

ULTIMATE ARCANESPELLBOOK SPELL LISTS

ASSASSIN SPELLS

1st Level

Assassin's Strike – Sneak attack granted or increased by 1d6

Assassin's Whispers – Caster speaks without danger of being overheard

Barb - Creates a single arrow, bolt, bullet or sling stone

Deep Shadows – Enhances shadows, granting a +4 bonus to Hide checks

Detect Poison – Caster senses presence of poison

Dwelling Sense – Caster learns name of creature who last remained in the area

Ghost Sound – Creates a volume of noise

Ice Bomb – Creates a timed exploding ice bomb, dealing 2d6 damage

Obscuring Mist – Creates thick mist that blankets area

Spider Climb - The subject can climb and travel on vertical surfaces and ceilings

2nd Level

Alter Self – Changes caster's appearance

Aura of Glory – Grants a temporary +4 bonus to Charisma

Bone Field – Spikes rise from the ground, dealing 1d4 points of damage

Darkness – Creates an area of utter blackness

Undetectable Alignment – Masks the subject's alignment

3rd Level

Invisibility – Makes the subject invisible

Misdirection – Misleads divination spells

Nondetection – Warded creature becomes difficult to find by divination

Venomblade – Creates a slashing weapon that deals Strength damage

4th Level

Dimension Door – Caster transfers from one location to another

Freedom of Movement - Subject moves normally despite impediments

Skin Walking – Grants a +25 bonus to Disguise checks when impersonating a slain victim

BARD SPELLS

0 Level

Breeze – Creates a gentle breeze, allowing a +1 bonus to Fortitude saves against hot weather

Cleanliness – Cleans any one creature, granting a +1 bonus to saves against disease

Dancing Lights – Caster creates four lights which follow his commands

Daze – Subject is dazed for one round

Detect Magic – Caster determines presence of magic and magical effects in area

Dwelling Sense – Caster learns name of creature who last remained in the area

Flare – Bright flare dazzles an enemy

Fool's Coin – Makes a single metallic disk seem like precious metal

Ghost Sound – Creates a volume of noise

Hear Me! – All caster's words can be heard within 100 ft.

Know Direction - The caster is able to discern North

Know the Blood – Caster learns family details of the subject

Light – Creates bright light, equivalent to a torch

Living Tattoo – Creates a tattoo with the ability to move

Lullaby - Makes subject drowsy; -5 on Spot and Listen checks; -2 on Will saves against *sleep*

Mage Hand – Allows caster to remotely lift small objects

Mending – Mends a broken object

Message – Whispers message to one creature per level

Mystical Performance – Grants a +5 bonus to Perform checks

Open/Close – Caster opens a single portal that is not locked or barred

Preservation – Ensures food does not rot or spoil

Prestidigitation – Allows the caster to perform minor tricks

Quill – Forms a writing quill which requires no ink

Read Magic – Allows caster to read magical writings

Resist Water – Protects one object from getting wet

Resistance – Grants a +1 bonus to all saving throws

Shelve – Places a book where it belongs in a library

SPELL LISTS

Summarise – Allows the caster to know the general content of a book
Summon Instrument - Summons one instrument of the caster's choice
The Written Word – Fills paper with non-magical text of caster's choosing

1st Level

Alarm – Creates a mental or audible alarm when enemies approach
Animate Rope – Brings life to a normal rope
Assassin's Whispers – Caster speaks without danger of being overheard
Avoidance – Searches an area without endangering the caster
Beauty – Grants a +5 bonus to Bluff, Diplomacy and Gather Information checks
Blindness/Deafness, Lesser – Makes subject blind or deaf for a limited time
Cause Fear – Frightens or shakens a subject
Charm Person – Causes subject to believe caster is friendly
Command Craft – Caster can steer a boat, ship, cart of wagon
Comprehend Languages – Caster understands spoken and written words of any language
Confusion, Lesser - One creature is *confused* for one round
Crescendo of Indefatigability – Caster gains a +2 bonus on specified dice roll
Cure Critical Wounds – Caster heals 1d8 points of damage, +1 per caster level
Deep Shadows – Enhances shadows, granting a +4 bonus to Hide checks
Detect Secret Doors – Caster finds secret doors in area
Disguise Self – Caster can change his appearance
Eagle Eyes – Caster gains +10 bonus to Spot checks
Energy Armour – Creates a positive energy shield against undead
Erase – Removes all writings from several pages
Expeditious Retreat – Caster's land speed increase by 30 ft.
Far Strike – Multiplies range increments by five
Feather Fall – Creatures or objects fall slowly
Foretelling, Lesser – Grants a magical answer to a simple question
Forge Mastery – Grants a +2 bonus to certain Craft checks
Grease – Makes surfaces very slippery
Hideous Laughter – Subject laughs uncontrollably
Hypnotism – Hypnotises several creatures
Identify – Determines properties of magical items

Jester's Gift – Caster angers any creature, no matter what language it speaks
Indescribable Creep – Panics the subject
Keen Ear – Grants a +10 bonus to Listen checks
Magic Aura – Makes an item register to *detect magic* spells
Magic Mouth – Creates an animated mouth that can speak a specified phrase
Mantle of Dread – Grants a +4 bonus to Intimidate checks
Mantle of Shadows – Grants a +4 bonus to Hide checks
Object Lore – Caster learns something about a single object
Obscure Object – Hides an object from detection
Phantasmal Force – Creates an image that torments enemies
Remorse – Fills a creature with remorse, denying it any action
Remove Fear - Suppress fear or gives +4 on saves against fear for one subject + one per four levels
Replace the Senses – Changes how one creature perceives the world
Restful Sleep – Grants a good night's sleep no matter the conditions
Silent Image – Creates a single visual illusion
Sleep – Sends several creatures into a deep slumber
Stand the Test of Time – Makes one object immune to the affects of time
Subtle Blast – Sonic energy deals 1d6 damage per level
Summon Monster I – Summons an outside to fight for the caster
Tickle Finger – Inflicts a –2 penalty to subject's saves and attack rolls
Undetectable Alignment – Masks the subject's alignment
Unravel – Unravels any fabric, including belts and straps
Unseen Servant – Conjures a mindless force that can perform simple tasks
Ventriloquism – Caster's voice appears to come from somewhere else

2nd Level

Alter Self – Changes caster's appearance
Animal Messenger - Sends a Tiny animal to a specific location
Animal Trance – Puts animals into a static trance
Assassin's Strike – Sneak attack granted or increased by 1d6
Befuddle – Affected creatures act in an unpredictable manner
Blindness/Deafness – Strikes a target deaf or blind

Blur – Grants the subject concealment

Calm Emotions - Calms creatures, negating emotion effects

Cat's Grace – Grants a +4 bonus to Dexterity

Chatterbox – Imbues item with magical mouth that constantly distracts

Cure Critical Wounds – Caster heals 2d8 points of damage, +1 per caster level

Darkness – Creates an area of utter blackness

Daylight – Touched object sheds light as if it were day

Daze Monster - Living creature of 6HD or less loses their next action

Delay Poison – Subject becomes immune to poison

Detect Hazard – Caster detects mining hazards

Detect Thoughts – Caster detects surface thoughts in area

Dirge of the Walking Dead – Allows subject to act at negative hit points

Dramatic Visage – Creates special effects around the subject

Drums of the Righteous – Allies and enemies gain +1/-1 to attack rolls respectively

Eagle's Splendour - Subject gains +4 to Charisma for one minute per level

Enthral – Holds subjects spellbound

Felonious Friend I – As *unseen servant*, but also gains Sleight of Hand skill

Fool's Gold – As *fool's coin*, but affects 2 lb. of metal per level

Fox's Cunning - Subject gains +4 to Intelligence for one minute per level

Glitterdust – Golden particles cover everything in the area

Heroes' Luck – Grants a +2 bonus to a single roll or check

Heroes' Visage – Caster emanates an aura of greatness

Heroism - Gives +2 on all attack rolls, saves and skill checks

Hold Person – Stops one character in its tracks

Hypnotic Pattern – Pattern fascinates several creatures

Immobilise – Stops constructs in their tracks

Imprint – Stores the printed word in the caster's mind

Inspire – Grants +1 bonus to attack rolls and +2 bonus on Reflex saves for allies

Instability – Takes all the strength out of a victim

Invisibility – Makes the subject invisible

Knock Asunder – Subjects are shaken and knocked prone

Locate Object – Caster senses direction of familiar object

Mask Scent – Banishes all smells within the area

Mirror Image – Creates 1d4 images, +1 per 3 caster levels

Misdirection – Misleads divination spells

Mystic Lullaby – Lulls single creature into a deep sleep

Pass Through Element – Allows caster to walk through barrier of specified element unharmed

Pyrotechnics – Turns a fire into blazing fireworks or billowing smoke

Rage - Gives +2 to Strength, and Constitution, +1 on Will saves, -2 to AC

Scare – Makes creatures frightened

Shatter – Creates a noise that shatters brittle objects

Silence – Kills all sound in the area

Slipping the Ranks – Caster can make 10 ft. teleport instead of 5 ft. step

Sound Burst – Inflicts 1d8 sonic damage in the area and stuns enemies

Suggestion – Forces a subject to complete a specified action

Summon Monster II – Summons an outside to fight for the caster

Summon Swarm – Summons a swarm of tiny creatures

Tongues – Grants ability to understand and speak any language

Unseen Trickster – Much improved version of *unseen servant*

Voice of Authority – Grants a +10 bonus to all Charisma based checks

Weightless Cube – Negates all gravity within area

Whispering Wind – Sends a message, borne by the wind

Wind Armour – Grants a +4/+6 bonus to AC against melee and ranged attacks

3rd Level

Blink – Cycles the caster in and out of the ethereal plane

Cacophony – Creates continuous loud noise which can daze creatures

Charm Monster – Causes creature to believe caster is friendly

Clairaudience/Clairvoyance – Allows the caster to see or hear in a remote location

Combat Blessing – Grants a +1 bonus to attack rolls and a +2 bonus to damage rolls

Confusion – Subjects act in a random manner

Cure Critical Wounds – Caster heals 3d8 points of damage, +1 per caster level

Dancing Shield – Grants a +10 bonus to AC to a specified number of attacks

Debilitating Decrescendo – Subjects suffer –2



SPELL LISTS

penalty to attack rolls, Armour Class and saving throws

Deep Slumber - Sends 10 HD of creatures to sleep

Dispel Magic - Ends spells and spell effects within area

Displacement - Grants 50% miss chance to all incoming attacks

Emotion - Encourages a single emotion within the subject

False History - Gives false readings to divination spells

False Love's Kiss - Powerful version of *charm person*

Fear - All creatures within area become panicked

Fearsome Fortissimo - Induces fear in all enemies within 20 ft.

