invisibility, Greater(PH p245)

<Ill(glamer), VSM(eyelash, gum arabic)/DF, 1StdAct, Touch, 1rnd/lvl(D)>

– Subject is Invisible, even if he/she attacks.

Rainbow Pattern(PH p268)

<Ill(pattern)[mind], (V)SM(phosphor)F(prism), 1StdAct, Medium-range, Concentration + 1rnd/lvl(D), WillNeg, SR applies>

– Up to 24HD of creatures in a 20' radius Spread who fail their save will be captivated by the lights & try to stay in them. They will only defend themselves if attacked.

The lights can be moved 30' per round as a Free Action & those captivated will follow. If this leads them into danger, each target gets a new save.

If the lights are obscured (such as by *Obscuring Mist*), the effect ends on the targets.

Only Bards need to use the Verbal component.

Shadow Conjuration(PH p276)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

– Mimics a Wizard/Sorcerer Conj(summoning) or Conj(creation) spell of up to 3rd level. The spell is 1/5th real & the remainder is 'shadow'. The target of the spell always get a Will save to realize the spell is not entirely real. The target's Spell Resistance always applies too. Range & duration match the copied spell.

The possible effects fall into 3 categories:

Damage Spells (e.g., *Melf's Acid Arrow*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 1/5th damage & any non-damage effect has only a 20% chance of effecting the target.

Creating Objects or Substances (e.g., *Web*):

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – 20% chance of effecting the target.

Summon a Creature. (e.g., *Summon Swarm*):

Believer – creature has all its normal abilities & weaknesses, but only has 1/5th of its normal hp.

Nonbeliever – creature has 1/5th of its normal hp, does 1/5th of its normal damage, only has 1/5th of its normal AC bonus, & its non-damage abilities have only 20% chance of working each time.

Zone of Silence(PH p303)

<Ill(glamer), VS, 1Round, Personal, 1hr/lvl(D)>

– The caster creates a mobile, 5' radius Emanation that keeps voices from traveling out, allowing the caster & others within the area to speak freely (though there lips may be read). This spell also block [sonic] & [language] effects that come directly from a caster (such as *Shout* and *Command*).

Transmutation**Blinding Beauty**(BoED p92)

<Trans[good], VS, 1StdAct, Personal, 1rnd/lvl>

– The caster gains the beauty of a Nymph. Any Humanoid within 60' that looks at the caster becomes permanently Blind (FortNeg). The caster can suppress & unsuppress this ability as a Free Action.

Note: The caster must abstain from sexual intercourse of one week in order to be able to cast this spell.

5th Level

Abjuration

Dispel Magic, Greater(PH p223)(PHe)+

<Abj, VS, 1StdAct, Medium-range, no SR>

– Cancels magical spells and effects on a successful Dispel Check (max +20). This spell can be used in one of three ways:

- Counterspell – Acts like a standard counterspell except it works against any spell, but a Dispel Check must be made.
- Targeted Dispel – Each ongoing spell effect on one target gets a separate Dispel Check. If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).
- Area Dispel – Each target in a 20' radius Burst gets a Dispel Check against each spell in turn (highest caster level spell checked first) until one is dispelled or all checks fail. Items are not effected.

A caster does not need to make a Dispel Check to end a spell he/she cast.

Telepathy Block(BoED p109)

<Abj, VS, 1StdAct, Close-range, 1rnd/lvl(D), no save, no SR>

– All telepathic communicated, including telepathic speech, is blocked in a 80' radius Emanation from the target. If the spell is cast on a creature or object, the effect moves with the target. If cast on a point in space, the effect is immobile.

Wall of Greater Dispel Magic(Und p63)

<Abj, VS/DF, 1StdAct, Medium-range, 1min/lvl>

– Creates an transparent wall whose area is one 10' square per level.

When a creature passes through the wall, each ongoing spell effect on the target gets a separate Dispel Check (max +20). If successful, the spell effect is ended (except for those caused by magic items, which are only suppressed for 1d4 rounds).

The wall cannot be seen with *See Invisibility*, but it can be detected with *Detect Magic* and *True Seeing*.

Conjuration

Cure Light Wounds, Mass(PH p216)

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

– Cures 1d8 +1/level damage (max +25) to one creature per level in a 30' area with Positive Energy.

Revengeance(CDiv p178)(MoF p113)

<Conj(heal), VSM(500gp diamond dust)/DF, 1FullRound, Touch, 1min/lvl>

– The touched ally that was killed within 1rnd/lvl is restored to life for the spell's duration, and then dies again. The target does not loose a level & is at ½ hp. Against the creature that killed it, the target receives a +1 Morale bonus on All Actions. The spirit must be willing, cannot have died of old age, have been killed by a 'death effect', or have been an Undead, Construct, Elemental, or an outsider. The body must be intact.

Summon Monster V(PH p287)

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

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

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

Summon Undead V(PGF p114)(PGFe)+

<Conj(sum)[evil], VSF(bag, candle, humanoid bone)/DF, 1Round, Close-range, 1rnd/lvl>

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

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

No summoned Undead may have more Hit Dice than (Caster level + 1).

Enchantment

Heroism, Greater(PH p240)

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

– The touched creature gains a +4 Morale bonus on attacks, saves, & skill checks, immunity to fear effects, and 1 per level (max +20) Temporary HP.

Mind Fog(PH p253)

<Ench(comp)[mind], VS, 1StdAct, Medium-range, 30min, WillNeg, SR applies>

– All targets who enter the 20' radius by 20' high Spread of light vapor receive a –10 Competence penalty to Will saving throws & Wisdom checks for as long as they remain in the fog & 2d6 rounds after leaving. If a target makes its saving throw, it is immune to this casting of the spell.

The vapors do not provide Concealment.

The vapors can be dispersed by Moderate Wind in 4 rounds & a Strong Wind in 1 round.

Song of Discord(PH p281)

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

– All creatures within a 20' radius Spread have a 50% chance each round of attacking the nearest target, whether friend or foe.

