

SPELL LIST

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- 1 The Abstention of the Written Path
- 2 The Apotropaic Circle
- 3 The Audible Glamer
- 4 The Call to the Familiar Spirit
- 5 The Call to the Unseen Servant
- 6 The Charm of Appersonation
- 7 The Discerner of Enchantments
- 8 The Effervescent Lights of Kwalish
- 9 Evard's Frictionless Field
- 10 The Expeditious Retreat
- 11 The Heavenly Screen
- 12 The Howling Rune
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- The Call to the Fetid Cloud
- The Cure for Honesty
- The Hands of Cold Certainty
- Hornung's Deleterious Deflector
- The Impudent Might of Ilskar the Bold
- The Invigorator of Blades
- Krest's Cerebral Consonance
- Leomund's Escalatory Escape
- Lugwiler's Dismal Itch
- Lustoff's Vicarious Head
- The Manifold Effigies of Being
- The Marvellous Magic Mouth
- Mazirian's Marasmic Malady
- The Pattern of the Immanent Sublime
- Phandaal's Mantle of Stealth
- The Prosaic Preservation of Pandelume
- Quaal's Near-Alchemical Transformance
- The Ruby Ray of Reversal
- The Spell of Barring and Broaching
- The Spell of Phantasmal Forces
- The Spell of the Imponderous Bounty
- The Spur to the Libidinous Earth
- Tasha's Uncontrollable Hideous Laughter
- The Tone of Resonant Discord
- The Torment of Tantalus
- Turjan's Translocation
- The Unfettered Eye
- The Veil of the Cimmerian Shade
- The Web of Wondrous Entrapment

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- Alphon's Anguish of the North Wind
- Archveult's Crude Fabrication
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- Caligarde's Penetrating Vision
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- Clambard's Remote Acquisition
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- The Charm of Dire Sanguinity
- The Charm of the Inveigling Tongue
- Chun's Halo of the Unsleeping Eyes
- Felojun's Repudiation of Arrows
- The Fury of the Captive Wind
- The Globe of Distant Discernment
- The Indefatigable Breath
- The Instant Galvanic Thrust
- The Interminable Interim
- The Invocation of the Open Sky
- Kuroth's Empathic Rapport
- Leomund's Expansible Egg
- Leuk-O's Vile Menagerie
- The Liberation of Warp
- Lorloveim's Creeping Shadow
- Melf's Maladweomer
- Mentzer's Relative Time Dilation
- Mzhentul's Remarkable Polar Pull
- Nchaser's Spectral Steed
- Nolzur's Metabolic Suspension
- Nulathoe's Accoustic Enhancement
- Phandaal's Vitriolic Critique
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- The Seventh Set's Web of Hiding
- The Snapping Teeth of Yecind
- The Solvent of Horrid Corrosion
- The Spell of the Abysmal Flame
- The Spell of the Slow Hour
- Xult's Peregrination of Probability

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- Ao's Enervating Opalescent Eyes
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- The Binding of True Names
- The Call to the Assiduous Pursuer
- The Call to Inflexible Salvation
- The Contingency of the Foreknown
- Daern's Total Repulse
- The Excellent Prismatic Spray
- Hornung's Indiscriminate Expulsion
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21	Quaal's Flawless Duplicity	Phandaal's Semblance of Psyche	Sirrian's Spell Engine
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24	The Spell of Expansive Excavation	The Seven Hundred and Seventy Steps of Slumber	The Spell of Forlorn Encystment
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26	The Spell of the Peremptory Polymorph	Skye's Spell to Sidestep the Real	The Spell of Temporal Disjunction
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Starting Spells

All magic-users begin knowing the Arcane Cypher, plus three spells randomly determined from the following lists:

Offensive	Defensive	Miscellaneous
1. The Charm of Appersonation	1. The Apotropaic Circle	1. The Abstinence of the Written Path
2. Evard's Frictionless Field	2. The Audible Glamer	2. The Call to the Familiar Spirit
3. The Hypnotic Charm	3. The Effervescent Lights of Kwalish	3. The Call to the Unseen Servant
4. The Importunate Insult	4. The Expeditious Retreat	4. The Discerner of Enchantments
5. The Kaleidoscopic Spray	5. The Heavenly Screen	5. The Indelible Emblem
6. Kazimir's Resplendent Coutre	6. The Howling Rune	6. Melf's Impermeable Membrane
7. Laeral's Baleful Aura	7. The Imperturbable Quiescent Sphere	7. Nahal's Reckless Dweomer
8. The Metamorphoun of Fire	8. Isain's Fortuitous Interruption	8. Phandaal's Polyglottal Lobe
9. Sirrian's Aggrandisement	9. The Lesser Sign of Sealing	9. The Spell of Pragmatic Amalgamation
0 The Spell of Exquisite Repose	0. Otto's Arachnid Grip	0. Tenser's Floating Disc

SPELLS BY LEVEL

0 LEVEL SPELLS:

The Arcane Cypher

R: 0 **D:** 2 rounds/level **AoE:** Special **Save:** None

Read and understand magical inscriptions, scrolls, spell formulae, etc. Once deciphered can be read without recourse to spell.

FIRST LEVEL SPELLS:

The Abstinence of the Written Path

R: 6" **D:** 1 turn **AoE:** 1"x1" area/round **Save:** None

Detect secret passages, portals and openings.

The Apotropaic Circle

R: Touch **D:** 2 rounds/level **AoE:** <1" diameter **Save:** None

Trace a circle in powdered silver; blocks all conjured & extraplanar creatures and possession attempts.

The Audible Glamer

R: 6" + 1"/level **D:** 2 rounds/level **AoE:** Hearing range **Save:** None

Create auditory-only illusion.

The Call to the Familiar Spirit

R: Special **D:** Special **AoE:** Special **Save:** None

Burn 1000 sp incense, herbs & fat, incantation lasting 24 hours. Summons familiar.

The Call to the Unseen Servant

R: 0 **D:** 6 turns + 1/level **AoE:** Special **Save:** None

Invisible creature acts as valet, servant etc. AC 4, MV 18", HD 2; bound to obey caster but will not fight on their behalf. If abused seeks to pervert instructions.

The Charm of Appersonation

R: 0 **D:** 2-12 rounds +2/lvl **AoE:** Caster **Save:** None

Alter appearance and clothing to any humanoid figure. Cannot mimic specific individuals.

The Discerner of Enchantments

R: 6" **D:** 2 rounds/level **AoE:** 1" path **Save:** None

Detect magic and intensity.

The Effervescent Lights of Kwalish

R: 4" + 1"/level **D:** 1 turn/level **AoE:** Special **Save:** None

Create A) 1-4 lights resembling torches, B) glowing spheres (as will-o-wisp), C) faintly glowing man-like shape. Moves as directed.

Evard's Frictionless Field

R: 1" **D:** 3 rounds + 1/level **AoE:** 1" square **Save:** Special

Save vs. spell or slip and fall. If cast on item then save or drop immediately.