Frightful Presence - Creates a fearsome manifestation that panics those nearby

Gaseous Form - The subject and all its equipment becomes insubstantial

Geas, Lesser - Forces subject to follow a specified quest

Glibness - The caster gains +30 bonus to all Bluff checks, lies escape magical detection

Gossip - Causes subject to gossip constantly

Haste - speeds up the actions of a subject

Illusory Script - Caster makes writings legible only to those he nominates

Improved Phantasmal Force - As *phantasmal force* but illusion has better attacks

Invisibility Sphere - All subjects in area become invisible

Lighten Burden - Subjects can carry 50% more than is normal

Magic Weapon, Greater - Grants a weapon a +1 enhancement bonus per 3 caster levels

Major Image - As *silent image*, plus sound, smell and thermal effects

Paraphasic Pianissimo - Jumbles words and intelligent speech

Phantom Steed - Creates a quasi-real horse-like creature

Remove Curse - Banishes a curse placed on a person or object

Scales of the Dragon - Grants +4 AC and energy resistance depending on colour of scales chosen

Scrying - Caster is able to view a remote location

Sculpt Sound - Changes the sound creatures or objects make

See Invisibility - Allows the caster to see invisible creatures and objects

Sepia Snake Sigil - Creates a snake trap in text

Shadow Sight - Allows the caster to see the shadow image of an enemy

Sleep, Greater - Sends several creatures into a deep slumber

Slow - Slows down the actions of an enemy

Summon Monster III - Summons an outside to fight for the caster

Tiny Hut - Creates a spherical hut, offering rest and safety

Trigger Trap - Sets off all traps within range

4th Level

Break Enchantment - Frees a subject from all enchantments

Cure Critical Wounds - Caster heals 4d8 points of damage, +1 per caster level

Detect Scrying - Caster becomes aware of any magical viewing

Dimension Door - Caster transfers from one location to another

Dominate Person - Caster controls the actions of one character

Felonious Friend II - As *unseen servant*, but also gains new skills

Fickle Finger of Fate - Grants either a bonus or penalty to attack rolls and saves

Fool's Trove - As *fool's coin* but affects all objects in a location

Freedom of Movement - Subject moves normally despite impediments

Hallucinatory Terrain - Changes the appearance of natural terrain

Hold Monster - Stops one creature in its tracks

Invisibility, Greater - Subject becomes invisible, even while attacking

Legend Lore - Uncovers legends about people and objects

Lethargy - Subject becomes extremely tired

Locate Creature - Caster sense direction of familiar creature

Maddening Babble - Bard's voice causes creatures to lose Wisdom

Magic Circle Against Chaos, Greater - Wards away all chaotic creatures

Magic Circle Against Evil, Greater - Wards away all evil creatures

Magic Circle Against Good, Greater - Wards away all good creatures

Magic Circle Against Law, Greater - Wards away all lawful creatures

Modify Memory - Changes memory of subject

Multi Image s - As mirror image, but images can perform their own actions

Neutralise Poison - Eliminates poison within subject

Privacy - Guards against divination spells

Rainbow Pattern - Captivates affected creatures

Repel Vermin - Insects, spiders and other vermin stay at 10-ft away

Secure Shelter – Creates a sturdy cottage or hut
Shout – Yell deafens for 2d6 rounds and deals 5d6 damage
Speak with Plants - The cast can talk with plants and plant creatures
Summon Monster IV – Summons an outside to fight for the caster
Wall of Fear - Creates an imperceptible wall of pure fear
Zone of Silence - Keeps eavesdroppers from overhearing conversations

5th Level

Cure Light Wounds, Mass - Cures 1d8 damage +1/levl for many creatures
Dispelling, Greater – Ends spells and spell effects within area
Dispel Magic, Greater - As *dispel magic*, but +20 on check
Dream – Caster can send a message in the form of a dream
False Vision – All scrying spells receive false information
Healing Circle – Cures 1d8 hit points in wide area, +1 per caster level
Heroism, Greater - Gives +4 bonus on attacks, saves and skill checks, immunity to fear; temporary hp
Magic Circle Against Elements – As *protection from elements* but protects many people
Mind Fog – Weakens the mental resistance of all within cloud
Mirage Arcana – Makes area to be something other than what it is
Mislead – Figment of caster generated, even as he becomes invisible
Nightmare – Plagues subject with terrible nightmares and 1d10 damage
Persistent Image – Creates illusion without need for concentration
Phantasmal Force, Greater – Creates an image that torments enemies
Shadow Evocation – Mimics evocation spells
Shadow Walk – Caster can move at speed through shadows
Song of Discord - Forces targets to attack each other
Spell Filch – Steals effects of spells upon a creature
Suggestion, Mass – Forces several subjects to complete a specified action
Summon Monster V – Summons an outside to fight for the caster
Sumptuous Feast – Creates an entire banquet

6th Level

Analyse Dweomer – Obtains information on spells and magical properties of creatures
Animate Objects - Objects attack the caster's foes
Cat's Grace, Mass - As cat's grace, affects one subject per level
Charm Monster, Mass – Forces several creatures to become friendly to the caster
Cure Moderate Wounds, Mass - Cures 2d8 damage +1/level for many creatures
Eagle's Splendour, Mass - As *eagle's splendour*, affects one subject per level
Eerie – Causes the subject to doubt its perceptions
Eyebite – Caster gains gaze attacks that renders subjects sick, panicked or comatose
Felonious Friend III – As *unseen servant*, but also gains new skills and can engage in combat
Find the Path - Shows most direct route to a location
Fox's Cunning, Mass - As *fox's cunning*, affects one subject per level
Geas – Forces the subject into performing a service or mission
Haste, Mass – Speeds up the actions of several creatures
Heroes' Feast - Food for one creature per level; cures; combat bonuses
Irresistible Dance – Forces subject to caper and prance
Permanent Image – Creates illusion of creature or object
Programmed Image – Creates an illusion triggered by a specified event
Project Image – Creates a shadow duplicate of the caster
Puppet Master – Caster dominates one construct
Scrying, Greater – Caster is able to view a remote location with no restriction on distance
Shout, Greater - Yells that deal 10d6 sonic damage, stuns creatures, damages objects
Song of Farsending – Transports the target to a place the caster is familiar with
Summon Monster VI – Summons an outside to fight for the caster
Sympathetic Vibration - Deals 2d10 damage/round to free-standing structures
Veil - Changes the appearance of subjects

SORCERER AND WIZARD SPELLS

0 Level

Abjuration
Preservation – Ensures food does not rot or spoil



SPELL LISTS

Resist Water – Protects one object from getting wet

Resistance – Grants a +1 bonus to all saving throws

Conjuration

Acid Splash - Deals 1d3 acid damage

Barb - Creates a single arrow, bolt, bullet or sling stone

Conjurer's Toolbelt – Creates a small tool

Obtain Sample – Gathers material and holds it safely

Quill – Forms a writing quill which requires no ink

Silken Glue – Sticks two objects together securely

Trail of Bread Crumbs – Creates a trail, visible only to named recipients

Divination

Detect Curse – Caster determines whether creature or object is cursed

Detect Disease – Caster detects presence of disease in area

Detect Magic – Caster determines presence of magic and magical effects in area

Detect Poison – Caster senses presence of poison

Dwelling Sense – Caster learns name of creature who last remained in the area

Know the Blood – Caster learns family details of the subject

Summarise – Allows the caster to know the general content of a book

Synchronised Alert - All subjects receive a simultaneous mental alert

Enchantment

Daze – Subject is dazed for one round

Fumble – Target drops whatever it is holding

Stumble – Forces a moving creature to kneel

Evocation

Breeze – Creates a gentle breeze, allowing a +1 bonus to Fortitude saves against hot weather

Dancing Lights – Caster creates four lights which follow his commands

Flare – Bright flare dazzles an enemy

Light – Creates bright light, equivalent to a torch

Ray of Frost – Stream of cold deals 1d3 points of damage

Illusion

Fool's Coin – Makes a single metallic disk seem like precious metal

Ghost Sound – Creates a volume of noise

Living Tattoo – Creates a tattoo with the ability to move

Necromancy

Animate Animal – Creates a skeleton or zombie from a tiny or smaller creature

Detect Dead – Caster detects all corpses in the area

Disrupt Undead – Deals 1d6 points of damage to undead

Identify Undead – Informs caster of all undead types in area

Skull Snare – Makes a single skull into an intelligent trap

Touch of Fatigue - Fatigues target

Transmutation

Celestial Tongue – Caster can speak celestial

Cleanliness – Cleans any one creature, granting a +1 bonus to saves against disease

Enthralling Favour – Grants pleasant flavour to several meals

Dissolving Arrow – Arrows affected by this spell disintegrate after they strike their target

Fiend's Tongue – Caster can speak infernal

Hear Me! – All caster's words can be heard within 100 ft.