Suggestion, Mass(PH p285)

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

– The caster gives 1 target per level in a 30' area 1 or 2 sentences of reasonable sounding instructions. The instructions may contain a trigger to activate them later or may activate immediately.

At the end of the duration, the instructions loose their power, triggered or otherwise.

Illusion

Dream(PH p225)

<Ill(phantasm)[mind], VS, 1Minute, Touch>

– The touched living subject gains the ability to enter a target's dream & deliver a one-way, predetermined message of any length (i.e., Q&A). The target must be unambiguously identified by name or title & must be able to dream. If the target is not asleep when the spell is cast, the subject can either cancel the spell –or– stay in a deep trance until the target does go to sleep.

False Vision(PH p229)

<Ill(glamer), VSM(250gp jade dust), 1StdAct, Touch, 1hr/lvl(D), no save, no SR>

– If a Divination (scrying) spell is used within a 40' radius Emanation of the touched object, the Magical Sensor automatically sees & hears an illusion designated by the caster at casting time. By concentrating, the caster can make the image move within the area of effect, otherwise it is static.

Mirage Arcana(PH p254)

<Ill(glamer), VS, 1StdAct, Long-range, Concentration + 1hr/lvl(D), WillDisbelief, no SR>

– Makes one contiguous 20' cube per level look, sound, & smell different, including changing or adding structures & equipment. Creatures are not disguised, but are able to hide within mirage as if it were real (i.e., inside buildings or behind bushes).

Mislead(PH p255)

<Ill(figment)(glamer), S, 1StdAct, Close-range, Concentration + 3rnds, no SR>

– Simultaneously, the caster becomes Invisible and an illusory copy (sight, sound, smell, & touch) of the caster appears within range (with the option of it appearing supper-imposed on the caster). The illusory copy will then do whatever it was programmed to do at cast time, with no requirement that it stays in range. A Will save is required to realize the copy isn't the original.

The caster stays Invisible even if he/she attacks, up to 1rnd/lvl(D).

Nightmare(PH p257)

<Ill(phantasm)[mind][evil], VS, 10Minutes, Unlimited-Range, Instantaneous, WillNeg, SR applies>

– Causes a sleeping target to have hideous nightmares which deals 1d10 damage and prevents restful sleep, leaving the target Fatigued. Any subsequent attempts to sleep in the 24 hour period after the spell is cast will also result in nightmares. Arcane spell casters cannot regain spells during this time. This spell's DC is adjusted by the caster's knowledge and connection to the target.

Knowledge	DC
None (must have a Connection)	–10
Heard of the target	–5
Met the target	+0
Know the target well	+5
Connection	DC
Likeness or picture	+2
Possession or garment	+5
Lock of hair, bit of fingernail, etc.	+10

If the target is not asleep when the spell is cast, the caster has the option of going into a trance (which leave the caster Defenseless & unaware of his/her surroundings) until the target does fall asleep, at which time the spell acts normally. If the caster chooses not to go into a trance, the spell is still used up.

If *Dispel Evil* is cast on the target while this spell is being cast, *Nightmare* is Cancelled and the *Nightmare's* caster is Stunned for 10 minutes per Caster level of *Dispel Evil*.

Since Elves do not sleep, they are immune to this spell.

Persistent Image(PH p260)

<Ill(figment), VSF(fleece, sand), 1StdAct, Long-range, 1min/lvl(D), WillDisbelief, no SR>

– Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of (4 + 1 per level) 10' cubes that are contiguous.

The illusion follows a script set up the caster.

Reflective Disguise, Mass(Und p61)

<Ill(glamer), VS, 1StdAct, Close-range, 12hours(D)>

- One person per two levels is affected by a glamer which makes creatures looking at them think they are the same race. An unwilling subject is allowed a Will save and SR applies.

An intelligent creature that see the subject think he/she is the same race and gender as itself.

This only works if the viewer is within one size category of the subject.

This spell is only a visual illusion. It does not provide sounds, smells, mannerisms, etc.

A viewer who interacts with the subject or a creature with the scent ability is allowed a Will save to disbelieve (SR applies).

Seeming(PH p275)

<Ill(glamer), VS, 1StdAct, Close-range, 12hours(D), WillDisbelief, no SR>

- One target per 2 levels in a 30' area receive minor visual changes to their appearance. These include gaining or loosing 1' of height, gaining or loosing weight, the addition or removal of a beard / scar, etc.

This spell provides a +10 on Disguise checks.

Anyone interacting with a subject (particularly if they touch him/her) are allowed a Will save to Disbelieve the illusion.

Unwilling subjects are allowed a Will save to negate & Spell Resistance applies.

Shadow Evocation(PH p277)

<Ill(shadow), VS, 1StdAct, WillDisbelief, SR applies>

- Mimics a Wizard/Sorcerer Evocation spell of up to 4th level. The spell is 1/5th real & the remainder is 'shadow'.

The target of the spell always get a Will save to realize the spell is not entirely real (objects always make this save). The target's Spell Resistance always applies too. Range & duration match the copied spell.

Believer – effected by the spell normally, including any normal saving throws.

Nonbeliever – takes 1/5th damage & any non-damage effect has only a 20% chance of effecting the target.

Shadow Walk(PH p277)

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

- The caster and up to 1 touched subject per level travel into the Plane of Shadows (unwilling subjects receive a Will save to negate). Travel can be in two different ways:

- Movement in the Plane of Shadows is faster than in the Material Plane, so the party can effectively travel 50 miles/hour. When the desired destination is reached, the party returns to the Material Plane.
- The party can travel to a plane of existence that borders the Plane of Shadows. This takes 1d4 hours.

Transmutation*Blink, Improved / Greater*(CArc p99)(UE p50)(CDiv p154)

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

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

Body Harmonic(DR314 p45)

<Trans[water], VSF(500gp crystal goblet filled with water), 1StdAct, Long-range, 1rnd/lvl(C), WillNeg, SR applies>

- One living creature takes 1d10 ability damage to an ability score chosen by the caster. Each round the caster maintains Concentration, he/she must choose a different score, & any given ability cannot be targeted more than once per 5 rounds.