The Expeditious Retreat

R: 0 **D:** 3 rounds + 1/level **AoE:** Caster **Save:** None

Triple movement, running jumps 30' forward or 10' up, cannot take any other action while moving.

The Heavenly Screen

R: 3" **D:** 2-8 rounds + 1/lvl **AoE:** 2"x2"x2" cube/level **Save:** None

Veil of silvery mist obscures vision beyond 2'.

The Howling Rune

R: 1" **D:** 4 hours + 1/level **AoE:** 1 object/creature **Save:** Negates

Target erupts in involuntary screaming (see Shrieker) when creature approaches within 10'.

The Hypnotic Charm

R: 12" **D:** Special **AoE:** 1 person **Save:** Negates

Target regards caster as trusted friend and ally.

Intelligence	Period Between Saving Throws
3 or less	3 months
4 to 6	2 months
7 to 9	1 month
10 to 12	3 weeks
13 to 14	2 weeks
15 to 16	1 week
17	3 days
18	2 days
19 or more	1 day

The Imperturbable Quiescent Sphere

R: 0 **D:** 5 rounds/level **AoE:** Caster **Save:** None

Invisible barrier gives AC 2 vs. missiles, AC 4 vs. other attacks.

The Importunate Insult

R: 3" **D:** Instantaneous **AoE:** 2 HD/caster level **Save:** Negates

Target rushes to attack magic-user in rage, attacking melee only.

The Indelible Emblem

R: Touch **D:** Permanent **AoE:** <1 square foot **Save:** None

Inscribes personal mark and 6 other characters, visible or invisible.

Isain's Fortuitous Interruption

R: 1"/level **D:** 1 second/level **AoE:** Special **Save:** None

200 lb + 200 per caster level assumes mass of a feather, no falling damage.

The Kaleidoscopic Spray

R: 0 **D:** Instantaneous **AoE:** ½"x2"x2" wedge **Save:** Special

Vivid colour spray affects 1d6 creatures. Caster level or below: unconscious 2-8 rounds. 1-2 levels higher: blind 1-4 rounds. 3 or more levels higher: stunned for 1 round. 6 HD or more gets a saving throw.

Kazimir's Resplendent Coutre

thanks ckutalik

R: 0 **D:** 1 hour/level **AoE:** Caster **Save:** None

Dazzlingly fashionable apparel, gain 2-8 charisma and viewers make immediate reaction checks, become impressed or jealous/irritated.

Laeral's Baleful Aura

R: 3" **D:** 1 round **AoE:** Caster **Save:** Negates

Become unquantifiably terrifying; friends & foes save vs. magic or flee 1-3 rounds.

The Lesser Sign of Sealing

R: 2"/level **D:** Permanent **AoE:** 80 square feet/lvl **Save:** None

Seal door or gate as if securely barred and locked.

Melf's Impermeable Membrane

R: Touch **D:** 24 hours **AoE:** <10 cubic feet/lvl **Save:**

Repel all liquid from subject.

The Metamorphoun of Fire

R: ½"/level **D:** 2 rounds/level **AoE:** 10' radius **Save:** None

Increase fires up to double size/heat or down to embers, spread onto any burnable material, or snuff out all fires entirely.

Nahal's Reckless Dweomer

R: Special **D:** Special **AoE:** Special **Save:** Special

Attempt to cast any spell in spellbook; roll results on Wild Surge table.

Otto's Arachnid Grip

R: Touch **D:** 3 rounds +1/level **AoE:** 1 creature **Save:** Negates

Climb vertical surfaces/ceilings at 3". Objects less than 5 lb stick to hands.

Phandaal's Polyglottal Lobe

R: Touch **D:** 5 rounds/level **AoE:** 1 object/creature **Save:** None

Understand and speak any one language.

Sirrian's Aggrandisement / Sirrian's Reductor

R: ½"/level **D:** 1 turn/level **AoE:** <10 cubic feet/lvl **Save:** Negates

Increase or decrease target's size up to 200%, Strength & damage change proportionately.

The Spell of Exquisite Repose

R: 3" + 1"/level **D:** 5 rounds/level **AoE:** 3" diameter **Save:** None

Cause comatose slumber, awaken only if slapped/wounded.

Hit Dice	Number Affected
Up to 1	4-16 (4d4)
1+1 to 2	2-8 (2d4)
2+1 to 3	1-4 (1d4)
3+1 to 4	1-2 (½d4, round off)
4+1 to 5	0-1 (1d4, 3 or 4)

The Spell of Pragmatic Amalgamation

R: 3" **D:** Permanent **AoE:** 5'x5' / level **Save:** None

Mend or rejoin broken objects.

Tenser's Floating Disc

R: 2" **D:** 3 turns + 1/level **AoE:** Special **Save:** None

Floating null-gravity plane supports 100 lb per level, moves as directed.

SECOND LEVEL SPELLS:

Arbane's Fulgent Coruscations

R: 12" **D:** Instantaneous **AoE:** Special **Save:** None

Existing fire erupts in A) flashing fireworks, blind creatures within 12" for 2-5 rounds or save vs. spell; or B) smoke 100 times volume of fire, obscure vision beyond 2', lasts 1 round/level.

The Call to the Fetid Cloud

R: 3" **D:** 1 round/level **AoE:** 2"x2"x2" cloud **Save:** Special

Billowing vapours, save vs. poison or incapacitated (nausea) for 2-5 rounds after leaving cloud, or 1 round if saved.

The Cure for Honesty

R: 3" **D:** Permanent **AoE:** 2"x2" **Save:** Negates

1 to 4 creatures permanently forget previous 1 minute per level of spellcaster. -2 to save if single target.

The Hands of Cold Certainty

R: 3" **D:** 1 round/level **AoE:** 1 creature **Save:** Negates

Invisible hands choke target for 1-4 damage/round and -2 penalty to attack rolls.

Hornung's Deleterious Deflector

R: 0 **D:** 2 rounds/level **AoE:** Caster **Save:** None

Missile attacks deflected to random target in 15' radius (including caster).

The Impudent Might of Ilskar the Bold

R: Touch **D:** 1 hour/level **AoE:** 1 creature **Save:** None

Raise Strength score 1-8 points.

The Invigorator of Blades

R: Touch **D:** 1 turn **AoE:** 1 weapon **Save:** None

Blade receives +3 to hit and damage for 1 strike only.

Krest's Cerebral Consonance

R: ½"/level **D:** 1 round/level **AoE:** 1 creature/round **Save:** None

Read surface thoughts of 1 creature per round.

Leomund's Escalatory Escape

R: Touch **D:** 2 turns/level **AoE:** Special **Save:** None

Up to 6 creatures climb rope to hide in extradimensional space.

