

Alarm

Level 1 Abjuration

Domains: Protection, Traps **Components:** V, S, F
Area: 20-ft.-radius emanation centered **Range:** 30 ft
Duration: 8 hours **Casting Time:** Standard (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Create a mental of audible alarm once a warded area is entered.

[See Spell for Full Description.](#)

Alter Winds

Level 1 Transmutation

Domains: Air, Weather **Components:** V, S
Area: 10-foot radius **Range:** 120 ft
Duration: 1 hour / level **Casting Time:** Standard
SR: No **Reversible:** Yes **Level 0:** Yes **Save:** None

Leveling: At Level 2, strong winds can be created (or reduced to nothing). In a strong wind, creatures smaller than medium-sized must make DC 15 strength save each time they move. Creatures that are Tiny or smaller must make a DC 15 strength save or be knocked prone, roll 1d4+10 feet, and take 2d6 points of damage. Flying creatures can only remain aloft with a DC 20 Athletics checks.

Description: In the spell's area, you can increase the wind to a moderate level (20-30 mph). Ranged weapons shooting through this area make their rolls at disadvantage. Sound-based perception checks, and checks made to balance or fly are also made at disadvantage. Tiny or smaller creatures must make a DC 10 strength check to move.

Animal Messenger

Level 1 Enchantment

Domains: Animal **Components:** V, S, M
Target: One Tiny animal **Range:** 30 ft
Duration: 24 hours **Casting Time:** Standard (R)
SR: No **Reversible:** No **Level 0:** No **Save:** None

Direct a Tiny animal to go to a spot your direct and wait.

[See Spell for Full Description.](#)

Animate Rope

Level 1 Transmutation

Domains: None **Components:** V, S
Target: One ropelike object, length up to 10 ft **Range:** 120 ft
Duration: 1 minute (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Animate a nonliving ropelike object

[See Spell for Full Description.](#)

Arcane Lock

Level 1 Abjuration

Domains: Protection **Components:** V, S
Target: The door, chest, or portal touch **Range:** 30 ft
Duration: 10 minutes **Casting Time:** Standard (R)
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Leveling: At Level 2, when cast with 25 gp worth of gold dust, this spell becomes permanent. Level 4: If anyone besides you opens the door by any means, including through the use of dispel magic or knock, the door explodes outward dealing 5d6 points of force damage to all within 20 feet of the door (Dex save for half).

Description: This spell magically holds shut a door, gate, chest, window, or shutter and locks it. You can freely pass your own arcane lock without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful dispel magic or knock spell. If these spells are cast at a higher level than your arcane lock spell, they automatically open the lock, otherwise a spell attack against your DC is necessary to do so. Doors locked by this spell gain a +10 bonus to their break DC.

Attract Animal

Level 1 Enchantment

Domains: Animal **Components:** V, S
Effect: Animals are attracted to your location **Range:** One mile
Duration: 1 hour (D) **Casting Time:** Standard (R)
SR: No **Reversible:** No **Level 0:** No **Save:** None

Attract animals to your location

[See Spell for Full Description.](#)

Audible Illusion

Level 1 Illusion

Domains: Trickery **Components:** V, S
Effect: Illusionary sound including speech **Range:** 120 ft
Duration: maintained concentration + 3 **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** Yes **Save:** INT Negates

Description: You create a sound that emanates from a specific location or general direction in range. You choose what type of sound the spell creates when casting it and cannot change the sound's basic character thereafter, though you can alter its volume, location, or details. The sound cannot be unnaturally loud, nor can it be a sound you are unfamiliar with. The sound can be intelligible speech in any type of voice, in any language you can speak, but if you are attempting to mimic a specific person (aside from yourself), you must also make a deception check to be successful.

Bed of Iron

Level 1 Necromancy

Domains: Travel, War **Components:** V, S, M
Target: you and up to 5 allies **Range:** Touch
Duration: 8 hours **Casting Time:** Standard (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This spell makes even the clunkiest armor feel soft as silk to the wearer. The subjects of this spell are able to sleep comfortably in medium or heavy armor without the normal penalties.

Blade Lash

Level 1 Transmutation

Domains: None **Components:** V, S
Target: Your melee weapon **Range:** Touch
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: Your weapon elongates and becomes whip-like. As part of casting this spell, you can use this weapon to attempt a trip combat maneuver against one creature within 20 feet, and you gain a +10 competence bonus on your roll, after which the weapon returns to its previous form.

Bane

Level 1 Enchantment

Domains: Cleric, Generic **Components:** V, S, DF
Target: All enemies within 60 ft. **Range:** 60 ft
Duration: 1 min. **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** CHA Negates

Leveling: At Level 2, Bane inflicts a d4 penalty on attacks, checks, and saves instead.

Description: Bane fills your enemies with fear and doubt. Each affected creature has disadvantage on attack rolls, skill checks, and saving throws. When making saves against fear effects, the targets get disadvantage instead.

Bestow Weapon Proficiency

Level 1 Enchantment

Domains: Generic, Knowledge, Strength, **Components:** V, S, M
Target: One creature **Range:** 30 ft
Duration: 10 minutes (D) **Casting Time:** Standard (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You bestow the subject with proficiency in a single type of weapon. The weapon can be of any type, including an exotic weapon, but the subject of the spell must be holding the weapon.

Blend

Level 1 Illusion

Domains: Druid, Fallen Druid **Components:** S
Target: You **Range:** Personal
Duration: 10 minutes/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You draw upon a connection to the wilderness to change the coloration of yourself and your equipment to match that of your surroundings. This grants you advantage on Stealth checks and allows you to make Stealth checks without cover, but only while you move no more than half your base speed or less. If you move more than half your base speed on your turn, you gain no benefit from this spell until the start of your next turn. If you make an attack, this spell ends.

Bless

Level 1 Enchantment

Domains: Cleric **Components:** V, S, DF
Area: All allies within the area **Range:** 30 ft
Duration: 10 min., Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Leveling: A blessing cast at Level 2 and targeted on a corpse prevents the corpse from being turned into an undead creature for 8 hours. Attempts to raise the corpse as an undead creature automatically fail. If the corpse was slain by a creature that creates undead out of slain foes, that effect is delayed until the end of the spell. It is possible to protect a corpse for an extended time by casting this spell multiple times.

Description: Bless instills your targets with divine protection and guidance. Your targets receive a +1 circumstance bonus to attacks, saving throws, and skill checks for the duration of the spell. The power of your blessing grows stronger as you do. At level 5, it increases to +2, and every five levels afterward it increases by another +1. Alternately, you may target the spell at a pint of water mixed with 20 gp. worth of powdered platinum, transforming the water into holy water.

Blood Necromancy

Level 1 Necromancy

Domains: None **Components:** V, S, M
Effect: Necrotic Energy Transferred to a **Range:** 0 ft
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: When casting this spell, you cut your hand with a bladed weapon. Your blood fuels necrotic energy that heals all undead under your control the same damage that you dealt to yourself.

Burning Hands

Level 1 Evocation

Domains: Fire **Components:** V, S
Area: Cone-shaped burst **Range:** 15 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** DEX halves

Description: A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 3d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Blood Money

Level 1 Transmutation

Domains: Blood **Components:** V, S
Target: Caster **Range:** 0 ft
Duration: Instantaneous **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Use your blood as a costly material component

[See Spell for Full Description.](#)

Blur

Level 1 Illusion

Domains: None **Components:** V
Target: Creature touched **Range:** Touch
Duration: 1 minute (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT Negates

Leveling: At Level 2, the blur effect happens all the time, even when you are not moving.

Description: While you are moving your outline appears blurred, shifting and wavering. Anyone attacking you must make a DC 5 cover roll before each attack roll. A see invisibility spell does not counteract the blur effect, but a true seeing spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own). Blurring only occurs when you move and ceases at the end of your movement. It is therefore mainly used to protect against attacks of opportunity. If you take a full round to move (double movement), the blurring lasts until the start of your next turn.

Call Weapon

Level 1 Teleportation/Summoning

Domains: None **Components:** V, S
Target: One melee weapon wielded by a **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Bonus
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: When you cast this spell, you cause a weapon wielded by an ally within 30 feet to telekinetically fly across the space between you and into your open hand. This extra energy persists in the weapon for the rest of the round, granting you a +2 circumstance bonus on attack rolls and weapon damage rolls made during the same round you cast this spell. If the ally targeted for this spell is unwilling to give up her weapon, the spell fails. An unconscious or dying ally is considered a "willing" target so long as the weapon to be called is still in contact with the ally's body.

Calm Animals

Level 1 Enchantment

Domains: Animal **Components:** V, S
Target: Animals within 30 ft. **Range:** 30 ft
Duration: 1 min., Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA negates (Dire, Ma

Description: This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind. The maximum number of Hit Dice of animals you can affect is equal to 2d4 + caster level. A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Charm

Level 1 Enchantment

Domains: Mind **Components:** V
Target: 1 humanoid **Range:** 30 ft
Duration: 1 hour **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** CHA negates

Leveling: Each additional level beyond 1st makes the charm effect last an extra hour. In addition, at Level 4 this spell is not restricted by creature type. At Level 6, you can charm multiple humanoids whose combined CR is less than twice your level. At Level 8, you may charm multiple creatures of any type whose combined CR is less than twice your level.

Description: Charm makes one humanoid target think favorably of you. The target's attitude toward you becomes friendly, and they will help you with small, reasonable requests that don't involve personal risk, extreme effort, or loss of property. Persuasion check may still be necessary for particularly difficult requests. Charm doesn't remove any language barrier between you and the target. If the creature is threatened or attacked by you or your allies when the spell is cast, it receives advantage on its saving throw. After being charmed, any act by you or your apparent allies that threatens the charmed person breaks the spell.

Chill Touch

Level 1 Necromancy

Domains: Death **Components:** V, S
Target: Creatures touched **Range:** Touch
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** CON (to avoid Strength

Description: Your hand glows with blue energy for 1 minute. Your touch now disrupts the life force of living creatures, dealing 1d6 points of necrotic damage for every two levels (max 3d6) and 2 points of strength damage. An undead creature you touch takes no damage of either sort, but it must make a successful CHA saving throw or flee as if frightened (level 4) for 2d4 rounds.

Celestial Healing

Level 1 Necromancy

Domains: Blood, Generic **Components:** V, S, M
Target: Creature touched **Range:** Touch
Duration: 8 hours, or until dispelled **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: For each spell level above 1st, the fast healing increases by 2. This spell cannot be cast at a level higher than 4th.

Description: You anoint a wounded creature with the blood of a good outsider or with holy water. The next time the anointed creature is wounded, the spell activates, granting it fast healing 2. This fast healing lasts for three rounds, after which the spell fades. This ability cannot repair damage caused by evil-aligned weapons or radiant damage caused by a evil spellcasters. The target radiates a faint aura of good while the fast healing is in effect, though this has no long-term effect on the target's alignment.

Charm Animal

Level 1 Enchantment

Domains: Animal, Druid, Fallen Druid **Components:** V
Target: 1 animal **Range:** 30 ft
Duration: 1 hour **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** CHA negates

Leveling: Each additional level beyond 1st makes the charm effect last an extra hour. In addition, at Level 4 you can charm multiple animals, up to 1 per level.

Description: Charm makes one animal friendly to you. If you can communicate with the animal, such as through a speak with animals spell, you can make a persuasion or animal check to convince it to help you, but it will only perform small requests that don't put it in danger or cause it to stray too far from its home. If the creature is threatened or attacked by you or your allies when the spell is cast, it receives advantage on its saving throw. After being charmed, any act by you or your apparent allies that threatens the charmed animal breaks the spell.

Cloud

Level 1 Conjuration

Domains: Acid, Air, Generic, Water, Wea **Components:** V, S
Effect: 20-ft. radius **Range:** 120 ft
Duration: Time varies **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** Yes **Save:** None

Creates a block of cloud with different effects.

[See Spell for Full Description.](#)

Color Spray

Level 1 Illusion

Domains: None
Area: Cone-shaped burst
Duration: Instantaneous
SR: Yes **Reversible:** No **Level 0:** Yes
Components: V, S, M
Range: 15 ft
Casting Time: Standard
Save: INT Negates

Description: A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned (level 1), perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its Hit Dice.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. Only living creatures are knocked unconscious.

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round.

Sightless creatures are not affected by *color spray*.

Command

Level 1 Enchantment

Domains: Generic, Strength, Water
Target: One living creature
Duration: 1 round
SR: Yes **Reversible:** Yes **Level 0:** No
Components: V
Range: 30 ft
Casting Time: Standard
Save: CHA Negates

You give the subject a single command that he must obey.

[See Spell for Full Description.](#)

Compelled Duel

Level 1 Enchantment

Domains: Paladin, War
Target: 1 creature
Duration: 1 minute
SR: Yes **Reversible:** No **Level 0:** No
Components: V
Range: 30 ft
Casting Time: Bonus
Save: CHA Negates

Description: You magically taunt an opponent and compel him to attack you. Any attacks against someone else by that creature are made at a disadvantage. The opponent must also make CHA saving throw if it wants to move in any direction other than toward where you are standing. The spell ends if you attack someone else.

Comprehend Languages

Level 1 Divination

Domains: Generic, Knowledge, Travel
Target: You
Duration: 10 min./level, Concentration
SR: Yes **Reversible:** No **Level 0:** No
Components: V, S, M
Range: Personal
Casting Time: Standard
Save: None

Leveling: Level 5: When the spell is cast at this level with an additional material component (2,500 gp. worth of diamond dust), it has a duration of Permanent.

Description: You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the *secret page* and *illusory script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Corrosive Touch

Level 1 Conjuration

Domains: Acid
Target: Creature or object touched
Duration: Instantaneous
SR: Yes **Reversible:** No **Level 0:** Yes
Components: V, S
Range: Touch
Casting Time: Standard
Save: None

Description: Your successful spell attack (touch) deals 1d6 points of acid damage per caster level (maximum 3d6).

Countless Eyes

Level 1 Transmutation

Domains: Mutation
Target: One creature touched
Duration: 1 hour / level
SR: No **Reversible:** No **Level 0:** No
Components: V, S
Range: Touch
Casting Time: Standard
Save: None

Description: The target sprouts extra eyes all over its body, including on the back of its head. It gains all-around vision and cannot be surprised. Enemies do not get sneak attack against the target unless they are flat-footed.

Cure Wounds

Level 1 Necromancy

Domains: Druid, Fallen Druid, Generic, L **Components:** V, S
Target: Creature touched **Range:** Touch
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** Yes **Level 0:** Yes **Save:** WIS Half

Leveling: Each level cures an extra 1d8+1 damage. At Level 5, cure wounds may be used to cure 1d8+1 damage to up to 10 people within 60 feet. For each level beyond 5th, you may cure an extra 1d8+1 damage and an extra 2 people.

Description: When laying your hand upon a living creature, you channel energy that cures 1d8+1 points of damage. This spell deals radiant damage to undead instead of curing their wounds. An undead creature can attempt a WIS save to take half damage.

Dancing Lights

Level 1 Evocation

Domains: None **Components:** V, S
Effect: Up to four lights, all within a 10- **Range:** 120 ft
Duration: 10 Minutes (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** Yes **Save:** None

Leveling: At Level 5, when cast with a material component (2,500 gp. worth of diamond dust), this spell has a duration of Permanent.

Description: Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no further action required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

Deathwatch

Level 1 Necromancy

Domains: Death, Generic, Knowledge **Components:** V, S
Area: Cone-shaped emanation **Range:** 30 ft
Duration: 10 min. **Casting Time:** Bonus
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct). *Deathwatch* sees through any spell or ability that allows creatures to feign death.

Curse Water

Level 1 Necromancy

Domains: Affliction, Destruction, Generic **Components:** V, S, M
Target: Flask of water touched **Range:** Touch
Duration: Instantaneous **Casting Time:** 1 min
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This spell imbues a flask (1 pint) of water with evil energy, turning it into unholy water. Unholy water damages good outsiders the way holy water damages undead and evil outsiders.

Death Knell

Level 1 Necromancy

Domains: Death, Destruction, Generic, S **Components:** V, S
Target: Living creature touched **Range:** Touch
Duration: Special **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON Negates

Description: You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that is unconscious and dying. If the subject fails its saving throw, it dies, and you gain 2d8 hit points.

Detect

Level 1 Divination

Domains: Cleric, Druid, Fallen Druid, Ge **Components:** V, S
Area: Cone-shaped emanation **Range:** 60 ft
Duration: 10 minutes, Concentration **Casting Time:** Bonus
SR: No **Reversible:** No **Level 0:** No **Save:** Varies

All you to detect various types of things in the world around you.

See Spell for Full Description.

Disguise

Level 1 Illusion

Domains: Generic, Mutation, Trickery **Components:** V, S
Target: You **Range:** Personal
Duration: 10 min./level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT Negates

Disguise one or more people to look like someone else (same body type).

[See Spell for Full Description.](#)

Disguise Item

Level 1 Illusion

Domains: Trickery **Components:** V, S
Target: one manufactured item touched **Range:** Touch
Duration: 1 hour / level **Casting Time:** 1 rd
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT disbelief

Description: You can disguise one item, making it look like a different item. Both the targeted object and the chosen illusion must be manufactured items that are small enough to be carried. Both must also be of comparable size. Aside from that, the extent of the apparent change is up to you. You could even add or obscure a minor feature or make the item look like it is composed of different materials (stone, wood, adamantite, and so on). The spell does not provide any of the abilities of the chosen form, nor does it alter the perceived tactile or audible properties of the item or how it is wielded. A creature that interacts with the item may attempt an INT save to recognize it as an illusion.

Disrupt Undead

Level 1 Necromancy

Domains: Life, Paladin, Protection **Components:** V, S
Target: Self **Range:** Personal
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** Yes **Save:** None

Description: You charge your hand with radiant energy that is harmful to undead. While the spell is in effect, on each of your turns you can use a standard action to direct this radiant energy toward an undead target, either through a ray (range 30 feet) or a touch attack (against touch AC). Both use your spell attack modifier to hit, and successful attacks deal 1d6 points of radiant damage per level (max 3d6). This spell has no effect on creatures that aren't undead.

Endure Elements

Level 1 Abjuration

Domains: Air, Earth, Fire, Generic, Ice, PL **Components:** V, S, XP
Target: Creature touched **Range:** Touch
Duration: 24 hours **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make CON saves). The creature's equipment is likewise protected. *Endure elements* doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Enlarge Person

Level 1 Transmutation

Domains: Mutation, Strength **Components:** V, S, M
Target: One humanoid creature **Range:** 30 ft
Duration: 1 min./level (D) **Casting Time:** 1 rd
SR: Yes **Reversible:** Yes **Level 0:** No **Save:** CON negates

Leveling: At [Level 4](#), this spell can be cast on one creature per level. At [Level 5](#), when cast with a material component (2,500 gp. worth of diamond dust), this spell has a duration of Permanent.

Description: You cause a creature to grow one size category, affecting AC as appropriate. The target becomes twice its size, has advantage on Strength checks and saves, and its Strength-based attacks deal 1d4 extra damage. Everything the target is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

Entangle

Level 1 Transmutation

Domains: Plant **Components:** V, S, DF
Area: Plants in a 40-ft.-radius spread **Range:** 500 ft
Duration: 10 minutes (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** Strength negates

Description: Grasping weeds and vines sprout from the ground in a 40-foot radius starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature that starts its turn in the affected area must succeed on a strength saving throw or be grappled by the entangling plants. A creature grappled by the plants can use a standard action to make a strength check to free itself until the start of its next turn. When the spell ends, the conjured plants wilt away.

Entropic Shield

Level 1 Abjuration

Domains: Cleric, Generic **Components:** V, S
Target: You **Range:** Personal
Duration: 1 min, Concentration **Casting Time:** Reaction
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you must make a successful DC 5 cover roll first or it automatically fails.

Erase

Level 1 Transmutation

Domains: None **Components:** V, S
Target: One scroll or two pages **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard (R)
SR: No **Reversible:** No **Level 0:** No **Save:** See text

Description: *Erase* removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil*, or an *arcane mark*, but not *illusory script* or a *symbol* spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%. Magic writing must be touched to be erased, and you also must succeed on a spell attack against DC 15. If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

Expeditious Retreat

Level 1 Transmutation

Domains: Travel **Components:** V, S
Target: You **Range:** Personal
Duration: 10 min. **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Description: While this spell is in effect, you can use a bonus action to move (max = your movement speed), even if you've already moved this turn. This extra speed only applies to you base land speed, not other modes of movement, such as burrow, climb, fly, or swim.

Faerie Fire

Level 1 Evocation

Domains: Druid, Fallen Druid, Night **Components:** V, S, DF
Area: Creatures and objects within a 5-ft **Range:** 500 ft
Duration: 1 min./level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles and are visible in the dark. Outlined creatures do not benefit from all visual cover, including invisibility. They also take disadvantage on stealth checks. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Fear

Level 1 Illusion

Domains: Affliction, Generic, Mind **Components:** V, S
Target: One living creature with 5 or fe **Range:** 60 ft
Duration: 1d4 rounds **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS partial

Leveling:

Level 3: At this level, the spell targets all creatures in a cone shaped burst (30 feet) for 1 round/level.

Description: The affected creature becomes frightened (level 3). If the subject succeeds on a WIS save, it is frightened at level 1 only for 1 round. If a creature flees beyond line of sight of the caster, they may make a new save each round to shake off the fear effect. Creatures with 6 or more Hit Dice are immune to this effect. Fear counters and dispels remove fear.

Feather Fall

Level 1 Transmutation

Domains: Air, Protection **Components:** V
Target: One Medium or smaller freefalli **Range:** 30 ft
Duration: Until landing or 1 round/level **Casting Time:** Reaction
SR: Yes **Reversible:** Yes **Level 0:** No **Save:** None

Targets fall slowly

[See Spell for Full Description.](#)

Fiery Runes

Level 1 Evocation

Domains: Fire **Components:** V, S
Target: Melee weapon touched **Range:** Touch
Duration: 1 minute / level or until disch **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You charge a weapon with a magic rune of fire. When the wielder of the weapon successfully strikes a foe in melee with the weapon, the wielder can discharge the rune as a bonus action to deal 1d4+1 points of fire damage to the target. If the rune is successfully resisted, the spell is dispelled; otherwise, the rune deals damage normally. For every two caster levels beyond 1st, the rune does an additional 1d4+1 damage (max 5d4+5 at level 9).

Floating Disk

Level 1 Evocation

Domains: None **Components:** V, S, M
Effect: 3-ft.-diameter disk of force, 100 lb **Range:** 30 ft
Duration: 1 hour / level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Description: You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Frostbite

Level 1 Transmutation

Domains: Ice **Components:** V, S
Target: Creature touched **Range:** Touch
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Description: Your spell attack (touch) deals 1d6 points of cold damage + 1 point per level, and the target gains one level of fatigue. This damage is nonlethal and a creature reduced to 0 hp simply falls unconscious. Each round the creature re-gains 1d4 hp of this damage.

Find Familiar

Level 1 Teleportation/Summoning

Domains: None **Components:** V, S, M
Effect: One summoned familiar **Range:** 10 ft
Duration: Instantaneous **Casting Time:** 1 hr (R)
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish, rat, raven, sea horse, snake (tiny viper), spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is an outsider, magical beast, or fey (your choice) instead of an animal. Your familiar acts independently of you, but it always obeys your commands. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. When it does so, you must make a DC 15 intelligence save or suffer 2 points of intelligence damage. It reappears after you cast this spell again. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Frightening Visage

Level 1 Illusion

Domains: Trickery **Components:** V, S
Target: creature touched **Range:** Touch
Duration: 1 hour or until dispelled **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: The next time your target attempts to make an intimidation check, this spell activates, enhancing their visage with an illusion that makes it more frightening and intimidating. This grants the target a +10 on this intimidation check, after which the spell fades.

Glue Seal

Level 1 Conjuration

Domains: None **Components:** V, S
Target: One object or one 5 ft square **Range:** 30 ft
Duration: 1 minute / level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Cover a surface with sticky glue causing target to be stuck.

[See Spell for Full Description.](#)

Goodberry

Level 1 Transmutation

Domains: Druid **Components:** V, S, DF
Target: 2d4 fresh berries touched **Range:** Touch
Duration: 24 hours **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: Casting goodberry upon a handful of freshly picked berries makes 2d4 of them magical. You (as well as any other druid) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten. When the spell duration expires, the goodberries become normal berries again.

Gravity Bow

Level 1 Transmutation

Domains: None **Components:** V, S
Target: Caster **Range:** Personal
Duration: 1 minute/level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: Gravity bow significantly increases the weight and density of arrows or bolts fired from your bow or crossbow the instant before they strike their target and then return them to normal a few moments later. Any arrow fired from a bow or crossbow you are carrying when the spell is cast gains a +2 bonus to damage. Only you can benefit from this spell. If anyone else uses your bow to make an attack the arrows deal damage as normal for their size.

Grease

Level 1 Conjuraton

Domains: Traps **Components:** V, S, M
Target: One object or a 10-ft. square **Range:** 30 ft
Duration: 1 round/level (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** See text

Description: A *grease* spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful DEX save or fall. This save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round, while failure by 5 or more means it falls.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a DEX saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 circumstance bonus on grapple checks.

Guardian Armor

Level 1 Teleportation/Summoning

Domains: Generic, War **Components:** V, S, F
Target: One willing creature **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Reaction
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This spell teleports the suit of armor you are wearing off of your body and onto an ally within range; the target must be the same size and general shape as you. This armor appears on the target's body fully formed and properly donned, granting the creature the immediate benefit of its protection. If the target of guardian armor was already wearing armor, the armor wearing it is removed from the target's body and falls undamaged into an adjacent square.

Hail of Thorns

Level 1 Conjuraton

Domains: Plant **Components:** V
Target: A thrown weapon or piece of a **Range:** Touch
Duration: Instantaneous **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX halves

Leveling: Damage increases by 1d6 for each level beyond 1st (max Level 4).
Description: You cause one thrown weapon or piece of ammunition to sprout thorns that explode on impact. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d6 piercing damage on a failed save, or half as much damage on a successful one.

Hellish Rebuke

Level 1 Evocation

Domains: Fire **Components:** V, S
Target: Creature who damaged you **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Reaction
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** DEX Save

Description: A creature that just damaged you is momentarily surrounded by hellish flames, inflicting 1d6 fire damage per level (max 3d6). A dexterity save halves the damage.

Hidden Intimidation

Level 1 Enchantment

Domains: Generic, Mind **Components:** V, S, M
Target: One creature **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA Negates

Description: As part of casting this spell, you can attempt a single Intimidation check to make a target do something for you. If you succeed, the target assists you normally, but hidden diplomacy clouds the memory of any threats or pressure you applied. The target remembers assisting you, but can't remember why, and its attitude toward you doesn't worsen as a result of being intimidated. Whether a creature fails or succeeds at its saving throw, it becomes immune to further castings of hidden diplomacy for 24 hours.

Hideous Laughter

Level 1 Enchantment

Domains: Affliction, Trickery **Components:** V, S, M
Target: One creature **Range:** 30 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** CHA negates

Description: This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing but is not considered helpless. After the spell ends, it can act normally. A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives advantage on its saving throw, because humor doesn't "translate" well. At the end of each of its turns, and each time it takes damage, the target can make another Charisma saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Hunter's Mark

Level 1 Evocation

Domains: Animal **Components:** V
Target: One Creature **Range:** 90 ft
Duration: 1 hour, Concentration **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You choose a creature you can see within range and mystically mark it. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

Hide

Level 1 Abjuration

Domains: Cleric, Druid, Fallen Druid, Ge **Components:** S, DF
Target: One creature touched/level **Range:** Touch
Duration: 20 minutes, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** WIS Negates (for intel)

Leveling: At Level 4, you can choose to hide from oozes, and at Level 6, you can hide from dragons.

Description: You hide the target from this spell from undead, plants, vermin, or animals (your choice). Creatures of the selected type cannot see, hear, or smell the target. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense aren't successful. Creatures simply act as though the warded creatures are not there. If a warded character touches another creature or attacks any creature, the spell ends for all recipients. Creatures with an intelligence greater than 2 get a WIS saving throw to avoid this effect.

Holy Burst

Level 1 Evocation

Domains: Destruction, Paladin **Components:** V
Target: One object or creature touching **Range:** Touch
Duration: Instantaneous **Casting Time:** 1 rd
SR: No **Reversible:** No **Level 0:** Yes **Save:** None

Description: You spend one round charging the physical connection between you and an object or creature you are touching. After one round, you emit a blast of radiant energy inflicting 1d6 points of damage per caster level (maximum 3d6). Your target must be in contact with you for the entire round or the spell fails. When used to damage an object, the hardness of an object is considered 10 points lower than normal (min 1). When injuring a creature, you do not need to make a touch attack, as you have already been in contact with the creature for an entire round. Physical contact does not need to be made with the hands.

Hydraulic Push

Level 1 Evocation

Domains: Water **Components:** V, S
Target: One creature or object **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Leveling: At Level 3, the blast of water becomes a torrential stream pushing back everyone in a 60 ft. line. It can even do damage to immovable objects by making a strength check against the objects break DC. Use your spell attack as your effective strength score in this case.

Description: You call forth a quick blast of water that knocks over and soaks one creature or square. The targeted creature makes STR saving throw and is pushed back one foot for every point lower than you class save DC (minimum 5 feet). Hydraulic push extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

Hypnotism

Level 1 Enchantment

Domains: Mind **Components:** V, S
Target: One living creature **Range:** 30 ft
Duration: Maintained Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT negates

Hypnotise creatures.

[See Spell for Full Description.](#)

Ice-Bound Armor

Level 1 Abjuration

Domains: Ice, Protection **Components:** V, S
Effect: Frost-Enhanced Armor **Range:** Self
Duration: 1 hour **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: For each level higher than 1st, you gain 5 temporary hit points and the cold burst deals 5 more damage.

Description: You draw water from the very air, condense, and freeze it on your armor. This arcane ice grants you 5 temporary hit point. In addition, as long as you have 1 of these hit points left when an enemy attacks you, the frost unleashes a burst of cold dealing 5 points of cold damage to the attacker.

Identify

Level 1 Divination

Domains: Knowledge **Components:** V, S, M
Target: One object **Range:** Touch
Duration: Instantaneous **Casting Time:** 1 min (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: When an identify spell is cast, your knowledge of magic items is enhanced. For the duration of the casting time, you must hold a magic item in your hand and examine it. Once the spell is complete, you gain a +10 boost to your magic items check made to identify the properties of the item. If you have no training in magic items, the identify spell still allows you to make a check to identify the item. Identify does not function when used on an artifact.

Illusionary Duplicate

Level 1 Illusion

Domains: Trickery **Components:** V, S
Effect: a visual figment that resembles y **Range:** 0 ft
Duration: 1 minute / level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** INT Negates

Description: You create an illusionary duplicate of yourself that seamlessly appears exactly where you are standing. The duplicate copies your movement exactly and follows you around, making it difficult to distinguish it from you. As a bonus action, you can send the duplicate 5-feet away, provoking attacks of opportunity against it or triggering held actions, when applicable. Alternately, you can use your bonus action to keep it in place, allowing you to move away from it without taking an attack of opportunity. In either case, after only an instant, the duplicate immediately returns to you. You have limited control over the duplicate and cannot control its appearance or actions, aside from movement, in any way. As a figment, the duplicate cannot interact with physical objects, trigger traps, or perform other interactions aside visual trickery. The duplicate cannot be more than 5 feet away from you without instantly returning to your position.

Illusory Script

Level 1 Illusion

Domains: None **Components:** V, S, M
Target: One touched object weighing n **Range:** Touch
Duration: 10 days (D) **Casting Time:** 1 min (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT Negates

Write instructions like a suggestion.

[See Spell for Full Description.](#)

Image

Level 1 Illusion

Domains: Trickery **Components:** V, S
Effect: Visual figment that cannot exten **Range:** 500 ft
Duration: maintained concentration + 3 **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** Yes **Save:** INT Negates

Create an illusion of an object.

[See Spell for Full Description.](#)

Infernal Healing

Level 1 Necromancy

Domains: Blood, Generic **Components:** V, S, M
Target: Creature touched **Range:** Touch
Duration: 8 hours, or until dispelled **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: For each spell level above 1st, the fast healing increases by 2. This spell cannot be cast at a level higher than 4th.

Description: You anoint a wounded creature with devil's blood or unholy water. The next time the anointed creature is wounded, the spell activates, granting it fast healing 2. This fast healing lasts for three rounds, after which the spell fades.

This ability cannot repair damage caused by good-aligned weapons or radiant damage caused by a good spellcasters. The target radiates a faint aura of evil while the fast healing is in effect, though this has no long-term effect on the target's alignment.

Jump

Level 1 Transmutation

Domains: Druid, Fallen Druid, Strength **Components:** V, S, M
Target: Creature touched **Range:** Touch
Duration: 5 minutes, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Leveling: At Level 3: +20. At 6: +30

Description: The subject gets a +10 enhancement bonus on jump-related checks.

Keep Watch

Level 1 Enchantment

Domains: Life, Night, Protection, Strength **Components:** V, S
Target: One creature touched **Range:** Touch
Duration: 8 hours or less **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: For each spell level higher, this may be cast on an additional person.

Description: This spell enables the subjects to stand watch or keep vigil throughout the night without any ill effects. The subjects gain all the usual benefits of a full night's rest. The subjects gain hit points as though from resting, wizards may prepare their spells as though they had slept for 8 hours, and so on. Effects that rely on actual sleep or dreaming are ineffective, though the subjects are still susceptible to effects that would put them to sleep, such as sleep or deep slumber. Any vigorous activity, including fighting, immediately ends the effect, and the affected creatures must either have the spell cast on them again or sleep for the remaining hours to gain the benefits of a full night's rest.

Interrogation

Level 1 Necromancy

Domains: Destruction, Justice **Components:** V, S
Target: Creature touched **Range:** Touch
Duration: 10 minutes **Casting Time:** 1 rd
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON negates

Leveling: Every level higher allows you to ask one extra question.

Description: You question the target, backed up by the threat of magical pain. You may ask two questions. The target can either answer the question or take 1d4 points of damage plus your Wisdom bonus. The target is not compelled to answer truthfully, but the threat of pain gives disadvantage on deception checks when lying.

Jury-Rig

Level 1 Transmutation

Domains: Creation **Components:** V, S, M
Target: One broken object of up to 2 lbs. **Range:** Touch
Duration: 1 minute **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: When you cast this spell, a spectral force binds a broken weapon together, relieving the broken condition for a short time. While under the effects of this spell, an item with the broken condition suffers no adverse effects from that condition, and is treated as if it is not broken.

Know Direction

Level 1 Divination

Domains: Weather **Components:** V, S
Target: You **Range:** Personal
Duration: Instantaneous **Casting Time:** Standard (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Know the Enemy

Level 1 Divination

Domains: Animal, Justice, Knowledge **Components:** V, S, DF
Target: You **Range:** Personal
Duration: Instantaneous **Casting Time:** 1 min (R)
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: You commune with the divine, reflecting on one type of creature you encountered in the last day. You may make a Knowledge check again regarding that creature type with a +10 competence bonus.

Light

Level 1 Evocation

Domains: Cleric, Druid, Fallen Druid **Components:** V, M, DF
Target: Object touched **Range:** Touch
Duration: 1 Hour (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** Yes **Save:** None

Leveling: At Level 3, the spell increases to a 60-foot radius (with an additional 60 feet of dim light). The first 60 feet is bright enough to function as full daylight, inflicting penalties on creatures susceptible to bright light, though it does not mimic daylight in terms of weakening or destroying undead.

Description: This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness may be suppressed unless it is cast at the same spell level as the darkness. A light spell counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

Litany of Sloth

Level 1 Enchantment

Domains: Justice **Components:** V, S, DF
Target: One creature **Range:** 60 ft
Duration: 1 round **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS negates

Description: With a litany against the wages of sloth, you slow the target's defenses. The target cannot make attacks of opportunity. While subject to this spell, the target cannot be the target of another litany spell.

Lend Judgment

Level 1 Divination

Domains: None **Components:** V, DF
Target: One ally **Range:** Touch
Duration: 1 round / level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You create a conduit of divine knowledge and outrage between you and an ally. That ally gains the benefit of one of your active judgments (as do you). If you cannot use a judgment (for example, if you are not in combat, are frightened or unconscious, and so on) or change judgments, the ally loses the benefit of the judgment. If you have multiple judgments active, the ally gains only one, chosen when you cast this spell.