Due to the harmonics their body is generating, the target receives a –20 penalty on Move Silently checks

Creatures with the [fire] subtype cannot be targeted by this spell.

6th Level**Abjuration***Empyrean Ecstasy*(BoED p98)

<Abj, VSF, 1Round, 30' range, 1min/lvl(D), WillNeg, SR applies>

- One subject per level feels extremely good:
 - a) Any lingering pain effects are ended, including those from *Symbol of Pain*, etc. It does not dispel ongoing magical pain effects.
 - b) Becomes immune to new [mind] spells & effects (though any already in effect remain);
 - c) Only takes ½ damage from melee & ranged attacks;
 - d) All skill checks receive a –4 penalty;
 - e) Casting spells requires a Concentration check vs. DC 15.

Gate Seal(FR p70)

<Abj, VSM(50gp silver), Close-range, Permanent>

- The targeted *Gate* or *Portal* cannot no longer be used unless this spell is dispelled.

Conjuration*Cure Moderate Wounds, Mass*(PH p216)

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

- Cures 2d8 +1/level damage (max +30) to one creature per level in a 30' area with Positive Energy.

Heroes' Feast(PH p240)

<Conj(create), VS/DF, 10Min, Close-range, 1hr>

- Creates a banquet for 1 creature per level. Each creature that spends the full hour eating is cured of all diseases, sickness, & nausea, gains 1d8 + 1 per 2 levels (max +10) Temporary HP, and for the following 12 hours is immune to poison, magical fear & gains a +1 Morale bonus to attacks & Will saves.

Summon Monster VI(PH p287)

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

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

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

Divination*Analyze Dweomer*(PH p197)

<Div, VSF(tiny lens made from ruby/sapphire and gold worth 1,500gp), 1StdAct, Close-range, 1rnd/lvl(D), no SR>

- Each round as a Free Action, the caster may learn the magical properties of one object or the spells on one person. An attended object is allowed a Will save to resist, in which case it is immune to this spell for 24 hours.

Target Person: All active spells on the target, including the effect & its Caster level.

Target Object: How the magic item functions, how to activate it, & the number of remaining charges. If it has active spells on it, the caster knows their effects & Caster levels.

Find the Path(PH p230)

<Div, VSF(rune stones), 3Rounds, 10min/lvl>

- The touched subject knows the shortest, most direct route to the specified location (not objects or people).

The subject also knows what actions to take to follow the path, such as the locations of trip wires & the password to a *Glyph of Warding*. It does not predict the actions of guardians.

This spell will get a subject out of a *Maze* spell in 1 round.

Scrying, Greater(PH p275)(PHe)+

<Div(scry), VS, 1Hour, 1hr/lvl, WillNeg, SR applies>

- Sends a Magical Sensor to watch & listen to a target creature. This spell's DC is adjusted by the caster's knowledge and connection to the target.

Knowledge	DC
None (must have a Connection)	–10
Heard of the target	–5
Met the target	+0
Know the target well	+5
Connection	DC
Likeness or picture	+2
Possession or garment	+5
Lock of hair, bit of fingernail, etc.	+10

If the spell is successful, the caster can see in a 10' radius around the target & the Sensor follows the target up to a rate of 150'.

If the spell is resisted, the caster may not attempt to scry on the target again for 1 day.

Spells that improve the caster's vision (such as *Darkvision*) apply when he/she is looking through the Sensor. In addition, the caster can use the following: *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic, Message, Read Magic, and Tongues*.

Enchantment*Charm Monster, Mass*(PH p209)

<Ench(charm)[mind], V, 1StdAct, Close-range, 1day/lvl, WillNeg, SR applies>

- The caster causes one or more creatures to consider the caster its ally. Anything the casters says or does will be treated the same way as if a close friend has done it.

The caster can target one creature of with any number of HD –or– (2 * Caster level) HD of creatures in a 30' area.

If the target is in a threatening situation when the spell is cast, it gets +5 on its save. Any threats from the caster or his/her allies after the spell is in effect breaks the charm.

Dominate Person, Mass(DR312 p51)

<Ench(comp)[mind], VS, 1Round, Close-range, 1day/lvl, WillNeg, SR applies>

- Telepathically control one or more Humanoids. If the caster & the target do not share a language, control is limited. The caster knows what the target is experiencing & as a Standard Action, can actually receive full sensory input from any one target.

The caster can either target one Humanoid of any number of HD –or– two or more Humanoids in the 30' area whose total HD do not exceed (2 * Caster level).

The caster can change his/her orders with a Move Action, though each target must be commanded separately. Once the target has instructions, he/she will continue trying to carry them out as long as the spell lasts, pausing only to sleep & eat as needed.

Actions against the target's nature result in a new save with a bonus of +4, and self-destructive orders are ignored.

Once dominated, the caster & target can be any distance from each other. *Protection from Evil*, et. al., only Suppress this spell, not Dispel it.

A Sense Motive check vs. DC 15 will show that the target is under magic control.

Geas, Mass Lesser(DR312 p51)

<Ench(comp)[mind][language], V, 1Round, Medium-range, until discharged(D), WillNeg, SR applies>

- One subject per level with 7 HD or less in a 30' area obeys the caster's command "to the letter", though self-destructive orders break the spell.

Open-ended commands, such as "Guard this Door", last for 1 day per Caster level.

Specific tasks must be completed for the spell to be discharged.

If a subject is prevented from carrying out the instructions, he/she suffers a –2 penalty on each ability score per full day (max of –8).

The ability scores return to normal after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic*, though it can be ended by *Remove Curse, Break Enchantment, Limited Wish, Miracle, or Wish*.

Geas/Quest(PH p234)

<Ench(comp)[mind][language], V, 10Minutes, Close-range, until discharged(D), no save, SR applies>

- One subject obeys the caster's command "to the letter", though self-destructive orders break the spell.