Lugwiler's Dismal Itch

R: 1"/level **D:** 1 round/level **AoE:** 1 creature **Save:** Negates

Horrible itching causes -4 to AC and -2 to attack rolls.

Lustoff's Vicarious Head

R: 9" (initial) **D:** 1 turn/level **AoE:** 1 creature **Save:** Negates

See through the senses of target creature.

The Manifold Effigies of Being

R: 0 **D:** 3 rounds/level **AoE:** Caster **Save:** None

D4 duplicates +1 per level form around caster, indistinguishable, disappear when struck.

The Marvellous Magic Mouth

R: Special **D:** Special **AoE:** 1 object **Save:** None

Magic mouth speaks message when specific condition is met.

Mazirian's Marasmic Malady

R: 1" + ¼"/level **D:** 1 round/level **AoE:** 1 creature **Save:** Negates

Target reduced to Strength 3 or 50% damage.

The Pattern of the Immanent Sublime

R: 3" **D:** Special **AoE:** 3"x3" **Save:** Negates

Display causes creatures to stand fascinated for as long as caster concentrates plus 2 rounds thereafter.

Phandaal's Mantle of Stealth

R: Touch **D:** 2 rounds + 1/level **AoE:** 1 creature **Save:** None

Become invisible. Telltale shimmering allows attacks at -4 against invisible targets once spotted.

The Prosaic Preservation of Pandelume

R: Touch **D:** Permanent **AoE:** 10 cubic feet/level **Save:** None

Target protected from rot and decay. Reverse ages non-living objects 100 years.

Quaal's Near-Alchemical Transformance

R: 1" **D:** 1 hour/level **AoE:** 10 lb/level **Save:** None

Copper, lead or brass changed to solid gold.

The Ruby Ray of Reversal

R: 8" **D:** 1 round **AoE:** 1 creature **Save:** Negates

Target repeats actions in last round exactly.

The Spell of Barring and Broaching

R: 6" **D:** Permanent **AoE:** 10 square feet/lvl **Save:** None

A) Broaching: opens all doors, locks, bars, chains etc. B) Barring: closes the same.

The Spell of Phantasmal Forces

R: 6" + 1"/level **D:** Special **AoE:** 4" + 1" sq/level **Save:** Special

Visual-only illusion lasts as long as caster concentrates. Believing creatures can suffer damage from illusionary effects.

The Spell of the Imponderous Bounty

R: Touch **D:** 6 hours + 1/level **AoE:** Caster **Save:** None

Enchant pockets to hold <100 lb or 5 cubic feet at 1/10th actual weight.

The Spur to the Libidinous Earth

R: 10" + 1"/level **D:** 3 rounds + 1/level **AoE:** 1 creature **Save:** Special

Earth hands hold target motionless by legs, -2 to AC. Save vs. spell each round in contact with ground or be gripped. Hands are AC 5, HP double caster's.

Tasha's Uncontrollable Hideous Laughter

R: 5" **D:** 4 rounds **AoE:** 1 creature **Save:** Negates

Lose actions for 1-4 rounds due to laughter.

The Tone of Resonant Discord

R: 6" **D:** Instantaneous **AoE:** 3 foot radius **Save:** None

Crystalline or ceramic objects within 3' shatter.

The Torment of Tantalus

R: 1"/level **D:** 1 round/level **AoE:** 1 creature **Save:** Negates

Target dying of thirst, can do nothing but look for drink, consumes any potable liquids.

Turjan's Translocation

R: 2"/level **D:** 1 turn/level **AoE:** 1 object/creature **Save:** Negates

Levitate up to 100 lb vertically only, 20' per round.

The Unfettered Eye

R: 1"/level **D:** 1 round/level **AoE:** 1" path **Save:** None

Clearly see all invisible, astral, ethereal, hidden, out-of-phase creatures. First time casters save vs. magic or go insane 3-18 days due to terrifying abyssopelagic ethereal life.

The Veil of the Cimmerian Shade

R: 1"/level **D:** 1 turn + 1 rd/lvl **AoE:** 1½" globe **Save:** None

Impenetrable darkness in area of effect.

The Web of Wondrous Entrapment

R: ½"/level **D:** 2 turns/level **AoE:** 3" cube **Save:** Neg or ½

Mass of webs, entrapped creatures are stuck, 5% cumulative chance per turn suffocate to death. Highly flammable. Strength 13+ break through 1'/round, huge strong creatures 10'/round.

THIRD LEVEL SPELLS:

Arbane's Precipitous Deluge

R: 1"/level **D:** 1 round/level **AoE:** 3" diameter **Save:** None

Instant rainfall drenches everything, extinguishes all fires including spells. Magical fires cause huge steam clouds for 1-3 damage/round lasting 2-5 rounds.

The Charm of Dire Sanguinity

R: 12" **D:** 1d4 rounds + 1/lvl **AoE:** 1 person **Save:** Negates

Target truly enjoys killing and goes berserk, attacking friend and foe alike.

The Charm of the Inveigling Tongue

R: 3" **D:** 1 hour + 1/level **AoE:** 1 creature **Save:** Negates

Target obeys any one "reasonable" suggestion by caster.

Chun's Halo of the Unsleping Eyes

R: 0 **D:** 1 turn/level **AoE:** Caster **Save:** None

Halo of eyeballs let caster see in all directions, infravision 12", never surprised or backstabbed.

Felojun's Repudiation of Arrows

R: Touch **D:** 1 turn/level **AoE:** 1 creature **Save:** None

Total invulnerability to small projectiles – arrows, axes, javelins etc – and -1 damage per die from large missiles, catapult stones etc.

The Fury of the Captive Wind

R: 0 **D:** 1 round **AoE:** 1" path, 10"/level **Save:** None

Gust of air extinguishes unprotected flames, fans fires outward, pushes flying creatures backward, deflects missile fire and breath weapons, knocks man-sized creatures over unless roll under Dexterity.

The Globe of Distant Discernment

R: Special **D:** 1 round/level **AoE:** Special **Save:** None

See anything in sight from chosen locale; locale must be familiar or obvious.

The Indefatigable Breath

R: Touch **D:** 1 hour/level + 1d4 **AoE:** Special **Save:** None

Function without breathing. Duration divided by number affected.

The Instant Galvanic Thrust

R: 4" + 1"/level **D:** Instantaneous **AoE:** 1"x4" or 1/2"x8" **Save:** 1/2

Lightning bolt causes d6 damage per level (or save for half). Ignites combustibles, sunders doors, splinters 1' stone, melts soft metal. Bolt reflects off non-conducting materials.

The Interminable Interim

R: 1"/level **D:** Special **AoE:** 1 creature **Save:** Negates

Target encased in amber, suspended animation completely unaffected by anything until dispelled or touched by caster. Direct spell or magic trap glyph.

The Invocation of the Open Sky

R: 0 **D:** 1 turn/level + 1d6 **AoE:** Caster **Save:** None

Caster can fly 24" (x1/2 ascending, x2 diving). Exact duration unknown/random.