Lasting Flame – Increases duration of natural flames

Mag Hand – Allows caster to remotely lift small objects

Mending – Mends a broken object

Message – Whispers message to one creature per level

Open/Close – Caster opens a single portal that is not locked or barred

Shelve – Places a book where it belongs in a library

The Written Word – Fills paper with non-magical text of caster's choosing

Universal

Arcane Mark – Inscribes caster's personal rune or mark

Prestidigitation – Allows the caster to perform minor tricks

Read Magic – Allows caster to read magical writings

1st Level

Abjuration

Alarm – Creates a mental or audible alarm when enemies approach

Armoured Familiar – Grants a +1 armour bonus per caster level to familiar

Avoidance – Searches an area without endangering the caster

Cleanse Minor Vermin – Clears area of all vermin

with 2 or less hit points

Endure Elements – Subject suffers no harm in extreme environments

Hold Portal – Magically bars a single portal

Protection from Chaos – Provides defensive bonuses from chaotic creatures

Protection from Evil – Provides defensive bonuses from evil creatures

Protection from Good – Provides defensive bonuses from good creatures

Protection from Law – Provides defensive bonuses from lawful creatures

Resist Scrying – Decreases the Will save DC to resist scrying

Resist the Divine – Grants a bonus to resist divine spells

Restful Sleep – Grants a good night's sleep no matter the conditions

Shield – Grants a +4 bonus to AC

Stand the Test of Time – Makes one object immune to the affects of time

Conjuration

Bind Guardian I – Binds summoned creatures to service

Craft Material – Summons material to be crafted

Diabolic Treasurer – Summons imp capable of appraising accurately

Energy Armour – Creates a positive energy shield against undead

Grease – Makes surfaces very slippery

Ice Bomb – Creates a timed exploding ice bomb, dealing 2d6 damage

Lightning Arrow – Creates an arrow of electricity that shoots towards a target

Mage Armour – Grants a +4 bonus to AC

Mount – Summons a light horse or pony

Obscuring Mist – Creates thick mist that blankets area

Power Word Push – Throws a single creature away from caster

Shadow Mist – Creates a blanket of shadow that can conceal the caster and allies

Silken Rope – Creates rope that can be stuck securely to any surface

Summon Familiar – Calls the caster's familiar to his side

Summon Monster I – Summons an outside to fight for the caster

Unseen Servant – Conjures a mindless force that can perform simple tasks

Divination

Anticipate Attack – Causes a –20 penalty to attack rolls

Comprehend Languages – Caster understands

spoken and written words of any language

Creature Lore – Caster learns something about a creature he faces

Detect Secret Doors – Caster finds secret doors in area

Detect Undead – Caster locates undead in the vicinity

Foretelling, Lesser – Grants a magical answer to a simple question

Forge Mastery – Grants a +2 bonus to certain Craft checks

Identify – Determines properties of magical items

Law of Simplification – Removes penalties on next roll

Moment's Brilliance – Enhances Intelligence to an amazing degree

Object Lore – Caster learns something about a single object

Shadow Strike – Grants a +4 bonus to Initiative and a +10 bonus to the next attack roll

Touch of the Merchant – Accurately appraises any object held

True Strike – Grants a +20 bonus to one attack roll

Enchantment

Animus – Causes resentment and hostility

Awakening – Awakens all sleeping creatures in an area

Charm Person – Causes subject to believe caster is friendly

Clumsy – Inflicts a –1d6 penalty to Dexterity, –1 per caster level

Delusion – Subject suffers from minor hallucinations

Drowsy – Subject becomes very tired

Enforced Answer – Forces a single word truthful answer from the subject

Enhance Bond – Familiar's abilities and hit points increase

Favour's Focus I – Grants +1 DC to enchantment spells on subject

Hypnotism – Hypnotises several creatures

Moment's Pause – Holds a target immobile

Phobia – Subject affected by phobia of caster's choice

Remorse – Fills a creature with remorse, denying it any action

Sleep – Sends several creatures into a deep slumber

Tickle Finger – Inflicts a –2 penalty to subject's saves and attack rolls

Evocation

Bolt of Frost – Bolt deals 1d6 points of damage per two caster levels



SPELL LISTS

Curse of Acid – Deals 1d4 points of damage and blinds victim

Disarm – Blast of force disarms a subject

Fire Puff – Small ball of fire deals 1d6 damage per caster level

Floating Disk – Creates a field of force that can carry loads

Arcane Weapon, Lesser – Brings into being a weapon of pure force

Magic Missile – Creates bolt of force that deals 1d4+1 damage

Quakethrust – Throws creatures to the ground

Ray of Fire – Stream of fire deals 1d6 points of damage per caster level

Stench – Carrion stench causes all within area to become nauseated

Subduing Bolt – Blue bolt deals 1d6 subdual damage, +1 per level

Subtle Blast – Sonic energy deals 1d6 damage per level

Illusion

Aromatic Fragrance – Creates a scent of the caster's choosing

Beauty – Grants a +5 bonus to Bluff, Diplomacy and Gather Information checks

Colour Spray – Blinds and stuns subjects

Deep Shadows – Enhances shadows, granting a +4 bonus to Hide checks

Disguise Self – Caster can change his appearance

Illusory Bolt – Creates bolt that deals 2d4 subdual damage

Indescribable Creep – Panics the subject

Magic Aura – Makes an item register to *detect magic* spells

Mantle of Shadows – Grants a +4 bonus to Hide checks

Phantasmal Force – Creates an image that torments enemies

Silent Image – Creates a single visual illusion

Undetectable Aura – Masks a magic item's aura from detection

Unseen Companion – Caster's familiar is rendered invisible

Ventriloquism – Caster's voice appears to come from somewhere else

Necromancy

Animate Skeleton – Creates a skeleton from a corpse

Cause Fear – Frightens or shakens a subject

Chill Blood – Stuns target and deals 1d4 points of damage +1 per caster level

Chill Touch – Deals 1d6 points of damage and 1 point of Strength damage

Death's Shadow – Deals 1d12 points of temporary

hit point damage

Mantle of Dread – Grants a +4 bonus to Intimidate checks

Palsy – Subject overcome by convulsions and seizures

Protection from Undead – Provides defensive bonuses from undead creatures

Ray of Enfeeblement – Deals 1d6 points of Strength damage, +1 per 2 caster levels

Renew the Tide of Unlife – Prepares a destroyed corpse for reanimation

Wound – Subject suffers an extra hit point of damage for every wound it takes

Transmutation

Animate Rope – Brings life to a normal rope

Assassin's Whispers – Caster speaks without danger of being overheard

Blindness/Deafness, Lesser – Makes subject blind or deaf for a limited time

Blood Thorns – Hardens blood, dealing 2d6 points of damage

Burning Hands – Creates fire sheet, dealing 1d4 points of damage per caster level

Command Craft – Caster can steer a boat, ship, cart or wagon

Competence – Caster gains proficiency in a single weapon

Deflect Arrow – Caster deflects one ranged attack per round

Elemental Weapon – Touched weapon deals another 1d6 points of damage

Empower Companion – Familiar gains +2 Constitution and Dexterity, and speed increases by +10

Enlarge Person – Causes instant growth of a creature

Erase – Removes all writings from several pages

Expeditious Retreat – Caster's land speed increase by 30 ft.

Extradimensional Pocket – Creates hidden pocket on the caster's person

Far Strike – Multiplies range increments by five

Feather Fall – Creatures or objects fall slowly

Forgetfulness – Inflicts a -2 penalty to all Intelligence based checks

Hammerstrike – Transforms subject's hands into powerful weapons

Hawksight – Caster gains a +5 bonus to Search and Spot checks

Ignite – Causes flammable object to burst into flames

Jump – Grants a +10 bonus to Jump checks

Magic Weapon – Grants a weapon a +1 enhancement bonus

Mystical Performance – Grants a +5 bonus to

Perform checks

Physical Prowess – Grants a +2 bonus to Strength, Dexterity or Constitution

Preserve Food and Drink – Ensures food does not spoil or rot for a long period of time

Reduce Person – Shrinks one creature in size
Replace the Senses – Changes how one creature perceives the world

Shadow Hands – As *burning hands*, but shadow energy is used instead

Shape Weapon – Alters weapon to reform it into another

Shocking Grasp – Touch deals 1d6 points of damage per level

Spider Climb – The subject can climb and travel on vertical surfaces and ceilings

Unravel – Unravels any fabric, including belts and straps

Web Walking – Allows the caster to move normally through webs, even magical ones

2nd Level

Abjuration

Arcane Lock – Seals any door, chest or portal

Avoid Touch – Grants a +2 bonus to AC (+1/3 caster levels) to touch attacks

Helm of Mental Fortification – Grants a +5 bonus to mind-affecting spells

Masked Presence – Creates an area that resist scrying

Obscure Object – Hides an object from detection

Pass Through Element – Allows caster to walk through barrier of specified element unharmed