Open-ended commands, such as "Guard this Door", last for 1 day per Caster level.

Specific tasks must be completed for the spell to be discharged.

If the subject is prevented from carrying out the instructions, he/she suffers 3d6 damage each day (no save) & is Sickened (FortNeg). The effects end after a full day of obeying the instructions.

This spell is not effected by *Dispel Magic* or *Break Enchantment*, though it can be ended by *Limited Wish, Miracle, or Wish. Remove Curse* only works if its Caster level is two higher than this spell's Caster level.

Otto's Irresistible Dance(PH p259)

<Ench(comp)[mind], V, 1StdAct, Touch, 1d4+1rnds, no save, SR applies>

- Touched target starts to dance uncontrollably & cannot take any actions, receives a –4 AC penalty, a –10 penalty to Reflex saves, & cannot effectively use a shield. The target provokes an attack of opportunity each round.

Symphonic Nightmare(DR328 p72)

<Ench(comp)[mind], VSF(1,000gp sculpture of a tiny orchestra inside of a skull), 1StdAct, Touch, 1day/lvl(D), WillNeg, SR applies>

- When the touched living creature tries to sleep, it instead has its mind filled with the sounds of an orchestra.

- a) the first time the target tries to sleep, he/she receives a –2 penalty on all Wisdom-based skill checks. This penalty lasts until the spell ends;
- b) the target cannot sleep or rest will the spell remains in effect. This means the target cannot heal naturally or regain spells; and
- c) becomes immune to effects keyed to sleeping, such as *Dream, Nightmare, a Night Hag's Dream Haunting* ability, etc.

The spell can only be dispelled with *Remove Curse* by someone with a higher caster level than this spell, a successful *Break Enchantment, a Wish, or a Miracle*.

Evocation*Cacophonous Shield*(MoF p83)

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

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

Dirge(MoF p89)

<Evoc[sonic], VS, 1FullRound, 1rnd/lvl>

- All enemies within 50' of the caster must make a Fortitude save each round or take 2 points of temporary Strength & Dexterity damage.

Greater Shout(PH p279)

<Evoc[sonic], VSF(metal horn), 1StdAct, SR applies>

- All creatures & objects within the 60' Cone-shaped Burst take 10d6 Sonic dmg (Fort½), are Deafened for 4d6rnds (FortNeg), and are Stunned for 1 round (FortNeg).

Anyone with an attended object is allowed a Reflex save to negate damage to the object. Crystalline creatures take 1d6 damage per level (max 20d6) (Fort½).

This spell is Suppressed by Silence.

Sympathetic Vibration(PH p291)

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

- The touched unliving, free-standing structure (building, bridge, dam, etc.) begins to vibrate, taking 2d10 damage per round. Constructs cannot be targeted.

Illusion*Permanent Image*(PH p260)

<Ill(figment), VSF(fleece, sand), 1StdAct, Long-range, Permanent(D), WillDisbelief, no SR>

- Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of a 20' cube + 1 10' cube per level that are contiguous.

The caster can move the image with concentration, but otherwise it is static.

Programmed Image(PH p265)

<Ill(figment), VSM(fleece, 50gp jade dust), 1StdAct, Long-range, Permanent until triggered then 1rnd/lvl, WillDisbelief, no SR>

- Creates an illusion that has visuals, sound, smell, & heat of objects, creatures, etc., as the caster visualizes them. The image can move within an area of a 20' cube + 1 10' cube per level that are contiguous.

The illusion is triggered by a caster-defined audible, tactile, olfactory, or visual event.

Once triggered, the illusion follows the caster's script.

Project Image(PH p265)

<Ill(shadow), VSM(5gp doll of the caster), 1StdAct, Medium-range, 1rnd/lvl(D), WillDisbelief, no SR>

- An insubstantial, but otherwise real double of the caster is created. The caster must maintain line-of-sight with the double or the spell ends.

As a Free Action, the caster can choose to see through the double's eyes & hear through its ears.

As a Move Action, the caster can take direct control of the double, otherwise it mimics the caster.

Spells can be cast through the double, but otherwise act normally.

Veil(PH p298)

<Ill(glamour), VS, 1StdAct, Long-range, Concentration + 1hr/lvl(D), WillDisbelief>

- The caster may change the appearance of every creature in a 30' area. The new appearances can be any combination of creatures, though a Disguise check (at +10) is needed to make the subjects look believable.

Unwilling subjects are allowed a Will save to resist being changed & SR applies.

Necromancy*Eyebite*(PH p228)

<Necro[evil], VS, 1StdAct, Close-range, Personal, 1rnd/3lvls, FortNeg, SR applies>

- The caster gains the ability to target a single living creature once per round as a Move Action. The effect is determined by the target's HD:

10+ HD: Sickened for 10min/lvl

5 – 9 HD: Panicked for 1d4 rounds & then Shaken for 10min/lvl & above.

up to 4HD: Comatose for 10min/lvl & above.

Transmutation*Animate Objects*(PH p199)

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

- Animates the equivalent of one Small-sized, non-magical, unattended (i.e., not carried or worn) object per level, which can be used to immediately attack an opponent. Use the Animated Object creature(MM p13) for the items effected by this spell.

The caster may change which objects are animated as a Move Action each round.

The caster may animate larger objects in place of a number of Small objects.

1 Medium = 2 Small 1 Gargantuan = 16 Small

1 Large = 4 Small 1 Colossal = 32 Small

1 Huge = 8 Small

Bestow Curse, Greater(CDiv p153) (CDivErrata+)

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

- Touched subject is inflicted with one of the following:

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

The caster must designate a task which, if completed, will cause the curse to be lifted. The task must be some that the target could do in a 1 year time-frame.

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

Cat's Grace, Mass(PH p208)

<Trans, VSM(cat hair), 1StdAct, Close-range, 1min/lvl>

- One subject per level in a 30' area gains a +4 Enhancement bonus to Dexterity.