Kuroth's Empathic Rapport

R: 20" (initial) **D:** 2 turns/level **AoE:** 1 creature/3 levels **Save:** None

Telepathic bond between willing subjects while on same plane of existence.

Leomund's Expansible Egg

R: Touch **D:** 4 hours + 1/level **AoE:** 1" diameter **Save:** None

Hemisphere of force maintains comfortable temperature, keeps out wind/rain, transparent inside but opaque from without. Illuminated at caster's command. Objects/creatures pass through freely.

Leuk-O's Vile Menagerie

R: 3"

D: 3 rounds + 1/level

AoE: Special

Save: None

Give form to one or more monsters which are 90% likely to obey caster's commands. Roll below:

Size	Number	Locomotion	Move	Special	Effect
1 4 HD	1	1 Slithering	6"	1 Acid blood	D4 damage after wounding
2 3 HD	1d4	2 Hopping	6" + 6"	2 Acid spit	D6 damage ranged attack
3-4 2 HD	1d6	3 Skittering	9"	3 Big	½ movement, x2 HD
5-6 1 HD	2d4	4 Loping	12"	4 Bloodsucking	Drain D6 damage/round after hit
		5 Buzzing	15"	5 Draining	-1 ST per hit
Type	AC	6 Flapping	18"	6 Fast	½ HD, x2 movement, x2 attack
1 Amoeboid	AC 2			7 Invisible	-4 to hit
2 Crustacean	AC 3	Attack	Damage	8 Ooze	Dissolves metal
3 Insectoid	AC 4	1 Stinging tail	1d4	9 Phase	Move through walls
4 Reptilian	AC 5	2 Lashing tendrils	1d4	10 Poison	Save +4 or die
5 Amphibian	AC 6	3 Crushers/horns	1d6	11 Psychic	Save vs. paralysis or stunned
6 Mammalian	AC 7	4 Rending claws	1d6	12 Prehensile tongue	Extra attack as giant frog
7 Avian	AC 8	5 Slicing mandibles	1d8	13 Regenerate	1 hp/round
8 Mollusc	AC 9	6 Razor teeth	1d8	14 Severing/mangling	Natural 20 incapacitates limb
		7-8 Roll twice		15 Stinking	-2 to hit within 10'
				16-20 Roll twice	

The Liberation of Warp

R: 12"

D: Permanent

AoE: 3" cube

Save: None

Remove all temporary spells and disrupt spellcasting. % success equal to ratio of dispeller over spellcaster (e.g. 50% for 5th level vs. 10th level).

Lorloveim's Creeping Shadow

R: 0

D: 1 round/level

AoE: Caster

Save: None

Elongate shadow at 15"/round. Can see, hear, speak through shadow. Struck only by magic, AC as caster, HP loss suffered by caster.

Melf's Maladweomer

R: 4" + 1"/level

D: Special

AoE: 1 creature

Save: Negates

Next spell cast chosen randomly from all spells in mind.

Mentzer's Relative Time Dilation

R: 9" + 1"/level

D: 3 rounds + 1/level

AoE: 1 creature/level

Save: None

Affected creatures move and attack at ½ rate.

Mzhentul's Remarkable Polar Pull

R: 3" + 1"/level

D: 1 round/2 levels

AoE: 10' cube

Save: None

Earth or stone object functions as magnet.

Distance from magnet	Strength of attraction	Missile attack penalty
<5'	20	-20
<10'	18	-10

<20'	14	-5
<30'	10	-2
<40'	4	-1

Opposed Strength check or ferrous item wrenched from grasp, armoured characters dragged closer distance in feet equal to number by which they failed.

Nchaser's Spectral Steed

R: Touch **D:** 1 hour/level **AoE:** Special **Save:** None

Phantasmal, milky-eyed horse-like creature will bear subject at movement 4" per caster level. Shunned by animals, crosses any terrain without difficulty. AC 2, HP 7 + caster level.

Nolzur's Metabolic Suspension

R: Touch **D:** 6 hours + 1/level **AoE:** 1 creature **Save:** Negates

Target enters catalepsy indistinguishable from death; aware but unfeeling, wounds ½ damage, poison/paralysis/energy drain ineffective. 1 full round to restore bodily functions.

Nulathoe's Accoustic Enhancement

R: Special **D:** 1 round/level **AoE:** Special **Save:** None

Hear anything in range from chosen locale; locale must be familiar or obvious.

Phandaal's Vitriolic Critique

R: Touch **D:** Special **AoE:** 1" radius **Save:** ½

Anyone besides caster (or those he/she instructs) reading text causes explosion, 6d4+6 damage with no save to reader, ditto all within blast radius or save for half. Writing is destroyed.

Rary's Erratic Displacement

R: 0 **D:** 1 round/level **AoE:** Caster **Save:** None

Teleport in random period (2d4 initiative order) and direction (d12 o'clock), 2' distance. 75% spell-casting fails while blinking. Opponents can attack only if initiative comes before the "blink".

The Seventh Set's Web of Hiding

R: Touch **D:** 1 hour/level **AoE:** 1" radius **Save:** None

Immobile circle renders all creatures invisible & inaudible from those outside area of effect.

The Snapping Teeth of Yecind

R: Touch **D:** 1 turn/level **AoE:** 1 creature/object **Save:** None

Snapping teeth in location touched attack creatures within 1', 1-4 damage as 4 HD monster.

The Solvent of Horrid Corrosion

R: 1" **D:** 3 rounds **AoE:** 1 sq foot/level **Save:** ½

Acidic slime dissolves 6 inches wood, 4 inches stone, 1 inch metal per round. Flesh takes 2d4 damage per round.

The Spell of the Abysmal Flame

R: 10" + 1"/level **D:** Instantaneous **AoE:** 2" radius sphere **Save:** ½

Burst of flame causes d6 damage per level (or save for half), incinerates combustibles, melts soft metal. Flame conforms to shape of area, equal to normal spherical volume (33,000 cubic feet).

The Spell of the Slow Hour

R: 6" **D:** 3 rounds + 1/level **AoE:** 1 creature/level **Save:** None

Affected creatures function at 2x normal movement & attack. Reaction times, spell casting not affected. Recipients aged 1 year due to sped-up metabolism.

Xult's Peregrination of Probability

R: Special **D:** Instantaneous **AoE:** Special **Save:** None

1 event taking place in previous round is recalculated (dice rerolled). Second outcome cannot be changed.

FOURTH LEVEL SPELLS:

Alamer's Cloak of the Consuming Chill / Alamer's Cloak of Burning Embers

R: 0 **D:** 2 rounds + 1/level **AoE:** Caster **Save:** None

Caster surrounded by aura of flame. A) cold flame, caster immune to fire, creatures striking in melee take 2-8 cold damage. Caster takes double damage from cold. B) hot flame, effects reversed.