Protect Book – Shields a book from the ravages of time and the elements

Protection from Arrows – Provides defensive bonuses from ranged weapons

Resist Energy – Protects subject from specified energy type

Zone of Brightness – All Hide and Move Silently checks suffer a -10 penalty

Conjuration

Acid Arrow – 2d4 acid damage to target, for 1 round +1/3 levels

Acid Fog – Creates fog dealing 2d6 points of acid damage to those caught within

Apportation – Immediately teleports a prepared object as a free action

Bind Guardian II – Binds summoned creatures to service

Call Radiance – As *call darkness*, except a blinding light is called forth

Felonious Friend I – As *unseen servant*, but also gains Sleight of Hand skill

Flaming Goo – Creates glob of sticky fiery goo, dealing 2d6 damage per round

Fog Cloud – Creates billowing, thick fog

Glitterdust – Golden particles cover everything in the area

Goblin Stench – As *stinking cloud* but with shorter duration

Lead the Unruly Beast – Creates magical leash to lead helpless creature

Osseus Staff – Creates staff of bone that can be used as a fearsome weapon

Power Word Block – Deflects a single attack

Sphere of Shrapnel – Thrown globe explodes dealing 1d6 damage per 2 caster levels

Summon Monster II – Summons an outside to fight for the caster

Summon Swarm – Summons a swarm of tiny creatures

Unseen Trickster – Much improved version of *unseen servant*

Web – Holds subjects in mass of sticky fibres

Divination

Analyse Creature – Determines abilities of a single creature

Detect Hazard – Caster detects mining hazards

Detect Thoughts – Caster detects surface thoughts in area

Detect Ward – Senses presence of any active ward

Estimation – Allows caster to estimate number of creatures and objects within the area

Eyes of the Cat – The caster gains low light vision and a +1 bonus to AC

Heroes' Luck – Grants a +2 bonus to a single roll or check

Locate Object – Caster senses direction of familiar object

Mental Unity, Lesser – Subjects know instantly of each others condition

Scrying Sight – Caster may learn the identity of those scrying upon him

See Invisibility – Allows the caster to see invisible creatures and objects

Touch of the Scoundrel – Grants 5 ranks in several rogue-related skills

Watcher Talk – Allows the caster to communicate via a *scrying* spell

Enchantment

Canard – Causes subject to believe one statement

Cloudy Thoughts – Impairs subject's thoughts, making him vulnerable to enchantment spells

Daze, Greater – As daze but any creature may be affected

Daze Monster – Living creature of 6HD or less loses their next action



SPELL LISTS

Decree of the Topaz – Subject stands perfectly still

Favour's Focus II – Grants +2 DC to enchantment spells on subject

Hideous Laughter – Subject laughs uncontrollably

Imprint – Stores the printed word in the caster's mind

Insomnia – Renders victim unable to sleep

Jester's Gift – Caster angers any creature, no matter what language it speaks

Mercy Blow – Forces killing blows to deal subdual damage

Mystic Lullaby – Lulls single creature into a deep sleep

Piercing Gaze – Caster's gaze deals 5d4 points of damage, which may be subdual

Rapturous Touch – All touches by the caster are seen as extremely pleasurable

Seductive Smile – Grants a gaze attack that enamours others

Somnolent Slumber – Forces a target into a deep sleep

Thrall's Understanding – Charmed subjects are given a common language with the caster

Touch of Idiocy - Subject takes 1d6 damage to Intelligence, Wisdom and Charisma

Evocation

Arcane Weapon – Creates a weapon of pure force, dealing 1d8 points of damage

Aura of Lightning – When caster is hit, he deals 1d6 points of damage per level to attacker

Bolt of Ice – Bolt deals 1d6 points of damage, plus 1d6 cold damage +1 per caster level

Brand of Air – Grants a +2 bonus to Dexterity and a +5 bonus to AC

Brand of Earth – Grants a +2 bonus to Strength and can conjure a huge rock which can be thrown

Brand of Fire - Grants a +2 bonus to Dexterity and can conjure a 3d6 damage fire attack

Brand of Frost – Grants a +1 bonus to AC, plus subject can create an icy spear

Brand of Water – Grants a +2 bonus to Constitution, plus subject can conjure a 5d6 water attack

Continual Flame – Creates a permanent flame, equal to a torch

Darkness – Creates an area of utter blackness

Daylight – Touched object sheds light as if it were day

Disruption Missile – Missiles deal 2d4+2 points of damage to undead

Energy Whip – Creates whip of energy, dealing 1d6 damage, +1 per 2 caster levels

Fire Burst – Creates flame that deals 1d6 damage

per two caster levels

Flaming Sphere – A ball of fire rolls from the caster, dealing 2d6 damage

Knock Asunder – Subjects are shaken and knocked prone

Piercing Bolt – Creates bolt of force that destroys a target's defences

Scorching Ray - Ranged touch attack, deals 4d6 fire damage, +1 ray per 4 levels (max 3 rays)

Shadow Bolt – Dark missile deals 1d4 points of damage per level

Shatter – Creates a noise that shatters brittle objects

Shrapnel – Detonates a bone, dealing 1d10 damage, +1 per level

Wind Armour – Grants a +4/+6 bonus to AC against melee and ranged attacks

Illusion

Blur – Grants the subject concealment

Dark Aura – Grants target cover and a +4 bonus to Intimidate checks

Encumbering Load – Increases encumbrance by 25 lb. per level

Fade – Grants +8 bonus to Hide checks

Fool's Gold – As *fool's coin*, but affects 2 lb. of metal per level

Hypnotic Pattern – Pattern fascinates several creatures

Invisibility – Makes the subject invisible

Magic Mouth – Creates an animated mouth that can speak a specified phrase

Mask Death – Masks the presence of undead creatures

Mirror Image – Creates 1d4 images, +1 per 3 caster levels

Misdirection – Misleads divination spells

Missive – Stores image of caster

Trap – Creates the illusion of a trap

Necromancy

Animate Zombie – Creates a zombie from a corpse

Aura of Death – Creates a creepy and unsettling aura

Bleeding Wound – Causes an extra hit point of damage per round

Bones of Steel – Grants +2 bonus to skeleton's AC

Command Undead - Undead creatures obey the caster's commands

False Life - Gain 1d10 temporary hp +1/level (max +10)

Ghoul Touch – Touch attacks paralyse victims

Scare – Makes creatures frightened

Sensory Link – Sees through the eyes of controlled undead

Spectral Hand – Creates a ghostly hand that can deliver touch attacks
Visage of the Dead – Causes the caster to take the form of a zombie
Voice of Deathly Whispers – Caster can project his voice through an undead creature

Transmutation

Acidic Vapours – Turns fog to acid, dealing 1d6 points of damage/3 caster levels
Aegis Beaker – Ignores armour and enhancement bonuses (up to +2)
Alter Self – Changes caster’s appearance
Assassin’s Strike – Sneak attack granted or increased by 1d6
Aura of Glory – Grants a temporary +4 bonus to Charisma
Bear’s Endurance - Subject gains +4 to Constitution for 1 min/level
Bedtime Arrow – Causes arrows to deal subdual rather than normal damage
Bind the Arcane Connection – Binds two objects together tightly
Bladelimb – Transforms limb into weapon, dealing 1d8 damage with a +1 enhancement bonus
Blindness/Deafness – Strikes a target deaf or blind
Bounding Gait – Grants a +15 or +40 bonus to Jump checks
Bull’s Strength – Grants a +4 bonus to Strength
Cat’s Grace – Grants a +4 bonus to Dexterity
Claws of the Demon – Caster’s hands turn into claws, dealing 2d8 points of damage
Darkvision – Subject gains Darkvision 60 ft.
Dig – Clears out section of earth
Eagle’s Splendour - Subject gains +4 to Charisma for one minute per level
Empower Item – Increases DC of magic item’s effects by +1
Exhaust – All subjects are dazed and take 3d6 points of subdual damage
Fire Arrow – Causes arrows to ignite, dealing an extra 2d6 damage
Flaming Missile – Causes object to ignite and may then be thrown
Fox’s Cunning - Subject gains +4 to Intelligence for one minute per level
Glittering Robe – Imbues clothes with magical protective qualities
Instability – Takes all the strength out of a victim
Knock – Opens barred doors and other portals
Levitate – Subject slowly rises or falls at will
Locomotion – Moves one cart, wagon, boat or ship
Merciful Weapon – Causes weapon to deal only subdual damage
Monk’s Fighting Grace – Allows the caster to

fight effectively unarmed
One With the Dead – Makes caster seem to be one of the dead
Owl’s Wisdom - Subject gains +4 to Wisdom for one minute per level
Pyrotechnics – Turns a fire into blazing fireworks or billowing smoke
Rope Trick – Rises a rope straight into the air
Slipping the Ranks – Caster can make 10 ft. teleport instead of 5 ft. step
Spider Climb - Grants ability to walk on walls and ceilings
Vigilant Guardians – Animates thrown weapons
Volume – Caster can increase or decrease non-magical sounds in the area
Weightless Cube – Negates all gravity within area
Whispering Wind – Sends a message, borne by the wind

Universal

Empowerment – Increases DC of caster’s spells by +1

3rd Level

Abjuration

Dispel Magic – Ends spells and spell effects within area
Explosive Runes – Inscribes runes that detonate when read, dealing 6d6 damage
Extract Ore – Processes 100 lb. of rock per caster level
Just Reversal – Reverses the effects of charm spells
Magic Circle Against Chaos – Wards away all chaotic creatures
Magic Circle Against Evil – Wards away all evil creatures
Magic Circle Against Good – Wards away all good creatures
Magic Circle Against Law – Wards away all lawful creatures
Nondetection – Warded creature becomes difficult to find by divination
Protection from Air Creatures – Provides defensive bonuses from air creatures
Protection from Earth Creatures – Provides defensive bonuses from earth creatures
Protection from Energy – Provides defensive bonuses from a specified energy type
Protection from Fire Creatures – Provides defensive bonuses from fire creatures
Protection from Water Creatures – Provides defensive bonuses from water creatures
Repel Fey – Keeps fey creatures at bay
Traceless Teleport – Blocks the use of *trace teleport*