Eagle's Splendor, Mass(PH p225)

<Trans, VSM(eagle feather/dung)/DF, 1StdAct, Close-range, 1min/lvl>

- One subject per level in a 30' area gains a +4 Enhancement bonus to Charisma.

Fox's Cunning, Mass(PH p233)

<Trans, VSM(fox hair)/DF, 1StdAct, Close-range, 1min/lvl>

- One subject per level in a 30' area gains a +4 Enhancement bonus to Intelligence.

Nixie's Grace(DR314 p46)

<Trans[water], VSF(nixie hair that was freely given to the caster), 1StdAct, Personal, 10min/lvl>

- The caster gains some of the attributes of a Nixie:
 - +4 Enhancement bonus to Charisma;
 - +2 Enhancement bonus to Dexterity;
 - +2 Enhancement bonus to Wisdom;
 - gain Damage Reduction 5 / cold iron;
 - Low-light Vision;
 - can breath underwater; &
 - gain a Swim speed of 30'.

Spell Tables

Summon Monster

Creatures with Templates include the creature's page first, followed by the template's page.
List Constructed from the table on PH p287.

Summon Monster I

Celestial Badger [good] (MM p268) & (MM p31)	Celestial Porpoise [good] (MM p278) & (MM p31)	Fiendish Monstrous Spider, Small [evil] (MM p288) & (MM p107)
Celestial Dog [good] (MM p271) & (MM p31)	Fiendish Dire Rat [evil] (MM p64) & (MM p107)	Fiendish Octopus [evil] (MM p276) & (MM p107)
Celestial Giant Fire Beetle [good] (MM p285) & (MM p31)	Fiendish Hawk [evil] (MM p273) & (MM p107)	Fiendish Raven [evil] (MM p278) & (MM p107)
Celestial Monkey [good] (MM p276) & (MM p31)	Fiendish Monstrous Centipede, Medium [evil] (MM p287) & (MM p107)	Fiendish Snake, Small Viper [evil] (MM p279) & (MM p107)
Celestial Owl [good] (MM p277) & (MM p31)	Fiendish Monstrous Scorpion, Small [evil] (MM p287) & (MM p107)	

Summon Monster II

Celestial Giant Bee [good] (MM p284) & (MM p31)	Devil, Lemure [evil][lawful] (MM p57)	Fiendish Monstrous Scorpion, Medium [evil] (MM p287) & (MM p107)
Celestial Giant Bombardier Beetle [good] (MM p284) & (MM p31)	Fiendish Squid [evil] (MM p281) & (MM p107)	Fiendish Shark, Medium [evil] (MM p279) & (MM p107)
Celestial Riding Dog [good] (MM p272) & (MM p31)	Fiendish Wolf [evil] (MM p283) & (MM p107)	Fiendish Monstrous Spider, Medium [evil] (MM p288) & (MM p107)
Celestial Eagle [good] (MM p272) & (MM p31)	Fiendish Monstrous Centipede, Large [evil] (MM p287) & (MM p107)	Fiendish Snake, Medium Viper [evil] (MM p279) & (MM p107)

Summon Monster III

Celestial Bison [good] (MM p269) & (MM p31)	Elemental, Fire (small) [fire] (MM p98)	Fiendish Monstrous Centipede, Huge [evil] (MM p287) & (MM p107)
Celestial Black Bear [good] (MM p269) & (MM p31)	Elemental, Water (small) [water] (MM p98)	Fiendish Snake, Constrictor [evil] (MM p279) & (MM p107)
Celestial Dire Badger [good] (MM p62) & (MM p31)	Fiendish Ape [evil] (MM p268) & (MM p107)	Fiendish Snake, Large Viper [evil] (MM p279) & (MM p107)
Celestial Hippogriff [good] (MM p152) & (MM p31)	Fiendish Boar [evil] (MM p270) & (MM p107)	Fiendish Wolverine [evil] (MM p283) & (MM p107)
Demon, Dretch [evil] (MM p42)	Fiendish Crocodile [evil] (MM p271) & (MM p107)	Hell Hound [evil][lawful][fire] (MM p151)
Elemental, Air (small) [air] (MM p95)	Fiendish Dire Bat [evil] (MM p62) & (MM p107)	
Elemental, Earth (small) [earth] (MM p98)	Fiendish Dire Weasel [evil] (MM p282) & (MM p107)	

Summon Monster IV

Archon, Lantern [good][lawful] (MM p16)	Fiendish Monstrous Spider, Large [evil] (MM p288) & (MM p107)	Mephit, Ice [air][cold] (MM p182)
Celestial Giant Eagle [good] (MM p93) & (MM p31)	Fiendish Shark, Large [evil] (MM p279) & (MM p107)	Mephit, Magma [fire] (MM p183)
Celestial Giant Owl [good] (MM p205) & (MM p31)	Fiendish Snake, Huge Viper [evil] (MM p279) & (MM p107)	Mephit, Ooze [water] (MM p183)
Celestial Lion [good] (MM p274) & (MM p31)	Howler [evil][chaotic] (MM p154)	Mephit, Salt [earth] (MM p184)
Elemental, Storm (small) [air] (MM3 p48)	Mephit, Air [air] (MM p181)	Mephit, Steam [fire] (MM p184)
Fiendish Dire Wolf [evil] (MM p65) & (MM p107)	Mephit, Dust [air] (MM p181)	Mephit, Water [water] (MM p184)
Fiendish Giant Praying Mantis [evil] (MM p285) & (MM p107)	Mephit, Earth [earth] (MM p182)	Yeth Hound [evil] (MM p260)
Fiendish Giant Wasp [evil] (MM p285) & (MM p107)	Mephit, Fire [fire] (MM p182)	