Line In the Sand

Level 1 Abjuration

Domains: Traps **Components:** V, S
Area: 10-ft. burst centered on you **Range:** Self
Duration: 1 minute **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: You create a glowing crimson line around the area. Creatures in the area provoke attacks of opportunity if they cast spells that require a verbal or somatic component.

Litany of Weakness

Level 1 Enchantment

Domains: Justice **Components:** V, S, DF
Target: One creature **Range:** 60 ft
Duration: instantaneous **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** no

Description: Your litany proclaims your target weak, sapping its strength. The target adds one level of fatigue.

Lock Gaze

Level 1 Enchantment

Domains: Mind **Components:** V, S
Target: One creature **Range:** 30 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA negates

Description: You compel the target to look at you and only you for the spell's duration or until the spell is discharged. While staring at you, the target is considered to be averting its eyes from every creature but you, granting creatures other than you 1/4 cover against the target's attacks. If the target willingly leaves your line of sight, it is blinded for 1 round and the spell ends. If you willingly leave the target's line of sight or become unconscious or dead, the spell creature suffers no ill effects. Blind creatures and creatures immune to gaze attacks are immune to this spell.

Long Arm

Level 1 Transmutation

Domains: Mutation **Components:** V, S
Target: You **Range:** Personal
Duration: 10 minutes, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Description: Your arms temporarily grow in length, increasing your reach with those limbs by 5 feet.

Longshot

Level 1 Transmutation

Domains: War **Components:** V, S, M, DF
Target: You **Range:** Personal
Duration: 1 minute/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This spell reduces the effect of range, granting a +50% bonus to each range category of any weapon used by the subject.

Mage Armor

Level 1 Conjuration

Domains: None **Components:** V, S, F
Target: Creature touched **Range:** Touch
Duration: 1 hour/level (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no skill check penalty, speed reduction, or other disadvantages. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Magic Aura

Level 1 Illusion

Domains: Knowledge **Components:** V, S, F
Target: One touched object weighing u **Range:** Touch
Duration: One day / level (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: You alter an item's aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify.

If the object bearing *magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a WIS save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is. If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *magic aura* doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Magic Fang

Level 1 Transmutation

Domains: Druid, Fallen Druid, Mutation **Components:** V, S, DF
Target: Living creature touched **Range:** Touch
Duration: 1 min./level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling:

- At [Level 3](#), a +2 natural weapon is created, or all of a creature's natural weapons can be enhanced with a +1 bonus.
- At [Level 5](#), a +3 natural weapon is created.
- At [Level 5](#), when cast with a material component (2,500 gp. worth of diamond dust), this spell has a duration of Permanent (a +1 natural weapon).
- At [Level 6](#), when cast with a material component (7,500 gp. worth of diamond dust), this spell has a duration of Permanent (a +2 natural weapon).
- At [Level 7](#), a +4 is created
- At [Level 9](#), a +5 is created.

Description: *Magic fang* gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam a

Magic Missile

Level 1 Evocation

Domains: None **Components:** V, S
Target: Up to five creatures, no two of **Range:** 120 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Description: A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly provided you can see your opponent, even if the target is in melee combat. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Magic Stone

Level 1 Transmutation

Domains: Earth, Generic, War **Components:** V, S, DF
Target: Up to three pebbles touched **Range:** Touch
Duration: 30 minutes or until discharged **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Description: You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. When used, they have a max range of 60 feet (when thrown) or 120 feet (if slung) with no distance penalties. Regardless of whether you or someone else attacks with the pebbles, the attack uses your spell attack bonus to hit. Each pebble is also considered a +1 masterwork weapon that does 1d6+1 points of bludgeoning damage (2d6+2 points against undead).

Magic Weapon

Level 1 Transmutation

Domains: Generic, War **Components:** V, S, DF
Target: Weapon touched **Range:** Touch
Duration: 10 minutes, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: At Level 3, a +2 weapon is created. At Level 5, a +3 weapon is created. At Level 7, a +4 is created and at Level 9 a +5 is created. Alternately, at Level 3 or higher, instead of the masterwork bonus, you can change a weapon's damage type (to bludgeoning, piercing, or slashing) or make it function as a cold iron or silver weapon.

Description: *Magic weapon* gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *magic fang*).

Mending

Level 1 Transmutation

Domains: Creation, Druid **Components:** V, S
Target: One object **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** Yes **Save:** None

Leveling: Each level above 1st restores an extra integrity point to a damaged object or heals an extra 1d8+1 damage to constructs, provided the targets are not completely destroyed. When cast at Level 4, mending can restore a destroyed object completely, though it is still unable to ever repair items that are disintegrated, vaporized or turned into ash. All pieces of a destroyed object must be present to restore it to a whole. Completely restoring a formerly magical object doesn't restore its magic, just its structure.

Description: With mending you can repair a damaged object, restoring 1 integrity point to it as long as the item is not completely destroyed. When cast on a construct creature, mending heals 1d8+1 points of damage.

Message

Level 1 Transmutation

Domains: Air, Knowledge, Mind **Components:** V, S, F
Target: One creature per level **Range:** One mile
Duration: 1 hour (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Description: When you cast the spell, you choose the targets of this spell that you can currently see. When you whisper, the message is audible to all targets, though only you can hear their reply. No one else is able to hear your communication. You will be able to communicate with your targets as long as they remain in the spell's range and as long as an indirect path to them isn't completely blocked by magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood.

Mighty Smite

Level 1 Transmutation

Domains: Paladin **Components:** V, F
Target: Weapon **Range:** Touch
Duration: 1 minute, Concentration **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** See Text

Enhance you weapon with power

[See Spell for Full Description.](#)

Mind Blast

Level 1 Evocation

Domains: Mind **Components:** S
Target: One Creature **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** Int Negates

Leveling: At Level 2, this spell unleashes a 30-foot cone of psychic energy, dealing 2d6 psychic damage and stunning (Level 1) targets for 1 round. At Level 3, the code deals 3d6 psychic damage and stuns (Level 1) targets for 1 round. On either of these, a successful INT save halves the damage and negates the stun effect.

Description: You unleash a blast of mental energy that attacks your target's mind directly. They must make an intelligence save or suffer 1d6 psychic damage per caster level (max 3d6). This spell doesn't affect mindless creatures or those with an intelligence lower than 2.

Mirror Strike

Level 1 Transmutation

Domains: None **Components:** V, S, M
Target: You **Range:** Personal
Duration: 1 round, or until discharged **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You briefly alter the flow of time to split a melee attack into two attacks. Before the end of your next turn, when you make your next melee attack roll, compare the result to the AC of two opponents within your reach. If you hit both enemies, you can deal half damage to each. Hitting only one opponent allows you to deal that opponent normal damage for your attack. On a critical hit, multiply damage for both opponents. If you fail to use the effect before the end of your next turn, the spell ends.

Monkey Fish

Level 1 Transmutation

Domains: Animal, Mutation **Components:** V, S
Target: You **Range:** Personal
Duration: 10 minutes (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Description: Your hands and feet alter to make you better at climbing and swimming. You gain a 10 foot climb speed and swim speed. This spell has no effect if you are wearing medium or heavy armor or carrying a medium or heavy load.

Mount

Level 1 Teleportation/Summoning

Domains: Animal **Components:** V, S, M
Effect: One mount **Range:** 30 ft
Duration: 2 hours/level (D) **Casting Time:** 1 rd
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: Level 2: This spell functions like mount, except you can summon up to six light horses or ponies, and you divide the duration in 2-hour increments among the steeds summoned. At Level 4, instead of a horse, you may summon a single griffon, pegasus, dire wolf, or saber-toothed tiger. At Level 6, you may summon up to six of these creatures.

Description: You summon a light horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Mudball

Level 1 Conjuration

Domains: Earth **Components:** V, S
Effect: Single fist-sized blob of sticky mu **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** Yes **Save:** DEX Negates

Description: When you cast this spell, you conjure a single ball of sticky mud that you can throw at an enemy's face. To throw the ball, you must make a regular ranged attack against your target's touch AC. If the mudball hits, the target is blinded. Each round at the beginning of its turn, a creature blinded by this spell can attempt a DEX saving throw to shake off the mud, ending the effect. The mudball can also be wiped off by the creature affected by it or by a creature adjacent to the creature affected by it as a standard action.

Negative Reaction

Level 1 Illusion

Domains: Affliction **Components:** S
Target: One creature **Range:** 60 ft
Duration: 1 round/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA negates

Description: The target's actions and words fail to impress. The target of this spell takes a -10 penalty on any Deception, Persuasion, Performance, and Intimidate checks it attempts.

Neutralize Poison

Level 1 Transmutation

Domains: Generic, Life, Plant

Components: V, S

Target: Creature touched

Range: Touch

Duration: 1 round

Casting Time: Standard

SR: Yes **Reversible:** No **Level 0:** No

Save: None

Leveling: At Level 2, poison is neutralized for 1 round per level. Any poison in the target's system or any poison to which it is exposed during this time does not affect them until the spell's duration has expired. At Level 4, you instantly detoxify any sort of venom in the target, ending any effects. The spell continues to last for 10 minutes / level. During this time, the target continues to be immune to any further poisoning.

Description: This spell causes the target to become temporarily immune to poison for 1 round. Until the start of your next turn, the target continues to make saving throws against poison, but doesn't suffer any effects if failed. Any recurring effects likewise have no impact for the next round. Neutralize poison does not cure any damage that poison may have already done.

Pass without Trace

Level 1 Transmutation

Domains: Druid, Fallen Druid, Travel

Components: V, S, DF

Target: Allies within 30 feet of you

Range: Touch

Duration: 1 hour/level (D)

Casting Time: Standard

SR: Yes **Reversible:** No **Level 0:** No

Save: None

Leveling: At second level, creatures touched also gain +10 competence bonus to stealth checks.

Description: The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.

Perusal

Level 1 Divination

Domains: Generic, Knowledge

Components: V, S

Target: Book touched

Range: Touch

Duration: Instantaneous

Casting Time: Standard

SR: Yes **Reversible:** No **Level 0:** Yes

Save: None

Description: You gain a brief but incomplete understanding of one book's contents, equivalent to having skimmed its pages for 1 hour. This insight is not sufficient to translate unknown languages, decipher codes, or memorize text, but it does allow the caster to learn what topics the book discusses. In addition, you instantly benefit from any bonuses or effects the book would normally grant to anyone who reads it for 1 hour.

Nondetection

Level 1 Abjuration

Domains: Protection, Trickery

Components: V, S, M

Target: Creature or object touched

Range: Touch

Duration: 12 hours

Casting Time: Standard

SR: Yes **Reversible:** No **Level 0:** No

Save: None

Leveling: When cast at higher levels, nondetection automatically defends against divination spells of the same level or lower. Higher level spells must still make a spell attack, as usual.

Level 4: At this level, you may divide the duration in 1-hour increments among the creatures or objects touched.

Description: The warded creature or object becomes difficult to detect by divination spells. All divinations of first level and lower automatically fail. Spells higher than that must succeed on a spell attack against your DC to be successful.

Peacebound

Level 1 Abjuration

Domains: Justice

Components: S

Target: One sheathed or slung weapon

Range: 60 ft

Duration: 10 minutes, Concentration

Casting Time: Standard

SR: Yes **Reversible:** No **Level 0:** No

Save: WIS negates

Leveling: At Level 5, you can affect up to 10 weapons within 120 feet. Unsheathed weapons will attempt to sheath themselves, requiring a strength check to prevent this. Weapons without a sheath will instead fall to the ground, where a strength check is required to pick them up. Unattended weapons can also be similarly affected.

Description: You lock a weapon in place on its owner's body, or within the weapon's sheath or holster. Anyone who then tries to draw the weapon must spend a standard action and succeed at a Strength check to do so.

Poisoned Egg

Level 1 Transmutation

Domains: Destruction, Generic, Sickness

Components: V, S, DF

Target: One egg

Range: Touch

Duration: 1 minute/level

Casting Time: Standard

SR: Yes **Reversible:** No **Level 0:** Yes

Save: None

Description: You transform the contents of a normal egg into a single dose of small centipede poison (injury, DC 15, 1d2 Dex/1 Dex per round for 5 rounds or saved). The poison reverts to a normal egg at the end of the spell's duration (the reverted egg substance is harmless unless the poisoned creature is vulnerable to eggs). The egg may be raw or cooked but must be whole and not empty when you cast the spell. When applying the poisoned egg's contents to a weapon, the wielder has no chance of poisoning herself.

Produce Flame

Level 1 Evocation

Domains: Fire **Components:** V, S
Effect: Flame in your palm **Range:** 0 ft
Duration: 1 min./level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Description: Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. In addition to providing illumination, the flames can be hurled or used to touch enemies. Make a regular melee attack to touch a target or make a ranged attack to hurl the flames at them (120 feet without penalty). Both of these attacks are made against touch AC and deal 1d6+1 points of fire damage per caster level (maximum +5). No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. This spell does not function underwater.

Purify Food and Drink

Level 1 Transmutation

Domains: Druid, Life **Components:** V, S
Target: contaminated food and water **Range:** 10 ft
Duration: Instantaneous **Casting Time:** Standard (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Ray of Fatigue

Level 1 Necromancy

Domains: Affliction, Strength **Components:** V, S, M
Effect: Ray **Range:** 30 ft
Duration: 10 min, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** CON Partial

Leveling: At [Level 2](#) and [Level 3](#), the ray increases the fatigue to [Level 2](#) and 3, respectively. A successful CON save reduces the fatigue to [Level 1](#).
Description: A black ray projects from your pointing finger. You must succeed on spell attack with the ray to strike a target. The subject immediately suffers the effects of level 1 fatigue, which lasts for the spell's duration. Unlike normal fatigue, the effect of this spell ends once the spell expires.

Protection

Level 1 Abjuration

Domains: Cleric, Generic, Paladin **Components:** V, S, M, DF
Target: Creature touched **Range:** Touch
Duration: 1 min./level (D) **Casting Time:** Standard (R)
SR: No **Reversible:** No **Level 0:** No **Save:** None

Grants protection from a certain alignment type

[See Spell for Full Description.](#)

Ray of Enfeeblement

Level 1 Necromancy

Domains: Sickness, Strength **Components:** V, S
Effect: Ray **Range:** 30 ft
Duration: 5 min., Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: A coruscating ray springs from your hand. You must succeed on spell attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1.

Ray of Frost

Level 1 Evocation

Domains: Air, Weather **Components:** V, S
Effect: Ray **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Description: A ray of freezing air and ice projects from your pointing finger. You must succeed on a spell attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per level (max 3d6).

Remove Fear

Level 1 Enchantment

Domains: Generic, Life, Mind, Strength **Components:** V, S
Target: One creature plus one additional **Range:** 30 ft
Duration: 10 minutes **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You instill courage in the subject, granting advantage against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell. Remove fear counters and dispels cause fear.

Sacred Flame

Level 1 Evocation

Domains: Cleric, Paladin **Components:** V, S
Area: one 5' square **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** Dex Negates

Description: Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d6 radiant damage per caster level (max 3d6).

Sanctuary

Level 1 Abjuration

Domains: Cleric, Generic **Components:** V, S, DF
Target: Creature touched **Range:** Touch
Duration: 1 round/level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** WIS negates

Description: Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a WIS save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, and that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

Scream

Level 1 Evocation

Domains: None **Components:** V
Target: One creature **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** CON partial

Leveling: At Level 2, this spell allows you instead scream three times, doing damage in a 15-foot cone. The first scream deals 3d6 sonic damage, the second 2d6 damage, and the third 1d6 damage. Until you use all three screams, you cannot use your voice for any other purpose.

Description: You unleash a powerful scream, inaudible to all but a single target. The target is stunned (level 1) for 1 round and takes 1d6 points of sonic damage per 2 caster levels (max 3d6). A successful save negates the stun effect and halves the damage.

Shadow Bolt

Level 1 Illusion

Domains: Trickery **Components:** V, S
Effect: One quasi-real bolt of shadow energy **Range:** 60 ft
Duration: instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** INT Negates

Description: You create a quasi-real bolt of energy from essence of the shadow plane and fire it at an opponent. The bolt automatically hits your target, though if they make an intelligence save, the recognize the bolt is unreal and take no damage. If successful, the bolt deals 1d6 points of psychic damage / level (max 3d6). Shadow bolt has no effect on mindless creatures or those immune to mental effects.

Shadow Weapon

Level 1 Illusion

Domains: Mind, Night **Components:** V, S
Effect: One Shadow Weapon **Range:** 0 ft
Duration: 10 minutes **Casting Time:** Bonus
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: Drawing upon the Plane of Shadow, you shape a quasi-real melee weapon of a type you are proficient with. You may use this weapon to make attacks as if it were a real weapon, dealing 2d6 psychic damage when you hit. If the weapon leaves your possession it dissipates in a cloud of smoke and shadow, but as long as the spell persists, you can re-summon it as a bonus action. At 5th level, the weapon becomes a +1 masterwork weapon. At 10th-level, you may increase the enhancement bonus to +2 or add the frost or keen weapon property.

Shield

Level 1 Abjuration

Domains: None

Target: You

Duration: 1 minute, Concentration

SR: Yes **Reversible:** No **Level 0:** No

Components: V, S

Range: Personal

Casting Time: Reaction

Save: None

Description: *Shield* creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates *magic missile* attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect.

Shield of Faith

Level 1 Abjuration

Domains: Cleric, Generic

Target: Creature

Duration: 10 minutes

SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, M

Range: Touch

Casting Time: Bonus

Save: None

Description: This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 shield bonus to AC.

Shillelagh

Level 1 Transmutation

Domains: Druid, Fallen Druid

Target: One touched nonmagical oak cl

Duration: 10 min.

SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, DF

Range: Touch

Casting Time: Bonus

Save: None

Description: Your nonmagical club or quarterstaff becomes a magical weapon. For the duration of the spell, you may use your spell attack to attack with this weapon. The weapon's damage die also becomes 1d8, if it is usually lower. This spell works while you are holding the weapon.

Shock Shield

Level 1 Abjuration

Domains: Lightning

Target: You

Duration: 1 minute, Concentration

SR: Yes **Reversible:** No **Level 0:** No

Components: V, S

Range: Personal

Casting Time: Reaction

Save: None

Description: This spell creates an invisible shield similar to but not as strong as the shield spell. This shield hovers in front of you and negates magic missile attacks directed at you. The disk provides a +2 shield bonus to AC. This bonus applies against incorporeal touch attacks. Once you lose concentration on the shield, it explodes with a burst of electrical energy, dealing 1d6 points of electrical damage to all creatures within a 5-foot burst. A DEX saving throw halves the damage.

Shocking Grasp

Level 1 Evocation

Domains: Lightning

Target: Creature or object touched

Duration: Instantaneous

SR: Yes **Reversible:** No **Level 0:** Yes

Components: V, S

Range: Touch

Casting Time: Standard

Save: None

Description: Your successful spell attack (touch) deals 1d6 points of electricity damage per caster level (maximum 3d6). When delivering the jolt, you gain advantage on attack rolls if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).

Sleep

Level 1 Enchantment

Domains: Night

Area: One or more living creatures withi

Duration: 10 minutes

SR: Yes **Reversible:** No **Level 0:** Yes

Components: V, S, M

Range: 120 ft

Casting Time: Standard

Save: CHA negates

Leveling: Level 3 (*Deep Slumber*): Affects 10 HD of creatures. Level 5: Affects 15 HD of creatures.

Description: A *sleep* spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). *Sleep* does not target unconscious creatures, constructs, or undead creatures.

Snare

Level 1 Transmutation

Domains: Druid, Fallen Druid **Components:** V, S, M
Target: One length of rope touched **Range:** Touch
Duration: 8 hours or until triggered or d **Casting Time:** 1 min
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast snare upon it, the cordlike object blends with its surroundings requiring an investigation or traps check against your spell DC to locate. The trap triggers when a creature (size Small to Large) steps within the circle. The creatures must make a Dexterity save or be hoisted upward, leaving it hanging upside down three feet off the ground. The creature is grappled until it manages to escape, which it can do with a successful Athletics check. The trapped creature may attempt such a check each round until successful. A creature within reach of the snare may also assist in the escape, providing a +2 bonus to the trapped creature's grapple checks. The spell ends once the victim escapes, 8 hours passes, or it is successfully disabled with a Traps check.

Soul Healing

Level 1 Necromancy

Domains: None **Components:** V, S, M
Target: one undead creature **Range:** Touch
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: For every level higher, you heal an additional 1d8+1 hit points.
Description: You use a filled soul gem to channel necrotic energy to one undead creature, healing it 1d8+1 hit points. This uses the soul completely but leaves the gem intact.

Stabilize

Level 1 Necromancy

Domains: Life **Components:** V, S
Target: One creature **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** Yes **Level 0:** Yes **Save:** CON Negates

Description: You cause a living creature that is dying to become *stable*.

Snowball

Level 1 Conjuration

Domains: Ice **Components:** V, S
Effect: One ball of snow and ice **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** Yes **Save:** CON partial

Description: You conjure a ball of packed ice and snow that you can throw at a single target as standard ranged attack against touch AC. On a successful hit, the snowball deals 1d6 points of cold damage per caster level (max 3d6) and the target must make a successful CON saving throw or be staggered for 1 round.

Speak with Animals

Level 1 Divination

Domains: Animal **Components:** V, S
Target: You **Range:** Personal
Duration: 10 minutes, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Stone Fist

Level 1 Transmutation

Domains: Earth, Strength **Components:** V, S, M
Target: You **Range:** Personal
Duration: 10 minutes (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Description: This spell transforms your hands into living stone. While this spell is in effect, your unarmed strikes deal 1d8 points of lethal bludgeoning damage. In addition, when dealing damage to an object with your unarmed strikes, treat the object's hardness as 5 points lower than normal (min 1). Stone to flesh immediately dispels stone fist. Should you be the target of transmute rock to mud, this spell immediately ends and you take 4d6 points of damage.

Stone Shield

Level 1 Conjuration

Domains: Earth, Generic **Components:** V, S, DF
Effect: stone wall whose area is one 5-ft square **Range:** 0 ft
Duration: 1 round **Casting Time:** Reaction
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: A 1-inch-thick slab of stone springs up from the ground, interposing itself between you and an opponent of your choice. The stone shield provides you with cover from that enemy until the beginning of your next turn, granting you 1/4 cover and a +2 bonus on DEX saving throws. You cannot use this spell if you are not adjacent to a large area of earth or stone such as the ground or a wall.

Summon Animal

Level 1 Teleportation/Summoning

Domains: Animal **Components:** V, S, DF
Effect: Summoned creatures **Range:** 60 ft
Duration: 1 round/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Summon natural creature

[See Spell for Full Description.](#)

Summon Shadow

Level 1 Necromancy

Domains: Death **Components:** V, S
Effect: Summoned Shadow **Range:** 60 ft
Duration: 1 round / level **Casting Time:** 1 rd
SR: No **Reversible:** No **Level 0:** No **Save:** None

Summon an undead shadow

[See Spell for Full Description.](#)

Swift Girding

Level 1 Transmutation

Domains: War **Components:** V, S, F
Target: One willing creature/level **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Description: With a sweep of your hand, you select a number of targets and the same number of suits of armor. The targets of this spell are immediately clad in the armor that you choose. The subjects of the spell must be capable of wearing the chosen armor, cannot be wearing other armor, and must be able to properly fit into the chosen armor. The chosen armor must be empty and cannot be currently worn by another creature (thus you cannot move armor from one wearer to another with this spell). Creatures armored with this spell are considered to have donned the armor properly.

Thorn Whip

Level 1 Conjuration

Domains: Plant **Components:** V, S, M
Target: A thorny whip **Range:** Self
Duration: 1 hour / level **Casting Time:** Bonus
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: You create a magical whip covered in thorns that does 1d8 damage. You are able to use this whip as if fully proficient until the spell expires. The whip itself counts as a magic weapon, though it doesn't have any magical bonuses on it. As a magical weapon, you may use your spell attack bonus in place of your standard attack bonus. Also, any time you roll a natural 19 or 20, your whip wraps your opponent (provided he is size L or smaller). He is considered *grappled* until he pulls free (Athletic check).

Thunderstomp

Level 1 Evocation

Domains: Weather **Components:** V, S
Target: One creature **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Leveling: Level 3: Functions as area of effect spell affecting all creatures in a 60' line

Description: You stomp your foot or strike your weapon against the ground or floor, creating a ripple of power that you can use to trip a creature. This spell has no effect if you cannot reach the ground or floor, or if your target is not in contact with the ground or floor. Make a spell attack, opposed by your target's grapple check. If successful, your target is tripped.

Touch of Combustion

Level 1 Evocation

Domains: Fire **Components:** V, S
Target: Creature or object touched **Range:** Touch
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** Special

Description: A successful touch (spell attack) causes the target to catch on fire taking 1d6 points of damage. At the beginning of each of its turns, the target may make a dexterity save to extinguish the fire. If it fails, it takes another 1d6 points of fire damage.

Touch of the Sea

Level 1 Transmutation

Domains: Water **Components:** V, S, M
Target: Creature touched **Range:** Touch
Duration: 1 min / level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 competence bonus on swim checks. You also automatically succeed on any swim check with a DC less than 20, and you can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form (although magic items with a continuous effect continue to function). This spell does not grant the target any ability to breathe water.

True Strike

Level 1 Divination

Domains: None **Components:** V, F
Target: You **Range:** Personal
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You gain temporary, intuitive insight into the immediate future during your next attack. You get a +10 circumstance bonus on your next single attack roll.

Unseen Servant

Level 1 Conjuration

Domains: None **Components:** V, S, M
Effect: One invisible, mindless, shapeless **Range:** 30 ft
Duration: 1 hour/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Create an invisible mindless servant

See Spell for Full Description.

Ventriloquism

Level 1 Illusion

Domains: None **Components:** V, F
Effect: Intelligible sound, usually speech **Range:** 30 ft
Duration: 1 min./level (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** INT disbelief (if interact)

Description: You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Wave Shield

Level 1 Abjuration

Domains: Water **Components:** V
Target: You **Range:** Personal
Duration: 1 round or until discharged **Casting Time:** Reaction
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: You create a rushing torrent of water in the rough outline of a shield. The water protects you from one physical or fire attack, granting you 1 points of weapon resistance and 2 points of fire resistance per caster level. After defending against one attack, the spell discharges.

Web Bolt

Level 1 Conjuraton

Domains: Animal **Components:** V, S
Effect: fist-sized blob of webbing **Range:** 30 ft
Duration: 1 min./level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** Yes **Save:** Dex negates

Description: You launch a ball of webbing at a target, which must make a save or be affected as if by a web spell occupying only the creature's space. If the creature saves or breaks free of the webbing, the remaining webs dissolve and the square is not considered difficult terrain. The spell has no effect if the target is not on or adjacent to a solid surface that can support the webbing.

Windy Escape

Level 1 Transmutation

Domains: Air **Components:** V, S
Target: You **Range:** Personal
Duration: Instantaneous **Casting Time:** Reaction
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You respond to an attack by briefly becoming vaporous and insubstantial, allowing the attack to pass harmlessly through you. You gain weapon resistance 10 against this attack and are immune to any poison, sneak attacks, or critical hit effect from that attack.

Witch Bolt

Level 1 Evocation

Domains: None **Components:** V, S, M
Target: One creature **Range:** 30 ft
Duration: 1 round / level, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** Yes **Save:** None

Leveling: Each slot above 1st adds another 1d8 damage to the bolt (max 3d8).

Description: Make a ranged spell attack to attempt to hit your target with a bolt of blue energy. If you hit, your bolt deals 1d8 necrotic damage and attaches itself to your opponent, remaining there for the duration of the spell. Each subsequent round, you can automatically inflict an extra 1d8 necrotic damage as a bonus action. If your bolt misses on the first round, you may redirect it and (as a standard action) attempt to hit with it again on subsequent rounds until the bolt hits or the spell expires.

Ablative Barrier

Level 2 Abjuration

Domains: None **Components:** V, S, M
Target: Creature touched **Range:** Touch
Duration: 1 hour/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: Invisible layers of solid force surround and protect the target, granting that target a +2 armor bonus to AC. Additionally, while the spell is active, if damage drops your hit points to 0, you automatically stabilize. After 1d4 rounds, you come to consciousness and are staggered until you have hit points again, at which point the spell is discharged.

Acid Arrow

Level 2 Conjuraton

Domains: Acid **Components:** V, S, M
Effect: One arrow of acid **Range:** 400 ft
Duration: 3 rounds **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** Spell Attack

Description: A magical arrow of acid springs from your hand and speeds to its target, hitting on a successful spell attack. The arrow deals 2d6 points of acid damage each round for the duration of the spell. The arrow doesn't deal splash damage

Acute Senses

Level 2 Transmutation

Domains: Knowledge **Components:** V, S, M
Target: Creature touched **Range:** Touch
Duration: 10 minutes, Concentration **Casting Time:** Standard (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS negates

Leveling: At Level 4, this spell grants a +20 bonus, and at Level 8 it grants a +30.

Description: The target gains a +10 enhancement bonus on Perception checks.

Adhesive Blood

Level 2 Transmutation

Domains: Blood
Target: Caster
Duration: 5 minutes
SR: No **Reversible:** No **Level 0:** No

Components: V, S
Range: Personal
Casting Time: Standard
Save: STR Negates

Description: Your blood thickens to become a glue-like substance upon contact with air. A piercing or slashing weapon that deals hit point damage to you is stuck fast unless the wielder succeeds at a Str save. A creature can pry off a stuck weapon on its turn as a standard action with a successful Strength save against your save DC. Strong alcohol or universal solvent dissolves the adhesive. The glue breaks down 5 rounds after you die, or when the duration ends. This glue has no effect while underwater or in environments that lack air.

Aggressive Thundercloud

Level 2 Evocation

Domains: Air, Lightning, Water, Weather
Effect: 5' diameter sphere
Duration: 1 round / level
SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, M, DF
Range: 200 ft
Casting Time: Standard
Save: DEX negates

Create a controllable cloud of lightning

[See Spell for Full Description.](#)

Align Weapon

Level 2 Transmutation

Domains: Cleric, Generic
Target: Weapon touched or fifty project
Duration: 1 minute, Concentration
SR: Yes **Reversible:** No **Level 0:** No

Components: V, S
Range: Touch
Casting Time: Standard
Save: None

Leveling: At [Level 4](#), you can align one weapon per level.

Description: *Align weapon* makes a weapon good, evil, lawful, or chaotic, as you choose. A weapon that is aligned can do extra damage to creatures with a vulnerability to that alignment. This spell has no effect on a weapon that already has an alignment. You can't cast this spell on a natural weapon, such as an unarmed strike. When you make a weapon good, evil, lawful, or chaotic, *align weapon* is a good, evil, lawful, or chaotic spell, respectively.

Animal Aspect

Level 2 Transmutation

Domains: Animal, Strength
Target: You
Duration: 1 minute/level, Concentration
SR: No **Reversible:** No **Level 0:** No

Components: V, S, M, DF
Range: Personal
Casting Time: Standard
Save: None

Gain the beneficial qualities of particular types of animals

[See Spell for Full Description.](#)

Animal Trance

Level 2 Enchantment

Domains: Animal
Target: 2d6 HD of animals or magical be
Duration: Maintained Concentration, C
SR: Yes **Reversible:** No **Level 0:** No

Components: V, S
Range: 30 ft
Casting Time: Standard
Save: CHA Negates for magi

Description: Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. The closest targets are selected first until no more targets within range can be affected. A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

Animate Dead

Level 2 Necromancy

Domains: Death, Generic
Target: Varies
Duration: Instantaneous
SR: No **Reversible:** No **Level 0:** No

Components: V, S, M
Range: Touch
Casting Time: Standard (R)
Save: None

Turns bones or bodies of the dead into undead.

[See Spell for Full Description.](#)

Arcana Disruption

Level 2 Enchantment

Domains: Affliction
Target: One creature
Duration: 1 round/level
SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, M
Range: 30 ft
Casting Time: Standard
Save: INT negates

Description: This spell makes magic-use difficult, requiring a concentration check to be successful. This spell only effects spells and items from a non-divine source that take a standard action to cast. Spells, spell-like abilities, wands, staves, scrolls, bardic performances, and witch hexes are all affected. Spells cast by clerics, druids, inquisitors, oracles, and paladins are not affected, nor are warlock invocations or other magic items.

Aristocrat's Nightmare

Level 2 Transmutation

Domains: Affliction, Generic, Trickery
Target: Creature touched
Duration: 1 hour / level
SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, M
Range: Touch
Casting Time: Standard
Save: WIS negates

Description: You temporarily curse a creature so its touch lessens the value of coins it touches. While under the effects of this curse, whenever the target touches a coin of higher value than copper piece, that coin changes into a copper piece. The change takes place over the course of the following minute, allowing the target to interact with multiple coins before the effect of the curse becomes apparent. The affected coins are permanently transmuted from their previous material (typically gold or silver) into copper coins, though remove curse (which can affect up to 50 coins with a single casting) or a similar spell can restore them to their previous material.

Augury

Level 2 Divination

Domains: Cleric, Generic
Target: You
Duration: Instantaneous
SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, M
Range: Personal
Casting Time: 1 min (R)
Save: None

Can tell you whether a particular action will have good or bad results.

[See Spell for Full Description.](#)

Barkskin

Level 2 Transmutation

Domains: Plant, Protection
Target: Living creature touched
Duration: 1 hour
SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, DF
Range: Touch
Casting Time: Standard
Save: None

Description: *Barkskin* toughens a creature's skin. The effect grants a +7 (natural) Armor AC.

Beast Sense

Level 2 Divination

Domains: Animal
Target: An animal
Duration: 1 hour
SR: Yes **Reversible:** No **Level 0:** No

Components: V, S
Range: Touch
Casting Time: Standard
Save: CHA Negates

Description: You enchant an animal, allowing you to see, hear, and smell through its senses. If the animal is *friendly* to you, then the spell automatically succeeds, otherwise it gets a CHA saving throw to resist the effect. Hostile animals make this save at advantage. While using the beast's senses, you are temporarily unable to use your own.

Bladed Dash

Level 2 Transmutation

Domains: None
Target: You
Duration: Instantaneous
SR: Yes **Reversible:** No **Level 0:** No

Components: V
Range: Personal
Casting Time: Standard
Save: None

Leveling: At [Level 5](#): you can make a single melee attack against every creature you pass during the 30 feet of your dash. You cannot attack an individual creature more than once with spell.

Description: When you cast this spell, you immediately move up to 30 feet in a straight line any direction, momentarily leaving a multi-hued cascade of images behind you. This movement does not provoke attacks of opportunity. You may make a single melee attack at your highest base attack bonus against any one creature you are adjacent to at any point along this 30 feet. You gain a circumstance bonus on your attack roll equal to your Intelligence or Charisma modifier, whichever is higher. You must end the bonus movement granted by this spell in an unoccupied square. If no such space is available along the trajectory, the spell fails. Despite the name, the spell works with any melee weapon.

Blindness/Deafness

Level 2 Necromancy

Domains: Affliction, Generic, Life, Night **Components:** V
Target: One living creature **Range:** 120 ft
Duration: Permanent **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON negates

Leveling: At Level 3, this spell can remove blindness or deafness.
Description: You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

Blistering Invective

Level 2 Evocation

Domains: Fire, Justice **Components:** V, S
Area: 30-foot radius **Range:** Self
Duration: Instantaneous **Casting Time:** Standard
SR: Special **Reversible:** No **Level 0:** N **Save:** None

Description: You unleash an insulting tirade so vicious and spiteful that enemies who hear it are physically scorched by your fury. When you cast this spell, make a single Intimidation check to demoralize enemies within 30 feet of you. Enemies that are demoralized this way take 1d10 points of fire damage and must succeed at a dexterity save or catch fire. Spell resistance can negate the fire damage caused by this spell, but does not protect the creature from the demoralizing effect.

Blood Armor

Level 2 Transmutation

Domains: Blood **Components:** V, S
Target: Caster **Range:** Personal
Duration: 10 minutes, Concentration **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: Your blood becomes as hard as iron upon contact with air. Each time you take at least 5 points of piercing or slashing damage, your armor gains a +1 enhancement bonus to your AC. An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell. This enhancement bonus stacks with itself, but not with an existing enhancement bonus, to a maximum enhancement bonus of +5. This spell has no effect while you are underwater or in an environment that lacks air.