SPELL LISTS

Trigger Trap – Sets off all traps within range
Zone of Visibility – Negates invisibility, hiding and concealment

Conjuration

Bind Guardian III – Binds summoned creatures to service
Bolt of Conjuration – Deals 1d4 points of damage per level plus summons a monster
Bone Arrow – Enchant bone to deal 1d4 points of damage per caster level
Bone Field – Spikes rise from the ground, dealing 1d4 points of damage
Call Darkness – Blocks line of sight and deals 2d6 points of damage
Doom Fog – As fog cloud but subjects must save or suffer –2 penalty to rolls
Phantom Steed – Creates a quasi-real horse-like creature
Power Word Fear – Causes several creatures to act as if under a *cause fear* spell
Scales of the Dragon – Grants +4 AC and energy resistance depending on colour of scales chosen
Sepia Snake Sigil – Creates a snake trap in text
Sleet Storm – Driving sleet makes movement difficult and knocks enemies prone
Stinking Cloud – Creates a fog cloud that nauseates those inside
Summon Monster III – Summons an outside to fight for the caster
Venomblade – Creates a slashing weapon that deals Strength damage

Divination

Arcane Sight – Magical auras are visible to the caster
Clairaudience/Clairvoyance – Allows the caster to see or hear in a remote location
Combat Link – Grants a +4 bonus to AC and saving throws against a target
Detect Dimensional Disturbance – Caster determines disturbance of the material plane
Gilded Tongue – Permits the caster to always say the best thing possible
Law of the Wild – Grants a +10 bonus to Animal Empathy, Handle Animal and Survival checks
Master of the Game – Grants the caster the sight of multiple possibilities
Shadow Sight – Allows the caster to see the shadow image of an enemy
Singular Focus – Speeds up task and guarantees success
Speak with Shadows – Communicates with shadows to learn about the immediate vicinity
Ties of Blood – Forges a mental connection among subjects related to the caster by blood

Tongues – Grants ability to understand and speak any language

Touch of the Sage – Grants 10 ranks in any Knowledge or Spellcraft skill

Transfer Item – Summons an item to the caster via a *scrying* spell

War Mastery – Grants subject a single Fighter feat

Enchantment

Befuddle – Affected creatures act in an unpredictable manner
Beyond Words – As thrall's understanding, except caster can communicate telepathically
Chaotic Communication – Changes speech to babble, though those affected by spell still understand
Confidante – Charmed creature treats caster as an utterly trusted friend
Delirium – Subject suffers from hallucinations and misguided thoughts
Enforced Answer, Greater – Forces truthful answer from subject
False Love's Kiss – Powerful version of *charm person*
Favour's Focus III – Grants +3 DC to enchantment spells on subject
Fickle Finger of Fate – Grants either a bonus or penalty to attack rolls and saves
Heroism – Gives +2 on all attack rolls, saves and skill checks
Hesitate – Subject pauses before every action
Hold Person – Stops one character in its tracks
Hysteria – Subject becomes mentally unhinged
Narcolepsy – Causes subject to suffer from bouts of deep sleep
Permanent Levity – Makes the spirit extremely jovial and non-combatant
Phobia, Greater – Subject affected by phobia of caster's choice
Rage – Gives +2 to Strength, and Constitution, +1 on Will saves, -2 to AC
Sleep, Greater – Sends several creatures into a deep slumber
Suggestion – Forces a subject to complete a specified action
Wave of Hesitation – Stuns all creatures within a cone

Evocation

Acidic Touch – Touch deals 1d8 points of damage, +1 per level
Blasphemous Force – Causes 1d4 points of damage per caster level in an extended area
Dancing Shield – Grants a +10 bonus to AC to a specified number of attacks

Desiccate – Removes moisture from all inanimate objects in area

Fireball – Creates a fiery explosion, dealing 1d6 points of damage per caster level

Floor of Fire – Creates a sheet of flame just above the floor, dealing 1d6+1 damage

Gust of Wind – Creates a strong blast of air

Lightning Bolt – A stream lightning strikes a target, dealing 1d6 damage per caster level

Malediction of Razors – Creates a number of missiles, each dealing 1d4 +1 damage

Mass Missile - Releases pulsating helix of pure magical force, dealing 1d6 damage per level

Murmur of the Earth – Generates shock wave that knocks creatures prone and deals 2d6 damage

Shadow Blade – Creates a shadow sword that bypasses normal armour

Shadow Wall – Creates a wall of shadow that grants concealment

Shockwave – Massive shockwave deals 3d6 subdual damage and performs a bull rush

Tiny Hut – Creates a spherical hut, offering rest and safety

Vitriolic Spheres – Creates orbiting globes that may be thrown at enemies

Wall of Force, Lesser - Creates a wall of pure force

Watcher Retaliation – Allows the caster to strike back at those scrying him

Wind Wall – Creates an invisible vertical curtain of wind

Illusion

Chameleon Skin – Subject's skin matches background

Chatterbox – Imbues item with magical mouth that constantly distracts

Creeping Shadows – Creates shadows that grant a +2 bonus to attacks rolls or AC

Displacement – Grants 50% miss chance to all incoming attacks

Frightful Presence – Creates a fearsome manifestation that panics those nearby

Illusory Script – Caster makes writings legible only to those he nominates

Improved Phantasmal Force – As *phantasmal force* but illusion has better attacks

Invisibility Sphere – All subjects in area become invisible

Lucid Tones – Forces creatures to listen to music

Major Image - As *silent image*, plus sound, smell and thermal effects

Necromancy

Channelling Ward – Undead gain a +4 bonus to resist turning

Gentle Repose – Preserves corpses so they do not decay

Halt Undead – Renders up to three undead immobile

Invigoration of Undeath – Grants zombies the Improved Initiative feat

Necromantic Blessing, Lesser – Augments undead

Ray of Exhaustion - Targets become exhausted

Shadow Horror – Drains target of 1d6 Strength and stuns it

Shadow Mastery – Causes an enemy's shadow to attack it

Skeletal Tattoo – Tattoo grants spell resistance

Strike Barren – Makes one subject permanently infertile

Strike the Bereft – Deals 1d6 damage per level to all creatures lacking souls

Thin Blood – Inflicts a wave of weakness on the subject

Undead Conduit – Channels necromancy spells through controlled undead

Vampiric Touch – Drains hit points from subject, granting temporary hit points to caster

Transmutation

Awaken Element – Grants an element sentience

Blink – Cycles the caster in and out of the ethereal plane

Claim From the Earth – Brings any buried creature to the surface

Companion's Defence – Renders a subject immune to caster's spells

Curse Lineage – Deals -1 penalty to attack rolls, saves and skill checks on 1d6 family members

Elemental Shape – Transforms the caster's body into pure elemental matter

Elemental Vulnerability – Makes the subject extremely vulnerable to one energy type

Flame Arrow – Ignites arrows, dealing 1d6 fire damage

Fly – Allows the subject to fly with good manoeuvrability

Gaseous Form – The subject and all its equipment becomes insubstantial

Haste – speeds up the actions of a subject

Hummingbird's Flight – Increases manoeuvrability of flying caster

Immobilise – Stops constructs in their tracks

Keen Edge – Doubles threat range of a weapon

Life's Veil – Grants seeming of life to an undead creature

Magic Weapon, Greater – Grants a weapon a +1 enhancement bonus per 3 caster levels

Phantom Charges – Allows magic items to be used without expending charges



SPELL LISTS

Reflect Arrow – Diverts the course of arrows aimed at the caster
Restore Page – Restores fragments of a page to their original form
Scribe – Copies contents of a book to empty pages
Secret Page – Alters the contents of a page to hide the real text
Shrink Item – Reduces size of one non-magical object
Gift – Transfers an object from caster to another creature
Skeletal Strength – Enchants bone to make it harder and more resilient
Skin Walking – Grants a +25 bonus to Disguise checks when impersonating a slain victim
Slow – Slows down the actions of an enemy
Targeter – Grants a bow a +4 bonus to attack rolls
Theft – Steals an object from the subject's grasp
Token of Communication – Imbues a tiny object with telepathic message
Water Breathing – Permits the subject to breathe normally underwater

4th Level

Abjuration

Binding Gem – Causes a gem to absorb a specified spell
Dimensional Anchor – Subject is prevented from using planar travel
Fire Trap – Creates fiery trap when an object is opened
Globe of Invulnerability, Lesser – Protects against spells of up to 3rd level
Magic Circle Against Chaos, Greater – Wards away all chaotic creatures
Magic Circle Against Evil, Greater – Wards away all evil creatures
Magic Circle Against Good, Greater – Wards away all good creatures
Magic Circle Against Law, Greater – Wards away all lawful creatures
Privacy – Guards against divination spells
Remove Curse – Banishes a curse placed on a person or object
Repel Undead – Keeps undead creatures at bay
Roguebane – Magically traps objects
Stoneskin – Grants damage reduction 10/ adamantine

Conjuration

Bind Guardian IV – Binds summoned creatures to service
Black Tentacles – Causes rubbery tentacles to grab and trap victims
Call Energy – As *call darkness* except caster can

specify energy type

Energy Reflection – Ignores and redirects one type of energy damage
Felonious Friend II – As *unseen servant*, but also gains new skills
Freeze Bolt – Creates an arrow of ice that deal 5d6 damage
Infusion, Lesser – Strengthens summoned creatures
Creation, Lesser – Temporarily creates a single non-magical object
Phantom Artillery – Creates temporary siege energy
Poisoned Goblet – Coats object with lethal poison
Power Word Pain – Cripples several creatures with agonising pain
Secure Shelter – Creates a sturdy cottage or hut
Solid Fog – Creates a bank of fog that greatly hinders movement
Summon Monster IV – Summons an outside to fight for the caster
Thunderclap Arrow – Creates an arrow of sonic energy dealing 4d6 damage