Summon Monster V

Achaierai [evil][lawful] (MM p9)	Elemental, Air (med.) [air] (MM p95)	Fiendish Dire Boar [evil] (MM p63) & (MM p107)
Archon, Hound [good][lawful] (MM p16)	Elemental, Earth (med.) [earth] (MM p98)	Fiendish Dire Wolverine [evil] (MM p66) & (MM p107)
Celestial Brown Bear [good] (MM p269) & (MM p31)	Elemental, Fire (med.) [fire] (MM p98)	Fiendish Monstrous Scorpion, Large [evil] (MM p287) & (MM p107)
Celestial Giant Stag Beetle [good] (MM p285) & (MM p31)	Elemental, Water (med.) [water] (MM p98)	Fiendish Shark, Huge [evil] (MM p279) & (MM p107)
Celestial Griffon [good] (MM p139) & (MM p31)	Fiendish Crocodile, Giant [evil] (MM p271) & (MM p107)	Fiendish Tiger [evil] (MM p281) & (MM p107)
Celestial Sea Cat [good] (MM p220) & (MM p31)	Fiendish Deinonychus [evil] (MM p60) & (MM p107)	Shadow Mastiff (MM p222)
Devil, Bearded [evil][lawful] (MM p52)	Fiendish Dire Ape [evil] (MM p62) & (MM p107)	

Summon Monster VI

Celestial Dire Lion [good] (MM p63) & (MM p31)	Elemental, Air (large) [air] (MM p95)	Fiendish Monstrous Centipede, Gargantuan [evil] (MM p287) & (MM p107)
Celestial Orca Whale [good] (MM p283) & (MM p31)	Elemental, Earth (large) [earth] (MM p98)	Fiendish Monstrous Spider, Huge [evil] (MM p288) & (MM p107)
Celestial Polar Bear [good] (MM p269) & (MM p31)	Elemental, Fire (large) [fire] (MM p98)	Fiendish Rhinoceros [evil] (MM p278) & (MM p107)
Chaos Beast [chaotic] (MM p33)	Elemental, Storm (med.) [air] (MM3 p48)	Fiendish Snake, Giant Constrictor [evil] (MM p279) & (MM p107)
Devil, Chain [evil][lawful] (MM p53)	Elemental, Water (large) [water] (MM p98)	Janni (MM p116)
Eladrin, Bralani [good][chaotic] (MM p93)	Fiendish Elasmosaurus [evil] (MM p60) & (MM p107)	Xill [evil][lawful] (MM p259)

Summon Undead

Summon Undead I

Skeleton, Medium (MM p226)	Zombie, Small (MM p266)
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Summon Undead II

Skeleton, Large (MM p226)	Zombie, Medium (MM p266)
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Summon Undead III

Ghoul (MM p118)	Skeleton, Large (MM p226)	Zombie, Medium (MM p266)
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Summon Undead IV

Allip (MM p10)	Ghast (MM p119)	Zombie, Huge (MM p266)
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Summon Undead V

Mummy (MM p190)
Shadow (MM p221)
Vampire Spawn (MM p253)
Wight (MM p255)

Glossary

Auras

Alignment Aura(PH p219)

Use the following table to determine the strength of the aura seen by *Detect Good*, *Detect Evil*, etc.

Creature / Object	Unit	Dim Aura	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Outsider	HD	see below	up to 1	2 – 4	5 – 10	11+
Undead	HD	see below	up to 2	3 – 8	9 – 20	21+
other Creature	HD	see below	up to 10	11 – 25	26 – 50	51+
Cleric, Paladin or other religious class	Class Level	see below	1 st	2 nd – 4 th	5 th – 10 th	11 th +
Spell or Magic Items with an alignment	Caster Level	see below	up to 2 nd	3 rd – 8 th	9 th – 20 th	21 st +
Lingering Aura remains	—	—	1d6 rnds	1d6 min	1d6 * 10 min	1d6 days

A ‘Lingering Aura’ is left behind by an aligned spell ending or the dead/destruction of an aligned creature or magic item. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a ‘Dim Aura’.

If a caster sees an ‘Overwhelming Aura’ that is opposite of his/her own alignment and the aura was generate by something with twice the HD / Class Level / Caster level of the caster, the caster is Stunned for one round & the detection spell ends.

Magic Aura(PH p219)

Use the following table to determine the strength of the aura seen by *Detect Magic*.

Creature / Object	Unit	Dim Aura	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Active Spell	Spell Level	see below	up to 3 rd	4 th – 6 th	7 th – 9 th	10 th +
Magic Item	Caster Level	see below	up to 5 th	6 th – 11 th	12 th – 20 th	21 st +
Lingering Aura remains	—	—	1d6 rnds	1d6 min	1d6 * 10 min	1d6 days

A ‘Lingering Aura’ is left behind by an spell ending or the destruction of a magic item. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a ‘Dim Aura’.

Undead Aura(PH p220)

Use the following table to determine the strength of the aura seen by *Detect Good*, *Detect Evil*, etc.

Creature / Object	Unit	Dim Aura	Faint Aura	Moderate Aura	Strong Aura	Overwhelming Aura
Undead	HD	see below	up to 1	2 – 4	5 – 10	11+
Lingering Aura remains	—	—	1d6 rnds	1d6 min	1d6 * 10 min	1d6 days

A ‘Lingering Aura’ is left behind by the destruction of an Undead. The time it lasts depends on the strength of the original aura. The lingering aura itself is always a ‘Dim Aura’.

Ranges

Close-range – 25’ + 5’ per 2 levels.

Medium-range – 100’ + 10’ per level.

Long-range – 400’ + 40’ per level.