Blood Blaze

Level 2 Transmutation

Domains: Blood, Destruction, Fire, Gene **Components:** V, S
Target: Creature touched **Range:** Touch
Duration: 1 round/level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON negates

Description: The target gains a 5-foot-radius aura that causes the blood of creatures in that area to ignite upon contact with air. Any creature (including the spell's target) within the aura that takes at least 5 points of piercing, slashing, or bleed damage from a single attack automatically creates a spray of burning blood. The spray strikes a creature in a randomly determined square adjacent to the injured creature. The spray deals 1d6 points of fire damage to any creature in that square, and 1 point of splash damage to all creatures within 5 feet of the spray's target, including the target of this spell. A creature can only create one spray of burning blood per round. Creatures that do not have blood (including oozes and most constructs and undead) do not create blood sprays when attacked.

Blood Transcription

Level 2 Divination

Domains: Blood **Components:** V, S
Target: One dead spellcaster **Range:** Touch
Duration: 24 hours **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: By consuming 1 pint of blood from a spellcaster killed within the last 24 hours, you can attempt to learn a spell that spellcaster knew. Select one spell available to the dead spellcaster (this must be a spell on your spell list); you gain the knowledge of this spell for 24 hours. During this time, you may write it down using the normal rules for copying a spell from another source. Once you have learned it, you may prepare the spell normally.

Bloodbath

Level 2 Necromancy

Domains: Blood, Generic **Components:** V, S, F
Target: up to one living creature/level w **Range:** 60 ft
Duration: 1 minute (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Con negates

Description: You cut yourself with the dagger, dealing yourself 1d6 points of bleed damage. So long as you keep taking this bleed damage, your targets each bleed for 1d6 points of damage at the beginning of their turns. The bleed damage on any target ends if that target receives magical healing, or if your bleed damage ends for any reason. This spell has no effect if you're immune to bleed damage or can otherwise reduce or ignore the bleed damage to yourself.

Bloodhound

Level 2 Transmutation

Domains: Animal, Justice

Target: Caster

Duration: 1 hour / level

SR: No **Reversible:** No **Level 0:** No

Components: V, S, M

Range: Self

Casting Time: Standard

Save: None

Description: You gain the scent ability, including the ability to track by scent. You can detect creatures within 30 feet by smell. This range doubles or halves, depending on whether you are downwind or upwind. Overpowering scents can be detected at 2-3 times the range. You do not know the exact location of something you smell, but you know the exact direction of it. When within five feet of the target, you know the square it occupies. When you have the scent ability, you can track using scent to track another. If you already have the track skill, you make your track checks at advantage. If not, you can now use a wisdom check to attempt to follow tracks. With the scent ability, you also gain advantage on skill checks made to detect whether a substance or plant is poisonous.

Burning Gaze

Level 2 Evocation

Domains: Fire

Target: You

Duration: 1 round/level

SR: No **Reversible:** No **Level 0:** No

Components: V, S, M, DF

Range: Personal

Casting Time: Standard

Save: CON negates

Leveling: At levels 3 and 4, targets take 2d6 and 3d6 fire damage when they ignite. When burning they still take 1d6 fire damage.

Description: Your eyes burn like hot coals, allowing you to set objects or foes alight with a glance. As a standard action as long as this spell's effects persist, you may direct your burning gaze against a single creature or object within 30 feet of your location. Targeted creatures must succeed at a CON save or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a DEX save or catch fire. Each round, burning creatures may attempt a DEX save to quench the flames; failure results in another 1d6 points of fire damage. Flammable items worn by a creature must also save or take the same damage as the creature. If a creature or object is already on fire, it suffers no additional effects from burning gaze. Note that this spell does not grant an actual gaze attack- foes and allies are not in danger of catching on fire simply by meeting your gaze.

Call Spirit

Level 2 Necromancy

Domains: Death

Target: all undead in range

Duration: instantaneous

SR: No **Reversible:** No **Level 0:** No

Components: V, S

Range: 120 ft

Casting Time: Standard

Save: None

Description: If an incorporeal, undead creature is within range, you can force it to appear. Ethereal undead, like ghosts, will manifest themselves in the material plane. Incorporeal undead who are hidden from view will come out and face you. Invisible creatures will take whatever visible form they are able to. Incorporeal spirits (but not demons) who are possessing individuals nearby will come out of their hosts and into plain view. If you are not in combat with the creature, they will refrain from attacking you for 1 round after they appear. Afterwards, they will resume their normal behavior

Brow Gasher

Level 2 Necromancy

Domains: Blood

Target: One slashing melee weapon tou

Duration: 1 round/level or until discharg

SR: No **Reversible:** No **Level 0:** No

Components: V, S

Range: Touch

Casting Time: Standard

Save: None

Description: You imbue a slashing melee weapon with the ability to deal a gruesome head wound. When the target weapon hits a living creature, in addition to the normal effects of that hit, the wielder can discharge this spell as a free action to open a gash on the target's forehead that deals bleed damage equal to half your caster level. At the start of each of the target's turns, when it takes bleed damage, it also takes a cumulative -1 penalty on all attack rolls. When that penalty reaches -3, the target also treats all targets as having 1/4 cover. When the penalty reaches -5, the target is blinded. Stopping the bleed damage ends the effects this spell imposes on the bleeding creature. A target that is immune to bleed damage is also immune to all this spell's effects.

Burst of Speed

Level 2 Transmutation

Domains: Paladin

Target: You

Duration: End of your turn

SR: No **Reversible:** No **Level 0:** No

Components: V

Range: Personal

Casting Time: Bonus

Save: None

Description: Until the end of your turn, you gain a +20-foot bonus to speed (or +10-foot bonus if you are wearing Medium or Heavy armor), your movement does not provoke attacks of opportunity, but you cannot end your movement this round in a space occupied by a creature.

Calm Emotions

Level 2 Enchantment

Domains: Generic, Life

Area: Creatures in a 20-ft.-radius spread

Duration: 1 minute, Concentration

SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, DF

Range: 120 ft

Casting Time: Standard

Save: CHA negates

Description: This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures. This spell automatically suppresses (but does not dispel) any emotion-based effects such as a barbarian's rage, emotion-based bardic performances, and spells like heckle or qualm. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Caustic Mire

Level 2 Conjuration

Domains: Acid **Components:** V, S
Area: A 40-foot radius of sludge **Range:** 200 ft
Duration: 1 minute **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: You cause a foul sludge to seep out of the ground. The acidic slime has the consistency of thick mud, creating rough terrain in the entire area. In addition, anyone entering the area or starting their turn in it takes 1d6 points of acid damage.

Consecrate

Level 2 Evocation

Domains: Cleric, Druid, Generic **Components:** V, S, M, DF
Area: 40-ft.-radius emanation **Range:** Touch
Duration: 8 hours **Casting Time:** Standard (R)
SR: No **Reversible:** No **Level 0:** No **Save:** None

Blesses the area with positive energy making turning checks easier and other benefits.

[See Spell for Full Description.](#)

Control Undead

Level 2 Necromancy

Domains: None **Components:** V, S, M
Target: One undead creature **Range:** 60 ft
Duration: 1 day/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA Negates

Charm or control undead

[See Spell for Full Description.](#)

Cordon of Arrows

Level 2 Transmutation

Domains: None **Components:** V, S, M
Target: Four pieces of ammo **Range:** Touch
Duration: 8 hours **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** DEX negates

Description: Place up to four pieces of ammunition on the ground facing any direction. Whenever a creature steps in front of one piece of ammo within 30 feet, the ammo shoots at the approaching creature. The target gets a DEX save to try to avoid being hit. Only one of the pieces will shoot at each approaching target. You can designate which kinds of targets will activate the trap.

Create Crawling Hand

Level 2 Necromancy

Domains: Death **Components:** V, S, M, F
Target: One severed hand **Range:** 0 ft
Duration: Instantaneous **Casting Time:** 1 hr
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: At [Level 6](#), you can create a giant Crawling Hand. This hand functions the same, except it is created from a severed giant's hand.
Description: You create a Crawling Hand by imbuing a severed hand with the soul from a soul gem. The Crawling Hand can be given simple, verbal instructions, which it will attempt to obey until successful or stopped. The hand can even be given conditional instructions, such as to attack anyone who disturbs a chest or enters a room. The hand has no sensory functions that allow it to distinguish one person from another, except when anointed with their blood. If you do so, then the hand will automatically know the exact location of the target and will relentlessly and tirelessly seek to find and kill them. It can be given no other instructions at the point. When successful or when it has no current instructions, the hand remains still, as if it were a regular severed hand.

Darkness

Level 2 Evocation

Domains: Druid, Fallen Druid, Generic, N **Components:** V, DF, F
Target: Object touched **Range:** Touch
Duration: 1 hour (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: At [Level 3](#), the effect becomes *total darkness* instead of *dim* light. Creatures with darkvision are still unable to see in this magical darkness. At [Level 4](#), the radius of the effect increases to 60 feet.

Description: This spell causes magical darkness in a 20-foot radius. The illumination level in the area cannot be any brighter than dim light, and normal lights are incapable of brightening the area beyond this level. Magical light can only brighten the area beyond a dim light if they are cast at a higher level than this spell. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. Because this darkness is magical, it affects all creatures, even those with low-light vision or darkvision.

Darkvision

Level 2 Transmutation

Domains: Night **Components:** V, S, M
Target: Creature touched **Range:** Touch
Duration: 1 hour/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: Level 3: Divide the duration among allies in 1-hour increments.

Level 4: Range increases to 120 feet.

Level 5: Instead of Darkvision, you gain blindsense 30 feet (self only)

Level 6: When the spell is cast on yourself at this level with a material component (6,000 gp. worth of diamond dust), it has a duration of Permanent.

Description: The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. *Darkvision* does not grant one the ability to see in magical darkness.

Defensive Shock

Level 2 Evocation

Domains: Lightning **Components:** V, S, M
Target: You **Range:** Personal
Duration: 5 minutes **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: The energy field can be supercharged by adding 1d6 extra hp of damage for each level higher than 2nd that the spell is cast at.

Description: Electrical energy floods your body, shocking the next creature that touches you. The energy field originally has a charge equal to 2d6 hp of damage. Any creature striking you with its body or a handheld weapon takes the damage from the charge. Each discharge halves the hp level of the charge (rounded down) to be applied to the next hit until no charge remains.

Desecrate

Level 2 Evocation

Domains: Cleric, Fallen Druid, Generic **Components:** V, S, M, DF
Area: 40-ft.-radius emanation **Range:** Touch
Duration: 8 hours **Casting Time:** Standard (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Spell imbues the area with negative energy empowering undead.

See Spell for Full Description.

Dust of Twilight

Level 2 Conjuration

Domains: Night **Components:** V, S, M
Target: Creatures and objects in a 10-ft. **Range:** 240 ft
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** Con save

Description: A shower of iridescent black particles clings to and extinguishes torches, lanterns, sunrods, and similar mundane light sources and dispels any light spell of 2nd level or lower. Creatures in the area must make a Con save or gain one level of fatigue.

Elemental Touch

Level 2 Evocation

Domains: Acid, Fire, Ice, Lightning **Components:** V, S, M
Target: You **Range:** Personal
Duration: 1 minute **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Create a touch attack of a certain energy type

See Spell for Full Description.

Energy Weapon

Level 2 Transmutation

Domains: Acid, Fire, Ice, Lightning, Palad **Components:** V, S, F
Target: One weapon **Range:** Touch
Duration: 1 round / level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: Casting this spell sheaths one weapon in one of five energy types of your choice (acid, cold, fire, electricity, or sonic). For the duration of the spell, the enchanted weapon deals an additional 1d6 damage of that energy type on a successful hit. The elemental energy imbued does not harm you or the weapon, but it may affect surrounding objects. For example, a flaming sword could be used to ignite a pool of oil. The spell functions only for weapons that you wield. If the weapon leaves your hand for any reason, the spell effect ends.

Enhance Ability

Level 2 Transmutation

Domains: Druid, Fallen Druid, Life, Strife **Components:** V, S
Target: Creature touched **Range:** Touch
Duration: 10 minutes, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: At 6th level, the spell can instead be cast on up to 12 allies.
Description: This spell allows you to enhance one ability score for a target creature. Upon casting, you should choose the ability you want to enhance and the target creature gets +4 enhancement bonus to that ability for the duration of the spell, including any related bonuses to AC, HP, skill checks and other abilities.

Escaping Ward

Level 2 Abjuration

Domains: Protection, Travel **Components:** V, S
Target: You **Range:** Personal
Duration: 1 round/level **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This ward grants you extra maneuverability when you avoid attacks against larger foes. While affected by this spell, when you are attacked and missed by a creature that is at least one size category larger than you, you can, as a reaction, move up to 5 feet away from the attacking creature. You can increase this movement by 5 feet for every 5 caster levels. This movement does not provoke attacks of opportunity.

False Life

Level 2 Necromancy

Domains: None **Components:** V, S, M
Target: You **Range:** Personal
Duration: 1 hour/level or until discharged **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 +1 per caster level (maximum +10).

Entrhall

Level 2 Enchantment

Domains: Generic, Mind **Components:** V, S
Target: Any number of creatures **Range:** 120 ft
Duration: 1 hour **Casting Time:** 1 rd
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA Negates

Hold a group spellbound once you get their attention.

[See Spell for Full Description.](#)

Euphoric Cloud

Level 2 Conjuration

Domains: Air, Sickness **Components:** V, S, M
Effect: fog spreads in 20 ft. radius, 20 ft **Range:** 200 ft
Duration: 1 round / level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** CON negates

Description: You create a bank of fog similar to that created by fog cloud except its vapors are intoxicating. Living creatures in the cloud become fascinated. This condition lasts as long as a creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds at its save but remains in the cloud must continue to save each round on your turn.

Fire Breath

Level 2 Evocation

Domains: Fire, Mutation **Components:** V, S, M, XP
Target: 15 foot cone shaped burst **Range:** 15 ft
Duration: 1 round/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Dex half

Description: Up to thrice during this spell's duration, you can belch forth a cone of fire as a standard action. The first cone deals 3d6 points of fire damage to every creature in the area. The second cone of flame deals 2d6 points and the third deals 1d6 points. A successful Dex save halves this damage. After the third cone of flame, the spell ends.

Fist of the Adder

Level 2 Transmutation

Domains: Animal, Mutation, Sickness **Components:** V, S, M
Target: Self **Range:** Self
Duration: 1 minute, Concentration **Casting Time:** Bonus
SR: No **Reversible:** No **Level 0:** No **Save:** No

Leveling: For each level above 2nd, the snake gains another 1d4 hp. Attack and poison damage increase as well:

Level 3: Bite = 1d6, Poison: 1d4 CON Damage. Snake can reach 10 feet.

Level 4: Bite (x2) = 2d4, Poison: 1d6 CON Damage, Snake can reach 10 feet.

Level 5: Bite (x2) = 2d6, Poison: 2d4 CON Damage, Save for Half. Snake can reach 10 feet.

Description: One of your arms turns into a long snake that you can cause to attack people from a distance. You can control the snake as if it were a limb of your own body. The snake starts out at normal arm length, but may be bigger at higher levels. Any damage done to the snake is split, half to the snake, half to the spellcaster. Once the snake runs out of hit points, the spell dissolves.

Snake: Attack Bonus: Spell Attack Bonus; HP: 1d4; Melee: Bite (1d4); Poison

Flame Blade

Level 2 Evocation

Domains: Fire **Components:** V, S, DF
Effect: Sword-like beam **Range:** 0 ft
Duration: 5 minutes (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if it were a scimitar. Attacks with the *flame blade* are spell attacks (touch). The blade deals 1d8 points of fire damage +1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A *flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth. The spell does not function underwater.

Flaming Sphere

Level 2 Evocation

Domains: Fire **Components:** V, S, M, DF
Effect: 5-ft.-diameter sphere **Range:** 120 ft
Duration: 1 round/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX negates

Leveling: At 4th level, the sphere does 6d6 points of damage.

Description: A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful DEX save negates that damage. A *flaming sphere* rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would. The sphere moves as long as you actively direct it (a move action); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A *flaming sphere* winks out if it exceeds the spell's range.

Flame Arrow

Level 2 Transmutation

Domains: Fire **Components:** V, S, M
Target: Fifty projectiles, all of which must be visible **Range:** 30 ft
Duration: 1 hour **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: You turn ammunition (such as arrows, bolts, shuriken, and stones) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

Flames of the Faithful

Level 2 Transmutation

Domains: Fire **Components:** V
Target: Weapon touched **Range:** Touch
Duration: 1 round / level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: With a touch, you cause a glowing rune to appear on a single weapon, granting that weapon the flaming property (and allowing it to cause an extra 1d6 points of fire damage on a successful hit). If you are using the judgment class feature, your weapon gains the flaming burst property instead. The spell functions only for weapons that you wield. If the weapon leaves your hand for any reason, the spell effect ends. The effects of this spell do not stack with any existing flaming or flaming burst weapon property that the target weapon may already possess.

Flickering Lights

Level 2 Evocation

Domains: Generic, Night **Components:** V, S, M
Area: Contiguous area consisting of four 10-foot cubes **Range:** 200 ft
Duration: 1 minute **Casting Time:** 1 rd
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: Each level higher adds two 10-foot cubes.

Description: You cause the illumination in the area to seem to flicker erratically, fluctuating between absolute darkness and blinding brightness. The level of light in the area changes at the start of each creature's turn, as determined by rolling a percentile die and consulting the following table.

d% Illumination level
1–10 Supernatural darkness
11–25 Darkness
26–50 Dim light
51–90 Normal light
91–00 Bright light

Even darkvision can't see through supernatural darkness. Bright light affects creatures with light blindness or light sensitivity. For the purpose of superseding its effects with higher-level light or darkness spells, flickering lights counts as a light spell when it increases the ambient light level and a

Flurry of Snowballs

Level 2 Evocation

Domains: Ice **Components:** V, S
Effect: cone-shaped burst **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** Dex half

Description: You send a flurry of snowballs hurtling at your foes. Any creature in the area takes 4d6 points of cold damage from being pelted with the icy spheres.

Force Anchor

Level 2 Conjunction

Domains: None **Components:** V, S, M
Effect: one anchor of force **Range:** 120 ft
Duration: 1 round / level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You conjure an anchor of pure force that immediately skewers your target on a successful spell attack. If it hits, the attack deals the target 3d4 points of force damage and the anchor becomes firmly lodged in the target's torso. The anchor has no weight, but its wide flukes prevent the target from moving through any space smaller than the creature's size. The anchor also prevents incorporeal targets from moving through solid objects. Whenever the target moves through a square occupied by another creature, the square counts as 2 squares for the purpose of calculating movement, even if the square's occupant is the target's ally.

Frigid Touch

Level 2 Evocation

Domains: Ice **Components:** V, S
Target: Creature touched **Range:** Touch
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This spell causes your hand to glow with a pale blue radiance. Your spell attack (touch) deals 4d6 points of cold damage and causes the target to be staggered for 1 round. If the attack is a critical hit, the target is staggered for 1 minute instead.

Gentle Repose

Level 2 Necromancy

Domains: Death, Generic, Life **Components:** V, S, M, DF
Target: Corpse touched **Range:** Touch
Duration: One day/level **Casting Time:** Standard (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You preserve the remains of a dead creature so that they do not decay or be turned into undead. Doing so effectively extends the time limit on resurrecting a creature. Days spent under the influence of this spell don't count against the time limit.

Ghostbane Dirge

Level 2 Transmutation

Domains: Air, Death **Components:** V, S, M, DF
Effect: one incorporeal creature **Range:** 30 ft
Duration: 1 round / level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS negates

Leveling: At Level 5, you can affect up to 8 incorporeal creatures.
Description: The target coalesces into a semi-physical form for a short period of time. While subject to the spell, the incorporeal creature takes damage from nonmagical attack forms, and double damage from magic weapons, spells, spell-like effects, force damage, and supernatural effects.

Ghoul Touch

Level 2 Necromancy

Domains: Death **Components:** V, S, M
Target: Living humanoid touched **Range:** Touch
Duration: 1d6+2 rounds **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON negates

Description: This spell allows you to paralyze (stun level 2) a single living humanoid for the duration of the spell with a successful spell attack (touch). Additionally, the stunned subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to sicken, gaining level 2 fatigue for the spell's duration. A neutralize poison spell removes the effect from a sickened creature. Creatures immune to poison are unaffected by the stench.

Glitterdust

Level 2 Conjuration

Domains: None **Components:** V, S, M
Area: Creatures and objects within 10-ft **Range:** 120 ft
Duration: 1 round/level (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** CON negates (blindness)

Description: A cloud of golden particles covers everyone and everything in the area, causing creatures who fail a Constitution save or be blinded. Blinded creatures can make a new save at the end of their turn to remove the dust and restore their vision. All creatures, even those who make the save, are covered with dust, visibly outlining them. Outlined creatures take disadvantage on stealth checks and gain no advantages from invisibility. Other forms of visual cover are unaffected.

Groundswell

Level 2 Transmutation

Domains: Earth, Generic **Components:** V, S
Target: Creature touched **Range:** Touch
Duration: 1 minute/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This spell allows the target to cause the ground to rise up beneath him. As a bonus action, the target can cause the ground to rise 5 feet, while all adjacent squares are treated as steep slopes. These slopes are considered rough terrain. Creatures passing through them must make an Acrobatics check DC 10 or slip and fall prone next to the slope. The groundswell prevents precision damage, like sneak attack, from creatures standing at lower elevations than the target. If the target moves after creating a groundswell, the ground returns to its normal elevation at the end of his turn; otherwise, it remains in place until the target moves or uses a bonus action to return the ground to normal. A groundswell cannot increase elevation of the ground beyond 5 feet.

Gust of Wind

Level 2 Evocation

Domains: Air, Weather **Components:** V, S
Effect: Line-shaped gust of severe wind **Range:** 60 ft
Duration: 1 round **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** STR negates

Create a blast of air affecting all in its path.

[See Spell for Full Description.](#)

Gusting Sphere

Level 2 Evocation

Domains: Air **Components:** V, S
Target: 5-ft.-diameter sphere of air **Range:** 120 ft
Duration: 1 round/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** special

Description: A swirling ball of wind rolls in whichever direction you point, hurling those it strikes with great force. The sphere is treated in all ways as an area of strong wind (see Gust of Wind). The sphere moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space containing a Medium or smaller creature, it stops moving for that round and generates a sharp thrust of wind. The target must make STR save or be pushed 1 foot backward for each point lower than your class save DC (min 5 feet). Even if they make the save, the creature takes 1d6 points of bludgeoning damage from the attack. A gusting sphere rolls over objects or barriers that are less than 4 feet tall. The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest. A gusting sphere immediately dissipates if it exceeds the spell's range.

Haunting Mists

Level 2 Illusion

Domains: None **Components:** V, S
Effect: Cloud created in a 20-ft. radius **Range:** 60 ft
Duration: 1 minute (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** INT Negates

Description: You create a stationary illusion of misty vapor inhabited by shadowy shapes. The fog obscures vision, granting 1/4 cover for every 5-feet of distance. All creatures in the mist must make an Intelligence save or take 1d2 points of INT damage and become frightened (level 1). The fear disappears once the targets leave the mist, though the ability damage remains.

Heart of Metal

Level 2 Transmutation

Domains: War **Components:** V, S, M
Target: One weapon per level **Range:** 30 ft
Duration: 10 minutes **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You temporarily transform a regular weapon, causing it to function like an adamantine, cold iron, or silver weapon, depending on the material component used. The target weapon functions as if it were made from the material component for the purposes of bypassing weapon resistance. No other advantages or disadvantages of these metal types apply. For example, a weapon given the nature of adamantine is not automatically masterwork. This is able to affect nonmetal weapons.

Heat Metal

Level 2 Transmutation

Domains: Fire **Components:** V, S, M
Target: A manufactured metal object in **Range:** 60 ft
Duration: 3 rounds **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: None

Description: You cause a metal object you see within range to glow red-hot. Any creature in physical contact with the object takes 2d6 fire damage each round for three rounds. If a creature holding or wearing the object can drop the object, it can avoid damage in subsequent rounds. Magically heating the item will usually not damage it, but the GM may rule that in some circumstances it may catch surrounding material on fire if they are flammable.

Heckle

Level 2 Transmutation

Domains: None **Components:** V, S, M
Target: 1 creature **Range:** 200 ft
Duration: 10 minutes **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA Negates

Description: You badger and nitpick the subject of your spell until its mood sours. The target's attitude shifts one category toward hostile regarding you and everyone within 30 feet of the target at the time the spell is cast. The target also takes a -2 penalty on attack rolls, on saving throws, and on ability and skill checks that rely on Intelligence, Wisdom, or Charisma.

Hidden Blades

Level 2 Illusion

Domains: Trickery **Components:** V, S, M
Target: Weapon or ammunition touche **Range:** Touch
Duration: 1 hour **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT Negates

Description: You render a target weapon or up to 50 pieces of ammunition invisible, granting the wielder a +20 circumstance bonus on Sleight of Hand checks made to conceal the weapon or ammunition and a +5 circumstance bonus on Deception checks to feint with the weapon or ammunition.

Hide Campsite

Level 2 Illusion

Domains: Druid, Fallen Druid, Trickery **Components:** V, S
Area: one 20-ft. cube **Range:** 60 ft
Duration: 8 hours (D) **Casting Time:** 1 rd (R)
SR: No **Reversible:** No **Level 0:** No **Save:** INT Negates

Description: You make the area around a campsite appear to be a thicket of untouched and forbidding foliage, or some other unwelcoming feature matching the surrounding terrain. Creatures outside the area cannot sense any activity going on inside the area- they cannot smell campfires or cooking food, they cannot hear conversation, loud noises, or spells being cast, and they cannot even feel heat or a rush of wind coming from the area. Those inside the area can see out normally. Once a creature steps into the area of the spell, it can see everything in and around the area normally.

Hold

Level 2 Enchantment

Domains: Cleric, Generic **Components:** V, S
Target: One humanoid **Range:** 120 ft
Duration: 1 round/level, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON negates

Leveling: Level 5: You may hold any creature, regardless of creature type.

Level 7: You may hold 1 humanoid per level provided all are within 30 feet

Level 9: You may hold multiple creatures (one per level) of any creature type, all within 30 feet

Description: One humanoid becomes stunned (level 2) and freezes in place. The target is aware and breathes normally but cannot take any actions, even speech. Each round at the end of its turn, the target may attempt a new saving throw to end the effect. A winged creature who is stunned cannot flap its wings and falls. A swimmer can't swim and may drown.

Hold Animal

Level 2 Enchantment

Domains: None **Components:** V, S
Target: One Animal **Range:** 120 ft
Duration: 1 round/level, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON negates

Leveling: At Level 6, you can affect one animal per level with this spell.

Description: One animal becomes stunned (level 2) and freezes in place. The target is aware and breathes normally but cannot take any actions. At the end of each of its turns, the target may attempt a new saving throw to end the effect. Flying animals fall to the ground, and a creature that is swimming sinks and may drown.

Ice Slick

Level 2 Evocation

Domains: Ice **Components:** V, S
Area: 5' radius burst **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Dex Partial

Description: You create a blast of intense cold, coating all solid surfaces in the area with a thin coating of ice. Any creature in the area when the spell is cast takes 1d6 points of cold damage + 1 point per caster level (maximum +10) and falls prone; creatures that succeed at a Dex save take half damage and don't fall prone. Spell resistance applies to this initial effect. A creature can walk within or through the area of ice at half its normal speed with a successful DC 10 Acrobatics check. Failure by 4 or less means the creature can't move that round (and must succeed at a Dex save or fall); failure by 5 or more means it falls. Creatures that do not move on their turn do not need to attempt this check. A 5-foot square of ice has hardness 0 and 3 hit points. The ice is an instantaneous effect, but persists as non-magical ice. Under temperate conditions, the ice lasts 1 minute per level. In tropical environments, it might last only half as long. In cold environments where ice and snow persist without melting, it could last indefinitely.

Invisibility

Level 2 Illusion

Domains: Mutation, Trickery **Components:** V, S, M, DF
Target: You or a creature or object weigh **Range:** Personal or Touch
Duration: 10 minutes, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Target becomes invisible

[See Spell for Full Description.](#)

Levitate

Level 2 Transmutation

Domains: None **Components:** V, S, F
Target: You, one willing creature, or on **Range:** 30 ft
Duration: 10 minutes, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: Nope

Description: *Levitate* allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be *levitated*, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A *levitating* creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a –1 penalty on attack rolls, the second –2, and so on, to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

Instant Weapon

Level 2 Conjuration

Domains: Air, Creation, Death, Generic, I **Components:** V, S
Effect: One Melee weapon **Range:** 0 ft
Duration: 10 minutes **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

You create a melee weapon sized appropriately for you from opaque force

[See Spell for Full Description.](#)

Knock

Level 2 Transmutation

Domains: None **Components:** V
Target: One door, box, chest, or other lo **Range:** 240 ft
Duration: Instantaneous; see text **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: The knock spell opens stuck, barred, locked, held, or arcane locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open an arcane locked door, the spell does not remove the arcane lock but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

Locate

Level 2 Divination

Domains: Druid, Fallen Druid, Generic, J **Components:** V, S, DF, F
Area: Circle, centered on you, with a rad **Range:** 1000 ft
Duration: 1 min./level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: At [Level 4](#) you can use this spell to locate creatures of any type in the same way you would locate an item.

Description: You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. You can also attempt to locate a specific object provided you have seen it up close before (within 30 feet). Instead of locating an object, Druids and Rangers can locate an animal in the same manner.

Magic Mouth

Level 2 Illusion

Domains: None **Components:** V, S, M
Target: One creature or object **Range:** 30 ft
Duration: Permanent, or until discharge **Casting Time:** Standard (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Create an enchanted mouth

[See Spell for Full Description.](#)

Mirror Image

Level 2 Illusion

Domains: Trickery **Components:** V, S
Effect: 5 illusory duplicates **Range:** Personal
Duration: 1 min./level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: Five illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. These figments separate from you and remain in a cluster within 5 feet of you. The images randomly switch around and mimic your exact movements so it's impossible to tell which is the real you with normal senses. An attacker must be able to see the images to be fooled, though. If you are invisible or an attacker shuts his or her eyes, the spell has no effect.

Enemies attempting to attack you or cast spells at you must select from among the indistinguishable targets. Roll randomly to determine if you or the duplicates are targeted (e.g. rolling 1 on 1d6 when there are five duplicates, 1 on 1d5 for four duplicates, etc.). Duplicates have an AC equal to your Touch AC, and any successful hit against a duplicate destroys it. Area spells affect you normally and do not destroy any of your figments.

Misdirection

Level 2 Illusion

Domains: None **Components:** V, S
Target: One creature or object, up to a **Range:** 60 ft
Duration: 8 hours **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** INT negates

Description: By means of this spell, you misdirect the information from divination spells that reveal auras (*detect evil*, *detect magic*, *discern lies*, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of *misdirection* is detected as if it were the other object. (Neither the subject nor the other object gets a saving throw against this effect.) Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on an int save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (*augury*, *detect thoughts*, *clairvoyance*, and the like).

Molten Orb

Level 2 Evocation

Domains: Creation, Earth **Components:** V, S
Effect: a ball of molten metal **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You create a fist-sized, red-hot ball of molten metal that you immediately hurl as a splash weapon. A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of where the ball hits takes 1d6 points of fire damage from the splash (Dex save for half). Each of these creatures takes an additional 1d6 points of fire damage on its turn for the next 1d3 rounds, unless it is cooled off.

Moonbeam

Level 2 Evocation

Domains: Druid, Fallen Druid, Night **Components:** V, S, M
Area: 5' radius beam of light, 40' high **Range:** 120 ft
Duration: 1 min., Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Dex Negates

Leveling: The damage increases by 1d10 for each level above 2nd (max 4d10).

Description: A silvery beam of pale light shines down in a cylinder. When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Dex saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one. A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light. On each of your turns after you cast this spell, you can use a standard action to move the beam 60 feet in any direction.

Page-Bound Epiphany

Level 2 Divination

Domains: Generic, Knowledge **Components:** V, S, F
Target: Caster **Range:** Personal
Duration: 1 round/level (max 10) **Casting Time:** 1 rd
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: You magically scour the world's libraries for information that might refresh your memory about a topic. Upon casting this spell, the focus book's pages fill with snippets and selections from countless books. You can spend up to 1 round per caster level (maximum 10) reading these notes. You may cease reading at any time, and when you do you can immediately attempt one Knowledge check with a +1 circumstance bonus for each round you spent studying the book (maximum +10). The writing disappears when the spell ends, and if you fail to succeed at a Knowledge check on the round you stop reading the notes, you don't gain the benefits of this spell.

Phantasmal Bonds

Level 2 Illusion

Domains: Trickery **Components:** V, S, M
Target: one living creature **Range:** 60 ft
Duration: 4 hours (D) **Casting Time:** Standard (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT Negates

Description: You create a phantasmal image in the mind of one target, convincing them that either their hands or their feet are tied up. If the target fails an intelligence save, they are convinced that they are bound and are tricked by their own minds into acting accordingly--bound hands are unable to attack or cast spell properly, bound feet cannot run, etc. Because the bonds seem real, any seemingly real interaction with them (like an ally pretending to cut ropes) will grant them subsequent saving throws to attempt to break the spell. This spell can only be cast on a target once, even if cast by another spellcaster, and additional attempts to target someone with this spell automatically fail.

Pilfering Hand

Level 2 Evocation

Domains: Generic, Trickery **Components:** S
Target: One object **Range:** 60 ft
Duration: maintained concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Create and control an invisible telekinetic force that can seize objects

[See Spell for Full Description.](#)

Protection from Arrows

Level 2 Abjuration

Domains: Protection **Components:** V, S, F
Target: Creature touched **Range:** Touch
Duration: 8 hours **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: The subject gains resistance 10 against ranged weapons. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Phantom Trap

Level 2 Illusion

Domains: Traps, Trickery **Components:** V, S, M
Target: Object touched **Range:** Touch
Duration: Permanent **Casting Time:** Standard (R)
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time. If another *phantom trap* is active within 50 feet when the spell is cast, the casting fails.

Polymorph

Level 2 Transmutation

Domains: Animal, Mutation, Plant, Stren **Components:** V, S, M
Target: Self **Range:** Personal
Duration: 1 hour (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** 0

Change your shape or others

[See Spell for Full Description.](#)

Protection from Energy

Level 2 Abjuration

Domains: Acid, Fire, Generic, Ice, Lightni **Components:** V, S, DF
Target: Creature touched **Range:** Touch
Duration: 1 hour, or until discharged **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: At [Level 3](#), the spell grants temporary immunity to the type of energy you specify when you cast it. When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Description: Grants temporary protection from one of the following damage types: Acid, Fire, Cold, Necrotic, Radiant, Electricity, Sonic, or Force. The spell grants resistance is 10 at caster level 2, 20 at caster level 7, and 30 at caster level 11.

Pyrotechnics

Level 2 Transmutation

Domains: Fire **Components:** V, S, M
Target: One fire source, up to a 20-ft. c **Range:** 500 ft
Duration: 1d4+1 rounds, or 1d4+1 round **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON negates

Turn fire into fireworks or smoke

[See Spell for Full Description.](#)

Qualm

Level 2 Enchantment

Domains: Mind **Components:** V, S
Target: One creature **Range:** 60 ft
Duration: 10 minutes, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA negates

Description: The target is suddenly beset with unexplainable doubts about the effectiveness of its actions and the righteousness of its cause. The creature takes a -10 penalty on its ability checks, skill checks, and concentration checks, until the duration ends, or until it spends its entire turn doing absolutely nothing (it spends a full-round action gaining focus).

Raven's Flight

Level 2 Transmutation

Domains: Animal **Components:** V
Target: You **Range:** Personal
Duration: 1 round **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You can cast this spell only if it is the first action you take on your turn. In a burst of shadowy feathers, you turn into a Tiny blurred shape reminiscent of a black raven until the beginning of your next turn. You gain a fly speed of 50 feet and apply appropriate size modifiers (+2 AC, though your ability scores don't change). Until the beginning of your next turn, you can take only the move, run, or withdraw actions. If the spell is dispelled while you are still aloft, the power of flight dissipates slowly; you float downward 60 feet on your next turn, then fall any remaining distance.