Divination

Arcane Eye – Creates invisible and mobile magic sensor that the caster can see through
Detect Scrying – Caster becomes aware of any magical viewing
Hand of the Guilty – Indicates the last creature to hold an object
Intuitive Insight – Grants a +5 bonus to any skill the caster does not possess
Locate Creature – Caster sense direction of familiar creature
Portents and Omens – Allows caster to subtly influence the future for himself or others
Scrying – Caster is able to view a remote location
Telepathic Assault – Deals 5d6 subdual damage and 5d6 mental damage
Touch of the Healer – Stabilises injured creatures and heals hit points

Enchantment

Amnesia – Blocks recent events from target's memory
Bind the Unruly Apprentice – Stops target from casting spells
Binding Circle – Anyone within area is trapped
Charm Monster – Causes creature to believe caster is friendly
Confusion – Subjects act in a random manner
Emotion – Encourages a single emotion within the subject
Favour's Focus IV – Grants +4 DC to enchantment spells on subject

Fearless – Makes subjects immune to fear-based spells of 4th level or lower

Flashback – Causes 1d8 damage every time the subject attempts a specified action

Fractured Unity – Sows discord throughout the entire area

Geas, Lesser – Forces subject to follow a specified quest

Hatred's Puppet – Subject flies into a murderous rage

Labyrinthine Conundrum – Occupies subject with an intellectual problem

Wall of Distrstandard Action – Creates a wall of pale mist that unsettles those who pass through it

Wall of Fear - Creates an imperceptible wall of pure fear

Evocation

Blast of Earth – Blasts earth at target, dealing 1d4 points of damage per caster level

Brand of Air, Greater – As *brand of air*, except subject can also fly.

Brand of Earth, Greater – As *brand of earth*, but also grants DR 2/magic

Brand of Fire, Greater – As *brand of fire*, but also provides 10 points of fire resistance

Brand of Frost, Greater – As *brand of frost*, but also provides 10 points of cold resistance

Brand of Water, Greater – As *brand of water* but also allows subject to breathe water

Chains of Fire – Fire wraps a target, dealing 2d6 points of damage per round

Condemnation – Ray deals 1d6 points of subdual damage per caster level, plus entangles target

Curtail Movement – Caster sets maximum speed within designated area

Fire Shield – Wreathes caster in fire, dealing damage to anyone who comes close to him

Globes of Warding – Summons globes that protect the caster

Ice Storm – Great hail stones pound area, dealing 5d6 damage

Item Binding – Encases object in globe of force

Resilient Sphere – Encloses the subject in a sphere through which nothing can pass

Sand Cone – Blasting sand deals 1d6 damage per level

Scream of Ice – Shrill shriek deals 1d6 points of damage per level

Shout – Yell deafens for 2d6 rounds and deals 5d6 damage

Vitriolic Flames – Blasts a cone of burning acid dealing 1d6 damage per level

Wall of Fire - Creates a wall of raw fire

Wall of Ice - Creates a wall of solid ice

Wind Tunnel - Creates concentrated blast of wind that disrupts and knock down enemies

Illusion

Catalytic Mouth – As *magic mouth* except it can speak a command word to trigger a spell

Faces – Duplicates characteristics of someone caster knows

Fool's Trove – As *fool's coin* but affects all objects in a location

Hallucinatory Terrain – Changes the appearance of natural terrain

Illusion Breaker – Summons one illusion to destroy another

Illusory Wall – Creates illusion of wall, floor or ceiling

Invisibility, Greater – Subject becomes invisible, even while attacking

Multi Image – As mirror image, but images can perform their own actions

Phantasmal Killer – Creates an image that torments and attacks enemies

Rainbow Pattern – Captivates affected creatures

Shadow Conjuraton – Mimics conjuration spells

Necromancy

Animate Dead – Creates skeletons or zombies from corpses

Bolster Familiar – Increases Strength and hit points of familiar

Burrowing Bony Digits – Fires five bony digits which deal 1d6 points of damage plus burrowing

Contagion – Subject spreads a random disease

Enervation – Deals 1d4 negative levels to subject

Fear – All creatures within area become panicked

Feast of Flesh – Caster paralyzes subjects and can turn them into ghouls

Ghoulis Curse – Subject slowly turns into a ghoul

Graft Weapons – Fuses weapons on to skeletons and zombies

Siphon Elemental Lifeforce – Inflicts negative levels to boost future spells

Spirit Strike – Living creatures only suffer 1d6 damage per level

Venom – Grants a bite attack with a debilitating poison

Transmutation

Avenge the Family – Causes the body of the target to rot

Bestow Curse – Places powerful curse on touched creature

Bolster Item – Increases damage dealt by magic item by 150%

Dimension Door – Caster transfers from one



SPELL LISTS

location to another

Enlarge Person, Mass – Increases size of several creatures

Focal Strength – Caster sacrifices Strength to grant a weapon greater damage

Imbue Familiar – Familiar gains ability to cast a spell

Imbue Touch Spell – Caster may pass one spell onto another creature to cast

Improved Mage Armour – Grants a +10 bonus to AC and a +4 bonus to melee attacks

Lethargy – Subject becomes extremely tired

Magnetic Covering – Victim is covered by particles of dust and dirt, hindering attacks

Mnemonic Enhancer – Prepares or retains additional spell

Polymorph – Changes the form of a single creature

Redirect Arrow – Caster changes direction of a ranged weapon fired at him

Reduce Person, Mass – Reduces several creatures

Sight of Doom – One spell may be used as a gaze attack

Spell Filch – Steals effects of spells upon a creature

Titan's Strength – Grants an effective Strength of 40 for certain actions

Unseen Item – Renders an object invisible and immune to divination spells

Universal

Empowerment, Greater – Increases DC of caster's spells by +2

5th Level

Abjuration

Block Teleport – Blocks all attempts to teleport in an area

Break Enchantment – Frees a subject from all enchantments

Dismissal – Forces extraplanar creature back to its home plane

False History – Gives false readings to divination spells

Loyal Guardian – Invisible globe absorbs attacks

Magic Circle Against Elements – As *protection from elements* but protects many people

Protection from Force – Provides defensive bonuses from force effects

Weapon Ward – Caster becomes invulnerable to one type of weapon

Conjuration

Bind Guardian V – Binds summoned creatures to service

Caustic Spray – Spews forth acid, dealing 1d8 points of damage per caster level

Cloudkill – Creates yellow fog that kills weak creature

Drown – Creates volume of water around subject's head

Faithful Hound – Conjures a phantom watchdog

Girding Call – As *apportation* but weight limit increased

Latch of Teeth – Summons fiendish dire weasel to latch on to target

Creation, Greater – Creates a non-magical object

Planar Binding, Lesser – Summons an extraplanar creature and forces it to service

Poison Armour – Provides a +4 bonus to AC and resists poisons

Power Word Slumber – Sends several creatures to sleep

Secret Chest – Hides a chest on the ethereal plane

Summon Monster V – Summons an outside to fight for the caster

Teleport – Transports the caster to a designated destination

Wall of Stone – Creates a wall of solid stone

Wall of Vermin – Creates a wall of vicious vermin

Divination

Contact Outer Plane – Caster seeks advice from the outer planes

Foretelling – Caster derives magical answer to any question

Mathemagic Principal – Optimises the casting of spells

Mind Probe – Caster seeks out thoughts from subject

Penetrating Snare – Permits caster to see through solid matter

Prying Eyes – Caster creates ten roving eyes to scout out the area

Telepathic Bond – Subjects can communicate telepathically

Timesight – Caster reads the past or future of an object, person or place

Touch of the Soldier – Subject gains utter mastery of a chosen weapon

Enchantment

Attention Disorder – Causes target to lose concentration and purpose

Camaraderie – Shares name and appearance with charmed subjects

Chronic Phobia – As *phobia*, *greater* but with a longer duration

Dazing Aura – Any subject entering aura may be dazed

Decree of the Ruby – Subject attacks nearest creature
Disperse – Affected creatures double move away from each other
Dominate Person – Caster controls the actions of one character
Favour's Focus V – Grants +5 DC to enchantment spells on subject
Feeblemind – Subject's Intelligence and Charisma drop to one
Fleeting Genius – Allows the caster to perform one action flawlessly
Hold Monster – Stops one creature in its tracks
Kill Kin – Subject is compelled to seek out and slay blood kin
Mind Fog – Weakens the mental resistance of all within cloud
Shattered Will – Renders target helpless against enchantment spells
Symbol of Sleep – Scribes potent runes of sleep
Wall of Sleep - Creates a wall that forces sleep

Evocation

Army of Shrapnel – Causes a skeleton to explode, dealing 1d10 +1 per caster level points of damage
Blast of Elemental Fury – Creates elemental cone, dealing 1d6 points of damage per caster level
Cone of Cold – Cone deals 1d6 points of damage per caster level
Hall of Fire – Creates an immobile corridor of flame
Interposing Hand – Creates a magical hand that protects the caster
Peal of Madness – Deafens victims and drives them insane
Redirect Teleport – Caster can alter the destination of a *teleport* cast near him
Ring of Repulsion – Performs a bull rush against all nearby creatures
Sending – Sends a short message to a familiar creature
Static Sign – Brings forth four lightning bolts
Wall of Force - Creates a wall of pure force
Wind Bindings - A storm-like force presses on the target from all sides, keeping it from moving