Arnd's Dimension Door

R: Special **D:** Instant **AoE:** Caster **Save:** None

Step through interspatial door and reappear anywhere in sight.

The Charm of the Inverted Pervulsion

R: 3" **D:** Special **AoE:** 1 creature **Save:** Negates

Recipient's next offensive spell affects its own caster rather than intended target.

The Efficacious Portal Ward

R: 0 **D:** 1 day/level **AoE:** 6" radius **Save:** None

All planar gates & portals sealed, teleportation will not function in warded area.

The Engendering Weave

R: Touch **D:** 1 hour/level **AoE:** 1 cubic foot/level **Save:** None

Create item of non-living matter – rope, door etc.

Evard's Black Tentacles

R: 3" **D:** 1 round/level **AoE:** 30 square feet/level **Save:** None

Writhing tentacles spring from ground. Number = caster level, 10' long, AC 4, HP = caster level, attack any creature in range. Save vs. spell or 2-8 damage and be held and squeezed for 3-12 automatic damage each round.

Felojun's Incendiary Rune

R: Touch **D:** Special **AoE:** 1 object **Save:** ½

Any creature other than caster + those attuned passing within ½" causes burst of flame 1" radius, 1d4 damage + 1 per caster level.

Flamsterd's Curtain of the Violet Conflagration

R: 6" **D:** 1 round/level **AoE:** Special **Save:** None

Immobile curtain of fire 20' high, 20' long/level. 2-8 heat damage within 10' and 1-4 within 20' on one side of

wall only. Passing through flames causes 2-12 damage + 1 per caster level. Undead take double damage.

The Gestation of the Ignoble Servitor

R: 3" **D:** Permanent **AoE:** Special **Save:** None

Creates a mephit from elemental matter (barrel of water, pile of slop etc). Alternatively roll on table:

D20	Mephit type	D20	Mephit type
1	air	10	mist
2	ash	11	ooze
3	dust	12	radiance
4	earth	13	salt
5	fire	14	smoke
6	ice	15	steam
7	lightning	16	water
8	magma	17-20	Spell fails; pathetic half-formed elemental monstrosity lives 1d4 turns
9	mineral		

1 turn to complete. Mephit will not betray creator but check each day for desertion, loyalty 55% + charisma adjustment.

Gilgad's Hallucinatory Locale

R: 2"/level **D:** Special **AoE:** 1"x1" area/level **Save:** None

Illusion hides actual terrain – pond as grassy meadow, room as cobwebbed & dusty, etc. Lasts until contacted by intelligent creature.

Hlal's Umbral Monstrosity

R: 3" **D:** 1 round/level **AoE:** 2"x2" **Save:** Special

Create phantasms of monsters caster has seen – total HD equal to caster level. Monsters have 20% HP, fight normally. If targets disbelieve illusion then fight as AC 10 and 20% damage only.

The Illusion of Vile Arthropods

R: 1"/level **D:** 1 round/level **AoE:** 3"x3" **Save:** Negates

Targets covered by illusionary swarm of disgusting invertebrates. Save vs. spells each round or drop everything to compulsively brush off imaginary bugs.

The Impermanence of Being

R: 3" **D:** 1-6 turns **AoE:** 10' cube **Save:** None

Affected objects are 50% likely to vanish, checked independently for each viewer and with each viewing. Each viewer treats object as existing or not existing according to own perspective.

Johydee's Gentle Admonishment

R: 0 **D:** Instantaneous **AoE:** 1"x3" cone **Save:** Negates

Ear-splitting shout causes 2-12 damage and deafens for like number of round, cracks stone.

Leomund's Lamentable Belabourment

R: 12" **D:** 2 rounds + 1/level **AoE:** 6" x 6" **Save:** Negates

Save at -2 each round or confused. Confused creatures act randomly each round:

D10 Action

1	Wander away for 1 turn
2-6	Stand confused for 1 round
7-8	Attack nearest creature for 1 round
9-0	Attack magic-user and his or her party for 1 round

Lhegrand's Silvery Skin

R: Touch **D:** Special **AoE:** 1 creature **Save:** None

Total protection from 1 physical attack, then shatters.

The Minor Globe of Invulnerability

R: 0 **D:** 1 round/level **AoE:** Caster **Save:** None

Immunity to 3rd level spells and below. Spells can be cast out of globe normally.

Narissa's Blind Excess

R: 1"/level **D:** Special **AoE:** 4"x4" **Save:** Negates

Cause blind emotional reaction, typical examples as follos. Rage: +1 to hit, +3 to damage, +5 temporary HP, fight berserk without regard for life. Fear: flee in panic 2d4 rounds. Happiness: +4 reaction rolls, won't attack unless greatly provoked. Hatred: -4 reaction rolls, tend towards violence. Lasts as long as caster concentrates.

The Onslaught of Dread Equines

R: 0 **D:** 1 round/level **AoE:** 6" path 3" wide **Save:** Negates

Save vs. spells at -2 or flee in panic, pursued by illusionary sohmiens (nightmarish horse-beasts) for rounds equal to caster level. 10% chance summons d4 real sohmiens.

Sohmien AC 0 MV 24" HD 6+6 D 2d4/d6+4/d6+4 SA save vs. spell or flee in panic XP 1800

Otiluke's Resilient Sphere

R: 2" **D:** 1 round/level **AoE:** 1' diameter/level **Save:** Negates

Globe of force encases subject. Immune to damage, nothing can pass through either direction. Can be rolled.

Quaal's Flawless Duplicity

R: Touch **D:** 1 hour/level **AoE:** 1 object **Save:** None

Create copy of any non-living item. Must fit within 20' cube.

Rary's Mnemonic Enhancer

R: 0 **D:** Instantaneous **AoE:** Caster **Save:** None

Immediately regain formula of spell 3rd level or below cast in previous round.

The Seal Upon the Powers

R: Touch **D:** Permanent **AoE:** Special **Save:** Special

Remove curses and most permanent baleful magic effects, allows removal of cursed objects.

The Spell of Expansive Excavation

R: 3" **D:** 1 round/level **AoE:** 5' cube/round **Save:** None

Move earth (dirt, clay, loam, sand). Can create pits, ramparts, tunnels etc.

The Spell of Mercurial Anatomy

R: 0 **D:** 2 turns/level **AoE:** Caster **Save:** None

Change at will between form of any creature from as small as a wren to large as a hippo. Other abilities, hit points etc remain normal.

The Spell of the Peremptory Polymorph

R: ½"/level **D:** Permanent **AoE:** 1 creature **Save:** Negates

Transform target into another creature. 100% chance assumes mentality of new form as well, -5% per point of Intelligence, checked daily.

The Spell of Wyrld

R: ½"/level **D:** 1 round/level **AoE:** 1 creature **Save:** Special

Imaginary doom visible only to target, strikes as 4 HD monster, invulnerable to attack & pass through any barrier. Successful hit means victim dies from fright. Disbelieve or knock out caster or target to destroy.