Reloading Hands

Level 2 Conjuration

Domains: None **Components:** V, S
Target: Projectile weapon touched **Range:** Touch
Duration: 1 round/caster level, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: Once per round, phantom hands load a single ranged weapon or firearm with conjured ammunition. This ammunition counts as magical for those vulnerable to magic weapons and for attacking incorporeal creatures, but is the standard for its type (a normal bullet or pellets and black powder in the case of firearms). Conjured ammunition ceases to exist 1 round after it is removed from the weapon, or at the end of the duration, whichever comes first.

Remove Stun

Level 2 Abjuration

Domains: Generic, Life **Components:** V, S
Target: Up to four creatures **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You can free one or more creatures from the effects of any stun effect or related magic, including a ghoul's touch or a slow spell. If the spell is cast on one creature, the stun is negated. If cast on two creatures, each receives another save with advantage against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 bonus.

Restoration

Level 2 Necromancy

Domains: Druid, Generic, Life **Components:** Special
Target: Creature touched **Range:** Touch
Duration: Instantaneous **Casting Time:** 1 rd
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Restore lost levels, abilities, and fatigue

[See Spell for Full Description.](#)

Returning Weapon

Level 2 Teleportation/Summoning

Domains: Generic, War **Components:** V, S
Target: One weapon that can be throw **Range:** 30 ft
Duration: 1 minute / level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: At one level higher, the spell can be divided between various weapons (in 1 minute intervals)

Description: For the duration of the spell, the target weapon returns to its thrower. This only applies to thrown weapons, not projectiles. The weapon returns to the square it was thrown from just before your next turn. If you have moved for cannot catch the weapon, it falls to the ground in that square.

Rope Trick

Level 2 Transmutation

Domains: None **Components:** V, S, M
Target: One touched piece of rope from **Range:** Touch
Duration: 1 hour/level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Rope rises into an extradimensional space

[See Spell for Full Description.](#)

River Whip

Level 2 Conjuraton

Domains: Water **Components:** V, S
Effect: whip of water **Range:** 0 ft
Duration: 1 minute/level or until dischar **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: You create a coil of flowing fresh water, functioning a whip appropriate for your size, except you make a spell attack instead of a regular attack. Anything you strike with the whip takes damage and is doused with 1 pint of water. A creature with the fire subtype takes an additional 1d6 points of damage. If the target is on fire, it gains a +2 bonus on its next saving throw to extinguish the flames. After you have successfully used the whip to hit a creature a number of times equal to your caster level, the water is expended and the spell is discharged. The water created by this spell is otherwise identical to that produced by create water.

Sacred Bond

Level 2 Evocation

Domains: Life, Protection **Components:** V, S, F
Target: Creature touched **Range:** Touch
Duration: 1 hour **Casting Time:** 1 rd (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: To use this spell, you first touch the intended recipient, creating a sympathetic field of healing energies between you. Once the spell has been cast, you and the target may cast healing spells with a range of touch upon each other so long as you are within 60 feet of one another. Should either you or the target remove your bracelet, the spell immediately ends.

Savage Maw

Level 2 Transmutation

Domains: Animal, Generic, Strength **Components:** V, S
Target: You **Range:** Personal
Duration: 1 minute/level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: Your teeth extend and sharpen, transforming your mouth into a maw of razor-sharp fangs. You gain a bite attack that deals 1d4 points of damage plus your Strength modifier. If you hit a critical with this attack, it also deals 1 point of bleed damage. If you already have a bite attack, your bite deals 2 points of bleed damage on a critical hit. You are considered proficient with this attack. If used as part of a full-attack action, you can make a bite attack in addition to any other attacks you have, ableit at a -5 penalty. You can end this spell before its normal duration by making a bestial roar as a bonus action. When you do, you can make an Intimidate check to demoralize all foes within a 30-foot radius that can hear the roar.

Scorch

Level 2 Evocation

Domains: Fire **Components:** V, S, F
Area: a 20-foot line of fire **Range:** 20 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX Halves

Leveling: At [Level 3](#), if you maintain concentration on this spell, you can shoot a new jet of flame each round (up to a total rounds equal to your level).

Description: A jet of roaring flame bursts from your outstretched hand, scorching any creature in its path. Scorch deals 2d8 points of fire damage to each target in a 20-foot line, dexterity save halves. Scorch sets fire to combustible materials in the area. It can also melt items with low melting points, such as lead and many precious metals.

Scorching Ray

Level 2 Evocation

Domains: Fire **Components:** V, S
Effect: One or more rays **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Spell Attack to Hit

Description: You blast your enemies with fiery rays. Each ray requires a spell attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all bolts must be fired simultaneously. You gain a second ray at 7th level and a third at 11th.

See Invisibility

Level 2 Divination

Domains: Knowledge **Components:** V, S, M
Target: You **Range:** Personal
Duration: 1 hour **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: Level 5: When cast at this level with a material component (5,000 gp. worth of diamond dust), this spell has a duration of Permanent.

Description: You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Shatter

Level 2 Evocation

Domains: Destruction, Generic **Components:** V, S, M, DF
Target: 5-ft.-radius spread; or one solid **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** see text

Description: *Shatter* creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target *shatter* against a single solid object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of sonic damage per caster level (maximum 10d6), with a CON save for half damage.

Shield Other

Level 2 Abjuration

Domains: Generic, Protection **Components:** V, S
Target: One creature **Range:** 60 ft
Duration: 1 hour/level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This spell creates a mystic connection between you and another creature so that any hit point damage sustained by them is split between the two of you. The subject also gains a +2 shield bonus to AC. If you move out of range of each other, the spell ends.

Sickening Strikes

Level 2 Transmutation

Domains: Affliction, Destruction, Fallen **Components:** V, S
Target: You **Range:** Personal
Duration: 1 minute **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON negates

Description: You are imbued with disease, and any creature you strike with a melee attack must make a CON save or be sickened for 1 minute, causing them to gain level 2 fatigue for the spell's duration. Creatures that are immune to disease are immune to this sickened effect.

Silence

Level 2 Illusion

Domains: Air, Generic, Protection **Components:** V, S
Area: 20-ft.-radius emanation centered **Range:** 500 ft
Duration: 10 minutes, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS negates.

Description: Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a WIS save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

Siphon Death

Level 2 Necromancy

Domains: Death, Fallen Druid **Components:** V, S
Effect: necromantic aura that absorbs d **Range:** 60 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: When cast at Level 4, the spell heals 2d6 hit points instead.

Description: For the duration of the spell, every time a creature in range dies, the undead you control in range heal 1d6 hit points. The dying creature cannot be vermin, undead, constructs, or plants.

Slipstream

Level 2 Conjuraton

Domains: Water **Components:** V, S, M, DF
Target: Creature touched **Range:** Touch
Duration: 1 hour (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: For each level higher than 2nd, the wave lasts 20 minutes longer.

Description: You create a low-crested wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases by 10 feet. If going downhill, speed increases by 20 feet instead, but slipstream provides no movement bonus when going uphill. While swimming, the slipstream increases the target's swim speed by 20 feet--if the target does not have a swim speed, this spell grants a swim speed of 20 ft.

Soften Earth and Stone

Level 2 Transmutation

Domains: Earth **Components:** V, S, DF
Area: 10-ft. square/level **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Softens undressed earth or stone

See Spell for Full Description.

Soothing Word

Level 2 Enchantment

Domains: Druid, Life **Components:** V, S
Target: One creature **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: The target of this spell causes several conditions that he suffers from to be lessened. The target's fear, fatigue, and stun levels are all decreased by one level.

Sound Burst

Level 2 Evocation

Domains: Air, Generic **Components:** V, S, DF, F
Area: 10-ft.-radius spread **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON partial

Description: You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a CON save to avoid being stunned for 1 round.

Creatures that cannot hear are not stunned (level 1) but are still damaged.

Spectral Hand

Level 2 Necromancy

Domains: Death **Components:** V, S
Effect: One spectral hand **Range:** 120 ft
Duration: 10 min. **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the *spectral hand*. The spell gives your spell attack bonus +2 to hit. After it delivers a spell, or if the hand goes beyond the spell range, goes out of your sight, the hand returns to you and hovers. The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed DEX save and no damage on a successful save), your save bonuses, and an AC of 22 + your INT modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Spell Gauge

Level 2 Divination

Domains: Knowledge **Components:** V, S, F
Target: One creature **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT negates

Description: You immediately discover some of the spells that the target knows or has prepared. The number of spells revealed to you is equal to your caster level. The target's lowest-level spells are revealed first--ignoring cantrips --in a random order. Once all of the target's 1st-level spells are revealed, the spell begins revealing 2nd-level spells, then 3rd-level spells. This spell does not reveal spells of 4th level or higher, nor does it reveal spelllike abilities or other special abilities. If cast on a creature that is not a spellcaster or one that doesn't have any 1st, 2nd, or 3rd level spells prepared, the spell has no effect.

Spiritual Weapon

Level 2 Transmutation

Domains: Cleric, Generic, War **Components:** V, S, F
Effect: Magic weapon of force **Range:** 60 ft
Duration: 1 round/level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

A weapon made of spiritual force attacks enemies

[See Spell for Full Description.](#)

Steal Size

Level 2 Transmutation

Domains: Druid, Fallen Druid, Strength **Components:** V, S, M
Target: One humanoid creature larger than you **Range:** 30 ft
Duration: 1 minute/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Con negates

Description: This spell reduces the target's size by one size category, as if it were affected by reduce person. You grow in size by one category, as if affected by enlarge person. If the spell is dispelled or otherwise ends for either you or the target, both you and the target return to your normal sizes.

Spider Climb

Level 2 Transmutation

Domains: Animal **Components:** V, S, M
Target: Creature touched **Range:** Touch
Duration: 1 hour **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Athletics/Climb checks to traverse a vertical or horizontal surface (even upside down). A *spider climbing* creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it.

Status

Level 2 Divination

Domains: Cleric, Generic **Components:** V, S
Target: One living creature touched per level **Range:** Touch
Duration: 1 hour/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: When you need to keep track of comrades who may get separated, *status* allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, frightened (all levels), stunned, poisoned, diseased, *confused*, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

Stone Call

Level 2 Conjunction

Domains: Earth **Components:** V, S, DF
Target: Cylinder (40-ft. radius, 20 ft. high) **Range:** 200 ft
Duration: 1 round/level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of bludgeoning damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear.

Stone Discus

Level 2 Conjuraton

Domains: Earth **Components:** V, S, M
Effect: one or more stone discuses **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You create a stone discus, which flies at an enemy. You can create one discus, plus one additional discus at 7th and 11th caster levels. For each discus you create, you decide whether its edge is blunt (and deals bludgeoning damage) or sharp (and deals slashing damage). Each discus requires a regular ranged attack to hit and deals 4d6 points of damage. The discuses can be launched at more than one target, but all must be aimed at targets within 30 feet of each other and launched simultaneously. At caster level 5th, the discuses count as magic and silver. At caster level 10th, they also count as cold iron. At caster level 15th, they also count as adamantine.

Stone Throwing

Level 2 Transmutation

Domains: Earth, Generic **Components:** V, S, M
Target: Creature touched **Range:** Touch
Duration: 1 minute/level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: The subject gains the rock throwing and rock catching abilities. It can use these abilities with any solid, mostly inflexible object with a hardness of at least 5. The subject can hurl rocks up to two categories smaller than its own size. The range of this attack is 40/80/100. Damage is based on the size of the subject -- 1d8 points of damage for a Large creature, 1d6 for a Medium creature, or 1d4 for a Small creature-plus the thrower's Strength bonus. For every size category smaller than Large the subject is, it receives a cumulative -5 penalty on Dex saves to catch rocks (or similar projectiles) thrown at it.

Summon Swarm

Level 2 Teleportation/Summoning

Domains: Affliction, Animal, Sickness **Components:** V, S, M, DF
Effect: One swarm of bats, rats, or spide **Range:** 120 ft
Duration: 1 round / level, Concentratio **Casting Time:** 1 rd
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: Each level higher than 2nd increases the size of the swarm by 10 sq. feet. Each 10-foot block of swarm functions independently and counts as a separate swarm for purposes of hit points and other effects.

Description: You summon a swarm of bats, rats, locusts, or spiders (your choice) that appears where you designate. Once summoned, you have no control over the swarm, though it will continue to attack any creatures that enter its area. You may summon the swarm so that it shares the area of other creatures. The swarm is stationary and won't pursue creatures that flee.

Swap Image

Level 2 Illusion

Domains: Trickery **Components:** V, S
Target: one humanoid creature touched **Range:** Touch
Duration: 1 hour, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT Negates

Description: You swap appearance with a target you've touched, making them look exactly like you while you disguise yourself as them. Your target gets two intelligence saves, one to resist the effect and one to see if they notice the successful change at all. While pretending to be your target, you get a +10 bonus to disguise checks.

Telekinetic Volley

Level 2 Transmutation

Domains: None **Components:** V, S
Target: Up to one touched object per le **Range:** Touch
Duration: 1 round/level or until dischar **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: The touched items levitate in your space. When you cast the spell and once per round thereafter, you can launch one item at a target of your choice as a standard action using a spell attack (range = 150/300/600). Weapon ammunition does damage as it would normally. All other objects do damage as if thrown. Add your casting ability bonus to damage, instead of Dexterity. The spell is discharged when all touched items have been launched.

Thunderwave

Level 2 Evocation

Domains: Weather **Components:** V
Target: A sonic wave centered on self **Range:** Self
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** STR Halves

Description: You unleash a circular wave of sonic energy that thunders away from you affecting anyone within 15 feet of you. Each target in range takes 2d6 sonic damage (STR save for half). If they fail the save, they are pushed back five feet and knocked prone.

Touch of Bloodletting

Level 2 Necromancy

Domains: Affliction, Blood, Destruction, **Components:** V, S
Target: Living creature touched **Range:** Touch
Duration: 1 round / level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON Negates

Description: This spell causes any existing wounds that the target possesses to bleed profusely. If the creature's current total hit points are less than its maximum, this spell causes the creature to take 1 point of bleed damage and level 3 fatigue for the duration of the spell. A successful DC 15 Medicine check or any spell that cures hit point damage negates the effects of this spell. Unlike normal fatigue, the effects of this spell wear off when the spell expires.

Touch of Idiocy

Level 2 Enchantment

Domains: Affliction **Components:** V, S
Target: Living creature touched **Range:** Touch
Duration: 10 min./level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT Negates

Description: With a touch, you reduce the target's mental faculties. Your successful spell attack (touch) temporarily inflicts your target with 1d6 points of Intelligence, Wisdom, and Charisma damage. This spell can't inflict enough damage to max out any ability. After the spell wears off, the damage disappears completely.

Twisted Innards

Level 2 Transmutation

Domains: Mutation **Components:** V, S, M
Target: You **Range:** Personal
Duration: 1 minute/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: At Level 3, the chance to ignore additional damage increases to 50%. When you reach character Level 12, this increases to 75%.

Description: For the duration of this spell, your vital organs writhe, shift, and move about, making it difficult to strike you in a vulnerable area. While this spell is in effect, critical hits and sneak attacks against you have a 25% chance of failing to inflict any additional damage, though you still take the normal damage from the attack.

Twisted Space

Level 2 Transmutation

Domains: None **Components:** V, S, M
Target: One creature **Range:** 30 ft
Duration: 1 round **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** STR negates

Description: You distort the space around a creature, twisting the path of its melee attacks unpredictably, but always toward a nearby creature that the target threatens. Until the start of your next turn, melee attacks made by the target creature affect a random target instead of their intended target.

Umbral Weapon

Level 2 Illusion

Domains: Night **Components:** V, S, M
Target: Melee weapon touched **Range:** Touch
Duration: 1 round/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: A shadowy afterimage trails behind the targeted weapon, potentially damaging foes even when the weapon misses. Once per round, when the weapon's wielder misses a creature with the target weapon, the wielder can reroll the attack. If the reroll hits, the spell hits the targeted creature and deals 2d4 points of cold damage.

Undetectable Alignment

Level 2 Abjuration

Domains: Generic, Knowledge, Mind, Pr **Components:** V, S
Target: One creature or object **Range:** 30 ft
Duration: 24 hours **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: An *undetectable alignment* spell conceals the alignment of an object or a creature from all forms of divination.

Vine Strike

Level 2 Conjuraton

Domains: Plant

Target: Caster

Duration: 1 min / level

SR: Yes **Reversible:** No **Level 0:** No

Components: V, S

Range: Personal

Casting Time: Standard

Save: DEX Negates

Description: Bristles burst from your body, lodging in your opponent and blossoming into entangling vines as you pummel your target. While this spell is in effect, your natural attacks and unarmed attacks deal an additional 1d6 points of damage, and any creature hit by your natural or unarmed strike must succeed at a Dex save or be entangled (grappling level 1) for the duration of the spell. A creature entangled by this spell can spend a standard action to remove the vines but can be entangled again by further unarmed strikes.

Vocalize

Level 2 Abjuration

Domains: None

Target: Self

Duration: 10 minutes

SR: Yes **Reversible:** No **Level 0:** No

Components: V

Range: Self

Casting Time: Standard (R)

Save: None

Description: This spell allows you to cast other spells without a vocal component. You first cast *Vocalize* out loud. Then for the duration of the spell, you can cast any other spell in silence.

Warding Weapon

Level 2 Abjuration

Domains: None

Target: You

Duration: 1 minute

SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, F

Range: Personal

Casting Time: Standard

Save: None

Description: The focus of this spell flies upward above your head and takes a defensive position within your space. It lunges at opponents, as if guided by a martially trained hand, parrying and turning back melee attacks aimed at you, but does not strike back at any opponent nor does it damage them. The weapon serves only as a defense, mitigating the disruption any melee attacks may cause to your concentration and granting advantage on any concentration checks caused by these attacks.

Web

Level 2 Conjuraton

Domains: Animal

Effect: Webs in a 20-ft.-radius spread

Duration: 1 hour (D)

SR: No **Reversible:** No **Level 0:** No

Components: V, S, M

Range: 120 ft

Casting Time: Standard

Save: DEX negates

Create a mass of webs

[See Spell for Full Description.](#)

Whispering Wind

Level 2 Transmutation

Domains: Air

Area: 10-ft.-radius spread

Duration: Until discharged

SR: No **Reversible:** No **Level 0:** No

Components: V, S

Range: 1 mile/level

Casting Time: Standard

Save: None

Description: You send a message or sound on the wind to a designated spot. The *whispering wind* travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the *whispering wind* seem to be a faint stirring of the air. You can likewise cause the *whispering wind* to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with *magic mouth*, *whispering wind* cannot speak verbal components, use command words, or activate magical effects.

Wood Shape

Level 2 Transmutation

Domains: Creation, Plant

Target: One piece of wood (medium size)

Duration: Instantaneous

SR: Yes **Reversible:** No **Level 0:** No

Components: V, S

Range: 30 ft

Casting Time: Standard

Save: None

Description: Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work. You can also cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes disadvantage on attack rolls. You can also use this spell to unwarped wood, reversing any of these effects.

Zone of Truth

Level 2 Illusion

Domains: Generic, Justice, Knowledge **Components:** V, S, DF
Area: 20 foot radius **Range:** 30 ft
Duration: 10 min., Concentration **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** CHA Negates

Description: Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

Air Breathing

Level 3 Transmutation

Domains: Air, Generic **Components:** V, S, M, DF
Target: Living aquatic creatures touche **Range:** Touch
Duration: 2 hours / level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: Touched creatures can breathe air freely. Divide the duration evenly among all the creatures you touch.

Aqueous Orb

Level 3 Conjuraton

Domains: Water **Components:** V, S, M
Area: 10-ft.-diameter sphere **Range:** 120 ft
Duration: 1 round/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** STR

Description: You create a rolling sphere of churning water that can engulf those it strikes. The aqueous orb can move up to 30 feet per round, rolling over barriers less than 10 feet tall. It automatically quenches any nonmagical fires and functions as dispel magic against magical fires as long as those fires are size Large or less. A Large or smaller creature that fails a STR save is engulfed by the aqueous orb and carried along with it. Engulfed creatures are immersed in water and must hold their breath unless capable of breathing water. They gain cover against attacks from outside the aqueous orb but are considered grappled by its churning currents. Creatures within the orb may attempt a STR save each round to escape into a random square adjacent to the aqueous orb. The orb may hold one Large creature, 4 Medium, or 16 Small or smaller creatures within it. The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and churns in place. An aqueous orb stops if it moves outside the spell's range.

Abjuration Steal

Level 3 Abjuration

Domains: Generic, Protection, Trickery **Components:** V
Target: One spellcaster **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Reaction
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: At a higher level, this spell works on spells up to that level.
Description: This spell steals any abjuration spell being cast by another spellcaster and gives it to you. When an opponent casts a spell, cast abjuration steal in reaction and make an opposed spell attack with the target caster. If your roll is higher, the spell cast by the target affects you instead. If the spell requires concentration, you assume that concentration. This works on spells up to 3rd level. If the target caster's spell isn't an abjuration spell, this spell is wasted.

Air Geyser

Level 3 Evocation

Domains: Air **Components:** V, S
Target: One creature or object up to Lar **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** STR partial

Description: You create a powerful blast of air capable of flinging an opponent upward. If the target fails its STR save, the force of the air deals 2d6 points of bludgeoning damage and hurls the target upward a number of feet equal to 5 × your caster level. If a solid object (such as a ceiling) is encountered, the target strikes the object in the same manner as it would during a normal fall. After this blast of air ceases, the target falls down (unless it was flying), taking falling damage as normal. A successful save means the target takes half damage from the air blast but is not moved by it.

Arcane Sight

Level 3 Divination

Domains: None **Components:** V, S
Target: You **Range:** Personal
Duration: 10 minutes (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Allows you to see magical auras and effects.

[See Spell for Full Description.](#)

Armor Lock

Level 3 Transmutation

Domains: War **Components:** V, S, M
Target: One armored creature **Range:** 200 ft
Duration: 1 round/level, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** STR partial

Description: Upon pointing at an armored foe, you cause all of the joints of the target's armor to stiffen as otherworldly chains wrap around the target. On a failed STR save, a target in medium or heavy metal armor becomes staggered. Targets wearing light armor, no armor, or nonmetallic armor are unaffected.

Bestow Curse

Level 3 Necromancy

Domains: Affliction, Generic, Mutation, **Components:** V, S
Target: Creature or object touched **Range:** Touch
Duration: Permanent **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS negates

Inflict a curse on your target

[See Spell for Full Description.](#)

Black Tentacles

Level 3 Conjuraton

Domains: None **Components:** V, S, M
Effect: a 10-foot long, rubbery black ten **Range:** 240 ft
Duration: 1 minute **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** Strength

Creates a field of rubbery black tentacles grabbing and crushing opponents.

[See Spell for Full Description.](#)

Blade Snare

Level 3 Abjuration

Domains: None **Components:** V, S
Target: Caster **Range:** Personal
Duration: 1 round / level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Create a field that prevents enemies from pulling their blades back from your body

[See Spell for Full Description.](#)

Blink

Level 3 Transmutation

Domains: Planes, Travel **Components:** V, S
Target: You **Range:** Personal
Duration: 1 minute (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Blink back and forth between the material and ethereal plane making you harder to hit.

[See Spell for Full Description.](#)

Blood Salvation

Level 3 Abjuration

Domains: Blood, Generic **Components:** V, S, M
Target: Cluster **Range:** Personal
Duration: 1 round / level (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: While under the effect of this spell, you're immune to any damaging area spells you cast. You can dismiss this spell as a reaction when you are caught within the area of someone else's damaging area spell. If you do, you're immune to that particular casting of that spell as well.

Bloody Arrows

Level 3 Necromancy

Domains: Blood **Components:** V, S
Target: One willing creature **Range:** 60 ft
Duration: 1 round / level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: Whenever this spell's target hits a creature with a ranged weapon that successfully deals piercing or slashing damage, the struck creature takes 1 point of bleed damage. Unlike most bleed damage, the bleed damage dealt by the subject of this spell is cumulative up to a maximum of 1/2 your caster level or 5 points of bleed damage, whichever is lower.

Burst of Nettles

Level 3 Conjuraton

Domains: Plant **Components:** V, S
Area: 10' radius burst **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX half

Description: You release a burst of barbed, acid-filled nettles. Creatures caught in the burst take 4d6 points of piercing damage plus 2d6 points of acid damage on the next round. Those that save take half damage from the initial burst and no damage on the next round.

Cauterizing Weapon

Level 3 Transmutation

Domains: Acid, Fire, Ice, Lightning **Components:** V, S, M
Target: One weapon or 50 projectiles, a **Range:** 30 ft
Duration: 1 minute/level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: You infuse a weapon with faint but pernicious energy that stymies accelerated healing. Damage dealt by the weapon or ammunition is treated as acid, cold, electricity, and fire, but only for the purpose of negating a creature's regeneration. The weapon is also treated as silver and cold iron at 8th level and is treated as chaotic, evil, good, and lawful at 11th level for the purpose of negating regeneration.

Borrow Fortune

Level 3 Evocation

Domains: None **Components:** V
Target: You **Range:** Personal
Duration: Instantaneous **Casting Time:** Reaction
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: After you make a d20 roll but before success or failure is known, you may choose to immediately cast this spell to make the roll at advantage. For two rounds afterward, you make all rolls at disadvantage.

Call Lightning

Level 3 Evocation

Domains: Lightning, Weather **Components:** V, S
Effect: Five (5) 30-ft.-long vertical lines o **Range:** 120 ft
Duration: 10 min. **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX half

Leveling: For each level after 3rd, you add an extra 1d6 electricity damage (1d0 if stormy) and an extra two (2) bolts. At Level 6, bolts may be called with your movement action instead of a standard action. At Level 7, they may be called with a bonus action.

Description: Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage (3d10 if outdoors in a stormy area). The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected. You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action to call a bolt. This spell functions indoors or underground but not underwater.

Clairvoyance

Level 3 Divination

Domains: Knowledge **Components:** V, S, DF, F
Effect: Magical sensor **Range:** 800 ft
Duration: 10 minutes, Concentration **Casting Time:** 10 min (R)
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: *Clairvoyance* creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You can switch between hearing and seeing as a standard action. You don't need line of sight or line of effect, but the locale must be known--a place familiar to you, one you have seen, or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. *Clairaudience/clairvoyance* functions only on the plane of existence you are currently occupying. A creature that can see the sensor (such as a creature benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

Cloak of Winds

Level 3 Abjuration

Domains: Air, Weather **Components:** V, S
Target: One living creature **Range:** 60 ft
Duration: 10 minutes **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You shroud a creature in a whirling screen of strong, howling wind. The subject is never checked or blown away by strong winds of severe or lesser strength (whether natural or magically created), and ranged attack rolls against the subject are made at disadvantage. Tiny or smaller creatures must succeed at a Strength save to successfully touch or attack the subject in melee. Failure knocks the attacker prone and pushes it 5 feet away from the subject per level of the caster. This movement can pass through the squares of other creatures without affecting them and does not provoke attacks of opportunity, but the creature takes 2d6 points damage (non-lethal) if the creature strikes something.

Conjure Barrage

Level 3 Conjuration

Domains: None **Components:** V, S, M
Target: 60 foot cone **Range:** Self
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX Halves Damage

Description: You throw a non-magical piece of ammunition toward a group of enemies. That ammunition splits into dozens of identical pieces that flood the area with a barrage of attacks. Roll to determine how much damage each piece of ammunition does (based on its standard damage amount and type with no dexterity bonuses). Each creature in a 60-foot cone will end up being targeted by 2d4 pieces of ammo (e.g. total damage is 2d4 x damage amount of the ammo).

Contagion

Level 3 Necromancy

Domains: Affliction, Death, Destruction, **Components:** V, S
Target: Living creature touched **Range:** Touch
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON negates

Description: The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information see [Diseases](#).

Collaborative Thaumaturgy

Level 3 Universal

Domains: Druid, Fallen Druid, Generic, K **Components:** V, S, F
Target: One creature **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Reaction
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You tap into the magical resonance between you and your allies to enhance one another's magic. Cast this spell when an ally casts a spell at least 1 level lower than the highest-level spell she can cast. The ally casts her spell as if one of the following metamagic feats were applied to it without increasing the spell level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. If the ally is the target of two collaborative thaumaturgy spells when casting a spell, the ally can instead apply the Empower Spell metamagic feat to a spell at least 2 levels lower than the highest-level spell she can cast. Finally, if the ally is the target of three collaborative thaumaturgy spells when casting a spell, she can instead apply the Maximize Spell or Widen Spell metamagic feat to a spell at least 3 levels lower than the highest-level spell she can cast. You can't target yourself with collaborative thaumaturgy.

Conjure Carriage

Level 3 Conjuration

Domains: Creation **Components:** V, S, M
Effect: one quasi-real carriage, horses, a **Range:** 60 ft
Duration: 1 hour / level (D) **Casting Time:** 1 rd
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You create a fine wooden carriage with whatever cosmetic embellishments you desire. It is well constructed, although not exceptionally ostentatious. The carriage can carry up to six Medium or Small passengers. When conjured, the carriage comes with a team of two quasi-real light horses, which are already harnessed to the carriage. At your command, an invisible coachman similar to an unseen servant can assume the role of driver and direct the carriage, although it can't perform any complex or dangerous driving, and fails any checks made to drive the carriage in such conditions. At the end of the spell's duration, the carriage, horses, and coachman disappear into nothingness, depositing everything on or in it on the ground in its space.

Continual Flame

Level 3 Evocation

Domains: Creation, Fire, Generic **Components:** V, S, M
Target: Object touched **Range:** Touch
Duration: Permanent **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered and hidden but not smothered or quenched. Light spells counter and dispel darkness spells of an equal or lower level.

Control Animal

Level 3 Enchantment

Domains: Animal **Components:** V, S
Target: One animal **Range:** 60 ft
Duration: 1 Minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA Negates

Description: You control the action of an animal through a telepathic link. Control Animal function exactly as Control Person, except that it only affects animals.

Create Food and Water

Level 3 Conjunction

Domains: Cleric, Generic **Components:** V, S
Effect: Food and water to sustain 9 hum **Range:** 30 ft
Duration: 24 hours **Casting Time:** 10 min
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: The food that this spell creates is simple fare of your choice-- highly nourishing, if rather bland. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does.

Dispel Magic

Level 3 Abjuration

Domains: Cleric, Druid, Fallen Druid, Ge **Components:** V, S
Target: One spellcaster, creature, or obj **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard (R)
SR: No **Reversible:** No **Level 0:** No **Save:** None

Dispel magic effects on an object, in an area, or used as a counterspell.

[See Spell for Full Description.](#)

Crawling Eye

Level 3 Transmutation

Domains: Mutation **Components:** V, S
Effect: 1 spidery eye **Range:** Self
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: One of your eyes leaves your head and is transformed into a crawling entity. The eye sprouts spider-like legs and crawls each time you use a move action to direct it. The eye cannot otherwise move on its own, but you are able to see through the eye as it moves. The eye is considered a Fine creature with AC 20 and 2 hit points. It has a stealth and a climb modifier equal to your casting level. The eye has a move and a climb speed of 20. You can't cast spells through the eye, except for those (like detect magic), that rely on a sense of sight.

While out of your head, you take 2 temporary points of constitution damage, and your AC is temporarily reduced by 2. These conditions return to normal once you direct your eye to return to the empty socket. If the eye is destroyed, these conditions remain in place for 1d4 hours, after which the eye regrows magically, and your vision returns to normal.

Diminish Plants

Level 3 Transmutation

Domains: Plant, Sickness **Components:** V, S, DF
Target: See text **Range:** See text
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This spell has two versions.

Prune Growth: This version causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed. At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle. You may also designate portions of the area that are not affected.

Stunt Growth: This version targets normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to one third below normal.

Diminish plants counters *plant growth*. This spell has no effect on plant creatures.

Displacement

Level 3 Illusion

Domains: None **Components:** V, M
Target: Creature touched **Range:** Touch
Duration: 1 minute (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from the effects of 3/4 cover. *True seeing* reveals its true location.

Earthbind

Level 3 Transmutation

Domains: Air, Earth **Components:** V, S
Target: One flying creature **Range:** 120 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** STR Negates

Description: You magnify the force of gravity for one flying creature, dragging it to the ground. After a failed strength save, the flying creature is forced to descend 120 feet at the beginning of each turn until it hits the ground. This descent does not take the creature's movement action and the creature takes no damage when it hits the ground. While under the spell's effects, the creature cannot ascend, either from the ground or while still in the air. It can, however, attempt to break out of the spell by using a standard action to make a new strength saving throw on its turn. If successful, the spell is broken, and the creature can fly normally.

Elemental Aura

Level 3 Evocation

Domains: Acid, Fire, Ice, Lightning **Components:** V, S
Target: You **Range:** Personal
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** special

This spell forms an aura of energy around you, damaging all those that come near you

[See Spell for Full Description.](#)

Erode Defenses

Level 3 Transmutation

Domains: None **Components:** V, S
Target: One creature **Range:** 60 ft
Duration: 1 round/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON negates

Description: Your spell slowly begins to eat away at the defenses of your target, causing it to lose 1 point from any natural armor bonus and weapon resistance (bludgeoning, slashing, or piercing) each round. Once the target makes a successful save the erosion stops, but any cumulative losses remain until the spell ends. At the end of the spell's duration, the target's weapon resistance and natural armor bonus immediately return to normal. Only one erode defenses spell can affect a particular target at any one time.

Eruptive Pustules

Level 3 Transmutation

Domains: Acid, Mutation **Components:** V, S
Target: Caster **Range:** Personal
Duration: 10 minutes (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Con partial

Description: Your skin erupts in swollen, pus-filled bumps that burst open if you are struck. Any creature that strikes you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of acid damage and must save or gain level 2 fatigue for 1 round (level 3 on a critical hit). This damage can harm a swarm.

Excruciating Deformation

Level 3 Transmutation

Domains: Affliction, Mutation **Components:** V, S
Target: Creature Touched **Range:** Touch
Duration: 1 round / level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Con partial

Description: Your touch attack causes your target to become painfully malformed. Its limbs twist and buckle, while its body contorts uncontrollably, shifting and warping. Each round the target suffers excruciating pain and takes 2d6 points of damage, 1 point of Dexterity damage, and 1 point of Constitution damage, and its speed is reduced by 10 feet. Once per round as a free action on its turn, the target can attempt a new Con saving throw to resist the spell for 1 round.

Explosive Runes

Level 3 Abjuration

Domains: Traps **Components:** V, S
Target: One touched object weighing no **Range:** Touch
Duration: Permanent until discharged **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** See text

Description: You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d6 points of force damage. Anyone next to the runes (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the runes is entitled to a DEX save for half damage. The object on which the runes were written also takes full damage (no saving throw). You and any characters you specifically instruct can read the protected writing without triggering the runes. Likewise, you can remove the runes whenever desired. Another creature can remove them with a successful dispel magic or erase spell, but attempting to dispel or erase the runes and failing to do so triggers the explosion. The runes can also be disabled with a successful Traps check (against your DC).

False Death

Level 3 Necromancy

Domains: Death, Druid, Fallen Druid **Components:** V, S
Target: 1 creature touched **Range:** Touch
Duration: 1 hour **Casting Time:** Standard (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: False death allows you or a single, willing creature you touch to fall into a cataleptic state that resembles death. While in this state, the subject can hear, smell, and taste, but cannot feel or see. The subject need not eat, breathe, or drink while affected by this spell. Any damage suffered while in this state is halved, and the target is immune to paralyzing effects, life drain, poison, and mental effects.

Fiery Cube

Level 3 Conjuraton

Domains: Fire **Components:** V, S
Target: One 10' cube of fire **Range:** 60 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX halves

Leveling: Damage increases by 1d6 for each level above 3rd (max Level 6).
Description: You create a 10'x10'x10' cube of fire that does fire damage and obstructs movement through an area. The cube does 4d6 damage per round to anyone caught inside of it. If cast on top of an existing creature, that creature gets a DEX save to halve the damage. If cast under water, the spell dissolves in a hiss of super-heated steam, doing the damage for 1 round only.

Find Fault

Level 3 Divination

Domains: Justice, Knowledge, War **Components:** V, S
Target: 1 creature **Range:** 200 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You instantly learn many of the target's weaknesses, as if you had made an appropriate Knowledge check with a result equal to 25 + your caster level. Additionally, your first melee or ranged attack roll against the creature before the end of your next turn gains advantage. If the creature is polymorphed, disguised, or hidden by an illusion and you are not aware of its true form, this spell fails as if the target has spell resistance you failed to penetrate.