Illusion

Animate Images – Turns two dimensional images into animated objects
Dark Forces – As *dark aura* but affects multiple targets
Dream – Caster can send a message in the form of a dream
False Vision – All scrying spells receive false information
Mirage Arcana – Makes area to be something

other than what it is
Nightmare – Plagues subject with terrible nightmares and 1d10 damage
Persistent Image – Creates illusion without need for concentration
Phantasmal Force, Greater – Creates an image that torments enemies
Phantom Guardians – Protects caster from sneak and surprise attacks
Seeming – Changes the appearance of creatures
Shadow Evocation – Mimics evocation spells

Necromancy

Agony – Deals 1d8 points of subdual damage every round
Animate Wound – Causes wounds to terrify and attack the target
Annihilation – Slays all creatures and plants within the area
Arcane Poison – Touch attack introduces deadly poison to target
Blight – Withers any single plant, dealing 1d6 points of damage per level
Globe of Negative Energy, Lesser – All creatures moving in contact gain 1d4 negative levels
Magic Jar – Allows caster to take over the body of another creature
Necrotic Blast – Channels death magic into a blast dealing 1d6 damage per corpse
Recall Spirit – Brings a spirit or soul back to its original body
Shrieking Missile – A ranged weapon screams, causing fear
Shroud of the Elements – Augments undead with on energy type
Skeletal Spikes – Creates huge bony spikes that act as natural weaponry
Symbol of Pain – Scribes potent runes of pain
Wall of Bones – Creates a solid wall of human bones
Waves of Fatigue - Several targets become fatigued

Transmutation

Animal Growth – Increases size of animals
Baleful Polymorph - Transforms subject into helpless animal
Bandersnatch – Creates a trap with a small sack
Fabricate – Converts raw material into finished object
Armourless Arrow – Creates arrows that ignore mundane and natural armour
Minotaur's Might – Grants 2d4 extra Strength
Overland Flight - The caster may fly at a speed of 40-ft and hustle over long distances
Passwall – Permits the caster to create a passage



SPELL LISTS

through stone or wooden barriers

Pick Hands – Subject's arms transform into *light picks* +1

Relative Spatial Lock – Locks two objects together

Spinal Limb – Causes an extra limb to grow from the caster's spine to attack enemies

Stone Shape – Reshapes stone into a new form

Telekinesis – The caster moves objects or creatures by concentrating on them

Transmute Mud to Rock – Transforms mud to soft stone

Transmute Rock to Mud – Transforms rock to mud

Weighty Arrow – Increases the weight of an arrow to stun victims

Universal

Permanency – Makes the duration of certain spells permanent

6th Level

Abjuration

Antimagic Field – All magic within area fails to function

Dispelling, Greater – Ends spells and spell effects within area

Dispel Magic, Greater – As *dispel magic*, but +20 on check

Globe of Invulnerability – Protects against all spells of up to 4th level

Guards and Wards – Creates defences for a stronghold

Repulsion – Prevents creatures approaching the caster

Victim's Revenge – Any creature that attacks the caster suffers magical feedback

Conjuration

Bind Guardian VI – Binds summoned creatures to service

Claw of Ice – Creates claw that deals 3d6 points of damage

Dimensional Rift – Creates linked portals, allowing instantaneous travel

Dismissive Glance – By glancing at a target, the caster can send it to the astral plane

Elemental Fabrication – Creates an elemental out of raw material

Felonious Friend III – As *unseen servant*, but also gains new skills and can engage in combat

Infusion, Greater – As *infusion* but energies are much more potent

Piercing Arrow – Arrow of pure force deals 4d8 points of damage, +1d8 per level above 11th

Planar Binding – Summons an extraplanar creature and forces it to service

Power Word Deafen – Makes a single creature completely deaf

Summon Monster VI – Summons an outside to fight for the caster

Tsunami – Summons a tall wall of seawater that moves with devastating speed

Venom Arrow – Creates a magical arrow which has the effect of the *venom* spell

Wall of Iron – Creates a wall of solid iron

Wall of Snakes – Creates a wall of writhing snakes

Divination

Analyse Dweomer – Obtains information on spells and magical properties of creatures

Guided Strike – Guided spells automatically strike their target

Legend Lore – Uncovers legends about people and objects

Shared Minds – Several characters begin operating together, accomplishing difficult tasks

Touch of the Artisan – Grants a +25 bonus to one Craft skill

Transfer Teleport Co-Ordinates – Communicates location to teleport to

True Seeing – Allows caster to see through all illusions and visual falsehoods

Enchantment

Coma – Causes subjects to fall into a deep sleep

Decree of the Emerald – Causes subject to steal nearest object

Decree of the Sapphire – Subject is forced to travel to its home

Favour's Focus VI – Grants +6 DC to enchantment spells on subject

Friendship – Makes friendship element of charm spell permanent

Geas – Forces the subject into performing a service or mission

Heroism, Greater – Gives +4 bonus on attacks, saves and skill checks, immunity to fear; temporary hp

Lingering Daze – Subjects are daze, no matter how many Hit Dice they have

Hysteria, Mass – Causes several subjects to act randomly

Suggestion, Mass – Forces several subjects to complete a specified action

Symbol of Persuasion – Scribes potent runes of persuasion

Evocation

Chain Lightning – Deals 1d6 points per caster level, then arcs to secondary targets

Contingency – When cast, allows another spell to be cast on a specified trigger

Contingent Spell – Stores spell until specified trigger

Electrical Flood – The caster floods an entire area with electrical activity

Forceful Hand – Creates a magical hand that can bull rush enemies

Freezing Sphere – Creates exploding sphere of ice that deals 1d6 damage per caster level

Pulsing Fireball – As *fireball* but pulses with successive detonations

Trace Teleport – Informs caster the destination of any *teleport* cast near him

Watcher Blast – Channels powerful blast via a *screaming* spell

Illusion

Eerie – Causes the subject to doubt its perceptions

Horrific Aspect – Caster changes appearance to horrifying monster

Mislead – Figment of caster generated, even as he becomes invisible

Permanent Image – Creates illusion of creature or object

Programmed Image – Creates an illusion triggered by a specified event

Shadow Walk – Caster can move at speed through shadows

Veil - Changes the appearance of subjects

Necromancy

Circle of Death – Slays 1d4 Hit Dice of creatures per caster level

Delay Death – Allows subject to function at negative hit points

Kidnap Soul – Traps soul in a clay jug

Longevity – Caster does not age for one day

Suffocate – Draws air out of the subject's lungs, plus deals subdual damage

Symbol of Fear – Scribes potent runes of fear

Threshold of Unlife - Greatly increases the ambient negative energy present in the area

Undeath to Death - Destroys 1d4/level HD of undead (max 20d4)

Unfetter Undead – All undead within range become uncontrolled

Transmutation

Bear's Endurance, Mass - As *bear's endurance*, affects one subject/level

Bull's Strength, Mass - As *bull's strength*, affects one subject/level

Cat's Grace, Mass - As *cat's grace*, affects one subject/level

Control Water – Caster can raise or lower a body of water

Control Weather – Caster can control the weather in a limited area

Disintegrate – Annihilates one creature or object

Disrupt Negative Energy – Destroys or damages undead

Eagle's Splendour, Mass - As *eagle's splendour*, affects one subject per level

Elemental Aura – Enhances other elemental spells

Eyebite – Caster gains gaze attacks that renders subjects sick, panicked or comatose

Flesh to Stone – Turns one subject into a mindless statue

Fox's Cunning, Mass - As *fox's cunning*, affects one subject per level

Haste, Mass – Speeds up the actions of several creatures

Lucubration – Recalls spells of up to 5th level

Merger – Fuses two creatures for a period of time

Move Earth – Moves a large quantity of earth

No Such Spell – A specified spell cannot function in the area

Owl's Wisdom, Mass - As *owl's wisdom*, affects one subject/level

Restore Book – Restores an entire volume from a mere scarp

Stone to Flesh – Restores a petrified creature to life

Suffering Death – Transforms blood to molten lead, causing an agonising death

Transformation – Transforms the caster into a killing machine

7th Level

Abjuration

Antimagic Fog – Creates a Fog cloud that causes all magic within to fail

Banishment – Forces extra-planar creature out of home plane

Sequester – Renders subject invisible and protected against divination

Spell Turning – Rebounds spell upon original caster

Conjuration

Bind Guardian VII – Binds summoned creatures to service

Creation, Greater – As *major creation* but with longer duration

Echoing Call I – Continues to summon monsters

Elemental Sagitta – Creates elemental arrows, dealing 6d8 points of damage

Instant Summons – Calls an object to the caster's hand



SPELL LISTS

Magnificent Mansion – Creates an extradimensional dwelling
Phase Door – Creates an ethereal passage through stone and wood
Plane Shift – Caster moves to another plane of existence
Purple Haze – Creates an intoxicating fog
Summon Monster VII – Summons an outside to fight for the caster
Teleport, Greater – Transports the caster to a designated destination with no restrictions
Wave of Unbinding – Undoes the effects of many conjuration spells

Divination

Analyse Creature, Greater – Obtains detailed information on encountered creatures
Arcane Sight, Greater – As *arcane sight*, but also reveal magical effects on creatures and objects
Darkest Knowing – Forces subject to confront inner truths, rendering it catatonic
Farview – Allows caster to view a distant location
Gilded Thoughts – Intercepts any attempt to read thoughts
Mindshriek – Guards the caster's mind against attack
Scrying, Greater – Caster is able to view a remote location with no restriction on distance
Touch of the Mystic – Subject can freely use *detect magic* and *identify*
Vision – Creates a vision of legends about an important person, place or object