Levels of Concealment

<u>Concealment</u> (PH p152) 20% miss chance.	<u>Total Concealment</u> (PH p152) Must guess at the correct hex. If the guess is correct, then there is still a 50% miss chance.
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Levels of Cover

<u>Cover, Hard (such as walls)</u> (PH p150) +4 Cover bonus to AC & +2 Cover bonus to Reflex saves for spell's whose point of origin is on the other side of the cover. Not subject to Attacks of Opportunity through the cover.	<u>Cover, Soft (such as opponents)</u> (PH p150)(PHe)+ +4 Cover bonus to AC against Ranged Attacks. Not subject to Attacks of Opportunity through the cover	<u>Full Cover</u> (PH p150) Can't be targeted
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Level of Exhaustion

<u>Fatigued</u> (PH p308) Subject cannot move run or change and suffers a -2 penalty of Strength & Dexterity. Any action that would cause 'Fatigue' instead causes the subject to become <u>Exhausted</u> . After 8 hours of complete rest, fatigue is removed.	<u>Exhausted</u> (PH p308) Subject can only move at ½ speed and suffers a -6 penalty of Strength & Dexterity. After one hour of complete rest, the subject becomes <u>Fatigued</u> .
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Levels of Fear

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

<u>Shaken</u> (PH p312) Subject suffers a -2 penalty to attacks, skill checks, ability checks, & saving throws.	<u>Frightened</u> (PH p309) Subject must flee from the source of the fear. If cornered, the subject can fight with a -2 penalty to attacks, skill checks, ability checks, & saving throws.	<u>Panicked</u> (PH p311) Subject drops anything in his/her hands & flees from the source of the fear. If cornered, the subject must use Total Defense. All skill checks, ability checks, & saving throws have a -2 penalty.	<u>Cowering</u> (PH p306) Subject is paralyzed with fear and cannot take any actions. -2 penalty to AC & loses Dexterity modifier to AC.
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Areas of Effect – Shape

<u>Cone</u> (PH p175) Effect starts at the caster and extends out to the cone's length in a quarter circle.	<u>Line</u> (PH p175) A Line area-of-effect stretches from the caster to the end of range. All creatures & objects within a hex touched by that line are targeted.
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Areas of Effect – Fill

<u>Burst</u> (PH p175) Cannot go around corners or through Total Cover. The targets are determined when the spell is cast only.	<u>Emanation</u> (PH p175) Cannot go around corners or though <u>Total Cover</u> . Any creature that enters the emanation during the spell's duration is effected.	<u>Spread</u> (PH p175) Can go around corners, but not though <u>Total Cover</u> .
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Casting Times

<u>Immediate Action</u> (CArc p86) A Swift Action that can be used when it is not your turn. It still counts as your one Swift Action of the coming turn. You cannot use an Immediate Action when Flat-Footed. Example: <i>Feather Fall</i> .	<u>Swift Action</u> (CArc p86) You may execute one Swift Action each turn during your action. It takes as much time as a Free Action. Example: A spell with Feat: Quicken Spell applied to it.	<u>Standard Action</u> (PH pXXX) The default casting time for a spell.	<u>Full Round Action</u> (PH pXXX) A Full Round Action. Casting time for many summoning spells.
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Other Definitions

All Actions

Attack Rolls, Saving Throws, Skill Checks, & Ability Checks.

Attitude Categories(PH p72)

See table on PH p72.

Avert Gaze (i.e., try to avoid eye contact) (MM p309)

Gain a 50% chance to avoid a gaze attack, but grant your opponent Concealment (20% miss chance).

Blind(PH p305)

Subject cannot see, has a 50% chance of missing outright in combat (assuming the correct hex was chosen), receives a –2 penalty on AC & loses Dexterity modifier to AC, moves at ½ speed, suffers a –4 penalty on most Strength & Dexterity skills.

Calling Diagram(PH p249)

Created by making a Spellcraft roll vs. DC 20 and spending 10 minutes (it is possible to ‘Take 10’ or to ‘Take 20’). When a Conj(call) spell is used with a Calling Diagram & *Dimensional Anchor*, the called creature cannot leave the diagram either by magic or mundane means. The captured creature also cannot use any of its abilities, attacks, or even Spell Resistance to escape.

The description of a Calling Diagram is contained in the spell *Magic Circle against Evil*.

Caster Check(PH p305)

Caster level + 1d20 vs. the indicated DC.

Catch Fire

Reflex save vs. DC 15 to avoid catching fire. Each round, the subject & its equipment take 1d6 fire damage. A new Reflex save vs. DC 15 is allowed each round to put the fire out. +4 bonus for rolling on the ground or having useful help. The fire goes out automatically if the subject is doused with water, jumps in a lake, etc.

Cloud

5’ of cloud provides Concealment, while 10’ or more provides Full Concealment.

Dispersed by a Moderate Wind (11-20 mph) in four rounds or by a Strong Wind (21+ mph) in one round.

Comatose(PH p228)

Target enters a catatonic coma & cannot be awoken. Elves & Half-Elves are vulnerable to this effect.

Confused(PH p212)

Mental-effect causes the target acts randomly each round that the spell is in effect:

01-10: Attack the caster.

11-20: Act normally.

21-50: Do nothing.

51-70: Run away from the caster at top speed

71-00: Attack the nearest creature (ignoring your familiar).

Cowering

See above

Creature Equivalent

Some spells express the amount of load that can be carried and/or teleported as a number of Medium-sized creatures.

- the count does not include that caster;
- each subject, including the caster, can carry Maximum Load;
- one Small-sized (or smaller) creature can be substituted for one Medium-sized creature;
- larger creatures may be substituted according to the following table
 - 1 Large-size = 2 Medium-size
 - 1 Huge-size = 4 Medium-size
 - 1 Gargantuan-size = 8 Medium-size
 - 1 Colossal-size = 16 Medium-size

Crippled

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

Dazed(PH p307)

Subject can take no actions, but is able to defend itself normally & has not AC penalty.

Dazzled(PH p307)

Sighted creatures receive a –1 penalty to attack rolls, Spot checks, & Search checks.

<ability> Damage

Target loses an ability score which heals normally.

<ability> Drain

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

Deafened(PH p307)

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

Defenseless(PH p257)

Helpless, plus always fail saving throws.

Dismissible (D)(PH p176)

Dismissing a spell requires the caster to be within spell range & use a verbal component. If the original spell did not have a verbal component, a somatic component is used instead. Either act counts as a Standard Action that does not generate an Attack of Opportunity.