The Summons to the Inclement Clime

R: 1"/level **D:** 1 round **AoE:** Special **Save:** None

Either A) hailstones in 4" diameter inflict 3-30 damage, or B) sleet in 8" diameter blinds creatures 1 round, movement slowed 50% and 50% chance to slip and fall.

Tasha's Morbid Jest

R: 0 **D:** Special **AoE:** 3" diameter **Save:** Negates

Caster tells a joke. Save or stop to listen, and after punchline save again or incapacitated 1-10 rounds by painful laughter. The same joke will not work twice.

Tulrun's Filamentary Extension

R: 0 **D:** 4 turns/level **AoE:** Special **Save:** None

Luminous filament shows recent path of creature visualised, within 1" radius of caster.

FIFTH LEVEL SPELLS:

Alphon's Anguish of the North Wind

R: 0 **D:** Instantaneous **AoE:** Cone ½"/level **Save:** ½

Freezing wind causes d4+1 damage per caster level, or save for half.

Archveult's Crude Fabrication

R: ½"/level **D:** Permanent **AoE:** 1 cubic yard/level **Save:** None

Convert material into finished goods e.g. trees into wooden bridge, flax into clothes, etc.

The Augur of the Inscrutable Spheres

R: 0 **D:** Special **AoE:** Special **Save:** None

Direct contact with minds from other planes, ask 1 question per 2 levels. Choose how distant a mind to contact:

Steps removed	Chance of insanity	Chance of knowledge	Chance of veracity
1	20%	60%	65%
2	25%	65%	67%

3	30%	70%	70%
4	35%	75%	73%
5	40%	80%	75%
6	45%	85%	78%
7	50%	90%	81%
8	55%	95%	85%
9 or more	60%	98%	90%

Insanity strikes after 1st question asked, lasts 1 week per step removed. If insanity, then 1% chance per step of death.

The Blade of Inexorable Disjection

R: 1" **D:** 1 round/level **AoE:** 0 **Save:** None

Shimmering, sword-like plane of force mentally wielded as if fighter of ½ caster level (requires concentration). Causes 2-8 damage and severs extremities as *Sword of Sharpness*. Mutually destroys magic barriers.

Caligarde's Penetrating Vision

R: Touch **D:** 1 round/level **AoE:** 1 cubic foot/level **Save:** None

Non-living matter becomes transparent.

The Charm of Untiring Nourishment

R: Touch **D:** 12 hours/level **AoE:** Special **Save:** None

Recipient encased in skin-tight bubble of comfortable air, does not hunger or thirst, can survive in any environment or plane. Duration divided by number affected.

Clambard's Remote Acquisition

R: 1"/level **D:** 2 rounds + 1/level **AoE:** 25 lb/level **Save:** None

Move objects by concentrating on them – 2" first round, 4" second, 8" third etc, max 1024".

The Conjure of the Elemental Id

R: 6" **D:** 1 turn/level **AoE:** Special **Save:** None

Conjure air, earth, fire or water elemental from suitable elemental matter (bonfire etc). Elementals are 16 HD. Unbroken concentration needed for control or will turn on caster and attack. 5% will turn on caster regardless, checked each round.

The Dweomer of Ignominious Dismissal

R: 2" **D:** Instantaneous **AoE:** 1 creature **Save:** None

Force extraplanar being to return to plane of origin. Name and title must be given; normal magic resistance applies.

The Elocation of Ka

R: 1"/level **D:** Special **AoE:** 1 creature **Save:** Special

Shift life force into special receptacle (gem or crystal). From there can sense presence and force exchange between receptacle and living target that fails saving throw, taking over target's body. Saving throw modified by difference in combined Intelligence and Wisdom between caster and target:

Difference	Die adjustment
-9 or more	+4

-8 to -6	+3
-5 to -3	+2
-2 to 0	+1
1 to 4	0
5 to 8	-1
9 to 12	-2
13+	-3

The Extirpation of the Ruinous Cloud

R: 1" **D:** 1 round/level **AoE:** 4"x2"x2" cloud **Save:** None

Roiling fog kills instantly any creature 4 HD or below. 4+1 to 5+1 HD save vs. poison at -4 or die; 5+2 to 6 HD save normally. Cloud moves away from caster 1" per round, heavier than air.

Firdaan's Impenetrable Last Stand

R: Touch **D:** 1 round/level **AoE:** 1 creature **Save:** None

Recipient surrounded by immobile shimmering sphere 5' diamter, totally protects against all non-magial weapons. Can use weapons normally from within sphere. Spells unaffected.

The Hebetation of the Intellect

R: 1"/level **D:** Permanent **AoE:** 1 creature **Save:** Negates

Victim's brain reduced to childlike imbecility and insanity. Magic-users save at -4.

The Imperfect Invitation

R: 1" **D:** Special **AoE:** Special **Save:** Special

Summons extraplanar creature to be confined until it agrees to give service. Creature type must be stated, and name/title if any. In order to confine summoned creature, must prepare magic circle – takes 1 turn. 20% chance entrapped creature will break free and wreak vengeance, -1% per 1 turn and 1000 sp spent inscribing circle with special pigments etc. Any break in circle, even a straw, allows creature to break free.

Johydee's Indisputable Fantasy

R: 6" + 1"/level **D:** 1 round/level **AoE:** 2" square + 1"/level **Save:** Special

Illusion affecting all senses, operates accoding to program determined by caster. Believing creatures can suffer damage from illusionary effects.

Leomund's Dramatic Chest

R: Special **D:** 60 days **AoE:** 2'x2'x3' chest **Save:** None

Store a chest on the ethereal plane, to be summoned with miniature replica. Chest must be 5000+ sp, hardwood & platinum, ivory & gold or bronze & silver. 1% cumulative chance/week chest will be discovered and tampered with, 5% chance draws through ethereal monster when summoned.

Mentor's Perfect Inertia / Mentor's Garish Weld

R: 1" **D:** Permanent **AoE:** 3' cube **Save:** None

Natural repulsion between non-living object and living things (except caster). Creates within 1' thrown back, or repulse object, depending on relative mass. Reverse causes powerful adherence.

The Oblong Barrier

R: 3" **D:** 1 turn + 1 rnd/level **AoE:** 10' square/level **Save:** None

Immobile, invisible, indescrutable barrier prevents passage of anything in either direction, including all

spells.

Pandelume's Paroxysm of Pain

R: 3" **D:** 1 round/level **AoE:** 1 creature **Save:** ½

Convulsions, -2 AC and -4 to hit, 1d4 damage per round.

The Pattern of the Proscriptive Watchdog

R: 1" **D:** 1 hour/level **AoE:** Special **Save:** None

Terrible phantasmal beast guards passage, door etc. Can detect invisible, astral etc creatures. Loud growling if any creature approaches, and strike as 10 HD for 3-18 damage. Cannot be combatted physically.