Enchantment

Bonded Souls – Binds charmed subject as a familiar
Bonded Thoughts – Initiates telepathic contact with charmed subject
Decree of the Diamond – Causes subject to travel to the caster
Favour's Focus VII – Grants +7 DC to enchantment spells on subject
Hold Person, Mass – As *hold person*, within 30-ft
Insanity – Affected subject suffers *confusion* permanently
Normalcy – Creatures affected believe the subject is completely normal
Permanent Phobia – As *greater phobia* but with permanent duration
Symbol of Stunning – Scribes potent runes of stunning
Torment of Loss – Subject is overcome with regret at having lost bond with caster

Evocation

Delayed Blast Fireball – As *fireball* but may

caster times detonation

Disruption Wave – Undead creatures must save or be destroyed

Forcecage – Brings into being an immobile cubical prison

Grasping Hand – Summons magical hand that grapples opponents

Prismatic Spray – Creatures are struck by a multitude of harmful beams

Sword – Creates a force sword that attacks specified targets

Vacuum Slash – Creates an area of hard vacuum, dealing 10d6 damage

Illusion

Burden of Proof – Makes subject look as if he is constantly lying

Invisibility, Mass – Causes several subjects to become invisible

Project Image – Creates a shadow duplicate of the caster

Recurring Image – As *programmed image* but illusion can follow a script

Shadow Conjuration, Greater – Mimics conjuration spells

Simulacrum – Creates illusory duplicate of a creature

Necromancy

Control Undead – Caster can vocally command undead

Finger of Death – Slares any one living creature

Globe of Negative Energy – Creature that come into contact with the globe gains 2d4 negative levels

Grave Storm – Creates a spray of death magic that deals 1d6 damage per caster level

Necromantic Aura – All creatures that die rise as a zombie

Necromantic Blessing – Augments undead

Plague – Brings mass infection to an area

Raise Death Hulk – Raises undead ship from the depths of the sea

Spirit Knife – Summons a knife that slays or cripples an enemy

Symbol of Weakness – Scribes potent runes of weakness

Venomous Strike – Touch attack deals massive Constitution damage

Waves of Exhaustion – Several targets become exhausted

Transmutation

Arcane Mastery – Range and duration of subsequent spells increased by 50%

Blood Boundary – Freezes enemies within the area

Ethereal Jaunt – Allows caster to enter the ethereal plane

Fly, Mass – Allows several subjects to fly

Fourfold Ostracism – Sends up to four creatures or objects to the ethereal plane

Gestalt – Merges caster and familiar into one.

Magical Vacuum – Creates a magical vortex around a subject

Puppet Master – Caster dominates one construct

Reverse Gravity – Changes the direction of gravity within the area

Speed of the Spider – Subject becomes faster and can walk on walls and ceilings

Statue – Transforms one subject into a lifeless statue

Vanish – Transports an object to a designated location

Universal

Limited Wish – Grants the caster one small wish

8th Level

Abjuration

Dimensional Lock - Teleportation and interplanar travel blocked for one day/level

Mind Blank – Subject is protected from all things that affect or read thoughts

Prismatic Wall – Creates wall of multi-coloured beams that harm enemies

Protection from Spells – Provides defensive bonuses from spells

Conjuration

Bind Guardian VIII – Binds summoned creatures to service

Echoing Call II – Continues to summon monsters

Gate, Lesser – Creates a temporary gate between planes

Incendiary Cloud – Creates hot smoking cloud, dealing 4d6 damage

Maze – Traps subject in an extradimensional maze

Planar Binding, Greater – Summons several extraplanar creatures and forces them to service

Planar Promise – Makes bargain with an extraplanar creature

Rending Grasp – Causes sheer agony to a summoned creature

Spectral Gallows – Invisible tentacles pin an enemy and begin to deal Constitution damage

Summon Monster VIII – Summons an outside to fight for the caster

Swarm of Voracious Hell Beetles – Summons a swarm of terrifying demonic beetles

Trap the Soul - Holds trapped entity indefinitely within a gem

Undead Gate – Opens a portal that summons undead

Divination

Discern Location – Caster learns the exact location of a creature or object

Mental Unity – Those within bond instantly know of each other's condition

Moment of Prescience - The caster gains an insight bonus to a single attack roll, check or save

Pure Sight – Permits the caster to use a number of divination spells

Touch of the Torturer – Grants the *wounding* special ability

Word of Absolution – Invokes *break enchantment* and *mindblank*

Enchantment

Antipathy – Causes a specified race to leave an area or object

Binding – Creates a magical restraint that holds target

Charm Monster, Mass – Forces several creatures to become friendly to the caster

Demand – Caster send message which can carry a *suggestion*

Dominate Person, Greater – Caster enslaves a character

Endless Daze – Permanently dazes the subject

Favour's Focus VIII – Grants +8 DC to enchantment spells on subject

Irresistible Dance – Forces subject to caper and prance

Power Word Blind – Makes a single creature blind

Power Word Stun – Stuns a single creature

Rallying Cry – Compels all creatures in the area to aid his close

Sympathy – Forces a specified species into moving near an area or object

Evocation

Bonds of Negation – Holds victims and stops casting of spells

Brand of Death – Subject must save or die, losing 1d4 Constitution even if they do save

Clenched Fist – Creates large magic fist that can bull rush enemies

Sunburst – Blinds all creatures within the area and deals 6d6 damage

Illusion

Death Dirge – Song of death automatically slays weak creatures



SPELL LISTS

Improved Simulacrum – As *simulacrum* but the copy is stronger

Scintillating Pattern – Twisting patterns confuse, stun or render unconscious

Screen – Caster dictates what is and is not seen in an area

Shadow Beast – Creates quasi-real beast that serves as mount and protector

Shadow Evocation, Greater – Mimics evocation spells

Necromancy

Clone – Creates identical copy of a creature

Crippling Fog – Creates fog that weakens enemies

Dark Channelling – Caster gains control of single undead creature

Flesh Made Foul – Deals 1d4 negative levels, +1 per 4 caster levels

Horrid Wilting – Evaporates moisture from the target, dealing 1d6 points of damage per level

Risen Armies – Animates all dead within range

Shadow Skin – Protects the caster from life force drains and damage

Symbol of Death – Scribes potent runes of death

Transmutation

Disintegration Sphere – All creatures and objects within area are annihilated

Empower Guardian – Makes subject an effective guard for a specified area

Field of Disintegration – Creates an area that destroys all matter

Iron Body – Transforms caster's body into living iron

Luck of Ages – Grants +4 bonus to many rolls

Merge Lineage – Ensnorcel two creatures to ensure their offspring share similar traits

Polymorph Any Object – Changes the shape of any object

Primal Rage – Unleashes raw fury of a single creature

Telekinetic Sphere – Creates a globe in which objects are nearly weightless

Temporal Stasis – Places subject in suspended animation

9th Level

Abjuration

Disjunction – Disjoins all spells and magic items in area

Divination Immunity – Subject is hidden from all divination spells

Freedom – Subject is free from all effects on movement

Imprisonment – Imprisons the subject far beneath the earth

Prismatic Sphere – Caster is protected from all forms of attack

Conjuration

Bind Guardian IX – Binds summoned creatures to service

Echoing Call III – Continues to summon monsters

Gate – Opens gateway to another plane

Planar Breach – Tears the barriers between the planes

Song of Farsending – Transports the target to a place the caster is familiar with

Summon Monster IX – Summons an outside to fight for the caster

Teleportation Circle – Any creature standing within the circle is teleported

Volcanic Explosion – Opens a volcanic vent, spraying rock and magma over the area

Divination

Equation of Man – Allows automatic successes against a single race

Foresight – Grants caster a powerful sixth sense

Foretelling, Greater – Grants accurate answer to any question

Touch of the Divine – Caster gains intuitive knowledge of the true name of a god

Enchantment

Change of Heart – Inflicts a permanent change of alignment

Dominate Monster – Caster controls the actions of any creature

Dreamstealer – Caster steals the dreams of another, causing overwhelming emptiness

Favour's Focus IX – Grants +9 DC to enchantment spells on subject

Mindcrypt – Caster's mind becomes a trap to any who would assault it

Power Word Kill – Slays a single creature

Evocation

Crushing Hand – Creates magic hand that crushes enemies

Meteor Swarm – Four meteors explode, dealing 6d6 damage

Illusion

Masquerade – Causes identity of subjects to be utterly masked

Shades – Mimics conjuration spells

Weird – Creates several phantasmal creatures

Necromancy

Astral Projection – Allows caster and allies to travel to the astral plane

Duplicate Self – Creates temporary copy of caster

Energy Drain – Deals 2d4 negative levels to subject

Necromantic Blessing, Greater – Augments undead

Raise City – Creates an entire legion of skeletons

Raise Death Fleet – Raises an undead fleet from the depths of the sea

Soul Bind – Imprisons soul of recently deceased within a gem

Thief Soul - Caster gains skills a rogue possessed in life

Wail of the Banshee – Terrible scream kills all who hear it

Transmutation

Command Construct – Caster takes permanent control of a construct

Deterioration – Causes living creatures to wither and crumble

Etherealness – The caster and his allies can enter the ethereal plane

Legacy of Arcane Might – Transfers portion of arcane ability to a relative

Metamagic Sphere – Infuses spells with metamagic feats

Passage to a Distant Land – Creates door to a far away location

Refuge – Permits the caster to travel any distance back to his abode

Reptilebane – Bursts a creature's natural armour

Shapechange – Caster can assume the form of any single creature

Spirit of Magic – The caster is transformed into a being of pure energy

Time Stop – Freezes those around the caster, leaving him to act

Universal

Wish – Grants the caster a single wish