Concentration spells can be dismissed as a Free Action on the caster’s action.

Dispel Check(PH p307)

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

Energy Type

Acid, Cold, Electricity, Fire, or Sonic.

Entangled(PH p308)

Subject receives a –2 penalty to attacks, a –4 penalty to effective Dexterity, & must make Concentration checks to cast spells. If the entanglement is ‘anchored’, the subject cannot move, otherwise the subject can only move at ½ speed, but can’t run or charge.

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

Exhausted(PH p308)

See above.

Fascinated(PH p308)

Subject stays still & quiet as long as the effect lasts. During this time, it receives a –4 penalty on Listen & Spot checks.

If potentially threatened, the subject receives a new saving throw. Of obviously threatened, the fascination ends.

An ally can “shake” a creature out of fascination as a Standard Action.

Fast Healing N

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

Fatigued(PH p308)

See above.

Frightened

See above.

Held

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

Helpless(PH p309)

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

Incorporeal(PH p309)

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

Invisible(PH p309)

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

Magical Sensor

When using *Clairvoyance/Clairaudience*, *Scrying*, or any other “Div(scry)” spell., the spell creates a magical, Invisible spot that is looked and/or listened through. It cannot be damaged, but can be Dispelled. It also can be located with *See Invisible*, *Detect Magic*, or *Detect Scrying*.

Nauseated(PH p310)

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

Negative Energy Damage

Harms the living & heals the Undead.

Negative Level(PH p310)

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

For any Negative Level that is still in effect after 24 hours, the subject must make a Fortitude save vs. the DC of the Negative Level (either the spell's DC or for a monster, 10 + ½ HD + Charisma modifier). If the subject fails, then he/she loses an actual level permanently (though it may be returned with *Restoration* or *Greater Restoration*).

Non-Recoverable Level

Levels lost by *Raise Dead* or *Resurrection* cannot be replaced by any means.

Object Equivalent(PH p300)

Some spells express the amount of inanimate matter that can be effected as a number of Small-sized objects. Larger object may be substituted according to the following table

- 1 Small-size = 2 Tiny-size
- 1 Medium-size = 2 Small-size
- 1 Large-size = 4 Small-size
- 1 Huge-size = 8 Small-size
- 1 Gargantuan-size = 16 Small-size
- 1 Colossal-size = 32 Small-size

Panicked(PH p311)

See above.

Primary Stat

For Wizards, use Intelligence.

For Bards & Sorcerers, use Charisma.

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

Positive Energy

Heals the living & damages the Undead, who typically receives a Will save for ½ damage.

Prone(PH p311)

The subject is lying on the ground.

Attackers gain a +4 bonus with melee attacks, but receive a –4 penalty with ranged attacks.

The prone creature receives a –4 penalty on melee attacks & cannot make most ranged attacks.

Rubble, Dense(DMG p90)

Costs 2 movement to go through each hex.

Scent Ability(MM p314)

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

Shaken(PH p312)

See above.

Sickened(PH p228)

Target suffers a –2 penalty on attacks, damage, saves, skill checks, & ability checks.

Slowed(PH p280)

Subject may only take one Standard or Move Action each round; suffers a –1 penalty to AC, melee attacks, melee damage, & Reflex saves.

Staggered(PH p313)

Subject can only take one Standard Action or one Move Action each round.

Stunned(PH p313)

Subject loses Dex bonus to AC, has a –2 penalty to AC, and cannot take actions.

Suspended Animation

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

Untyped Damage

Damage that is not Acid damage, Cold damage, Electricity damage, Fire damage, Sonic damage, Positive Energy damage, nor Negative Energy damage. This kind of damage is not blocked by any type of resistance.

Weakened

Target's has a 2d6 penalty to Strength for the indicated time.

Wind, Moderate (DMG p95)

11 – 20 mph

Wind, Strong (DMG p95)

21 – 30 mph

Wind, Severe (DMG p95)

31 – 50 mph

Temporary HP

These hit-points are removed first if the subject is damaged. They cannot be restored, even by healing.

Appendix

Revision History

- October 1, 2003 – Creation of the new D&D 3.5 Spell Index.
Contains Player’s Handbook 3.5.
- March 12, 2004 – Added Complete Warrior & the Book of Exalted Deeds.
Added Dragon #309 – Dragon #313.
- August 12, 2004 – Added Dragon #314.
Added Player’s Guide to Faerûn.
- October 12, 2004 – Added Complete Divine.
- November 12, 2004 – Added Eberron Campaign Setting.
Added Dragon #325.
Added Monster Manual 3. Change the abbreviation of Monster Manual v3.5 from “MM3.5” to “MM” to avoid confusion with “MM3”
- April 1, 2005 – Added Complete Arcane.
Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.
Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.

Key to Sourcebooks

- PH – Player’s Handbook v.3.5
- DMG – Dungeon Master’s Guide v.3.5
- MM – Monster Manual v.3.5
- MM3 – Monster Manual 3

- CWar – Complete Warrior
- CDiv – Complete Divine
- CArc – Complete Arcane

- BoED – Book of Exalted Deeds
- UA – Unearthed Arcana

- FR – Forgotten Realms Campaign Setting
- MoF – Magic of Faerûn
- UE – Unapproachable East
- LoD – Lords of Darkness
- RoF – Races of Faerûn
- SM – Silver Marches
- Und – Underdark
- PGF – Player’s Guide to Faerûn

- Eb – Eberron Campaign Setting

- DR### – Dragon Magazine (with issue number)
- DU## – Dungeon Magazine (with issue number)

- 3.5up – D&D v.3.5 Accessory Update – http://www.wizards.com/dnd/files/DnD35_update_booklet.zip
- PHe – Player’s Handbook v.3.5 Errata – http://www.wizards.com/dnd/files/PHB_Errata09242003.zip
- PGFe – Player’s Guide to Faerûn Errata – http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip
- CDivErrata – Complete Divine Errata – http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip
- EbErrata – Eberron Errata – http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip

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