Phandaal's Semblance of Psyche

R: 1"/level **D:** Special **AoE:** Caster **Save:** None

Project immaterial duplicate of caster to any spot in range, can speak & cast spells through duplicate. Requires unbroken concentration.

The Reign of Long Nerves

R: 1"/level **D:** Special **AoE:** 1 creature **Save:** Negates

Control target like an automaton. Immediate save at +2 if forced to take self-destructive action.

Intelligence	Period Between Saving Throws
3 or less	3 months
4 to 6	2 months
7 to 9	1 month
10 to 12	3 weeks
13 to 14	2 weeks
15 to 16	1 week
17	3 days
18	2 days
19 or more	1 day

The Satire of Life Renewed

R: 1" **D:** Permanent **AoE:** Special **Save:** None

Animate dead bodies. 1 skeleton or zombie per level, or equivalent in hit dice.

The Seven Hundred and Seventy Steps of Slumber

R: 0 **D:** Special **AoE:** Caster **Save:** None

Fall asleep and enter the Dreamlands. May deliver a message to any sleeping creature personally known to the caster.

The Shroud of Agonising Immolation

R: 3" **D:** 1 round/level **AoE:** 1 creature **Save:** Negates

Target bursts into flames. 2-12 damage per round, plus 1-4 damage and ignites flammable objects in 10' radius. Saving throw each round.

Skye's Spell to Sidestep the Real

R: 3" **D:** 6 turns + 1/level **AoE:** Special **Save:** None

Open passage through solid matter, 2' deep per level.

The Spell of Celeritous Relocalisation

R: Touch **D:** Instantaneous **AoE:** Special **Save:** None

Transport caster and 250 lb + 150 lb per level, to anywhere on same plane.

Destination is	Probability of arriving				
	High*	On target	Off target**	Mishap	Low***
Very familiar	01	02-98	99	00	-
Studied carefully	01-02	03-95	96-97	98-99	00
Seen casually	01-04	05-90	91-94	95-98	99-00
Viewed once	01-08	09-80	81-88	89-96	97-00
Never seen	01-16	17-60	61-76	77-92	93-00

* 10' above ground per 1% missed.

** d100% distance travelled in random direction.

*** Instant death if area is solid.

d20	Mishap	d20	Mishap
1	High velocity arrival – hurled d100 feet in random direction	11	Spawn evil twins – vanish if killed
2	Travellers scattered in 1 mile radius of arrival point	12	Swap bodies – trade character sheets clockwise
3	Travellers separated – reroll arrival chances separately	13	Materialise partially inside objects – d6 damage x HD
4	Only living matter transported	14	Materialise missing pieces – save or lose an extremity
5	Only non-living matter transported	15	Materialise upside down – d4 damage
6	Out of phase – treat as Ethereal	16	Swap places with something at point of arrival
7	D100' radius surroundings transported along with travellers	17	Explosion at target: 50', 6d6 damage, travellers unaffected
8	Transported d10 days back in time	18	Save vs. spells or turned inside-out
9	Transported d100 days forward in time	19	Dumped into Astral Plane
10	Unexpected extradimensional passenger, roll random monster	20	Travellers arrive safely, but are wearing different hats

Tenser's Destructive Resonance

R: 6" + 1"/level **D:** Special **AoE:** 1 object **Save:** Special

Beam causes non-living objects to spontaneously explode. Larger objects more destructive but must hold beam for longer.

Weight (lb)	Resonance time	Base damage	Explosive radius
1-5	Instant	1	2'
6-25	Instant	d4	3'
26-100	1 round	d6	5'
101-500	2 rounds	d8	10'
501-2000	3 rounds	d10	15'

Explosion causes base damage x caster level (or save for half).

Tzunk's Distance Distortion

R: 1"/level **D:** 1 turn/level **AoE:** 10" square/level **Save:** None

Distances halved, doubled, or anywhere in between in area of effect.

Yon's Obliging Parapet

R: ½"/level **D:** Permanent **AoE:** Special **Save:** None

Wall of rock merges with existing stone. 100 square feet and ¼" thick per caster level.

SIXTH LEVEL SPELLS:

The Agency of Far Despatch

R: Touch **D:** Instantaneous **AoE:** Special **Save:** None

Powerful forces hurl caster and 250 lb + 150 lb per level to any location on same plane, no error, or interplanar travel as below. 1 round to recover after transit.

Destination is	Accuracy					
	On target	1-10 miles	1-100 miles	1 plane	2 planes	Random plane
Very familiar	01-50	51-90	91-95	96-97	98-99	00
Studied carefully	01-25	26-50	51-75	76-83	84-90	91-00
Seen casually	01-10	11-25	26-50	51-65	66-80	81-00
Viewed once	01-05	06-10	11-25	26-48	49-70	71-00
Never seen	01	04-05	06-10	11-35	36-60	61-00

Ao's Enervating Opalescent Eyes

R: 2" **D:** 1 round/3 levels **AoE:** 1 creature/round **Save:** Negates

Caster's gaze causes their choice of effect:

Charm – target becomes totally loyal and docile to caster.

Fear – refuse to face caster, cower or bolt (50/50) if confronted.

Sicken - ½ ability scores, ½ movement, lose 1 Constitution per day until dead.

Sleep – comatose slumber until wakened.

Non-humanoid types save at +2.

The Avulsion of the Spirit-Soul

R: Touch **D:** Special **AoE:** Special **Save:** None

Project soul onto Astral Plane. Affects caster plus up to 1 other creature per 2 levels.

The Binding of True Names

R: 3" **D:** Special **AoE:** 1 creature **Save:** None

Speak true name of creature and cast spell. Must then chant desired effect in verse, preferably rhyme (takes 1 round).

Command – subject obeys instruction.

Imprison – subject magically transported/confined.

Metamorphosis – subject transformed into something else.

Minimus Containment – subject shrunk to 1 inch and imprisoned in gem or similar object.

Slumber – subject sleeps, forever or until specified.

Transport – subject transported to any location on any plane.

Weakness – subject paralysed and unable to act.

The Call to the Assiduous Pursuer

R: 1" **D:** Special **AoE:** Special **Save:** None

Invisible creature arrives in 1-4 turns and will obey spellcaster. Resents servitude and seeks to pervert instructions.

The Assiduous Pursuer AC 6 MV 6"/FL 24" HD 9 D 2-16/2-16 SD invisible XP 2000
Faultless tracker. Flies silently and can carry 2 persons on back or draft horse in tentacles. If slain banished to own plane.

The Call to Inflexible Salvation

R: 3" **D:** Special **AoE:** Special **Save:** None

Summons powerful, specific demon, demigod, god etc, or their servant. Summoned creature is under no constraints. Spell ages caster 5 years due to cosmic strain.

The Contingency of the Foreknown

R: 0 **D:** 1 day/level **AoE:** **Save:**

Cast a spell; it will come into effect on caster's person when specified conditions are met.