Fire Trail

Level 3 Transmutation

Domains: Fire **Components:** V, S
Effect: Trail of flame **Range:** Personal
Duration: 1 minute **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: When you cast this spell, flammable liquid oozes from your pores, dripping onto the ground and spontaneously combusting. The flame does not harm you. During this spell's duration, each time you leave your space, you create a trail of fire that burns within the spaces you move through for 1 round before it burns out. You can leave up to 60 feet of flame trail each round. You choose where to leave a flame trail. Creatures that start their turn adjacent to the flame trail take 1d6 points of fire damage. Creatures that start their turn within the flame trail or that enter an area of flame take a number of points of fire damage equal to 1d6 + 1 per caster level (maximum +10). If a creature moves into an area of the flame trail multiple times in a round, it takes this damage each time it enters the area of the flame trail. Flammable objects in or adjacent to the fire trail catch fire.

Fireball

Level 3 Evocation

Domains: Fire **Components:** V, S, M
Area: 20-ft.-radius spread **Range:** 500 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX half

Create a ball that explodes and burns all in the radius (8d6 fire damage)

See Spell for Full Description.

Fly

Level 3 Transmutation

Domains: Air, Travel **Components:** V, S, DF, F
Target: Creature touched **Range:** Touch
Duration: 10 minutes, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Fly at sp 60.

See Spell for Full Description.

Force Hook Charge

Level 3 Evocation

Domains: None **Components:** V, S
Target: One creature or object within range **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

You create a hook of force that strikes the target and drags you to a space adjacent to it

[See Spell for Full Description.](#)

Force Punch

Level 3 Evocation

Domains: Strength **Components:** V, S
Target: Creature touched **Range:** Touch
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** STR partial

Leveling:

4th level: you do 8d4 points of damage and push the target 20 feet,

5th level: you do 10d4 points of damage and push the target 25 feet.

6th level: you do 10d4 points of damage and push the target 30 feet.

Description: This spell charges your hand with telekinetic force. Your successful unarmed melee attack deals 6d4 points of force damage and causes the target to be pushed away from you 15 feet in a straight line. For every size category of the target above Medium, reduce the distance pushed by 5 feet (-5 feet for Large, -10 feet for Huge, -15 for Gargantuan, and -20 feet for Colossal) to a minimum of 0 feet. A successful STR save negates the movement but not the damage.

Gaseous Form

Level 3 Transmutation

Domains: Air, Mutation **Components:** S, M, DF
Target: Willing corporeal creature touched **Range:** Touch
Duration: 15 minutes (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Subject and gear becomes insubstantial, misty and translucent.

[See Spell for Full Description.](#)

Glibness

Level 3 Transmutation

Domains: None **Components:** S
Target: You **Range:** Personal
Duration: 1 hour, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: Your speech becomes fluent and more believable. You gain a +20 competence bonus on Deception checks made to convince another of the truth of your words. If a magical effect is used against you that would detect your lies or force you to speak the truth the user of the effect must succeed on spell attack check versus your spell save DC. Failure means the effect does not detect your lies or force you to speak only the truth. Note that with all skill checks, the GM has discretion to determine whether a skill check is necessary, and any attempt to perform an impossible task should be ruled as an automatic failure without requiring a skill check. The same still applies to deception checks made while under the influence of this spell. Glibness makes the improbable more likely; it doesn't make the impossible believable.

Gloomblind Bolts

Level 3 Conjuration

Domains: Night, Planes **Components:** V, S
Effect: one or more bolts of energy **Range:** 120 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Dex negates blindness

Leveling: 4th Level: two bolts, 5th level: three bolts.

Description: You create a bolt infused with shadow pulled from the Shadow Plane. All bolts must be aimed at targets within 30 feet of each other and require a spell attack to hit. Each bolt deals 4d6 points of necrotic damage to a living creature or heals 4d6 points of damage to an undead creature. Furthermore, the bolt's energy spreads over the skin of creature, possibly blinding it for a short time. Any creature struck by a bolt must succeed at a Dex saving throw or become blinded for 1 round.

Glyph of Warding

Level 3 Abjuration

Domains: Acid, Fire, Generic, Ice, Lightning **Components:** V, S, M
Target: Object touched or surface up to **Range:** Touch
Duration: Permanent until discharged **Casting Time:** 10 min (R)
SR: No **Reversible:** No **Level 0:** No **Save:** See text

A powerful inscription that harms those who pass a warded object.

[See Spell for Full Description.](#)

Guardian Banner

Level 3 Abjuration

Domains: Paladin, Protection **Components:** V, S, F
Area: 15 ft from object **Range:** Touch
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: At Level 4, the spell increases to resistance 3 and at Level 5 it increases to resistance 5.

Description: You rally your allies by placing or touching a non-magical item of significance and leaving it as a symbol of defiance. All allies defending the area around the object are protected with a shimmering aura that grants weapon resistance 2. The spell is suppressed if the object is moved from its place but resumes if the object is put back. Its duration continues to elapse while it is suppressed this way.

Hallucination

Level 3 Illusion

Domains: Trickery **Components:** V, S
Target: 1 creature / level within a 30-foot **Range:** 500 ft
Duration: maintained concentration + 3 **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT Negates

Create a hallucination in the minds of your targets

[See Spell for Full Description.](#)

Guardian of Faith

Level 3 Teleportation/Summoning

Domains: Generic, Justice, Paladin, Prot **Components:** V, S, M
Target: One spectral guardian **Range:** 30 ft
Duration: 10 hours **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Create a spectral guardian who patrols a protected location

[See Spell for Full Description.](#)

Haste

Level 3 Transmutation

Domains: None **Components:** V, S, M
Target: Up to 6 creatures within range. **Range:** 60 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** Yes **Level 0:** No **Save:** CON negates

Description: The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

- 1) When taking a full-round attack, a hasted creature gets one extra attack at their highest attack bonus. This is an extra attack, not a second action, so actions like spellcasting or skill checks cannot be repeated.
- 2) A *hasted* creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and DEX saves.
- 3) All of the *hasted* creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. Multiple *haste* effects don't stack. *Haste* dispels and counters *slow*.
- 4) Hasted creatures get advantage on initiative rolls.

Heal Mount

Level 3 Necromancy

Domains: Paladin **Components:** V, S
Target: Your mount touched **Range:** Touch
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This spell affects only the Paladin's special mount (typically a warhorse), and heals 10 hp / level and cures the mount of the following conditions: ability damage (provided the cause of the damage is also cured), blinded, confused, dazzled, deafened, diseased, fatigued, feebleminded, insanity, stunned, and poisoned

Heroism

Level 3 Enchantment

Domains: None **Components:** V, S
Target: Creature touched **Range:** Touch
Duration: 2 hours **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: At Level 6, target gets advantage on attack rolls, saves, and skill checks, in addition to immunity to fear and 15 temporary hit points.

Description: This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 competence bonus on attack rolls, saves, and skill checks.

Instant Fake

Level 3 Illusion

Domains: Creation, Trickery

Components: V, S, M

Target: 1 object touched

Range: Touch

Duration: 1 minute / level, Concentration

Casting Time: Standard

SR: No **Reversible:** No **Level 0:** No

Save: INT disbelief

Description: You create an illusory duplicate of the target item. You can deliver it while touching an object you want to steal with Sleight of Hand check; in this case, the illusion phases into existence exactly as you remove the genuine article, allowing you to instantaneously replace a protected or guarded item with no change in appearance, weight, or other factors. The illusion appears to be a perfect replica. Actively examining the fake with an Appraise or Perception check grants a creature an int save, but on a failed saving throw, it concludes that the fake is the genuine article. The illusion isn't a functional item, nor does it have any magical properties of the original. For example, an instant fake of a set of thieves' tools can't be used to pick a lock, a false warhammer can't harm a person or break an object, a suit of unreal chainmail offers no actual protection, and an illusory potion of cure light wounds doesn't heal any hit points when imbibed.

Keen Edge

Level 3 Transmutation

Domains: War

Components: V, S

Target: One weapon or fifty projectiles,

Range: 30 ft

Duration: 1 hour

Casting Time: Bonus

SR: Yes **Reversible:** No **Level 0:** No

Save: None

Description: This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation increases the threat range of the weapon by one. A threat range of 20 becomes 19-20, a threat range of 19-20 becomes 18-20, etc. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target. Multiple effects that increase a weapon's threat range (such as the keen edge spell and the Improved Critical ability) don't stack. You can't cast this spell on a natural weapon, such as a claw.

Lightning Bolt

Level 3 Evocation

Domains: Lightning

Components: V, S, M

Area: 120-ft. line

Range: 120 ft

Duration: Instantaneous

Casting Time: Standard

SR: Yes **Reversible:** No **Level 0:** No

Save: DEX half

Leveling: Damage increases by 2d6 for each level beyond 3rd (max 10d6).

Description: You release a powerful stroke of electrical energy that deals 6d6 points of electricity damage. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does

Invisibility Purge

Level 3 Evocation

Domains: Cleric, Generic

Components: V, S

Target: You

Range: Personal

Duration: 10 minutes, Concentration

Casting Time: Standard

SR: Yes **Reversible:** No **Level 0:** No

Save: None

Description: You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area.

Lightning Arrow

Level 3 Transmutation

Domains: Generic, Lightning, War

Components: V

Target: One ranged weapon

Range: Touch

Duration: 1 minute

Casting Time: Bonus

SR: Yes **Reversible:** No **Level 0:** No

Save: DEX Halves

Leveling: Damage increases by 1d8 for each level above 3rd.

Description: You enhance your ranged weapon so that the next shot it fires turns into a lightning bolt as it flies through the air. If it hits, the weapon does 4d8 electricity damage (instead of its regular damage). If it misses, electricity still arcs off the weapon to do damage to anyone within 10' of the target. Each takes 2d8 damage (DEX save for half).

Magic Circle

Level 3 Abjuration

Domains: Cleric, Generic

Components: V, S, M, DF

Effect: A protective line in the shape of a

Range: 0 ft

Duration: 24 hours

Casting Time: Standard

SR: No **Reversible:** No **Level 0:** No

Save: None

A line with powdered silver that protects from certain types of creatures.

[See Spell for Full Description.](#)

Magic Vestment

Level 3 Abjuration

Domains: Cleric, Generic **Components:** V, S, DF
Target: Armor touched **Range:** Touch
Duration: 1 hour/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You imbue a suit of armor with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level). An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

Meld into Stone

Level 3 Transmutation

Domains: Earth, Generic **Components:** V, S, DF
Target: You **Range:** Personal
Duration: 1 hour **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Enables you to meld into a block of stone

[See Spell for Full Description.](#)

Minute Meteors

Level 3 Evocation

Domains: Earth **Components:** V, S, M, XP
Effect: Small globes of fire (one per level) **Range:** 120 ft
Duration: 10 minutes or until used (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You create a bunch of small, flaming meteors (one per level) which float around your head and can be hurled at enemies with a successful spell attack. When you first cast the spell, you may hurl 5 meteors as part of the casting. Thereafter, you must use a standard action to hurl up to five more (depending on how many you have left). Alternately, you may use a bonus action to hurl them one at a time. Each meteor that hits explodes on impact dealing 1d8 points of bludgeoning damage.

Misty Step

Level 3 Teleportation/Summoning

Domains: Travel, Trickery **Components:** V, S, M, Spec
Target: One Living Creature **Range:** Touch
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS Negates

Leveling: At 5th level, the duration of this spell is 1 round / level and you teleport as a move action.

Description: You teleport a target to a space you can see. If the target is willing, there is no range restriction, provided you can actually see the destination. If the target is unwilling, it gets a wisdom saving throw to avoid the effect, and it cannot be teleported more than 30 feet away. Either way, the destination must be on solid ground, and the teleportation cannot end in a space that is by nature hazardous to the creature you are teleporting or the spell fails. Teleporting does not provoke an attack of opportunity.

Nauseating Trail

Level 3 Conjuration

Domains: Fallen Druid **Components:** V, S, M
Target: One willing creature **Range:** 240 ft
Duration: 10 minutes **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** none and Con negates

Description: The target exudes stinking vapors that fill its space. The vapors do not obscure sight or affect the target, but they nauseate other creatures as stinking cloud. These vapors persist as the target moves, filling every square it passes through until it has filled a number of squares equal to 4 x your caster level. Each creature that enters or starts its turn in the area filled with these vapors is nauseated. Nauseated creatures make saving throws at the beginning of their turns until they are successful. Each time they fail a save, they must spend their standard action that round retching and reeling.

Oracle's Burden

Level 3 Necromancy

Domains: None **Components:** V
Target: One creature **Range:** 120 ft
Duration: 1 minute/level **Casting Time:** Standard
SR: No **Reversible:** Yes **Level 0:** No **Save:** Wis negates

Description: You entreat the forces of fate to bestow your Oracle's curse upon another creature. The target creature suffers all the hindrances and none of the benefits of your Oracle's curse class feature. You still suffer all effects of your Oracle's curse. If you do not have the Oracle's curse class feature, this spell has no effect.

Pellet Blast

Level 3 Conjuraton

Domains: Earth **Components:** V, S, M
Area: Cone shaped burst **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** Dex half

Leveling: At Level 4, this spell does 6d8 points of damage
Description: This spell creates an explosion of conjured metal pellets, striking everything within its area and dealing 4d8 points of piercing damage. If the material component is made of cold iron (costing 50 gp), silver (costing 20 gp), or adamantine (costing 100 gp), the resulting blast can inflict extra damage to creatures who are vulnerable to that material. The pellets disappear after the spell is cast and the damage is dealt.

Plant Growth

Level 3 Transmutation

Domains: Plant **Components:** V, S, DF
Target: See text **Range:** See text
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: Plant growth has different effects depending on the version chosen.
Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within 600 feet to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. At your option, you may limit the range to 100 feet and designate places in the area that are not affected.
Enrichment: This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal. Plant growth counters diminish plants. This spell has no effect on plant creatures.

Quench

Level 3 Transmutation

Domains: Druid, Fallen Druid **Components:** V, S, DF
Target: All fires within 120 feet or one fi **Range:** 0 ft
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: For level beyond 3rd, the spell does an extra 2d6 damage to elementals in range. Furthermore, higher levels function the same way *Dispel Magic* does (that is, at 4th level, all fire spells 4th and below are quenched, etc.).
Description: Quench is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires within 120 feet. The spell also dispels any fire spells in range, though the ability to do this conforms with the process used in *Dispel Magic*. Fire spells of level 3 and lower are automatically dispelled. At higher levels make a spell attack against the caster's save DC. Each elemental (fire) creature within the area of a quench spell takes 6d6 points of force damage. Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours.

Phantom Steed

Level 3 Conjuraton

Domains: Creation **Components:** V, S
Effect: One quasi-real, horselike creatur **Range:** 0 ft
Duration: 8 hours (D) **Casting Time:** 10 min
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

You conjure a large, quasi-real horselike creature

[See Spell for Full Description.](#)

Psychic Leech

Level 3 Enchantment

Domains: Mind **Components:** S
Target: One living creature **Range:** 60 ft
Duration: 1 minute/level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA partial

Description: The target experiences feelings of ennui and lethargy, gaining one level of fatigue for spell's duration. While the target is fatigued and is within the spell's range, you gain advantage on Strength and Dexterity rolls (checks, saves, skills, attacks). On a successful save, the target is fatigued for only 1d4 rounds and you receive no bonus.

Rage

Level 3 Enchantment

Domains: Mutation, Strength **Components:** V, S
Target: Two willing creatures within 30' **Range:** 120 ft
Duration: 1 round/level, Concentration **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: At Level 5, three willing creatures can be targeted and the duration is 10 minutes. At Level 7, four willing creatures can be targeted and the duration is 15 minutes.

Description: Each affected creature gains some of the effects of a barbarian's rage

- +2 bonus to melee and thrown attacks
- +2 to damage from melee and thrown attacks
- 2 temporary hit points per level
- advantage on all strength and constitution-based rolls (skills, saves, and ability checks)
- advantage on saves made to resist enchantment or mental control

You don't gain fatigue when rage wears off.

Remove Curse

Level 3 Abjuration

Domains: Affliction, Generic, Life **Components:** V, S
Target: Creature or object touched **Range:** Touch
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Remove a curse that inflicts the target

[See Spell for Full Description.](#)

Remove Disease

Level 3 Necromancy

Domains: Druid, Generic, Life **Components:** V, S
Target: Creature touched **Range:** Touch
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: Remove disease can cure all diseases from which the subject is suffering. You must make a spell attack against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Sculpt Sound

Level 3 Transmutation

Domains: None **Components:** V, S
Target: 6 creatures **Range:** 30 ft
Duration: 6 hours (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: At each level beyond 3, the spell lasts another 2 hours and affects another 2 creatures.

Description: You change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it. You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself. A spellcaster whose voice is changed dramatically is unable to cast spells with verbal components.

Searing Light

Level 3 Evocation

Domains: Fire, Generic **Components:** V, S
Effect: Ray **Range:** 240 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: At Level 4: the spell does 6d8 radiant damage. At Level 5, searing light becomes so bright it creates a beam of sunlight in a 60 foot line, dealing 6d8 radiant damage to everyone in the way and causing them to go blind. A dexterity save halves the damage and prevents the blindness.

Description: Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a spell attack to strike your target. A creature struck by this ray of light takes 4d8 points of radiant, double damage against undead, half damage against constructs or inanimate objects.

Secret Page

Level 3 Transmutation

Domains: None **Components:** V, S, M
Target: Page touched **Range:** Touch
Duration: Permanent **Casting Time:** 10 min
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: *Secret page* alters the contents of a page so that they appear to be something entirely different. The text of a spell can be changed to show even another spell. *Explosive runes* or *sepia snake sigil* can be cast upon the *secret page*.

A *comprehend languages* spell alone cannot reveal a *secret page*'s contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page, and return it to its *secret page* form at will. You can also remove the spell by double repetition of the special word. A *detect magic* spell reveals dim magic on the page in question but does not reveal its true contents. *True seeing* reveals the presence of the hidden material but does not reveal the contents unless cast in combination with *comprehend languages*. A *secret page* spell can be dispelled, and the hidden writings can be destroyed by means of an *erase* spell.

Sepia Snake Sigil

Level 3 Conjuration

Domains: Traps **Components:** V, S, M
Target: One touched book or written wo **Range:** Touch
Duration: Permanent until discharged **Casting Time:** 10 min
SR: No **Reversible:** No **Level 0:** No **Save:** DEX negates

Create a snake trap in written page

[See Spell for Full Description.](#)

Shield of Darkness

Level 3 Abjuration

Domains: Generic, Night **Components:** V
Target: Caster **Range:** Personal
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: You shield yourself with darkness, reducing the illumination level in your space to magical darkness and granting you 3/4 cover. Your opponents are automatically aware of which squares you occupy, preventing you from attempting Stealth checks using this concealment unless adjacent squares are also dark. Shield of darkness does not hinder your vision, and creatures that can see in magical darkness ignore this effect.

Shrink Item

Level 3 Transmutation

Domains: Creation **Components:** V, S
Target: One touched object of up to 15 **Range:** Touch
Duration: One week **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: At Level 6, when cast with a material component (7,500 gp. worth of diamond dust), this spell has a duration of Permanent. Using this spell in this way, the object can be shrunk or expanded an indefinite number of times, but only by you.

Description: You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a clothlike one. Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

Siphon Might

Level 3 Necromancy

Domains: Fallen Druid, Mutation, Stren **Components:** V, S
Target: One creature **Range:** 60 ft
Duration: 1 round / level, Concentratio **Casting Time:** 1 rd
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON Half

Description: You drain the might of the target and transfer that power to another creature. The subject takes a penalty to Strength equal to 1d6 + 1 per 2 caster levels (maximum 1d6 + 5). This effect can't cause the subject's Strength score to drop below 1. A successful CON save halves this penalty. This penalty doesn't stack with itself or the penalty applied from ray of enfeeblement. You can grant any one creature adjacent to you (including yourself) an enhancement bonus to Strength equal to the Strength penalty imposed by this spell.

Shining Cord

Level 3 Evocation

Domains: None **Components:** V, S, M
Target: 1 creature **Range:** 30 ft
Duration: 1 round/level or instantaneou **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON partial

Create a connection to a target and receive advantage on perception and insight agains them

[See Spell for Full Description.](#)

Silver Darts

Level 3 Conjuration

Domains: None **Components:** V, S, M
Area: cone-shaped burst **Range:** 15 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Dex half

Leveling: For each level above 3rd, the spell does an extra 2d6 damage.

Description: A cone of silver darts springs from your hand. These darts act as a silver weapon that deals 6d6 points of piercing damage. Any creature with an armor bonus greater than +4 or a natural armor bonus greater than +4 takes 50% less damage.

Sleet Storm

Level 3 Conjuration

Domains: Ice, Weather **Components:** V, S, M, DF
Area: Cylinder (40-ft. radius, 20 ft. high) **Range:** 500 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics/Balance check. Failure means it can't move in that round, while failure by 5 or more means it falls. The sleet extinguishes torches and small fires.

Soul Bind

Level 3 Necromancy

Domains: Death, Mind **Components:** V, S, F
Target: Dying or Dead Creature **Range:** 60 ft
Duration: Permanent **Casting Time:** 1 rd
SR: No **Reversible:** No **Level 0:** No **Save:** WIS Negates

Trap a soul in a gem

[See Spell for Full Description.](#)

Speak with Dead

Level 3 Necromancy

Domains: Death, Generic, Knowledge **Components:** V, S, DF
Target: One dead creature **Range:** 10 ft
Duration: 10 minutes, Concentration **Casting Time:** 10 min
SR: No **Reversible:** No **Level 0:** No **Save:** WIS negates

Allows you to speak with the dead

[See Spell for Full Description.](#)

Speak with Plants

Level 3 Divination

Domains: Plant **Components:** V, S
Target: You **Range:** Personal
Duration: 10 minutes, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you.

Spike Growth

Level 3 Transmutation

Domains: Earth, Plant **Components:** V, S, DF
Area: One 20-ft. square/level (D) **Range:** 120 ft
Duration: 8 hours **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX partial

Spiked plants do damage and reduce movement.

[See Spell for Full Description.](#)

Stone Shape

Level 3 Transmutation

Domains: Creation, Earth, Generic **Components:** V, S, M, DF
Target: Stone or stone object touched (**Range:** Touch
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Storm of Blades

Level 3 Conjunction

Domains: Generic, War **Components:** V, S, M
Target: One creature **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: You create floating swords of the type used as the material component for this spell (such as a rapier or scimitar) and magically propel them at your target. You can create one sword for every 2 caster levels that you possess, up to a maximum of five swords at 10th level. You must have line of effect between you and the target, and the target must be within the spell's range. You make a spell attack roll for each sword; each attack has the same threat range and critical modifier and deals the same damage as a standard sword of the type expended. Swords created by this spell disappear after striking or missing their targets.

Storm Step

Level 3 Teleportation/Summoning

Domains: Lightning, Weather **Components:** V
Target: You **Range:** 120 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Dex halves

Leveling: At 4th level, opponents take 6d8 points of damage.
Description: You are able to harness the power of the storm to transport yourself a short distance, by taking the form of a furious, sizzling bolt of elemental electricity. You must either have line of sight to your destination or you must specify a direction and distance within range. Creatures and objects in the path of your passage take 4d8 points of electricity damage. A successful Dex save halves the damage. If your path intersects with a solid object, you damage the barrier accordingly. If the damage is enough to break through the barrier, you continue beyond the barrier as long as the spell's range permits; otherwise, your movement stops in the square adjacent to the barrier and the effect ends.

Summon Celestial

Level 3 Teleportation/Summoning

Domains: Cleric **Components:** V, S, DF, F
Effect: Summoned Creatures **Range:** 60 ft
Duration: 1 round/level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Summons a celestial creature

[See Spell for Full Description.](#)

Summon Fiend

Level 3 Teleportation/Summoning

Domains: Cleric **Components:** V, S, DF, F
Effect: Summoned Creatures **Range:** 60 ft
Duration: 1 round/level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Summons a fiendish creature

[See Spell for Full Description.](#)

Suggestion

Level 3 Enchantment

Domains: Justice, Mind **Components:** V, M
Target: One living creature **Range:** 30 ft
Duration: 1 hour/level or until complete **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA negates

Leveling: Level 6: up to 12 creatures in range can be suggested.
Description: You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with disadvantage, and vice-versa. When cast against a hostile creature or one in combat, the saves are always made at advantage. The spell ends if the affected creature

Summon Elemental

Level 3 Teleportation/Summoning

Domains: Air, Earth, Fire, Water **Components:** V, S, DF, F
Effect: Summoned Creatures **Range:** 60 ft
Duration: 1 round/level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Summons an elemental

[See Spell for Full Description.](#)

Tidal Wave

Level 3 Conjunction

Domains: Water **Components:** V, S, M
Effect: A wave of water strating in front **Range:** 0 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** STR Halves

Description: You create a wave of water ten feet tall and ten feet wide that travels a distance of 30 feet, crashing into anyone in its path and extinguishing flames. Anyone who is hit by the wave must make a strength saving throw or take 6d6 points of damage and be knocked prone. A successful save halves the damage and prevent the prone.

Tiny Hut

Level 3 Evocation

Domains: None **Components:** V, S, M
Effect: 20-ft.-radius sphere centered on **Range:** 20 ft
Duration: 24 hours (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Create a small hut that protects you at camp

[See Spell for Full Description.](#)

Tongues

Level 3 Divination

Domains: Generic, Travel **Components:** V, M, DF
Target: Creature touched **Range:** Touch
Duration: 1 hour **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: Level 6: When cast on yourself at this level with an additional material component (7,500 gp. worth of diamond dust), this spell has a duration of Permanent.

Description: This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tree Shape

Level 3 Transmutation

Domains: Plant **Components:** V, S, DF
Target: You **Range:** Personal
Duration: 8 hours (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: By means of this spell, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a *detect magic* spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +15 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss *tree shape* as a free action

Trial of Fire and Acid

Level 3 Evocation

Domains: Acid, Fire, Generic **Components:** V, S
Target: Creature touched **Range:** Touch
Duration: 1 round/level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** Con half

Description: The target creature is covered in burning acid that deals 1d6 points of acid damage and 1d6 points of fire damage each round. The subject can attempt a Con saving throw each round to reduce the damage by half. Dousing the target in water ends the effect (both the acid and the fire), but rolling on the ground does not extinguish the fire or affect the acid.

Vampiric Touch

Level 3 Necromancy

Domains: Blood, Death **Components:** V, S
Target: Living creature touched **Range:** Touch
Duration: Instantaneous/1 hour **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: Necrotic damage increases by an additional 2d6 for each level above 3rd (max 10d6).

Description: You must succeed on a spell attack to touch your target. Your touch deals 4d6 points of necrotic damage. You gain temporary hit points equal to the damage you deal. The temporary hit points disappear 1 hour later.

Water Breathing

Level 3 Transmutation

Domains: Generic, Water **Components:** S, M, DF
Target: Living creatures touched **Range:** Touch
Duration: 2 hours/level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Water Walk

Level 3 Transmutation

Domains: Generic, Water **Components:** S, DF
Target: One touched creature/level **Range:** Touch
Duration: 1 hour, Concentration **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Waves of Blood

Level 3 Conjunction

Domains: Blood **Components:** V, S, M
Area: Cone-shaped burst **Range:** 30 ft
Duration: Instantaneous and 1 round **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** Str / Con negates

Description: You cause torrents of roiling blood to push your opponents away from you. Each creature in the area must make a Strength saving throw or be pushed away from you by 10 feet (double on a critical failure). Any creature in the area must also succeed at a Con saving throw or become sickened with level 2 fatigue for 1d6 rounds by the tide of blood. The area covered by the cone remains slick for 1 round, requiring a successful DC 10 Acrobatics check from any creature attempting to move within it, though it is still considered rough terrain. Any creature that fails the Acrobatics check, falls prone and is sickened with level 2 fatigue until it stands back up.

Wind Wall

Level 3 Evocation

Domains: Air, Generic **Components:** V, S, M, DF
Effect: Wall up to 30 feet long and 15 feet high **Range:** 240 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

An invisible curtain of wind appears

[See Spell for Full Description.](#)

Zone of Sweet Air

Level 3 Conjunction

Domains: Air, Generic **Components:** V, S
Target: 20' radius from a point **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This spell creates a zone of clean air, effectively clearing out any harmful vapors, poisonous clouds, air based area of effect spells, and airborne diseases. This helps counter the effect of cloud and other similar spells.

Absorbing Inhalation

Level 4 Transmutation

Domains: Air, Mutation **Components:** V, S
Target: One cloud-like effect within a 20-foot radius **Range:** 60 ft
Duration: 1 round / level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** see text

Harmlessly inhale a cloud-like effect

[See Spell for Full Description.](#)

Air Walk

Level 4 Transmutation

Domains: Air, Generic, Planes, Travel **Components:** V, S
Target: Creature (Gargantuan or smaller) **Range:** Touch
Duration: 10 min. **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

The subject can tread on air as if walking on solid ground.

[See Spell for Full Description.](#)

Animal Ambassador

Level 4 Enchantment

Domains: Animal **Components:** V, S, M
Target: One medium or smaller animal **Range:** 60 ft
Duration: 1 day/level or until message i **Casting Time:** 10 min
SR: No **Reversible:** No **Level 0:** No **Save:** None

An animal travels and delivers a message for you

[See Spell for Full Description.](#)

Antiplant Shell

Level 4 Abjuration

Domains: Plant **Components:** V, S
Area: 10-ft.-radius emanation, centered **Range:** 10 ft
Duration: 1 hour (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: The *antiplant shell* spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

Arcana Theft

Level 4 Abjuration

Domains: None **Components:** V, S
Target: Creature touched **Range:** Touch
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You steal the effects of one spell currently affecting your target. Make a spell attack to touch your target. If successful, one effect of your choice is transferred to you. If you are aware of which spells are affecting your target, you can choose the spell to steal, otherwise you can let the spell simply steal the highest level spell in effect. The effect must be cast by a level 4 spell or lower.

Arcane Eye

Level 4 Divination

Domains: None **Components:** V, S, M
Effect: Magical sensor **Range:** Unlimited
Duration: 1 hour (D) **Casting Time:** 10 min (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You create an invisible magical sensor that sends you visual information. You can create the *arcane eye* at any point you can see, but it can then travel outside your line of sight without hindrance. An *arcane eye* travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a *gate* or similar magical portal. Moving the eye takes a standard action.

Aspect of the Wolf

Level 4 Transmutation

Domains: Animal **Components:** V, S, DF
Target: Caster **Range:** Personal
Duration: 1 minute / level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: When you cast this spell, you take on an aspect of a wolf, including some of its physical characteristics. You become more rugged, your ears become elongated, and you sprout sharp fangs and fur. You gain advantage on all checks related to Strength and Dexterity, including attacks. You also gain the scent ability, +2 to damage, advantage on trip attacks, and you can make a trip combat maneuver as a bonus action. Your failed trip attacks do not provoke attacks of opportunity.

Atavism

Level 4 Transmutation

Domains: Animal **Components:** V, S
Target: One animal **Range:** 60 ft
Duration: 1 min / level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON Negates

Leveling: Level 8: Affects up to 16 animals, each of which must be within 30' of another

Description: By bringing forth the primeval ancestry of the target animal, you awaken a savage engine of destruction. The animal immediately gains advantage all rolls, +2 bonus to damage, a +4 bonus to AC, and +2 hit points per HD. Its save DC also increases by 2 points. The animal's primal instincts take hold for the duration of this spell--if the animal knows tricks granted by the Handle Animal skill, it loses access to all of those tricks save for "attack." This spell has no effect on animals that already have the advanced creature template.

Ball Lightning

Level 4 Evocation

Domains: Lightning **Components:** V, S, M, DF
Effect: two or more 5-ft.-diameter sphere **Range:** 120 ft
Duration: 1 round/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX negates

Leveling: At Level 5, you get 3 globes of lightning; at Level 7 you get 4 globes; at Level 9 you get five globes.

Description: You create two globes of lightning that fly in whichever direction you indicate. These globes fly at a rate of 20 feet per round and have perfect maneuverability. Wind does not affect a flying sphere's course. If a globe enters a space with a creature, it stops moving for the round and deals 3d6 points of electricity damage to that creature, though a successful DEX save negates the damage. Creatures wearing metal armor roll this saving throw at disadvantage. Each globe moves as long as you actively direct it (it's a move action for you to direct all the spheres created by a single casting of this spell); otherwise they stay at rest. These globes have no mass and cannot push aside unwilling creatures or move solid objects. A ball lightning globe winks out if it exceeds the spell's range.

Blight

Level 4 Necromancy

Domains: Plant, Sickness **Components:** V, S, DF
Target: One plant touched **Range:** Touch
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON halves

Description: This spell withers a single plant of any size. An affected plant creature takes 1d6 points of necrotic damage per level (maximum 15d6) and may attempt a CON saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies. This spell has no effect on the soil or surrounding plant life.

Compulsion

Level 4 Enchantment

Domains: Mind **Components:** V, S
Target: Any creatures in range **Range:** 30 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA Negates

Description: You can compel creatures near you to move against their will. Target any creatures in range, compelling them to make a charisma save or come under your control. While the spell lasts, you can use a bonus action to designate a direction. On their turns, all controlled creatures must take their movement action at full speed to move in a straight line in the direction you specify, though they can maneuver as necessary to avoid any obstacles or hazards. Attacks of opportunity do not count as hazards in this regard, and controlled creatures will provoke them when appropriate. Controlled creatures still use their other actions as they desire, even moving last, if necessary. You can only designate a horizontal movement, with this spell. After being compelled to move, targets get another saving throw to see if they can break the spell's enchantment.

Blade Thirst

Level 4 Necromancy

Domains: None **Components:** V, S, M
Target: A piercing or slashing weapon **Range:** Touch
Duration: See text **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This spell enchants a weapon with a necromantic thirst for blood. On casting, the weapon becomes a dormant +3 weapon. While dormant, it shows no signs of being magical, nor does it offer any advantages of a standard +3 weapon. The next time a wound is made with the weapon, it bursts into a blood-red color, wakes up, and is now a fully functional +3 weapon. The weapon thirsts for blood and will stay enchanted provided that it draws blood that round. The size of the wound is not important, though it must be at least 1 hp worth of damage. The wound may be self-inflicted. For each round without tasting blood, the weapon's magic wanes a little bit, first to a +2, then to a +1. Finally, the weapon loses its magic all together and crumbles into dust. If the sword scores a critical hit, it will gain a level of enchantment, though never greater than +4. The weapon can remain dormant for an indefinite amount of time. Creatures that do not have blood of some sort (e.g. undead, incorporeal beings, elementals) do not feed the sword, nor do they awaken it from dormancy.

Chaos Hammer

Level 4 Evocation

Domains: Destruction, Generic **Components:** V, S
Area: 20-ft.-radius burst, L or N creature **Range:** 120 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA half-damage, no

Leveling: At Level 5, the spell does 6d8 / 3d8 force damage.

Description: You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. *Lawful Creatures:* 4d8 force damage and slowed for 1d6 rounds. *Neutral Creatures:* 2d8 damage.

Confusion

Level 4 Enchantment

Domains: Affliction, Mind, Sickness, Trick **Components:** V, S, M
Target: all creatures in a 15-foot radius **Range:** 120 ft
Duration: 1 round/level, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT negates

Causes target(s) to become confused.

See Spell for Full Description.

Conjuration Foil

Level 4 Abjuration

Domains: None **Components:** S
Area: 20-foot radius spread **Range:** 240 ft
Duration: 1 round **Casting Time:** Reaction
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS Partial

Description: All creatures in the area gain advantage on saving throws against teleportation effects. If any creature would enter or depart the area via a summoning or teleportation effect, that creature takes 1d6 points of damage per spell level of the triggering effect (or half the HD of the originating creature if the effect has no spell level) and arrives in a random similar location within the triggering effect's range, rather than the intended destination. A successful Wis save halves the damage and negates the altered destination.

Control Person

Level 4 Enchantment

Domains: Justice, Mind **Components:** V, S
Target: One humanoid you can see in range **Range:** 60 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA Negates

Takes temporary control of a humanoid in range.

[See Spell for Full Description.](#)

Create Undead

Level 4 Necromancy

Domains: Death **Components:** V, S, M
Target: One corpse **Range:** 30 ft
Duration: Instantaneous **Casting Time:** 1 hr
SR: No **Reversible:** No **Level 0:** No **Save:** None

Create an intelligent undead

[See Spell for Full Description.](#)

Conjure Deadfall

Level 4 Conjuration

Domains: None **Components:** V, S, M
Duration: Instantaneous **Range:** 240 ft
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX negates (special)

You conjure a large metal cube covered in sharp spikes

[See Spell for Full Description.](#)

Control Water

Level 4 Transmutation

Domains: Generic, Water, Weather **Components:** V, S, M
Area: A volume of water no longer than **Range:** 500 ft
Duration: 10 minutes, concentration, Co **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Raise or lower water on command

[See Spell for Full Description.](#)

Creation

Level 4 Conjuration

Domains: Creation **Components:** V, S, M
Effect: Unattended, nonmagical object o **Range:** 0 ft
Duration: 1 hour/level **Casting Time:** 1 min
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: At [Level 5](#), you can also create an object out of mineral nature: stone, crystal, metal, etc.

Description: You create a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item.

Attempting to use any created object as a material component causes the spell to fail.

Death Ward

Level 4 Necromancy

Domains: Death, Druid, Fallen Druid, Ge **Components:** V, S, DF
Target: Living creature touched **Range:** Touch
Duration: 10 min. **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: The subject is immune to all death spells, magical death effects, life drain, and necrotic damage. This spell doesn't cure life drain that the subject has already gained. Death ward does not protect against other sorts of attacks even if those attacks might be lethal.

Detonate

Level 4 Evocation

Domains: Acid, Destruction, Ice, Lightnin **Components:** V, S, M
Area: 15' radius (primary), and 30' radiu **Range:** 30 ft
Duration: 1 round, then instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX half

Leveling: At Level 5, the spells does 10d8 points of damage.
Description: You flood yourself with a potent surge of elemental energy. One round after completing the casting of the spell, the energy explodes from your body. When this spell creates the explosion of energy, choose one of the following four energy types: acid, cold, electricity, or fire. The explosion inflicts 8d8 points of damage of that energy type to all creatures and unattended objects in the primary range. Those in the secondary range take half damage. Both ranges get a DEX save for half the inflicted damage. You automatically take half damage from the explosion, without a saving throw, but any other energy resistance or energy immunity effects you may have in place can prevent or lessen this overflow damage caused by the explosion.

Dimension Door

Level 4 Teleportation/Summoning

Domains: Travel **Components:** V
Target: You and touched objects or oth **Range:** 500 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet." You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell. If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

Dimensional Anchor

Level 4 Teleportation/Summoning

Domains: Generic, Planes, Travel **Components:** V, S
Effect: Ray **Range:** 120 ft
Duration: 1 min./level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: A green ray springs from your outstretched hand. You must make a spell attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a *dimensional anchor* include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. The spell also prevents the use of a *gate* or *teleportation circle* for the duration of the spell.
A *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, *dimensional anchor* does not prevent summoned creatures from disappearing at the end of a summoning spell.

Discern Lies

Level 4 Divination

Domains: Generic, Justice, Knowledge **Components:** V, S, DF
Target: 5 creatures **Range:** 30 ft
Duration: Up to 5 rounds, Concentratio **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** INT Negates

Description: Each round, you concentrate on one subject, who must be within range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different subject.

Dismissal

Level 4 Teleportation/Summoning

Domains: Cleric, Generic **Components:** V, S, DF
Target: One extraplanar creature **Range:** 30 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS Negates

Leveling: Level 6 (Banishment): Can banish up to 25 HD of creatures. You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your spell attack bonus to overcome the target's spell resistance (if any), the saving throw DC increases by 2.

Level 7: Can banish up to 30 HD of creatures.

Level 8: Can banish up to 35 HD of creatures.

Description: This spell forces an extraplanar creature back to its home plane if it fails a WIS save. If the spell is successful, the creature is instantly whisked away. If the spell ends before 1 minute has passed, the target reappears in the nearest unoccupied space to where it left. After one minute, the creature's banishment is sealed and it remains in its home plane.

Divination

Level 4 Divination

Domains: Cleric, Generic **Components:** V, S, M
Target: You **Range:** Personal
Duration: Instantaneous **Casting Time:** 10 min (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct *divination* is 70% + 1% per caster level, to a maximum of 90%. If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work. Each time you cast *divination*, the chance of success decreases by 20%. This penalty resets after a long rest.

As with *augury*, multiple *divinations* about the same topic by the same caster use the same dice result as the first *divination* spell and yield the same answer each time.

Dragon's Breath

Level 4 Evocation

Domains: Acid, Fire, Ice **Components:** V, S, M
Effect: cone-shaped burst or line **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX half

Leveling: At 5th level you do 10d6 points of damage; at 6th you do 12d6.

Description: You breathe out a blast of energy. Creatures in the affected area take 8d6 points of energy damage. A successful Dex save results in half damage. The spell's effect and energy type depend on the type of dragon scale used:

- Black dragon: 60-foot line of acid.
- Blue or bronze dragon: 60-foot line of electricity.
- Green dragon: 30-foot cone of acid.
- Gold or red dragon: 30-foot cone of fire.
- Silver or white dragon: 30-foot cone of cold.
- Brass dragon: 60-foot line of fire.
- Copper dragon: 60-foot line of acid.

Fabricate

Level 4 Transmutation

Domains: Creation **Components:** V, S, M
Target: product(s) created from raw ma **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Special
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool. Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the spell is commensurate with the quality of the raw materials. Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have the appropriate craft skill.

Divine Power

Level 4 Evocation

Domains: Cleric, Generic, Paladin **Components:** V, S, DF
Target: You **Range:** Personal
Duration: 1 minute (D), Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: Calling upon the strength and wisdom of a deity, you imbue yourself with strength and skill in combat. You gain advantage on attack rolls, advantage on all strength-based checks, a +2 bonus to damage, and 2d6 temporary hit points. Furthermore, whenever you make a full-attack action, you can make an additional attack at your full attack bonus, plus any appropriate modifiers. This additional attack is not cumulative with similar effects, such as haste.

Enervation

Level 4 Necromancy

Domains: Destruction, Sickness **Components:** V, S
Effect: Ray of necrotic energy **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: At Level 9, creatures gain 2d4 HD (plus CON bonus) of life drain.

Description: You point your finger and utter the incantation, releasing a black ray of crackling necrotic energy that suppresses the life force of any living creature it strikes. You must make a spell attack to hit. If the attack succeeds, the targets suffers 1d4 HD (plus their CON bonus) worth of life drain. Unlike regular life drain, these hit points are regained after the next long rest.

Field of Ghouls

Level 4 Necromancy

Domains: Death **Components:** V, S
Area: 30-foot radius **Range:** 0 ft
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** CON Negates

Leveling: At Level 5, the dying creatures become ghosts instead of ghouls.

Description: You cast out a wave of necrotic energy that washes over all dying creatures, which all must make a Constitution save or immediately die. Humanoid creatures killed by this effect immediately rise as ghouls under your control. The ghouls remain under your control for one minute, after which they turn back into regular corpses again.

Fire Shield

Level 4 Evocation

Domains: Fire, Protection **Components:** V, S, M, DF
Target: You **Range:** Personal
Duration: 1 minute, Concentration **Casting Time:** Reaction
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Ring of flame injures any who attack you (1d6+1/level)

[See Spell for Full Description.](#)

Fire Trap

Level 4 Abjuration

Domains: Fire, Traps **Components:** V, S, M
Target: Object touched **Range:** Touch
Duration: Permanent until discharged **Casting Time:** 10 min (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX half

Create a trap that does 2d6 damage when triggered

[See Spell for Full Description.](#)

Firefall

Level 4 Transmutation

Domains: Fire **Components:** V, S, M
Target: One fire source, up to a 20-foot **Range:** 800 ft
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** special

Description: Firefall causes a fire to erupt into a geyser of dazzlingly bright liquid flame. The spell uses one fire source, which is immediately extinguished. A fire larger than a 20-foot cube is only partly extinguished. Magical fires are not extinguished, but a creature of the fire subtype used as the source takes 1 point of damage per caster level (no saving throw). The coruscating rain of fire fills a hemispherical burst with a radius of 60 feet. All creatures and objects in the area take 5d6 points of fire damage and catch on fire (1d6 damage per round, DC 15 Dex save each round to extinguish). Creatures who make successful Dex saves take half damage and don't catch on fire. Creatures within 120 feet of the original fire source are blinded for 1d4+1 rounds (Wis negates).

Flash Forward

Level 4 Teleportation/Summoning

Domains: Paladin, Travel, Trickery **Components:** V, S, F
Target: Caster **Range:** Personal
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You cheat the laws of time and enter into combat before reverting back to your original position. As part of the action to cast the spell, you make a charge attack against an enemy. You make this charge attack normally, accounting for terrain, obstacles, attacks of opportunity, attack rolls, and damage rolls. At the end of your charge action, you instantly teleport back to your original location as a free action. Any damage or conditions dealt by you or to you during this action are real and remain when you return to your original location.

Forceful Strike

Level 4 Evocation

Domains: Generic, Strength, War **Components:** V, S
Target: 1 creature **Range:** Personal
Duration: Instantaneous **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** STR partial

Description: You cast this spell as you strike a creature with a melee weapon, unarmed strike, or natural attack to unleash a concussive blast of force. You deal normal weapon damage from the blow, in addition to a burst of force damage that pushes your target backward. If your attack is successful, your target must make a strength saving throw. On failure, they take an additional 8d4 points of force damage and are propelled backward 10 feet. A successful save halves the damage and negates the knock-back effect.

Freedom of Movement

Level 4 Abjuration

Domains: Druid, Fallen Druid, Generic, Li **Components:** V, S, M, DF
Target: You or creature touched **Range:** Personal
Duration: 1 hour **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as stunning, *solid fog*, *slow*, and *web*. The subject automatically succeeds on any defensive grapple check. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, allow water breathing.

Giant Vermin

Level 4 Transmutation

Domains: Animal, Generic, Sickness **Components:** V, S, DF
Target: Up to three vermin, no two of w **Range:** 30 ft
Duration: 10 minutes **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling:

Level 5: Large

Level 6: Huge

Level 7: Gargantuan

Level 8: Colossal

Description: You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into a Medium-sized form. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. Any vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard an

Grove of Respite

Level 4 Conjuration

Domains: Druid **Components:** V, S, M, DF
Effect: 20 foot radius **Range:** 60 ft
Duration: 24 hours (D) **Casting Time:** 10 min
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: You conjure a sheltered grove of trees surrounding a shallow spring. The grove appears from nowhere even in the most barren, rocky soil regardless of season, but the spell must be cast outside on open ground. The area within the grove is temperate and comfortable, like that of a tiny hut, although the grove provides no illumination and provides no protection from the elements. The water in the grove's spring is clean and drinkable. Additionally, the trees provide a variety of ripe fruit, regardless of season, which acts as a goodberry spell for up to eight people. The grove is warded with an alarm spell that alerts you whenever any creature enters the area. Once the spell expires, the grove vanishes, including all fruit, water, and other materials from it, although any nourishment or healing gained from its effects remains.

Holy Smite

Level 4 Evocation

Domains: None **Components:** V, S
Area: 20-ft.-radius burst **Range:** 120 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS Partial

Leveling: At 5th level, the radiant damage increases to 6d8.

Description: You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected. The spell deals 4d8 points of radiant damage to each evil creature in the area and causes it to become blinded for 1 round. A successful WIS saving throw reduces damage to half and negates the blinded effect. The spell deals only half damage to neutral creatures, and they are not blinded.

Globe of Invulnerability

Level 4 Abjuration

Domains: Protection **Components:** V, S, M
Area: 10-ft.-radius spherical emanation, **Range:** 10 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: When cast at higher levels, the globe excludes all spells cast at a lower level.

Description: An immobile, faintly shimmering magical sphere surrounds you. Any spell of 3rd level or lower that is cast outside of the barrier cannot affect anyone inside of the barrier. Area effects have no effect inside the barrier and no on inside the barrier can be targeted with a spell unless it is level 4 or higher. The globe affects spells, spell-like abilities, and spell-like effects from magic items. Any type of spell can be cast out of the magical globe, and spells that are already in effect on a target remain in effect if they step into the globe. You can leave and return to the globe without penalty. The globe can be brought down by a targeted dispel magic spell, but not by an area dispel magic.

Hallucinatory Terrain

Level 4 Illusion

Domains: Trickery **Components:** V, S, M
Area: terrain in a 10-foot diameter per l **Range:** 1000 ft
Duration: 1 day **Casting Time:** 10 min
SR: No **Reversible:** No **Level 0:** No **Save:** INT disbelief (if intera

Leveling: Level 5 (Mirage Arcana): include audible, visual, tactile, and all other senses and can alter the appearance of structures. Level 7: Terrain up to 1 mile in diameter is affected. The duration becomes 10 days.

Description: You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Holy Sword

Level 4 Evocation

Domains: Paladin **Components:** V, S
Target: Melee weapon touched **Range:** Touch
Duration: 1 minute, Concentration **Casting Time:** Bonus
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a +5 *holy weapon* (+5 enhancement bonus on attack and damage rolls, extra 2d6 radiant damage against evil opponents). It also emits a *magic circle against evil* effect (as the spell). If the *magic circle* ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one *holy sword* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with *bless weapon* or any other spell that might modify the weapon in any way. This spell does not work on artifacts.

Note: A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Ice Storm

Level 4 Evocation

Domains: Ice, Weather **Components:** V, S, M, DF
Area: Cylinder (20-ft. radius, 40 ft. high) **Range:** 600 ft
Duration: 1 minute (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A -4 penalty applies to each Perception/Listen check made within the *ice storm's* effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

Illusion of Treachery

Level 4 Illusion

Domains: Trickery **Components:** S, F
Target: One creature **Range:** 30 ft
Duration: 1 round / level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT Disbelief

Create an illusion of a foe that performs the same action you do.

[See Spell for Full Description.](#)

Illusory Wall

Level 4 Illusion

Domains: Trickery **Components:** V, S
Effect: Image 1 ft. by 10 ft. by 10 ft. **Range:** 30 ft
Duration: Permanent **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** INT disbelief (if interact)

Description: This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

Imbue with Spell Ability

Level 4 Evocation

Domains: Cleric, Generic **Components:** V, S, DF
Target: Creature touched **Range:** Touch
Duration: Permanent until discharged **Casting Time:** 10 min
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Transfer currently prepared spells to another creature.

[See Spell for Full Description.](#)

Insect Spies

Level 4 Teleportation/Summoning

Domains: Animal **Components:** V, S, M
Effect: three insect spies **Range:** 60 ft
Duration: 10 minutes / level (D) **Casting Time:** 1 rd
SR: No **Reversible:** No **Level 0:** No **Save:** None

Summon insects that act as spies

[See Spell for Full Description.](#)

Mark of Justice

Level 4 Necromancy

Domains: Affliction, Generic, Justice **Components:** V, S, DF
Target: Creature touched **Range:** Touch
Duration: Permanent **Casting Time:** 10 min
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of *bestow curse*. Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained. Like the effect of *bestow curse*, a *mark of justice* cannot be dispelled, but it can be removed with a *break enchantment*, *miracle*, *remove curse*, or *wish* spell. *Remove curse* works only if its caster level is equal to or higher than your *mark of justice* caster level. These restrictions apply regardless of whether the mark has activated.

Modify Memory

Level 4 Enchantment

Domains: Mind **Components:** V, S
Target: One living creature **Range:** 60 ft
Duration: Permanent **Casting Time:** 1 rd
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT negates

Modify memory of subject.

[See Spell for Full Description.](#)

Order's Wrath

Level 4 Evocation

Domains: Generic, Justice **Components:** V, S
Area: Nonlawful creatures within a burst **Range:** 120 ft
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** WIS partial

Description: You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell. The spell deals 4d8 force damage to chaotic creatures and causes them to be stunned (level 1) for 1 round. A successful WIS save reduces the damage to half and negates the stun effect. The spell deals only half damage to creatures who are neutral, and they are not stunned. They can reduce the damage in half again (down to one-quarter of the roll) with a successful WIS save.

Phantasmal Killer

Level 4 Illusion

Domains: Death **Components:** V, S
Target: One living creature **Range:** 120 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT Negates

Leveling: *Level 9 (Weird):* Can now affect any number of creatures all 30 feet apart.

Description: You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make an INT saving throw to recognize the nightmare as unreal. If failed, the target is frightened (level 2) for the duration of the spell. At the beginning of each of your turns, as long as the spell is in effect, the target must make an INT saving throw or take 2d4 INT damage. When the target reaches max INT damage, they fall comatose to the ground, helpless and trapped in their own nightmares. Once the spell ends, the INT damage remains but can be healed using any of the normal methods for dealing with ability damage.

Planar Ally

Level 4 Teleportation/Summoning

Domains: Cleric, Generic, Paladin **Components:** V, S, M
Effect: One called elemental or outsider **Range:** 30 ft
Duration: Instantaneous **Casting Time:** 10 min (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Request the assistance of an outsider.

[See Spell for Full Description.](#)

Poison

Level 4 Necromancy

Domains: Destruction, Druid, Fallen Dru **Components:** V, S, DF
Target: Living creature touched **Range:** Touch
Duration: Instantaneous; see text **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON negates

Description: Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Con save.

Repel Vermin

Level 4 Abjuration

Domains: Animal, Generic, Strength **Components:** V, S, DF
Area: 10-ft.-radius emanation centered **Range:** 10 ft
Duration: 1 hour, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** STR negates for some

Description: An invisible barrier holds back vermin. A vermin with CR of less than one-third your level cannot penetrate the barrier. A vermin with CR of one-third your level or more can penetrate the barrier if it succeeds on a STR save. Even so, crossing the barrier deals the vermin 2d6 points of force damage, and pressing against the barrier causes pain, which deters most vermin.

Resilient Reservoir

Level 4 Transmutation

Domains: War **Components:** V, S
Effect: One magical well of energy **Range:** Personal
Duration: 1 round/ level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

A reservoir fed by damage to you can be used to power your own abilities

[See Spell for Full Description.](#)

Resilient Sphere

Level 4 Evocation

Domains: Justice, Protection **Components:** V, S, M
Effect: 10-foot diameter sphere, center **Range:** 30 ft
Duration: 10 minutes, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX negates

Globe surrounds creature.

[See Spell for Full Description.](#)

River of Wind

Level 4 Evocation

Domains: Air **Components:** V, S
Area: 120 ft. line **Range:** 120 ft
Duration: 1 round/level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** STR partial

Description: Summoning up the power of the tempest, you direct a current of forceful winds where you please. This spell creates a 5-foot-diameter line of wind-the direction of the wind is away from your location when you cast the spell, and remains constant in that direction for the spell duration. Creatures caught in a river of wind take 4d6 bludgeoning damage and are knocked prone. A successful STR save halves the damage and prevents being knocked prone. A creature that begins its turn wholly or partially within a river of wind must make a STR save or be pushed 20 feet in the wind's direction of flow, take 2d6 damage, and be knocked prone. Again, a successful STR save halves the damage and negates the prone effect. Creatures under the effect of freedom of movement and creatures with the air subtype are unaffected by a river of wind.

Rusting Grasp

Level 4 Transmutation

Domains: Druid, Fallen Druid **Components:** V, S, DF
Target: One nonmagical ferrous object (**Range:** Touch
Duration: See text **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Ferrous objects instantly rusts

[See Spell for Full Description.](#)

Secure Shelter

Level 4 Conjuration

Domains: None **Components:** V, S
Effect: 20-ft.-square structure **Range:** 30 ft
Duration: 24 hours (D) **Casting Time:** 10 min
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Conjure a sturdy cottage

[See Spell for Full Description.](#)

Sending

Level 4 Evocation

Domains: Cleric, Generic **Components:** V, S, M, DF
Target: One creature **Range:** See text
Duration: 1 round **Casting Time:** 10 min
SR: No **Reversible:** No **Level 0:** No **Save:** None

Contact a creature you are familiar with

[See Spell for Full Description.](#)

Shadow Conjunction

Level 4 Illusion

Domains: Night, Planes
Effect: See text
Duration: See text
SR: Yes **Reversible:** No **Level 0:** No

Components: V, S
Range: See text
Casting Time: Standard
Save: INT disbelief (if interact)

Create a shadow creature that mimics the real one in spellcasting

[See Spell for Full Description.](#)

Shield of the Dawn

Level 4 Abjuration

Domains: Fire, Generic
Target: You
Duration: 1 minute (D)
SR: No **Reversible:** No **Level 0:** No

Components: V, S, DF
Range: Personal
Casting Time: Standard
Save: special

Description: You create a disk of sunlight on one arm. Any creature within 5 feet of you that strikes you with a melee attack deals normal damage but also takes 1d6 + 1 point per caster level of fire damage. The shield provides light with a 20-foot increment. This shield does not stack with similar damaging aura spells such as fire shield.

Shout

Level 4 Evocation

Domains: None
Area: Cone-shaped burst
Duration: Instantaneous
SR: Yes **Reversible:** No **Level 0:** No

Components: V
Range: 30 ft
Casting Time: Standard
Save: CON partial or DEX ne

Leveling: At [Level 8](#) ([Level 6](#) for Bard), the shout deals 10d6 sonic damage, and causes creatures to be stunned ([Level 3](#)) for 1 round and deafened for 4d6 rounds, CON save for half damage and duration.

Description: You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a CON save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful DEX save. A *shout* spell cannot penetrate a *silence* spell.

Spell Immunity

Level 4 Abjuration

Domains: Generic, Protection
Target: Creature touched
Duration: 1 hour
SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, DF
Range: Touch
Casting Time: Standard
Save: None

Leveling: Whatever level the spell is cast at, spells of that level or lower can be chosen for immunity.

Description: The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. *Spell immunity* protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. A creature can have only one *spell immunity* in effect on it at a time.

Stoneskin

Level 4 Abjuration

Domains: Earth
Target: Creature touched
Duration: 2 hours
SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, M
Range: Touch
Casting Time: Standard
Save: None

Leveling: Each level above the minimum, 20 points of damage are added on to the total (max 150).

Description: The warded creature gains weapon resistance 10. Once the spell has prevented a total of 100 points of damage, it is dispelled

Symbol

Level 4 Abjuration

Domains: Blood, Death, Destruction, Mi
Effect: One Symbol
Duration: See Text
SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, M
Range: 0 ft
Casting Time: 10 min (R)
Save: Varies

Create one symbol that functions as a magical trap.

[See Spell for Full Description.](#)

Telepathy

Level 4 Divination

Domains: Mind **Components:** V, S, M
Target: You plus one 5 willing creatures, **Range:** 120 ft
Duration: 2 hours (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: At Level 6, you can use telepathy to communicate with any number of creatures within 100 feet.

At Level 7, when cast with a material component (12,500 gp. worth of diamond dust), this spell has a duration of Permanent. Bonds 2 creatures only.

Description: You are able to telepathically communicate with 5 willing creatures provided you remain in the spell's range. All creatures must have an intelligence score of 3 or higher and be able to communicate with language, though not necessarily your own.

Unholy Blight

Level 4 Evocation

Domains: Affliction, Destruction, Sickne **Components:** V, S
Area: 20-ft.-radius spread **Range:** 120 ft
Duration: Instantaneous (1d4 rounds) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS partial

Leveling: At each level above 4th, the spell does an additional 1d8 radiant damage (base).

Description: You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell. The spell deals 4d8 points of necrotic damage to a good creature and causes it to gain level 2 fatigue for 1d4 rounds (disadvantage on all rolls). A successful WIS save reduces damage to half and negates the fatigue effect. The effects cannot be negated by remove disease or heal, but remove curse is effective. The spell deals only half damage to creatures who are neutral, and they are not fatigued. Such a creature can reduce the damage in half again with a successful WIS save.

Vomit Twin

Level 4 Conjuration

Domains: Mutation **Components:** V, S
Effect: creates one ooze duplicate of th **Range:** Personal
Duration: 1 round/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: Upon casting this spell, you vomit forth a disgusting ooze copy of yourself into a single adjacent square. As long as the twin exists, whenever you take a move action to move, the twin can move as well, although it does not need to follow you and cannot take any other actions. On subsequent rounds, at the start of your turn, you can instantaneously exchange places with your twin, as if using teleport. This is not an action and does not provoke an attack of opportunity. The twin has a speed of 30 feet and provokes attacks of opportunity from movement as normal. It has an AC equal to your class save DC and hit points equal to your caster level. If the twin is reduced to 0 hit points, it is destroyed, although you can create a new one on your turn as a standard action as long as the duration persists. You cannot have more than one vomit twin at a time.

Transplant Visage

Level 4 Transmutation

Domains: Blood, Generic, Mutation, Tric **Components:** V, S, M
Target: You **Range:** Personal
Duration: Permanent **Casting Time:** 1 rd
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Flay the face of the dead and take it as your own.

[See Spell for Full Description.](#)

Vitriolic Mist

Level 4 Evocation

Domains: Acid **Components:** V, S, M
Target: Caster **Range:** Personal
Duration: 1 round / level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You are surrounded in yellow or green acidic mist. Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of acid damage +1 point per caster level (maximum +15). Creatures wielding weapons with exceptional reach are not subject to this damage if they attack you. The mist also protects you from acid damage, reducing it by half. If the acid damage requires a saving throw, and you are successful, then you take no damage at all.

Wall of Fire

Level 4 Evocation

Domains: Fire **Components:** V, S, M, DF
Effect: Opaque sheet of flame 20' high a **Range:** 120 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: At Level 6, when cast with an additional material component (10,000 gp. worth of diamond dust), this spell has a duration of Permanent. A permanent wall of fire that is extinguished by cold damage becomes inactive for 10 minutes.

Description: An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6+10 points of fire damage to any creature passing through it. The wall deals double damage to undead creatures. If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out.

Wall of Gloom

Level 4 Illusion

Domains: Night **Components:** V, S, M, DF
Effect: Opaque wall of shadow 20' high **Range:** 120 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** special

Description: You create a barrier of ominous shadow that obscures vision and deters passage. Creatures in squares adjacent to the wall have 1/2 cover against attacks from the other side, while creatures more than five feet away have 3/4 cover. Although the wall is not substantial, a creature attempting to pass through it must make a Wis save or be halted at its edge, ending its move action. A halted creature may make an attempt to pass through the wall on subsequent turns, though it makes its Wis save at disadvantage.

Wall of Ice

Level 4 Evocation

Domains: Ice **Components:** V, S, M
Effect: Anchored plane of ice, up to forty **Range:** 120 ft
Duration: 10 min., Concentration **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** STR negates

Create a plane of ice

[See Spell for Full Description.](#)

Ward Shield

Level 4 Abjuration

Domains: Generic, Protection, War **Components:** V, S
Target: Shield touched **Range:** Touch
Duration: 10 minutes **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: With a touch, you enchant a shield and enable it to protect its wielder from hostile spells. The shield grants spell resistance 10 + your caster level against spells so long as the shield can be interposed between the wielder and the spell effect. A spell shield does not provide spell resistance against area effect spells such as fireball, but does provide advantage on Dex saving throws against such spells.

Zone of Silence

Level 4 Illusion

Domains: None **Components:** V, S
Area: 5-ft.-radius emanation centered o **Range:** Personal
Duration: 1 hour/level (D) **Casting Time:** 1 rd
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: By casting *zone of silence*, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful perception check to read lips can still reveal what's said inside a *zone of silence*.

Acidic Spray

Level 5 Conjuraton

Domains: Acid **Components:** V, S, M
Area: 60-foot line of acid **Range:** 0 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX halves

Leveling: The spell does 2d6 points of damage extra for each level higher than 5th.

Description: A spray of acid erupts from your outstretched hand, dealing 10d6 points of acid damage to each creature within its area (DEX half). This acid continues to burn, dealing half the acid damage the next round to any creature that failed its saving throw.

Animal Growth

Level 5 Transmutation

Domains: Animal **Components:** V, S
Target: 5 animals, none of which can be **Range:** 240 ft
Duration: 10 minutes **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON Negates

Animals grow to 2x their normal size and 8x normal weight

[See Spell for Full Description.](#)

Augmenting Wall

Level 5 Evocation

Domains: Acid, Ice, Lightning **Components:** V, S
Effect: 20-ft.-high wall of energy whose **Range:** 120 ft
Duration: 5 rounds **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: Each level higher adds 20 square feet of area and 1 extra round of duration.

Description: You create a wall of faintly shimmering elemental energy. Upon casting this spell, choose either acid, cold, electricity, or fire. The spell gains the chosen descriptor, and any thrown weapons or ammunition that pass through the augmenting wall as part of a ranged attack deal 1d6 points of energy damage of the specified type in addition to their normal damage. The wall has no effect on melee weapons or items not thrown as part of an attack. As you cast the spell, you can limit the wall so that it only affects ranged weapons passing through it in the direction of your choice. Doing so halves the spell's duration.

Banishing Blade

Level 5 Teleportation/Summoning

Domains: War **Components:** V, S
Effect: one melee weapon **Range:** 60 ft
Duration: 1 round/level or until dischar **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** special

Description: You imbue a weapon with the power to drive foes back. The first time each round the weapon strikes a creature, make combat maneuver check with that creature. You may use your Spell Attack instead of Athletics when making this check. For every point over the DC set by your opponent's Athletics check, you push him back 1 foot (min 5 feet). The first time you are able to drive an extraplanar creature back 10 feet with this spell, you have a chance of banishing them back to their home plane. Their HD must not exceed your caster level, and it gets a WIS save to avoid the effect. Even if successful, that creature is staggered for 1 round. Once a banishment has been attempted, regardless of result, the spell ends.

Blood Boil

Level 5 Necromancy

Domains: Fire **Components:** V, S, M
Target: One living creature **Range:** Touch
Duration: 3 rounds **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON negates

Leveling: For each level above 5th, the final round does an extra 2d6 fire damage.

Description: The temperature of the target creature's blood (or other similar body fluid) begins to rise over the next 3 rounds during the caster's turn. Each round starting with the first, the target creature attempts a new saving throw at the start of the caster's turn to resist that round's effect. A successful save does not end the spell effect, but does prevent that round's effect. On each round where the target fails to resist the spell, he gains one level of fatigue. On the second failed round, his capillaries burst, dealing 1d6 points of Constitution damage. On the third failed round (if any), the target's blood begins to boil dealing 10d6 fire damage.

Awaken

Level 5 Transmutation

Domains: Animal, Plant **Components:** V, S, DF
Target: Animal or tree touched **Range:** Touch
Duration: Instantaneous **Casting Time:** 24 hrs
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS to succeed

Description: You awaken a tree or animal to humanlike sentience. To succeed, you must make a WIS save against the creature's DC. You have no special empathy or magical control over a creature you awaken, though they start friendly to you and will likely help you, if you ask. Awakened creatures have their own will, though, and may later also decide to venture out on their own.

- An awakened tree has characteristics as if it were an animated object, except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6.
- An awakened plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's.
- An awakened animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. Its type becomes magical beast (augmented animal). An awakened animal can't serve as an animal companion, familiar, or

Big Hand

Level 5 Evocation

Domains: None **Components:** V, S, F
Effect: 10-ft. hand **Range:** 120 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Create a large hand that can block, hit, or move opponents

[See Spell for Full Description.](#)

Break Enchantment

Level 5 Abjuration

Domains: Generic, Life **Components:** V, S
Target: Up to 10 creatures **Range:** 60 ft
Duration: Instantaneous **Casting Time:** 1 min (R)
SR: No **Reversible:** No **Level 0:** No **Save:** Dispel Check (see des)

Leveling: Casting at a higher level may trigger automatic success (i.e. at a 5th level, [Level 5](#) or lower enchantments are automatically dispelled). In addition, for each level above the minimum you may affect 2 additional creatures.

Description: This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. Effects from 4th level spells or lower are automatically dispelled. For each spell of 5th level or higher, make a spell attack against the item, curse, or caster's DC. Success means that the creature is free of the spell, curse, or effect. If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower. If the effect comes from some permanent magic item break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

Call Outsider

Level 5 Teleportation/Summoning

Domains: Generic, Planes, Travel **Components:** V, S
Target: One extraplanar creature with 6 **Range:** 60 ft
Duration: Instantaneous **Casting Time:** 10 min (R)
SR: No **Reversible:** No **Level 0:** No **Save:** CHA negates

Lure and trap an outsider

[See Spell for Full Description.](#)

Caustic Blood

Level 5 Transmutation

Domains: Acid, Blood, Destruction, Gen **Components:** V, S, M
Target: Caster **Range:** Personal
Duration: 1 minute **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** DEX half

Leveling: Each level beyond the base level adds an additional 2d6 primary and 1d6 secondary damage.

Description: You imbue your blood with corrosive acid. Any time you take piercing or slashing damage, a spray of acidic blood spurts from your body in the direction of the opponent who inflicted the wound, dealing 9d6 acid damage (Dex half). This spurt travels in a 10-foot line, damaging the first creature or object it touches, with no splash damage. After it contacts a creature or object, your acidic blood continues to burn that creature for 1 round, dealing 4d6 points of acid damage. A second successful Dex save negates this additional damage.

Commune

Level 5 Divination

Domains: Cleric, Generic **Components:** V, S, M, DF
Target: You **Range:** Personal
Duration: 1 minute **Casting Time:** 10 min (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (A Cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead. The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends. You must take a long rest before being able to cast this spell again.

Commune with Nature

Level 5 Divination

Domains: Animal **Components:** V, S
Target: You **Range:** Personal
Duration: Instantaneous **Casting Time:** 10 min (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings—caves, caverns, and the like—the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Cone of Cold

Level 5 Evocation

Domains: Ice, Water **Components:** V, S, M
Area: Cone-shaped burst **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX half

Leveling: For each level above 5th, the spell does an extra 2d6 cold damage.
Description: *Cone of cold* creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 10d6 points of cold.

Contact Other Plane

Level 5 Divination

Domains: Knowledge, Planes **Components:** V
Target: You **Range:** Personal
Duration: Maintained Concentration, Co **Casting Time:** 10 min (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Send your mind to another plane of existence.

[See Spell for Full Description.](#)

Control Winds

Level 5 Transmutation

Domains: Air, Weather **Components:** V, S
Area: 400 ft. radius cylinder 40 ft. high **Range:** 400 ft
Duration: 90 min. **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Special

Alter wind force in surrounding area.

[See Spell for Full Description.](#)

Corrosive Consumption

Level 5 Conjuraton

Domains: Acid, Sickness **Components:** V, S
Target: Creature touched **Range:** Touch
Duration: 3 rounds **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: With a touch, this spell causes a small, rapidly growing patch of corrosive acid to appear on the target. On the first round, the acid deals 1 point of acid damage per caster level (maximum 15). On the second round, the acid patch grows and deals 1d4 points of acid damage per caster level (maximum 15d4). On the third and final round, the acid patch covers the entire creature and deals 1d6 points of acid damage per caster level (maximum 15d6). The target can spend a full-round action to scrape off the acid, or can wash it off with at least 1 gallon of liquid to halve the damage for that round and negate the remaining rounds of the spell.

Cruel Jaunt

Level 5 Teleportation/Summoning

Domains: Generic, Planes **Components:** V, S, M, DF
Target: You **Range:** 240 ft
Duration: 1 minute (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You gain the ability to detect fear from any creature within range. Once per round as a move action, you can teleport to a creature suffering from a fear effect within the spell's range. You can carry objects with you so long as you don't transport more than your maximum load. You arrive in a random open space within 20 feet of the creature and immediately sense the location of creatures with a fear condition from your new location. You can't teleport if there are no creatures suffering from a fear effect in range.

Dispel Alignment

Level 5 Abjuration

Domains: Cleric, Generic **Components:** V, S, DF
Target: Creature Touched **Range:** Touch
Duration: 1 round/level or until discharg **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Dispel creatures of opposite alignment, sending the back to their own plane, gaining AC bonus against them, and dispeling an enchantment by them.

[See Spell for Full Description.](#)

Disrupting Weapon

Level 5 Transmutation

Domains: Cleric, Generic **Components:** V, S
Target: One melee weapon **Range:** Touch
Duration: 1 minute, Concentration **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This spell makes a melee weapon deadly to undead. When you hit undead with a disruption weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 Hit Points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature gains the equivalent of one level of fear until your next turn.