Daern's Total Repulse

R: 0 **D:** 1 round/2 levels **AoE:** 1" radius **Save:** None

Invisible, mobile field surrounds caster in 10' radius and repulses all creatures.

The Excellent Prismatic Spray

R: 2" **D:** Instantaneous **AoE:** ½" square/level **Save:** None

Darts of prismatic fire instantly slay 2d20 hit dice of creatures. 8 HD or more get a saving throw.

Hornung's Indiscriminate Expulsion

R: 3" **D:** Instantaneous **AoE:** 1 creature **Save:** Negates

Banish target to random plane.

d100	Plane
01-04	Abyss
05-08	Acheron
09-12	Arborea
13-16	Arcadia
17-20	Astral
21-24	Baator
25-28	Beastlands
29-32	Bytopia
33-36	Carceri
37-40	Elemental (Air, Earth, Fire, Water)
41-44	Elysium
45-48	Energy (Positive or Negative)
49-52	Ethereal
53-56	Gehenna
57-60	Grey Wastes
61-64	Limbo
65-68	Mechanus
69-72	Mount Olympus
73-76	Negative Quasi-Elemental (Vacuum, Ash, Dust, Salt)
77-80	Outlands

81-84	Pandemonium
85-88	Para-Elemental (Ice, Ooze, Magma, Smoke)
89-92	Positive Quasi-Elemental (Lightning, Mineral, Radiance, Steam)
93-96	Prime Material
97-00	Ysgard

The Infallible Retrotropic Field

R: 0 **D:** 1 turn/level **AoE:** 1'/level diameter **Save:** None

Invisible field moves with caster, completely suppresses all magic in area of effect.

Khelphen's Permutation of Gravity

R: ½"/level **D:** 1 round/level **AoE:** 3"x3" square **Save:** None

Reverse gravity in area of effect.

The Labyrinth of Elongated Shadows

R: 1" **D:** Special **AoE:** 1 creature **Save:** None

Target vanishes into mental labyrinth until they solve a maze provided by DM, or roll below.

Intelligence	Time trapped
<3	1d4 turns
3-5	5d4 rounds
6-9	4d4 rounds
10-13	3d4 rounds
14-17	2d4 rounds
18+	1d4 rounds

The Omnipotent Sphere

R: 0 **D:** 1 round/level **AoE:** Caster **Save:** None

Impenetrable force protects caster absolutely from all physical damage.

Otiluke's Freezing Orb

R: Special **D:** 1 round/level **AoE:** Special **Save:** ½

Globe of absolute zero freezes water (100 cubic feet/level) or can be thrown, shatters for 4-24 cold damage within 10' (save for half). Shatters if spell expires.

Otto's Irresistable Dance

R: Touch **D:** 1-4 rounds **AoE:** 1 creature **Save:** None

Target spasmodically dances, -4 to attack and AC, can do nothing but shuffle and tap.

The Scrutiny of the Omniscient Eye

R: 0 **D:** 1 round/level **AoE:** Caster **Save:** Negates

Perceive all things as they actually are. First time casters save vs. magic or go insane. Reverse causes target to see things as they are not – rich is poor, rough is smooth, beautiful is ugly.

The Sequester to the Ethereal Coil

R: Touch **D:** 1 hour/level **AoE:** Special **Save:** Negates

Subject becomes Ethereal. Affects 1 creature per 2 levels, plus caster at his or her option.

Serten's Immaculate Simulacrum

R: Touch **D:** Permanent **AoE:** 1 creature **Save:** None

Create duplicate of creature from ice and snow. Requires token from original. Simulacrum has d20+40% of original's hit points, knowledge, levels etc. Obeys commands from caster.

The Seven Symbols of Solomon

R: Touch **D:** Special **AoE:** Special **Save:** Negates

Magic rune affects creatures which see, touch or pass over it.

Death – affects up to 80 hp of creatures.

Discord – bicker and attack companions, lasts 2-8 rounds.

Fear – flee 2d4 rounds, save at -2.

Hopelessness – do nothing and submit to any demand, lasts 3-12 rounds.

Insanity – go permanently insane.

Pain – convulsions, -2 to AC and -4 to hit.

Sleep – catatonic slumber for 1-12 turns.

Sirrian's Spell Engine

R: 1" **D:** 1 round/level **AoE:** 1" radius/level **Save:** None

Intangible wheel sucks up all spells cast in area of effect. Caster can cause wheel to fire random spell at target. Sucks up 2 spell levels per caster level; explodes if overloaded or touched by magic item for 6d4 damage 20' radius (save for half).

The Speculum of Retribution

R: 0 **D:** 1 round/level **AoE:** Special **Save:** Special

Reflects spells back towards caster if saving throw is made. Spells reflected back and forth until one side fails their saving throw.

The Spell of Elegant Dissolution

R: ½"/level **D:** Permanent **AoE:** 1 object/creature **Save:** Negates

Cause all matter to permanently vanish, up to 1" cubic volume. Affects magical matter (or energy) as well, including magical barriers. Living creatures and enchanted objects get a saving throw..

The Spell of Forlorn Encystment

R: 3" **D:** Permanent **AoE:** 1 creature **Save:** Negates

Target rooted to the spot and begins to sink into the ground. If spell is completed, target is trapped forever in small sphere deep underground. Reverse frees trapped individual plus 1-100 others.

The Spell of Geas

R: Touch **D:** Special **AoE:** 1 creature **Save:** None

Willing individual magically commanded to carry out or refrain from some action; failure to comply causes target to sicken and die in 1 to 4 weeks.

The Spell of Temporal Disjunction

R: 0 **D:** Special **AoE:** 15' diameter **Save:** None

Stops time for 1 round for all but the caster.

The Spell of the Stone That Weeps in Silence

R: 1"/level **D:** Permanent **AoE:** 1 creature **Save:** Negates

Turns target to stone along with all their possessions. Reverse frees petrified creatures.

Tenser's Transformation of the Heroic and Grotesque

R: 0 **D:** 1 round/level **AoE:** Caster **Save:** None

Caster's hit points double, +4 to AC, attacks as fighter of same level and +2 to damage. Goes berserk until spell ends.

The Tower of Indomitable Intellect

R: 3" **D:** 1 day **AoE:** 1 creature **Save:** None

Total protection from all mental attacks.

The Wrack of the Recalcitrant Spirit

R: 1" **D:** Special **AoE:** 1 creature **Save:** None

Prepare a special document (4d8 hours and 5000 sp) bearing the name of a specific lower planar being. When read has following effects on being named: 1st round – being is immobilised unless magic resistance roll made, and 90% likely to retreat otherwise. 2nd round – acute pain and loss of 1 hit point per die. 3rd round – horrible pain, loss of 50% hp, and at end of round is confined to own plane in torture for number of years equal to caster level. Being is cumulative 25% likely per round to agree to any demand.