Dominate

Level 5 Enchantment

Domains: Mind **Components:** V, S, F
Target: One Humanoid **Range:** 5 miles
Duration: 1 day / level **Casting Time:** 10 min
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA negates

You can control the actions of any humanoid.

[See Spell for Full Description.](#)

Dream

Level 5 Illusion

Domains: Mind, Night **Components:** V, S
Target: One living creature touched **Range:** Unlimited
Duration: See text **Casting Time:** 1 min (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

You send a phantasmal message to others in dreams.

[See Spell for Full Description.](#)

False Vision

Level 5 Illusion

Domains: Knowledge **Components:** V, S, M
Area: 40-ft.-radius emanation **Range:** Touch
Duration: 1 hour/level (D) **Casting Time:** Standard (R)
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: Any divination spell used to view anything within the area of this spell instead receives a false image (as the *major image* spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Feeblemind

Level 5 Enchantment

Domains: Affliction, Mind, Sickness **Components:** V, S, M
Target: One creature **Range:** 120 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT Negates

Description: If the target creature fails an INT saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, miracle, or wish spell is used to cancel the effect of the feeblemind.

Fire Snake

Level 5 Evocation

Domains: Fire **Components:** V, S, M
Target: 60' long snake **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Dex half

Leveling: At 6th level the snake does 12d6 fire damage; at 7th it does 14d6 fire damage.

Description: You create a sinuous line of flames that you may shape as desired. The fire snake affects one 5-foot square per caster level, and each square must be adjacent to the previous square, starting with you. The fire snake may not extend beyond its maximum range. Creatures in the path of the fire snake take 10d6 points of fire damage.

Flame Strike

Level 5 Evocation

Domains: Fire, Generic **Components:** V, S, DF
Area: Cylinder (10-ft. radius, 40 ft. high) **Range:** 120 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX half

Leveling: Damages increases by 2d6 for each level beyond 5th (max 14d6).

Description: A flame strike produces a vertical column of divine fire roaring downward. The spell deals 10d6 points of damage. Half the damage is fire damage, the other half is radiant.

Geyser

Level 5 Conjunction

Domains: Water **Components:** V, S, M, DF
Effect: spout of boiling water filling a 5 ft **Range:** 800 ft
Duration: Maintained Concentration + **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** STR partial

Shoot a column of boiling water from a horizontal surface, knocking them over and causing damage.

[See Spell for Full Description.](#)

Legend Lore

Level 5 Divination

Domains: Knowledge **Components:** V, S, M
Effect: knowledge about a single object **Range:** Self
Duration: Instantaneous **Casting Time:** 10 min
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. The more information you already have about the thing (including whether you possess the object), the more precise and detailed the information you receive is. The information you learn is accurate but might be couched in figurative language.

Mage's Faithful Hound

Level 5 Conjuraton

Domains: None **Components:** V, S, M
Effect: Phantom watchdog **Range:** 60 ft
Duration: 1 hour/caster level or until dis **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Conjure a phantom watchdog

[See Spell for Full Description.](#)

Mage's Private Sanctum

Level 5 Abjuration

Domains: None **Components:** V, S, M
Area: an area of 10-foot diameter per le **Range:** 30 ft
Duration: 24 hours (D) **Casting Time:** 10 min
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: At [Level 7](#), when cast with an additional material component (12,500 gp. worth of diamond dust), this spell has a duration of Permanent.

Description: This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally. Divination spells cannot perceive anything within the area, and those within are immune to *detect thoughts*. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a *sending* or *message* spell, or telepathic communication, such as that between a Wizard and her familiar. The spell does not prevent creatures or objects from moving into and out of the area.

Magic Jar

Level 5 Necromancy

Domains: None **Components:** V, S, F
Target: One creature **Range:** 120 ft
Duration: 1 hour/level or until you retur **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS negates

Use a jar to posses nearby creature.

[See Spell for Full Description.](#)

Mind Fog

Level 5 Enchantment

Domains: Mind **Components:** V, S
Effect: Fog spreads in 20-ft. radius, 20 ft **Range:** 120 ft
Duration: 30 minutes and 2d6 rounds **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT negates

Description: *Mind fog* produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the *mind fog* take a –10 penalty on Wisdom/Intelligence checks and saves. A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog. Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind). A light wind (11+ mph) disperses the fog in four rounds; a moderate wind (21+ mph) disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

Mislead

Level 5 Illusion

Domains: Trickery **Components:** S
Effect: You/one illusory double **Range:** 30 ft
Duration: Maintained Concentration + **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** INT disbelief (if intera

Description: You become invisible (as if invisibility, level 4), and at the same time, an illusory double of you (as image, level 3) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

Nightmare

Level 5 Illusion

Domains: Affliction, Mind, Night **Components:** V, S
Target: One living creature **Range:** Unlimited
Duration: Instantaneous **Casting Time:** 10 min
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT Negates

Send a hideous vision to your target.

[See Spell for Full Description.](#)

Passwall

Level 5 Transmutation

Domains: Earth **Components:** V, S, M
Effect: 5 ft. by 8 ft. opening, **Range:** Touch
Duration: 10 hours (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: For each level above 5th the tunnel can be an extra 10 feet deep and lasts an extra two hours.

Description: You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage can be up to 10 feet deep. If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Polymorph Creature

Level 5 Transmutation

Domains: Affliction, Animal **Components:** V, S
Target: one creature touched **Range:** Touch
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON and INT negate

Change a target creature into an animal

[See Spell for Full Description.](#)

Prying Eyes

Level 5 Divination

Domains: None **Components:** V, S, M
Effect: Ten or more levitating eyes **Range:** One mile
Duration: 12 hours (D) **Casting Time:** 1 min
SR: No **Reversible:** No **Level 0:** No **Save:** None

Create eyes which can scout for you

[See Spell for Full Description.](#)

Quest

Level 5 Enchantment

Domains: Affliction, Mind **Components:** V
Target: One living creature with 7 HD or **Range:** 30 ft
Duration: One day/level or until dischar **Casting Time:** 1 rd
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA negates

Compel your target to fulfill a quest

[See Spell for Full Description.](#)

Reincarnate

Level 5 Necromancy

Domains: Druid, Fallen Druid **Components:** V, S, M, DF
Target: Dead creature touched **Range:** Touch
Duration: Instantaneous **Casting Time:** 10 min (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Bring back a dead creature in another body

[See Spell for Full Description.](#)

Resurrection

Level 5 Necromancy

Domains: Generic, Life
Target: One Humanoid
Duration: Instantaneous
SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, Special
Range: Touch
Casting Time: 1 min
Save: None

Brings a dead creature back to life

[See Spell for Full Description.](#)

Righteous Might

Level 5 Transmutation

Domains: Cleric, Generic
Target: You
Duration: 1 Minute, Concentration
SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, DF
Range: Personal
Casting Time: Standard
Save: None

Increase size and fighting ability

[See Spell for Full Description.](#)

Rubberskin

Level 5 Transmutation

Domains: Mutation
Components: V, S, M
Range: Personal
Duration: 10 minutes/level
SR: Yes **Reversible:** No **Level 0:** No

Save: None

Description: Your skin becomes more elastic, distributing crushing damage efficiently. For the duration of the spell, you take no damage from bludgeoning sources and cannot be killed by it. If you take your HP max worth of bludgeoning damage from a single source, you are still alive, but are knocked unconscious for 1d4 minutes.

Scourge

Level 5 Necromancy

Domains: Affliction, Generic, Justice, Mi
Target: One creature
Duration: Permanent
SR: No **Reversible:** No **Level 0:** No

Components: V, S, Special
Range: 90 ft
Casting Time: 1 rd
Save: WIS negates

Description: By invoking the name of your deity you call for justice to be brought down upon one individual in hearing range, inflicting the subject with a curse that is directly tied to a significant misdeed in his life. The curse's effect is similar to the effects of *Bestow Curse* or one of your design of comparable effect. Unlike *Bestow Curse*, the scourge is inflicted upon the subject as punishment for a significant transgression and cannot be lifted until the offense has been rectified. Only then can the effect of the curse be removed with a *Remove Curse* spell per the standard process.

Scrying

Level 5 Divination

Domains: Druid, Fallen Druid, Generic, J
Effect: Magical sensor
Duration: 10 minutes, Concentration
SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, M, DF
Range: See text
Casting Time: 1 hr (R)
Save: WIS Negates

See and hear creatures at a distance

[See Spell for Full Description.](#)

Secret Chest

Level 5 Teleportation/Summoning

Domains: Planes
Target: One chest
Duration: Sixty days
SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, F
Range: See text
Casting Time: 10 min (R)
Save: None

Hide a chest on the Ethereal Plane

[See Spell for Full Description.](#)

Shadow Evocation

Level 5 Illusion

Domains: Night, Planes

Effect: See text

Duration: See text

SR: Yes **Reversible:** No **Level 0:** No

Components: V, S

Range: See text

Casting Time: Standard

Save: INT disbelief

Mimic evocations with an illusion

[See Spell for Full Description.](#)

Shadow Walk

Level 5 Illusion

Domains: Night, Planes, Travel

Target: Creatures in physical contact wh

Duration: 1 hour/level

SR: Yes **Reversible:** No **Level 0:** No

Components: V, S

Range: Touch

Casting Time: Standard

Save: WIS negates

Move through shadows

[See Spell for Full Description.](#)

Song of Discord

Level 5 Enchantment

Domains: None

Area: Creatures within a 20-ft.-radius sp

Duration: 10 minutes, Concentration

SR: Yes **Reversible:** No **Level 0:** No

Components: V, S

Range: 120 ft

Casting Time: Standard

Save: CHA negates

Description: This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round. Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

Soul Switch

Level 5 Necromancy

Domains: None

Target: You and your familiar

Duration: 10 minutes/level

SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, F

Range: Touch

Casting Time: Standard

Save: None

Description: You may only cast this spell if you currently have a familiar. You place your soul into the body of your familiar, and your familiar's soul is placed in your body. This functions as if you possessed your familiar using magic jar; your familiar simultaneously possesses your body in the same manner. You can't freely transfer your soul between your body and your familiar's -- if you choose to return to your body as a standard action, the spell ends. If either body is killed, both spirits return to their original bodies, the spell ends, and the original owner of the slain body dies.

Spell Resistance

Level 5 Abjuration

Domains: Generic, Protection

Target: Creature touched

Duration: 10 minutes

SR: Yes **Reversible:** No **Level 0:** No

Components: V, S, DF

Range: Touch

Casting Time: Standard

Save: None

Leveling: Spell resistance goes up 2 for each level higher.

Description: The creature gains spell resistance equal to 25.

Telekinesis

Level 5 Transmutation

Domains: None

Target: Any under 1000 pounds

Duration: 10 minutes, Concentration

SR: Yes **Reversible:** No **Level 0:** No

Components: V, S

Range: 500 ft

Casting Time: Standard

Save: See text

Description: You move objects or creatures by concentrating on them. Each round you can use a standard action to pick up objects, move things around, move creatures, pull objects to you, snatch them from others, etc. You can move up to 1,000 pounds of weight up to your base land movement in distance per round. Objects worn by others need to be torn from their grasp with an opposed strength check (your spell attack modifier v. their Strength check). Similarly, any attempt to move, trip, or disarm a creature must overcome an opposed strength check, each round if the action is repeated. Hurled opponents fly through the air only 10', taking 1d6 fall damage, though they need to perform an Acrobatics check against your spell DC to avoid being knocked prone. Most weapons may be used to do damage at their normal rates (without Str or Dex bonuses to damage). You are also able to exert fine control over objects and manipulate them at will.

Teleport

Level 5 Teleportation/Summoning

Domains: Travel
Components: V
Range: 10 ft
Duration: Instantaneous
Casting Time: Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Teleports you to destination

[See Spell for Full Description.](#)

Transmute Rock to Mud

Level 5 Transmutation

Domains: Creation, Earth
Components: V, S, M, DF, X
Area: Up to twenty 10-ft. cubes
Range: 240 ft
Duration: Permanent
Casting Time: Standard
SR: No **Reversible:** Yes **Level 0:** No **Save:** See text

Change rock to mud, and vice versa

[See Spell for Full Description.](#)

Tree Stride

Level 5 Teleportation/Summoning

Domains: Plant
Components: V, S, DF
Target: You
Range: Personal
Duration: 8 hours or until expended
Casting Time: Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Gain the ability to move from one tree to another

[See Spell for Full Description.](#)

Vampiric Shadow Shield

Level 5 Necromancy

Domains: Blood, Death, Night
Components: V, S
Target: You
Range: Personal
Duration: 1 minute
Casting Time: Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This spell wreathes you in shadowy energy and damages those that make melee attacks against you. Any creature that strikes you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of necrotic damage + 1 point per caster level (maximum +15). Creatures wielding melee weapons with reach are not subject to this damage. When an attacker takes damage from the spell, you heal a number of hit points equal to 25% of the damage the spell dealt. When cast as a reaction, this spell only lasts one round.

Vinetraps

Level 5 Conjuration

Domains: Generic, Plant, Traps
Components: V, S, DF
Target: One creature
Range: 800 ft
Duration: 1 round / level (D)
Casting Time: Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Dex negates

Vines sprout up with supernatural effects

[See Spell for Full Description.](#)

Wall of Force

Level 5 Evocation

Domains: None
Components: V, S, M
Effect: Wall whose area is up to forty 5-ft
Range: 30 ft
Duration: 1 minute, Concentration
Casting Time: Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Create an invisible, invincible wall of force

[See Spell for Full Description.](#)

Wall of Iron

Level 5 Conjuraction

Domains: Creation **Components:** V, S, M
Effect: Iron wall whose area is up to sixt **Range:** 120 ft
Duration: Permanent (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** See text

Cause a flat wall of iron

[See Spell for Full Description.](#)

Wall of Sound

Level 5 Evocation

Domains: None **Components:** V, S, M
Effect: translucent wall of sound up to 1 **Range:** 200 ft
Duration: Maintained Concentration + **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: Each spell level adds 40 feet in length or 5 feet in diameter
Description: A translucent barrier of pure sound springs into existence. This wall is silent except for a faint hum, but bursts with discordant noise when touched by an object or creature. The wall deflects arrows, bolts, loose debris, and Small or smaller flying creatures like a wind wall spell, except these things rebound harmlessly rather than being directed upward. The burst of discordant noise deals 2d4 points of sonic damage to creatures within 10 feet of the triggering object or creature; touching or passing through the wall deals 2d6 points of sonic damage + 1 point of sonic damage per caster level (maximum +20). If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. A silence spell suppresses the wall within its area, but the wall reappears when the silence ends.

Wall of Stone

Level 5 Conjuraction

Domains: Creation, Earth, Generic **Components:** V, S, M, DF
Effect: Stone wall whose area is up to 1 **Range:** 120 ft
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** See text

Create a wall of rock

[See Spell for Full Description.](#)

Wall of Thorns

Level 5 Conjuraction

Domains: Plant **Components:** V, S
Effect: Wall of thorny brush, up to forty- **Range:** 120 ft
Duration: 1 hour (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet. Attempting to move through a *wall of thorns* takes slashing damage per round of movement equal to 25 minus the creature's flat-footed AC. A creature forced into the wall takes similar damage. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at normal speed without taking damage.
A *wall of thorns* can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.
Despite its appearance, a *wall of thorns* is not actually a living plant, and thus

Waves of Fatigue

Level 5 Necromancy

Domains: Sickness **Components:** V, S
Area: 30 foot cone **Range:** 0 ft
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** No

Leveling: Level 6: This spell causes Level 2 fatigue instead. Level 7: This spell causes Level 3 fatigue instead.
Description: Waves of necrotic energy cause all living creatures in the spell's area to gain level 1 fatigue. If they already have fatigue, this spell has no effect.

Wind Blades

Level 5 Transmutation

Domains: Air **Components:** V, S
Target: Creature touched **Range:** Touch
Duration: 1 round/level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** STR negates

Description: You harden the air around the target into jagged invisible blades that deal damage based on how fast the target moves. On its turn, the target takes 1d6 points of slashing damage if it moves at least 5 feet, plus 1d6 points of slashing damage for each additional 10 feet of movement. Movement that doesn't pass through air (such as burrowing, swimming, or teleportation) doesn't cause this damage. In areas of strong wind, the target takes damage on its turn, even if it doesn't move (1d8 points of slashing damage). This extra damage does not occur from instantaneous wind effects (such as gust of wind), only from wind effects that last at least 1 round. Each round the target may make a STR saving throw to attempt to push past the blades and avoid all damage that round.

Wreath of Blades

Level 5 Abjuration

Domains: None **Components:** V, S, F
Target: You **Range:** Personal
Duration: 1 round/level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** DEX half

Leveling: Each level above the minimum deals an extra 2d4 hp of damage.
Description: The daggers serving as focus of this spell take on a deadly sharpness as they animate and spin around you, creating a 5-foot-radius emanation of spinning mithral blades that moves with you. Any creature that starts its turn within the area of the spinning blades takes 5d4 points of slashing damage from silver weapons. Furthermore, the daggers ward off some attacks, in a way similar to the Warding Weapon spell. Any successful melee attacks that would threaten to disrupt spellcasting are turned into non-lethal damage and do not trigger a concentration check. All of the blades must share the same enhancement bonus and special weapon qualities.

Animate Objects

Level 6 Transmutation

Domains: None **Components:** V, S
Target: Up to 5 small objects **Range:** 240 ft
Duration: 1 minute **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: At Level 7, when cast with a material component (15,000 gp. worth of diamond dust), this spell has a duration of Permanent.

Description: You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate. An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell. This spell cannot animate objects carried or worn by a creature. See Animate Object creature template.

Antimagic Field

Level 6 Abjuration

Domains: Generic, Protection **Components:** V, S, M
Area: 10-ft.-radius emanation, centered **Range:** Personal
Duration: 2 hours (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

An invisible barrier prevents magic within its borders.

[See Spell for Full Description.](#)

Analyze Dweomer

Level 6 Divination

Domains: Knowledge **Components:** V, S, F
Target: 10 objects or creatures **Range:** 60 ft
Duration: 1 minute, Concentration **Casting Time:** Standard (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS negates

Description: You discern all spells and magical properties present in a number of creatures or objects. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a WIS save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other *analyze dweomer* spells for 24 hours. *Analyze dweomer* does not function when used on an artifact.

Antilife Shell

Level 6 Abjuration

Domains: Fallen Druid, Generic, Protection **Components:** V, S
Area: 10-ft.-radius emanation, centered **Range:** Personal
Duration: 1 hour, Concentration **Casting Time:** 1 rd
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: A shimmering barrier extends out from you in a 10-foot radius and moves with you, remaining centered on you and hedging out creatures other than undead and constructs. The barrier prevents an affected creature from passing or reaching through, though creatures can cast spells or make attacks with ranged or reach weapons through the barrier. If you move so that an affected creature is forced to pass through the barrier, the spell ends.

Blade Barrier

Level 6 Evocation

Domains: Generic, Protection, War **Components:** V, S
Effect: Wall of whirling blades 20 feet hi **Range:** 120 ft
Duration: 10 minutes, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX halves damage

Leveling: At 7th level and each level above that the wall may be lengthened by another 50 feet, or the circle may be expanded by 5' wide. Also for each level higher, the blades do an additional 1d6 slashing damage.

Description: An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 12d6 slashing damage, with a DEX save for half damage. If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful DEX save. A *blade barrier* provides 3/4 cover against attacks made through it.

Borrowed Time

Level 6 Transmutation

Domains: Knowledge

Components: V, S

Target: You

Range: Personal

Duration: 1 round/level (D)

Casting Time: Standard

SR: No **Reversible:** No **Level 0:** No

Save: None

Description: This spell allows you to reach ahead in time and draw alacrity from the future at the expense of your own health. For the duration of this spell, you gain an extra bonus action you can use only during your turn. Each time you take an extra bonus action you take 1 point of Constitution damage. If you're immune to ability damage, you take 5 points of hit point damage instead. When the spell ends, you are staggered for 1d4+1 rounds from the temporal backlash.

Chains of Fire

Level 6 Evocation

Domains: Fire

Components: V, S, F

Target: One primary target, plus 12 sec

Range: 500 ft

Duration: Instantaneous

Casting Time: Standard

SR: Yes **Reversible:** No **Level 0:** No

Save: DEX half

Leveling: For each level above 6th you do an extra 2d6 fire damage and may hit 2 additional secondary targets.

Description: This spell functions like chain lightning, except as noted above, and the spell deals fire damage instead of electricity damage. The primary target takes 10d6 damage. Secondary targets take half damage. Each target can attempt a DEX saving throw for half damage.

Contingency

Level 6 Evocation

Domains: None

Components: V, S, M

Target: You

Range: Personal

Duration: One day/level or until dischar

Casting Time: 10 min

SR: Yes **Reversible:** No **Level 0:** No

Save: None

Have a spell come into effect once a certain condition is met.

[See Spell for Full Description.](#)

Chain Lightning

Level 6 Evocation

Domains: Lightning

Components: V, S, F

Target: One primary target, plus 12 seco

Range: 500 ft

Duration: Instantaneous

Casting Time: Standard

SR: Yes **Reversible:** No **Level 0:** No

Save: DEX half

Leveling: For each level above 6th you do an extra 2d6 electricity damage and may hit 2 additional secondary targets.

Description: This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets. The bolt deals 10d6 points of electricity damage to the primary target. After it strikes, lightning can arc to a 12 secondary targets. The secondary bolts each strike one target and deal half as much damage. Each target can attempt a DEX saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Circle of Death

Level 6 Necromancy

Domains: Death

Components: V, S, M

Area: Several living creatures within a 4

Range: 120 ft

Duration: Instantaneous

Casting Time: Standard

SR: Yes **Reversible:** No **Level 0:** No

Save: CON negates

Description: A circle of death snuffs out the life force of living creatures, causing those who fail their CON saves to drop to 0 hit points, after which they begin dying as usual. The spell affects 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and Hit Dice that are not sufficient to affect a creature are wasted.

Decapitate

Level 6 Evocation

Domains: None

Components: V, S, F

Target: One creature with a discernable

Range: 30 ft

Duration: Instantaneous

Casting Time: Reaction

SR: Yes **Reversible:** No **Level 0:** No

Save: Con Partial

Description: You can cast this spell only as a response to a critical hit that would deal slashing damage against a target with a discernable head. The target takes an extra 4d6 points of damage, and the target must make a CON save. If it fails, the critical hit damage multiplier increases by 1. After all damage is applied, if the target is at 0 hit points, it is instantly decapitated and dies unless it can survive decapitation.

Dimensional Blade

Level 6 Transmutation

Domains: Generic, Planes, Water **Components:** V, S
Target: You **Range:** Personal
Duration: 1 round **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This spell gives you the power to turn one melee weapon in your hand into a two-dimensional object with length and height but no width. A sword becomes a flat image of a sword, a mace is reduced to a flat outline, and so on. The magic of the spell allows the weapon to be wielded by you normally, creating just enough depth to grasp it.

Attacks made with the weapon are spell attacks that ignore all armor. Force effects, such as mage armor and shield, still apply their AC against attacks made with a dimensional blade. Bludgeoning weapons used to make attacks with this spell deal half damage and are treated as slashing weapons. If the weapon leaves your hand before the end of the spell, the effect ends.

Eyebite

Level 6 Necromancy

Domains: Affliction, Sickness **Components:** V, S
Target: Self **Range:** Personal
Duration: 1 round per three levels **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** Varies

Waves of evil power weaken opponents.

[See Spell for Full Description.](#)

Fire Seeds

Level 6 Conjuration

Domains: Fire **Components:** V, S, M
Target: Up to four touched acorns or up **Range:** Touch
Duration: 1 hours, or until used **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** See description

Create splash weapons / bombs from acorns/berries.

[See Spell for Full Description.](#)

Disintegrate

Level 6 Transmutation

Domains: Destruction **Components:** V, S, M, DF
Effect: Ray **Range:** 120 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON Partial

Description: A thin, green ray springs from your pointing finger. You must make a successful spell attack to hit. Any creature struck by the ray takes 8d10+20 points of force damage. Any creature reduced to 0 hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as forceful hand or a wall of force, but not magical effects such as a globe of invulnerability or an antimagic field. A creature or object that makes a successful CON save is partially affected, taking only 5d6 points of force damage. If this damage reduces the creature or object to 0 hit points, it is entirely disintegrated. Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

Find the Path

Level 6 Divination

Domains: Druid, Fallen Druid, Generic, K **Components:** V, S, F
Target: You or creature touched **Range:** Personal
Duration: 2 hours **Casting Time:** 3 rds (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Know the shortest path to a specified destination

[See Spell for Full Description.](#)

Fluid Form

Level 6 Transmutation

Domains: Water **Components:** S, M
Target: Caster **Range:** Personal
Duration: 10 minutes **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: For each level higher, the duration increases by 2 minutes.

Description: When you cast this spell, your body takes on a slick, oily appearance. For the duration of this spell, your form can stretch and shift with ease and becomes slightly transparent, as if you were composed of liquid. This transparency is not enough to grant cover. You gain bludgeoning 10 and piercing 10 resistances and your reach increases by 10 feet. In addition, you can pass through small holes or narrow openings, even mere cracks, with anything you were carrying at the time the spell was cast (except other creatures). Finally, you can move through water with a swim speed of 60 feet and can breathe both water and air for the duration of this effect. You are treated as if you had the water subtype while this spell is in effect.

Forbiddance

Level 6 Teleportation/Summoning

Domains: Cleric, Generic **Components:** V, S, M
Area: 60-ft. cube/level **Range:** 120 ft
Duration: Permanent **Casting Time:** 6 rds
SR: Yes **Reversible:** No **Level 0:** No **Save:** See text

Seals an area against all planar travel.

[See Spell for Full Description.](#)

Freezing Sphere

Level 6 Evocation

Domains: Ice **Components:** V, S, F
Effect: See text **Range:** 500 ft
Duration: See text **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX half

Creates a frigid globe of cold energy (10' burst, 12d6 dam)

[See Spell for Full Description.](#)

Guards and Wards

Level 6 Abjuration

Domains: Traps **Components:** V, S, M
Area: Up to 200 sq. ft./level **Range:** See text
Duration: 2 hours/level **Casting Time:** 30 min (R)
SR: No **Reversible:** No **Level 0:** No **Save:** See text

Create magical wards to defend your stronghold.

[See Spell for Full Description.](#)

Harm

Level 6 Necromancy

Domains: Destruction, Generic, War **Components:** V, S
Target: Creature touched **Range:** Touch
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS half

Leveling: For each level above 6th, *Harm* deals an additional 2d6 hp of damage.

Description: *Harm* charges a subject with energy that deals 14d6 points of necrotic damage. If the creature successfully saves, *harm* deals half this amount, but it cannot reduce the target's hit points to less than 1. If used on an undead creature, *harm* acts like *heal*.

Heal

Level 6 Necromancy

Domains: Druid, Fallen Druid, Generic, L **Components:** V, S
Target: Creature touched **Range:** Touch
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: For each level above 6th, 20 more hp are healed. At 9th level, 200 hp are healed per person and the spell can be cast on as many creatures as desired within 30' range.

Description: Heal enables you to channel radiant energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage (provided the cause of the damage is also cured), blinded, confused, dazzled, deafened, diseased, fatigued, feebleminded, insanity, stunned, and poisoned. It also cures 120 hp of damage. Heal does not restore your hit point max if it is reduced by life drain, or restore afflicted ability damage. If used against an undead creature, heal instead acts like harm.

Heroes' Feast

Level 6 Conjuraton

Domains: Creation, Generic, Life, Streng **Components:** V, S, DF, F
Effect: Feast for up to 12 people **Range:** 30 ft
Duration: 24 hours **Casting Time:** 10 min
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and poison. For the next 24 hours, they are 1) immune to poison, 2) immune to fear, 3) gain 2d10 temporary hit points, and 4) make all Wisdom saves at advantage. If the feast is interrupted for any reason, the spell is ruined, and all effects of the spell are negated.

Impart Mind

Level 6 Transmutation

Domains: Generic, Knowledge, Mind **Components:** V, S, M
Target: Permanent nonintelligent magic **Range:** Touch
Duration: 24 hours **Casting Time:** 2 rds
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Grant temporary intelligence in a magic item

[See Spell for Full Description.](#)

Lash of the Astradaemon

Level 6 Necromancy

Domains: Generic, Mutation, Sickness **Components:** V, S
Target: You **Range:** Personal
Duration: 1 minute **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: Drawing on the essence of astradaemons, your hands elongate and sprout fearsome, translucent claws that radiate a cold phosphorescent light, giving you two claw attacks per round (1d6 damage). Each hit with a claw bestows 1 HD worth of life drain on your target (Con negates), and you gain 5 temporary hit points for 1 hour. The claws do not interfere with your ability to cast spells or perform other actions that require hands.

Liveoak

Level 6 Transmutation

Domains: Plant **Components:** V, S
Target: Tree touched **Range:** Touch
Duration: One day/level (D) **Casting Time:** 10 min
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: This spell turns an oak tree into a treant that will guard a location or object for you. The spell can be cast on only a single tree at a time. While liveoak is in effect, you can't cast it again on another tree. The tree on which the spell is cast must be a huge healthy tree within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect. If you desire, you can set a triggering phrase that will turn the tree into a treant on command (and back). If liveoak is dispelled, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

Move Earth

Level 6 Transmutation

Domains: Earth **Components:** V, S, M
Area: Dirt in an area up to 750 ft. square **Range:** 800 ft
Duration: Instantaneous **Casting Time:** Special
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: *Move earth* moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move. This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography. The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle. This spell has no effect on earth creatures.

Petrify

Level 6 Transmutation

Domains: Earth **Components:** V, S, M
Target: One petrified creature or a cylin **Range:** 120 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** Yes **Level 0:** No **Save:** None

Description: You attempt to turn one creature that you can see within range into stone. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is immobile and helpless as its flesh begins to harden. On a successful save, the creature isn't affected. A creature frozen by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails saves three times (including the first one), it is turned to stone and petrified. The successes and failures don't need to be consecutive, keep track of both until the target collects three of a kind. If the creature is physically broken while Petrified, it suffers from similar deformities if it reverts to its original state.

Project Image

Level 6 Illusion

Domains: Trickery **Components:** V, S, M
Effect: One shadow duplicate **Range:** 240 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** INT disbelief (if intera

Create a quasi-real version of yourself

[See Spell for Full Description.](#)

Repel Wood

Level 6 Transmutation

Domains: Plant **Components:** V, S
Area: 60-ft. line-shaped emanation from you **Range:** 60 ft
Duration: 15 minutes, Concentration **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Repels wood from you

[See Spell for Full Description.](#)

Scatter

Level 6 Teleportation/Summoning

Domains: None **Components:** V
Target: Five creatures in range **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS Negates

Description: You teleport five creatures within range, scattering them around the battlefield. The new location of each creature must be an unoccupied space you can see on the ground within 120 feet of you. An unwilling creature must succeed on a Wisdom saving throw to resist this spell.

Share Skin

Level 6 Necromancy

Domains: Animal **Components:** V, S
Target: One animal touched **Range:** Touch
Duration: 1 minute / level or until you die **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Wis negates

Possess the body of an animal

[See Spell for Full Description.](#)

Sirocco

Level 6 Evocation

Domains: Air, Weather **Components:** V, S, M, DF
Area: cylinder (20-ft. radius, 60 ft. high) **Range:** 200 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** STR partial, see text

Description: A blast of furnace-hot wind blasts downward, inflicting 4d6 fire damage +1 point per caster level to all creatures in the area and knocking them prone. A successful STR save halves the fire damage and negates being knocked prone. Flying creatures forced into the ground by the powerful downdraft take damage as if they fell unless they make a DC 15 Athletics check, in which case they remain at their original altitude. Any creature that fails its save gains one level of fatigue. Creatures with the water subtype take a disadvantage on all saving throws against this spell and take double normal damage.

Slay Living

Level 6 Necromancy

Domains: Death, Destruction, Generic, **Components:** V, S
Target: Living creature touched **Range:** Touch
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON partial

Leveling: At [Level 7](#), if this spell kills a target, their remains are destroyed entirely, leaving only their equipment and possessions. A creature killed in this way cannot be resurrected, except by a [Level 9](#) spell.

Description: When you cast this spell, your hand seethes with eerie dark fire. If you succeed on a spell attack to touch a target, it takes 2d4 points of CON Damage and a dark tendril of energy connects the target to your hand as you begin to drain the rest of its life force. At the beginning of each of your turns, as long as the spell is active and you are within 60 feet of the target, they must make a CON save or take an additional 2d4 points of CON damage.

Spellstaff

Level 6 Transmutation

Domains: Druid, Fallen Druid **Components:** V, S, F
Target: Wooden quarterstaff touched **Range:** Touch
Duration: Permanent until discharged (10 min) **Casting Time:** 10 min
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one *spellstaff* at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not use a spell slot. You use up any applicable material components required to cast the spell when you store it in the *spellstaff*.

Stone Tell

Level 6 Divination

Domains: Earth **Components:** V, S, DF
Target: You **Range:** Personal
Duration: 1 min./level **Casting Time:** 10 min (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone.

Transformation

Level 6 Transmutation

Domains: Mutation, Strength **Components:** V, S, M
Target: You **Range:** Personal
Duration: 1 minute **Casting Time:** Bonus
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You become a virtual fighting machine--stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat and you can't cast spells, even from magic items. However, you gain the following:

- temporary hit points equal to your current hit point max
- a +6 dodge bonus to AC
- proficiency with all simple and martial weapons
- your combat proficiency bonus equals your character level (which may give you multiple attacks)
- +2 bonus to damage and attacks
- Advantage on physical saving throws

Triggered Illusion

Level 6 Illusion

Domains: Trickery **Components:** V, S
Effect: Visual figment that cannot be lar **Range:** 60 ft
Duration: permanent until triggered **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** INT Negates

Description: This spell creates the illusion of an object, creature, or force, as visualized by you, complete with visual, audible, thermal, and olfactory effects. When casting the spell, you create the triggering condition that will determine when the illusion will appear. These conditions can be as general or specific as you want, but must be based on an audible, tactile, or visual trigger. Once triggered, the illusion appears and follows a pre-programmed script of your choosing for one minute before disappearing. As with all figments, interaction with the image grants those perceiving it an Intelligence save to determine whether it's real. Physical interaction with the image automatically reveals it to be an illusion, as it has no substance.

Swarm Shape

Level 6 Transmutation

Domains: None **Components:** V, S
Target: Self **Range:** Self
Duration: 1 hour or special (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Polymorph into a swarm

[See Spell for Full Description.](#)

Transport via Plants

Level 6 Teleportation/Summoning

Domains: Plant **Components:** V, S
Target: You and touched objects or othe **Range:** Unlimited
Duration: 1 round **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Enter a plant and transport out of a similar plant

[See Spell for Full Description.](#)

True Seeing

Level 6 Divination

Domains: Druid, Fallen Druid, Generic, J **Components:** V, S, M
Target: Creature touched **Range:** Touch
Duration: 10 minutes, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Ability to see things as they actually are.

[See Spell for Full Description.](#)

Undeath to Death

Level 6 Necromancy

Domains: Death, Generic **Components:** V, S, M, DF
Area: Several undead creatures within a **Range:** 120 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS negates

Description: This spell destroys undead instantly. The spell slays 1d4 HD worth of undead per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and Hit Dice that are not sufficient to affect a creature are wasted.

Word of Recall

Level 6 Teleportation/Summoning

Domains: Cleric, Druid, Fallen Druid, Ge **Components:** V
Target: You and other willing creatures **Range:** Unlimited
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect. Your sanctuary may be anywhere on your current plane, but you cannot travel between planes. You must designate a sanctuary by casting this spell within a location, such as a temple, dedicated to or strongly linked to your deity. If you attempt to cast the spell in this manner in an area that isn't dedicated to your deity, the spell has no effect.

Caustic Eruption

Level 7 Conjuration

Domains: Acid **Components:** V, S
Area: 30 foot radius burst **Range:** 30 ft
Duration: Instantaneous and 2 rounds **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** Dex half

Description: Acid erupts from your space in all directions, causing 50 points of damage to creatures and unattended objects in the area. On your turn in each of the next 2 rounds, creatures and objects that failed their saves against the initial burst take an additional 25 points of acid damage unless the acid is neutralized, dispelled, or washed away.

Wind Walk

Level 6 Transmutation

Domains: Air, Generic, Planes, Travel **Components:** V, S, DF
Target: You and five touched creatures **Range:** Touch
Duration: 18 hours (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Change body to vapor and move through the air

[See Spell for Full Description.](#)

Animate Plants

Level 7 Transmutation

Domains: Plant **Components:** V
Target: Up to 5 Large Plants **Range:** 30 ft
Duration: 1 minute **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: For each level beyond 7th you can animate 2 extra large plants
Description: You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. A Huge plant (84 hp) counts as two Large (52 hp each) or smaller plants, a Gargantuan plant (148 hp) as four, and a Colossal (256 hp) plant as eight. You can change the designated target or targets as a move action, as if directing an active spell. Aside from hit points, use the statistics for animated objects. Animate plants cannot affect plant creatures, nor does it affect nonliving vegetable material.

Changestaff

Level 7 Transmutation

Domains: Druid, Fallen Druid **Components:** V, S, F
Target: One staff **Range:** Touch
Duration: 24 hours (D) **Casting Time:** 1 rd
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: You change a specially prepared quarterstaff into a Huge treantlike creature, about 24 feet tall. When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a creature that looks and fights just like a treant. The staff-treant defends you and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 hit points, it crumbles to powder, and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

Control Weather

Level 7 Transmutation

Domains: Air, Generic, Ice, Lightning, Tr **Components:** V, S
Area: 2-mile-radius circle, centered on y **Range:** 2 miles
Duration: 4d12 hours **Casting Time:** 10 min
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Change the weather in your local area.

[See Spell for Full Description.](#)

Create Demiplane

Level 7 Conjuraton

Domains: Creation, Generic, Planes **Components:** V, S, F
Effect: extradimensional demiplane **Range:** 0 ft
Duration: 1 day / level **Casting Time:** 2 hr
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Create a demiplane of your own

[See Spell for Full Description.](#)

Creeping Doom

Level 7 Teleportation/Summoning

Domains: Animal **Components:** V, S
Effect: 7 swarms of centipedes **Range:** 60 ft
Duration: 15 minutes **Casting Time:** 1 rd
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: When you utter the spell of *creeping doom*, you call forth a mass of centipede swarms, which need not appear adjacent to one another. You may summon the centipede swarms so that they share the area of other creatures. The swarms remain stationary, attacking any creatures in their area, unless you command the creeping doom to move (a standard action). As a standard action, you can command any number of the swarms to move toward any prey within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but it can be commanded again if you move within 100 feet).

Divine Word

Level 7 Evocation

Domains: Cleric, Generic **Components:** V
Area: creatures of a particular alignment **Range:** 0 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** see text

Description: You utter a divine word of power that devastates creatures of the opposite alignment. When you prepare this spell, you select the type of word you will utter with the casting. If you are evil you may select a blasphemy (targeting good creatures); if good, you may select a holy word (targeting evil creatures); if lawful, you may select a dictum (targeting chaotic creatures); and if you are chaotic, you may select a word of chaos to target lawful creatures. You may not select more than one word, even if your alignment makes it possible it. When casting the spell, you unleash the divine word you have prepared. Only those creatures in range of the correct alignment are affected by your word, even if they can't hear it. The effect depends on each target's Hit Dice. The effects are cumulative and concurrent. No saving throw is allowed against these effects. Creatures whose HD exceed your caster level are unaffected by holy word.

Etherealness

Level 7 Transmutation

Domains: Generic, Planes, Travel **Components:** V, S
Target: You **Range:** Personal
Duration: 1 round/level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Allows short travel through the ethereal plane

[See Spell for Full Description.](#)

Finger of Death

Level 7 Necromancy

Domains: Death, Druid, Fallen Druid **Components:** V, S
Target: One living creature **Range:** 60 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON negates

Description: The target must make a CON save or a spectral hand grabs them and begins draining their life force. If the save fails, the hand inflicts 2d4 CON damage as it attaches itself to the target, where it will remain as long as the spell remains in effect. At the beginning of each of your turns, if the spell is still active and you are within 60 feet of the target, it must make a CON save or take another 2d4 CON damage.

Fire Storm

Level 7 Evocation

Domains: Fire, Generic, Weather **Components:** V, S
Area: Twenty 10-ft. cubes, connected **Range:** 120 ft
Duration: Instantaneous **Casting Time:** 1 rd
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX Half

Leveling: This spell deals 16d6 damage at Level 8 and 20d6 damage at Level 9.

Description: When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 14d6 points of fire damage.

Forcecage

Level 7 Evocation

Domains: Justice, Traps **Components:** V, S, M
Area: Barred cage (20-ft. cube) or window **Range:** 30 ft
Duration: 18 hours (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Create an indestructible cage

[See Spell for Full Description.](#)

Instant Summons

Level 7 Teleportation/Summoning

Domains: None **Components:** V, S, M
Target: One object weighing 10 lb. or less **Range:** See text
Duration: Permanent until discharged **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You call some nonliving item from virtually any location directly to your hand.

First, you must place your *arcane mark* on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way. If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs.

The inscription on the gem is invisible. It is also unreadable, except by means of a *read magic* spell, to anyone but you.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Mage's Magnificent Mansion

Level 7 Conjuration

Domains: None **Components:** V, S, F
Effect: Extradimensional mansion, up to **Range:** 60 ft
Duration: 2 hours/level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Conjure an extradimensional mansion.

[See Spell for Full Description.](#)

Mage's Sword

Level 7 Evocation

Domains: None **Components:** V, S, F
Effect: One sword **Range:** 30 ft
Duration: 2 minutes (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Create a sword-like plane of force.

[See Spell for Full Description.](#)

Magnetic Field

Level 7 Abjuration

Domains: Creation, Generic, Strength **Components:** V, S
Area: 30-ft.-radius emanation **Range:** 30 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Dex negates

Create a magnetic field around you that draw in metal objects

[See Spell for Full Description.](#)

Phase Door

Level 7 Teleportation/Summoning

Domains: Planes, Travel **Components:** V
Effect: Ethereal 5 ft. by 8 ft. opening, 10 **Range:** 0 ft
Duration: One usage per two levels **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Create an ethereal passage through material

[See Spell for Full Description.](#)

Plane Shift

Level 7 Teleportation/Summoning

Domains: Generic, Planes, Travel **Components:** V, S, F
Target: Creature touched, or up to eight **Range:** Touch
Duration: Instantaneous **Casting Time:** Standard (R)
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS negates

Description: You move yourself and other creatures to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible, and you appear 5 to 500 miles (5d%) from your intended destination.

Power Word Blind

Level 7 Enchantment

Domains: Justice, Night **Components:** V
Target: One creature with 200 hp or less **Range:** 60 ft
Duration: See text **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You utter a single word of power that causes one creature of your choice to become blinded, whether the creature can hear the word or not. Creatures with 100 hp or less are permanently blinded. Those with more than 200 are unaffected. All other creatures are blinded but can make saves each round until they are successful, after which the blindness wears off.

Prismatic Spray

Level 7 Evocation

Domains: None **Components:** V, S
Area: Cone-shaped burst **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** See text

Description: This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with perception score of +8 or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

Refuge

Level 7 Teleportation/Summoning

Domains: Cleric, Generic **Components:** V, S, M
Target: Object touched **Range:** Touch
Duration: Permanent until discharged **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Create magic object that transports you to a place of refuge.

[See Spell for Full Description.](#)

Regenerate

Level 7 Transmutation

Domains: Druid, Fallen Druid, Generic, Li **Components:** V, S, DF
Target: Living creature touched **Range:** Touch
Duration: Instantaneous **Casting Time:** 3 rds
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. Once the limb has regenerated, ability damage caused by the injury (if any) is instantly healed as well. *Regenerate* also cures 6d8 points of damage and rids the subject of fatigue. It has no effect on nonliving creatures (including undead).

Repulsion

Level 7 Abjuration

Domains: Air, Generic, Strength **Components:** V, S, DF, F
Area: Up to 120-ft.-radius emanation ce **Range:** 120 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** STR negates

Description: An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Sequester

Level 7 Abjuration

Domains: None **Components:** V, S, M
Target: One willing creature or object t **Range:** Touch
Duration: One day / level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by *sequester*, it also renders the affected creature or object invisible to any form of sight or seeing (as the *invisibility* spell). The spell does not prevent the subject from being discovered through tactile means. Creatures affected by *sequester* become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

Spell Turning

Level 7 Abjuration

Domains: Protection **Components:** V, S, M, DF
Target: You **Range:** Personal
Duration: Until expended or 10 min./le **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch spells.

From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. Subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For non-damaging spells, each of you has a proportional chance to be the one who is affected. If you and a spellcasting attacker are both warded by spell turning effects in operation, a resonating field is created. Roll randomly to determine the result.

Reverse Gravity

Level 7 Transmutation

Domains: Druid, Fallen Druid **Components:** V, S, M, DF
Area: Up to eight 10-ft. cubes **Range:** 240 ft
Duration: 1 minute, Concentration **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a DEX save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Simulacrum

Level 7 Illusion

Domains: Creation **Components:** V, S, M
Effect: One duplicate creature **Range:** 0 ft
Duration: Instantaneous **Casting Time:** 12 hrs
SR: No **Reversible:** No **Level 0:** No **Save:** None

Create an illusionary duplicfate of any creature

[See Spell for Full Description.](#)

Statue

Level 7 Transmutation

Domains: Earth **Components:** V, S, M
Target: Creature touched **Range:** Touch
Duration: 1 hour/level (D) **Casting Time:** 1 rd
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: A *statue* spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own hit points. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage.

The subject of a *statue* spell can return to its normal state, act, and then return instantly to the statue state (a free action) if it so desires, as long as the spell duration is in effect.

Sunbeam

Level 7 Evocation

Domains: Druid, Fallen Druid **Components:** V, S, DF
Area: Line from your hand **Range:** 60 ft
Duration: 1 round/level or until all beams **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX half

Leveling: At 8th level you get 6 beams. Each does 16d6 to undead, among other effects.

Description: For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round, up to four (4) beams total. The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and takes 4d6 points of radiant damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful DEX save negates the blindness and reduces the damage by half. An undead creature caught within the beam takes 14d6 radiant damage, or half damage if a DEX save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Umbral Strike

Level 7 Necromancy

Domains: Night **Components:** V, S, M
Target: 1 creature **Range:** 240 ft
Duration: 1 minute **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Con partial

Description: You create a bolt of dark energy and use it to make a ranged spell attack that ignores up to 1/2 cover. If you hit, the target takes 45 points of damage, half cold, half necrotic. The bolt's shadow expands and covers the target, rendering him blind for the duration of the spell. A successful Con save halves the damage and negates the blind condition.

Animal Shapes

Level 8 Transmutation

Domains: Animal **Components:** V, S
Target: Any number of willing creatures **Range:** 60 ft
Duration: 24 hours (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Willing creatures only

Description: You are able to transform any number of willing creatures in range into animals as if using polymorph level 5. You can choose a different form for each target. An individual subject may choose to resume its normal form as a full-round action. Doing so ends the spell for that subject alone.

Transmute Metal to Wood

Level 7 Transmutation

Domains: Creation, Plant **Components:** V, S, DF
Area: All metal objects within a 40-ft.-ra **Range:** 500 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This spell enables you to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. A magic object made of metal effectively has spell resistance equal to 20 + its caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood take a -2 penalty on attack and damage rolls. The armor bonus of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.

Only *miracle*, *wish*, or similar magic can restore a transmuted object to its metallic state.

Vortex

Level 7 Evocation

Domains: Water **Components:** V, S, M, DF
Effect: whirlpool 50 ft. deep, 30 ft. wide **Range:** 1000 ft
Duration: 1 round / level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Dex negates

Description: You create a powerful and immobile whirlpool in any body of liquid large enough to contain the spell's effect. Any Large or smaller creature that comes in contact with the spell effect must succeed on a Dex save or take 3d6 points of bludgeoning damage. A Medium or smaller creature that fails its first save must succeed on a second one or be pulled into the whirlpool and held suspended in its powerful currents, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the whirlpool to eject any carried creatures whenever you wish. A boat that is equal in length or shorter than the vortex's width that passes through a vortex takes 6d6 points of damage and is caught up by the current.

Antipathy / Sympathy

Level 8 Enchantment

Domains: Cleric, Druid, Fallen Druid **Components:** V, S, M
Target: A target item or location **Range:** 60 ft
Duration: 10 Days (D) **Casting Time:** 1 hr
SR: Yes **Reversible:** Yes **Level 0:** No **Save:** CHA Partial, see descr

Description: You cause an object or location to emanate magical vibrations that repel or attract specific creatures within 60 feet. You can choose to target a specific kind of intelligent creature or creatures of a particular alignment. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be targeted must be named.

Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful charisma saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort causes the target to gain level 2 fatigue while in range. This fatigue wears off when out of range or when the spell expires.

Aura

Level 8 Abjuration

Domains: Cleric, Generic **Components:** V, S, F
Target: Allies within a 30-foot radius **Range:** Self
Duration: 2 minutes (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** See text

Aura of a certain alignment protects you.

[See Spell for Full Description.](#)

Binding

Level 8 Enchantment

Domains: Justice **Components:** V, S, M
Target: One living creature **Range:** 60 ft
Duration: permanent (D) **Casting Time:** 1 min
SR: Yes **Reversible:** No **Level 0:** No **Save:** WIS Negates

Creates a magical restraint to hold a creature.

[See Spell for Full Description.](#)

Clone

Level 8 Necromancy

Domains: Creation **Components:** V, S, M, F
Effect: One clone **Range:** 0 ft
Duration: Instantaneous **Casting Time:** 10 min
SR: No **Reversible:** No **Level 0:** No **Save:** None

Makes a duplicate of yourself that you can inhabit if you die.

[See Spell for Full Description.](#)

Control Plants

Level 8 Enchantment

Domains: Plant **Components:** V, S, DF
Target: Up to 20 HD of plant creatures **Range:** 60 ft
Duration: 10 minutes **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** WIS Negates

Description: This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. If vocal communication is impossible, you can't command the plants but they do not attack you. At the end of the spell, the subjects revert to their normal behavior. Suicidal or self-destructive commands are simply ignored.

Curse of Night

Level 8 Evocation

Domains: Affliction, Fallen Druid, Gener **Components:** V, S, F
Area: 1-mile radius emanating from the **Range:** Touch
Duration: Permanent (D) **Casting Time:** 10 min
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: By touching the ground, you curse an area to remain in bleak darkness. The focus merges into the cursed area as part of the spell and can only be retrieved if the curse is lifted. Nonmagical light and magical light sources that produce normal light create only dim light in the cursed area, and even direct sunlight leads to only an ambient dim light in the area (similar to a full moon). Twilight and night are always dark. Creatures harmed or weakened by daylight can move about during the day in this area and the only impairment they take from the dimmed sunlight is that they become dazzled in its area. Plant growth in the area is stunted, as per the stunt growth usage of diminish plants. Any spellcaster attempting to cast daylight or a spell that creates true daylight or bright light in the area fails unless she succeeds at a spell attack against the caster's DC. Success leads to normal light, rather than bright light.

Dimensional Lock

Level 8 Teleportation/Summoning

Domains: Generic, Planes, Travel **Components:** V, S
Area: 20-ft.-radius emanation centered **Range:** 120 ft
Duration: Two Weeks **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include *astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible. A *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell. This spell also blocks access to nondimensional spaces, such as bags of holding.

Discern Location

Level 8 Divination

Domains: Generic, Justice, Knowledge, **Components:** V, S, DF
Target: One creature or object **Range:** Unlimited
Duration: Instantaneous **Casting Time:** 10 min
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: A *discern location* spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Earthquake

Level 8 Evocation

Domains: Destruction, Earth, Generic **Components:** V, S, DF
Area: 80-ft.-radius spread **Range:** 1000 ft
Duration: 1 round **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** See text

Create a localized earthquake

[See Spell for Full Description.](#)

Enhance Demiplane

Level 8 Conjuration

Domains: Creation, Generic, Planes **Components:** V, S, M
Effect: one enhancement to a demiplan **Range:** 0 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Enhance a demiplane you have created

[See Spell for Full Description.](#)

Divine Vessel

Level 8 Transmutation

Domains: None **Components:** V, S
Target: You **Range:** Personal
Duration: 1 round/level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You accept otherworldly energies into your body and transform. Your size increases one step larger in all ways. Your features shift into those of a cold and alien being of logic, a creature of primal chaos, an angelic presence, or a fiendish monster, as chosen by you. You gain

- advantage on strength and dexterity checks and saves
- advantage on all attacks
- a +4 dodge bonus to AC
- darkvision 60 ft.
- SR of 12 + your caster level
- 1d4 increase to weapon damage.
- advantage on saves against poison
- resistances: weapons 10, electricity 10, fire 10, cold 10, acid 10
- fly speed of 60
- your weapons are aligned based on the form you chose (chaotic, lawful, good, evil)

Endless Slumber

Level 8 Enchantment

Domains: Affliction **Components:** V, S, M
Target: One Object **Range:** 30 ft
Duration: Permanent (D) **Casting Time:** 3 rds
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA negates

Description: You cause the target to slip into a comatose slumber for many years. While sleeping, the target does not need to eat or drink, and they do not age. You can specify a triggering condition by which the target will awaken. The condition may be simple or complex, but they must be based on observable characteristics or actions. Endless slumber cannot be dispelled, but mage's disjunction, break enchantment, freedom, miracle, or wish will free the target.

This must be cast onto an object and set with a trigger, causing the spell to instantly go into effect when a specific condition is met. The condition must target a specific creature who must voluntarily interact with the object without your assistance. So, you can cast this spell on a sharp item, such as a dagger, but the spell will only take effect if they prick themselves with it, not if you stab them. You can cast it on a piece of food, but they must voluntarily eat the food without your assistance. Handing an item to the target always nullifies any conditions set.

Horrid Wilting

Level 8 Necromancy

Domains: Sickness, Water **Components:** V, S, M
Target: Living creatures, no two of which **Range:** 1000 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON half

Leveling: At 9th level, damage increases to 20d6 or 20d8

Description: This spell evaporates moisture from the body of each subject living creature, dealing 16d6 points of necrotic damage. This spell is especially devastating to water elementals and plant creatures, which instead take 16d8 points of necrotic damage.

Imprisonment

Level 8 Teleportation/Summoning

Domains: Justice **Components:** V, S, F
Target: One Creature **Range:** Touch
Duration: Permanent **Casting Time:** Standard
SR: Yes **Reversible:** Yes **Level 0:** No **Save:** WIS Negates

Imprison your target.

[See Spell for Full Description.](#)

Iron Body

Level 8 Transmutation

Domains: Mutation, Protection, Strength **Components:** V, S, M, DF
Target: You **Range:** Personal
Duration: 1 min./level (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Transform body into living iron.

[See Spell for Full Description.](#)

Irresistible Dance

Level 8 Enchantment

Domains: Affliction, Trickery **Components:** V
Target: Living creature touched **Range:** Touch
Duration: 1d4+1 rounds **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a –4 penalty to Armor Class and a –10 penalty on DEX saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn.

Maze

Level 8 Teleportation/Summoning

Domains: None **Components:** V, S
Target: One creature **Range:** 30 ft
Duration: See text **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You banish the subject into an extradimensional labyrinth of force planes. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, forcing the subject to leave. On escaping or leaving the maze, the subject reappears where it had been when the *maze* spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

Mind Blank

Level 8 Abjuration

Domains: Protection **Components:** V, S
Target: One creature **Range:** 60 ft
Duration: 24 hours **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *miracle*, and *wish* spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Moment of Prescience

Level 8 Divination

Domains: Knowledge **Components:** V, S
Target: You **Range:** Personal
Duration: 24 hours, or until discharged **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: This spell grants you a powerful sixth sense about yourself. Once during the spell's duration, you may choose to use its effect. This spell grants you a competence bonus equal to your caster level (maximum +25) on any single attack roll, opposed ability or skill check, or saving throw. Alternatively, you can apply the bonus to your AC against a single attack (even if flat-footed). Activating the effect doesn't take an action; you can even activate it on another character's turn if needed. You must choose to use the moment of prescience before you make the roll it is to modify. Once used, the spell ends. You can't have more than one moment of prescience active on you at the same time.

Orb of the Void

Level 8 Necromancy

Domains: Destruction, Generic, Planes **Components:** V, S, M
Effect: 1-foot diameter sphere **Range:** 60 ft
Duration: 2 minutes (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Con negates

Description: You create a small weightless sphere of pure void. As a move action, you can move it up to 30 feet per round in any direction. If it enters a space with a living creature, it stops moving for the round and that creature gains one HD worth of life drain (Con negates). Any creature passing through or ending its turn in the space occupied by the sphere also gains life drain. If more than one orb (from different castings of the spell) enters the same space, the orbs automatically fuse together. The resulting orb uses the higher of the two orbs' DCs as its DC and whichever duration has more time left. If the orbs are from different casters, each must make an opposed spell attack to move the sphere.

An undead creature that passes through or ends its turn in the space occupied by the orb gains 2d4 × 5 temporary hit points for 1 hour.

Power Word Stun

Level 8 Enchantment

Domains: None **Components:** V
Target: One creature with 150 hp or less **Range:** 60 ft
Duration: See text **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You utter a single word of power that instantly causes one creature of your choice to become stunned (level 3), whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by *power word stun*.

Hit Points Duration 50 or less 4d4 rounds 51–100 2d4 rounds 101–150 1d4 rounds

Protection from Spells

Level 8 Abjuration

Domains: None **Components:** V, S, M
Target: Up to one creature touched per **Range:** Touch
Duration: 3 hours **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: The subject gains a +10 circumstance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Polar Ray

Level 8 Evocation

Domains: Ice **Components:** V, S, F
Effect: Ray **Range:** 30 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Leveling: At 9th level, the cold damage increases to 90 points.

Description: A blue-white ray of freezing air and ice springs from your hand. You must succeed on a spell attack with the ray to deal damage to a target. The ray deals 70 points of cold damage plus 2d4 dexterity damage.

Prismatic Wall

Level 8 Abjuration

Domains: Protection **Components:** V, S
Effect: Multicolored wall up to 90 feet lo **Range:** 60 ft
Duration: 3 hours (D) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** See text

Prismatic wall that protects you from attacks

[See Spell for Full Description.](#)

Repel Metal or Stone

Level 8 Abjuration

Domains: Earth **Components:** V, S
Area: 60-ft. line from you **Range:** 60 ft
Duration: 2 minutes, Concentration **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: Like *repel wood*, this spell creates waves of invisible and intangible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them. Even magic items with metal components are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Scintillating Pattern

Level 8 Illusion

Domains: None **Components:** V, S, M
Effect: Colorful lights in a 20-ft.-radius s **Range:** 60 ft
Duration: Maintained Concentration + **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The spell affects a total number of Hit Dice of creatures equal to your caster level (maximum 20). Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. The spell affects each subject according to its Hit Dice.

6 or less: Unconscious for 1d4 rounds, then stunned (level 3) for 1d4 rounds, and then *confused* for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.)

7 to 12: Stunned for 1d4 rounds, then *confused* for 1d4 rounds.

13 or more: *Confused* for 1d4 rounds.

Sightless creatures are not affected by *scintillating pattern*.

Seamantle

Level 8 Conjuraton

Domains: Water **Components:** V, S, M
Target: Caster **Range:** Personal
Duration: 2 minutes **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Sheathe yourself in a column of pure water

[See Spell for Full Description.](#)

Sunburst

Level 8 Evocation

Domains: Druid, Fallen Druid **Components:** V, S, M, DF
Area: 80-ft.-radius burst **Range:** 500 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX partial

Description: *Sunburst* causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of radiant damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful DEX save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 18d6 points of damage or half damage if a DEX save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures. *Sunburst* dispels any darkness spells of lower than 9th level within its area.

Screen

Level 8 Illusion

Domains: Protection **Components:** V, S
Area: Sixteen 30-ft. cubes **Range:** 30 ft
Duration: 24 hours **Casting Time:** 10 min
SR: No **Reversible:** No **Level 0:** No **Save:** INT disbelief

Description: This spell combines the elements of a *major image* and a *false vision* spell and expands them over a fairly large area. This creates a powerful protection from both scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Stormbolts

Level 8 Evocation

Domains: Lightning **Components:** V, S, M, DF
Area: 30-foot radius, centered on you **Range:** 0 ft
Duration: Instantaneous **Casting Time:** 1 rd
SR: Yes **Reversible:** No **Level 0:** No **Save:** Con partial

Leveling: At [Level 9](#), this spell does 100 points of damage.

Description: When you cast this spell, lightning spills forth from your body in all directions. The bolts do not harm natural vegetation or creatures in the area you wish to exclude from damage. Any other creatures within the area take 70 points of electricity damage and are stunned (level 3) for 1 round. A successful saving throw halves the damage and negates the stun effect.

Teleportation Circle

Level 8 Teleportation/Summoning

Domains: Travel **Components:** V, M
Effect: 5-ft.-radius circle that teleports t **Range:** 0 ft
Duration: 3 hours **Casting Time:** 10 min (R)
SR: No **Reversible:** No **Level 0:** No **Save:** None

Leveling: At [Level 9](#), if you draw the circle with 20,000 gp worth of diamond dust, the spell duration is instantaneous and the circle becomes permanent. Dispel magic, break enchantment, or similar magic only disables the circle for 1d4 rounds.

Description: You create a circle on the floor or other horizontal surface that teleports any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane. The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

Temporal Stasis

Level 8 Transmutation

Domains: None **Components:** V, S, M
Target: Creature touched **Range:** Touch
Duration: Permanent **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON negates

Description: You must succeed on a spell attack to touch your target. You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).

Whirlwind

Level 8 Evocation

Domains: Air, Weather **Components:** V, S, DF
Effect: Cyclone 10 ft. wide at base, 30 ft **Range:** 500 ft
Duration: 2 minutes, Concentration **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** DEX negates

Create a powerful cyclone

[See Spell for Full Description.](#)

Clashing Rocks

Level 9 Conjuration

Domains: Earth **Components:** V, S
Effect: see text **Range:** 1000 ft
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** Dex partial

Two colossal rocks smash target (70 hp damage, prone, buried)

[See Spell for Full Description.](#)

Vault

Level 8 Teleportation/Summoning

Domains: Creation, Planes **Components:** S
Target: One door **Range:** 30 ft
Duration: 1 hour **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to an extra-dimensional space that appears to be an empty room 20 feet in each dimension, made of wood or stone. The spell can be dismissed any time, ending the spell immediately, otherwise the door remains in place for 1 hour. When the spell ends, the door disappears, and any creatures or objects inside the room remain trapped there, as the door also disappears from the other side. Each time you cast this spell, you can create a new vault, or have the shadowy door connect to a vault you created with a previous casting of this spell. Casting the spell only creates an opening from your current plane to a vault, not the other way around. Creatures still can enter and leave a vault through other forms of extra-dimensional travel, such as *Plane Shift* or *Astral Projection*.

Astral Projection

Level 9 Teleportation/Summoning

Domains: Cleric, Generic **Components:** V, S, M
Target: You plus 8 willing creatures **Range:** Touch
Duration: See text **Casting Time:** 30 min
SR: Yes **Reversible:** No **Level 0:** No **Save:** None, willing creature

Allows you to travel through the astral plane.

[See Spell for Full Description.](#)

Cursed Earth

Level 9 Necromancy

Domains: Affliction, Animal, Generic, Pla **Components:** V, S, M, DF
Area: 1-mile radius emanating from the **Range:** Touch
Duration: Permanent **Casting Time:** 10 min
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: You lay a terrible curse upon the land, blighting those who live and die there. Choose one of the following effects.

- *Famine:* All normal plants in the area reduce their growth and food production by half, as if affected by the stunt growth effect of diminish plants.
- *Living Death:* Any creatures of Small size or larger killed in the area rise as uncontrolled zombies 24 hours after their death, as do corpses buried in the area. Burning or dismembering the corpses prevents them from rising as zombies.
- *Plague:* Every day at sundown, all creatures in the area must make a CON save or catch one of the following diseases (your choice, decided at the time of casting): blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to

Elemental Swarm

Level 9 Teleportation/Summoning

Domains: Air, Earth, Fire, Water **Components:** V, S
Effect: A group of elementals called from the plane of the domains. **Range:** 240 ft
Duration: 3 hours (D) **Casting Time:** 10 min
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: This spell opens a portal to an Elemental Plane and calls elementals to come through it. A Druid can choose the plane (Air, Earth, Fire, or Water); a Cleric opens a portal to the plane matching her domain. When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell. The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals and can command them verbally as a free action. You can dismiss them singly or in groups at any time.

Foresight

Level 9 Divination

Domains: Druid, Fallen Druid, Knowledge **Components:** V, S, M, DF
Target: See text **Range:** Personal
Duration: 3 hours **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: This spell grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 dodge bonus to AC and a +2 insight enhancement bonus to AC and to DEX saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does

Implosion

Level 9 Evocation

Domains: Destruction, Generic **Components:** V, S
Target: One corporeal creature / round **Range:** 60 ft
Duration: Maintained Concentration (up to 10 rounds) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CON negates

Description: You create a destructive resonance in a corporeal creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.) You can target a particular creature only once with each casting of the spell. *Implosion* has no effect on creatures in gaseous form or on incorporeal creatures.

Fiery Body

Level 9 Transmutation

Domains: Fire **Components:** V
Target: You **Range:** Personal
Duration: 1 minute / level **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: This spell transforms your body into living flame. You and your equipment are immune to fire damage. In fact, every time you would normally take damage from fire, you are instead healed of damage at a rate of 1 point per 3 points of damage the fire attack would have normally inflicted. You are immune to blindness, critical hits, ability damage, deafness, disease, drowning, electricity, poison, stunning, and all spells that affect your physiology or respiration. You take only half damage from acid or electricity. You gain vulnerability 10 to cold. You gain a +6 enhancement bonus to your Dexterity score and a fly speed of 40 ft. Your unarmed attack deals an additional 3d6 points of fire damage. Your body burns so brightly that creatures who do not avert their gaze from you are dazzled. If you enter water, you are surrounded by a 5-foot radius of steam and bubbles that grant you 1/4 cover but you take 2d6 points of damage each round you remain in water.

Gate

Level 9 Teleportation/Summoning

Domains: Generic, Planes, Travel **Components:** V, S, F, XP
Effect: See text **Range:** 120 ft
Duration: Instantaneous or (up to 1 round) **Casting Time:** Standard (R)
SR: No **Reversible:** No **Level 0:** No **Save:** None

Create a connection with another plane and call a being through the gate.

[See Spell for Full Description.](#)

Mage's Disjunction

Level 9 Abjuration

Domains: None **Components:** V
Area: All magical effects and magic items **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** WIS negates

All spells, effects, items are disjoined (as if dispelled)

[See Spell for Full Description.](#)

Meteor Swarm

Level 9 Evocation

Domains: None **Components:** V, S
Area: Four 40-ft.-radius spreads **Range:** 800 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None or DEX half

Description: *Meteor swarm* is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks. If you aim a sphere at a specific creature, you may make a spell attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one meteor at the same target. Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. (Fire resistance applies to each sphere's damage individually.)

Overwhelming Presence

Level 9 Enchantment

Domains: Cleric, Generic **Components:** V, S, M
Target: One creature/level, no two of w **Range:** 240 ft
Duration: 1 minute **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** CHA negates

Description: Your presence inspires incredible awe in those nearby. A creature that fails a save against this spell falls to the ground and prostrates itself before you, believing it bows before a divine presence. A flying creature incapable of hovering must land immediately in order to prostrate itself. These creatures are considered to be helpless for the duration of the spell. Each round on its turn, a target of this spell may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. A creature that recovers from this spell early after being affected by it for at least 1 round takes 1d6 points of afflicted charisma damage and is staggered for 1d4 rounds. A creature that makes the initial save to resist this spell is merely staggered for 1 round.

Power Word Kill

Level 9 Necromancy

Domains: Death **Components:** V
Target: One living creature with 100 hp **Range:** 60 ft
Duration: Instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Description: You utter a single word of power that instantly drops one creature of your choice to 0 hp, whether the creature can hear the word or not. The creature immediately begins dying, as usual, but must make disadvantage on any death saves. Any creature that currently has more than 100 hit points is unaffected by power word kill.

Miracle

Level 9 Evocation

Domains: Cleric **Components:** V, S, XP
Effect: See text **Range:** See text
Duration: See text **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** See text

Request a divine miracle

[See Spell for Full Description.](#)

Polar Midnight

Level 9 Transmutation

Domains: Fallen Druid, Generic, Night **Components:** V, S
Effect: 30-foot spray **Range:** 60 ft
Duration: 1 round / level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** Con partial

Description: You plunge an area into the brutal chill of the arctic night. Illumination conditions are dropped by two steps (though only to darkness, not supernatural darkness), and all creatures in the area take 5d6 points of cold damage and 1d6 points of Dexterity damage per round. A successful Con save each round negates the Dexterity damage but not the cold damage. Any creature that doesn't move on its turn becomes encased in a sheath of ice equivalent to wall of ice, is helpless, and cannot breathe. Corpses in the area for longer than 1 round are transmuted into solid ice; reviving the icy corpse requires resurrection (level 9), miracle, or wish. As a move action, you may move the area of effect up to 10 feet in any direction.

Psychic Scream

Level 9 Enchantment

Domains: Mind **Components:** S
Target: Up to 10 creatures in range **Range:** 90 ft
Duration: instantaneous **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** INT Partial

Description: You unleash a powerful mental blast that overloads the minds of up to ten creatures within range. On a failed intelligence save, targets take 5d10+35 psychic damage and is stunned (level 3). If the target's hit points drop to zero, its head explodes. Stunned targets may save again each round to remove the effect.

Shambler

Level 9 Conjunction

Domains: Plant **Components:** V, S
Effect: Three or more shambling mound **Range:** 240 ft
Duration: See text **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: The *shambler* spell creates 1d4+2 shambling mounds with 11 HD each. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared. The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

Storm of Vengeance

Level 9 Conjunction

Domains: Generic, Lightning, Weather **Components:** V, S
Effect: 360-ft.-radius storm cloud **Range:** 500 ft
Duration: 1 minute **Casting Time:** 1 rd
SR: Yes **Reversible:** No **Level 0:** No **Save:** See text

Create a storm with lightning damage, acid rain, hail, and other effects.

[See Spell for Full Description.](#)

Tsunami

Level 9 Conjunction

Domains: Water **Components:** V, S
Effect: 10-ft.-deep wave 10 ft. wide/lev **Range:** 1000 ft
Duration: 5 rounds **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Summon a tsunami

[See Spell for Full Description.](#)

Shapechange

Level 9 Transmutation

Domains: Animal, Plant **Components:** V, S, F
Target: You **Range:** Personal
Duration: 3 hours (D) **Casting Time:** Standard
SR: No **Reversible:** No **Level 0:** No **Save:** None

Description: This spell allows you to take the form of any animal, humanoid, magical beast, monstrous humanoid, ooze, elemental, plant, magical beast, dragon, or vermin. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. When you change, you maintain your own mind and personality, but everything else is swapped out for that of your new form, including all abilities and scores. Equipment, including held items, always meld into the new form and return after changing back. Incorporeal and gaseous forms are allowed by Shapechange as well.

Time Stop

Level 9 Transmutation

Domains: None **Components:** V
Target: You **Range:** Personal
Duration: 1d4+1 rounds (apparent time) **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Cause time to stop

[See Spell for Full Description.](#)

Winds of Vengeance

Level 9 Evocation

Domains: Air, Generic, Weather **Components:** V, S, DF
Target: Caster **Range:** Personal
Duration: 1 minute / level **Casting Time:** Standard
SR: Yes **Reversible:** No **Level 0:** No **Save:** None

Surround yourself with a tornado

[See Spell for Full Description.](#)

Wish

Level 9 Universal

Domains: None

Components: V, XP

Effect: See text

Range: See text

Duration: See text

Casting Time: Standard

SR: Yes **Reversible:** No **Level 0:** No

Save: See text

Alter reality

[See Spell for Full Description.](#)

World Wave

Level 9 Transmutation

Domains: Druid, Water

Components: V, S, DF

Effect: see text

Range: See text

Duration: See text

Casting Time: Standard

SR: Yes **Reversible:** No **Level 0:** No

Save: None

Cause a wave of earth to destroy foes

[See Spell for Full Description.](#)