

M I C H A E L G . H U R S T O N ' S
AVE MOLECH



S P E L L S & P S I O N I C S

WITHIN THE DEPTHS YOU'LL FIND ME
AS I WALK TO THE END
MY LIFE SPILLS OUT BEFORE ME
SO I LEAVE YOU FRIEND

DON'T WAIT FOR HIM TO SAVE ME
IT'S ALREADY TOO LATE
IF THEY COME TO ABYSS WITH ME
WE'LL ALL END THIS FATE



T A B L E O F C O N T E N T S

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A Brief on Magic

In the world of Ave Molech there exist three types of magic: Arcane, Divine and Ancient. While many players will be familiar with Arcane and Divine magic, it's important to understand that these are merely modern versions of what is now referred to as Ancient magic. Ancient magic was the first magic ever used and as it has adapted over the centuries is now become a pure living magic. Because of this, Ancient magic can bring about both divine and arcane effects, although the spells themselves are considered Ancient and not Arcane or Divine.

Various forms of this ancient magic exist, each named after its fabled heritage. One example is the Bardic form, a magic supposedly stemming from the capture of music, which was discovered many hundreds of years ago before the coming of the Storms. The ancient forms of magic include Bardic, Cleric, and Druidic I & II.

A Brief on Spells

With the many schools of power that exist in the world, there is no limit to the type of magic a character could learn, provided he studied at least some form of the appropriate art. It's also not unlikely that a Mage or Acolyte walking the path of Arcane and Divine spell casting after spending time within the many libraries of Gal would learn a means of wielding this ancient magic. However because of the difficulty associated with learning and casting older types of magic, cantrips and spells from time past use up two spell slots, take twice as many pages in a spell book and require the use of a Grimoire.

While some older forms of divine magic were received based on the belief in a god rather than faith within ones own self, over the years these magical domains have now simply become a type of discipline or focus. Essentially, based on various aspects of learning, divine casters seeking to further their casting abilities may sometimes specialize in one or more Divine Focuses. Any divine caster can access any one focus group provided he gives up a spell slot to the focus spell and is using a Grimoire.

It's important to keep in mind that all entities whether

living or not were created from the original elder god whose being was shattered by the former gods. Although the gods now have entered eternal slumber and the Ifrit have for the most part left the mortal realms, each piece of the universe has a small amount of divinity within it and thus allows for the use of divine spell casting.

How it works in game

Using Ancient Magic

First and foremost in order to learn and cast ancient magic a caster must have a Grimoire. A Mage of 4th level with access to three first level arcane spells per day could instead learn and cast the first level Cleric spell Cure light wounds, but would now only have access to one first level arcane spell.

But it's Cure Light Wounds?

The divine spell Cure light wounds and the ancient spell Cure light wounds, although having the same end result are very different in the way they are cast and the way they are written. For example the divine spell is a modern version of the spell, takes up one page in a spell book scribed in common and can be cast by any divine spell caster. The ancient version of the spell, is the original version of the spell, takes up two pages in a spell book, is often scribed in draconic and can only be learned and used through use of a Grimoire.

Using Divine Focuses

First, a divine caster such as an Acolyte must acquire a Grimoire, which will then allow him access to greater spells, as well as able to specialize in a given a focus. He then gains the abilities associated with this focus, such as Fire allowing him to turn/rebuke water creatures. In addition an Acolyte of 6th level able to cast four second level spells can now replace one of these with a focus spell. This would allow an Acolyte with a Fire Focus to cast three of his regular second level spells and in addition able to cast Produce flame from the Fire Focus group.



Arcane & Divine Spells ٢

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Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. A creature with only Hit Dice from its species, not from any classes it may have, has a character level equal to its Hit Dice. A creature with class levels is considered to have Hit Dice equal to the total of its Hit Dice and its class levels.

Caster Level: A spell's power often depends on caster level, which is the caster's level in the appropriate spellcasting class. Creatures with no classes have a caster level equal to their Hit Dice unless otherwise specified.

Creatures and Characters: "Creatures" and "characters" are used synonymously in the spell descriptions.

List Format: Spells in the following lists are presented in order of spell level (from lowest to highest) and alphabetized within each level group. A brief description of the spell's effect is provided.

Arcane Spells

0-Level Mage Spells

Daze: Subject takes no actions for 1 round.

Detect Magical Aura: Detects spells and magic items within 60 ft.

Light: Object shines like a torch.

Mage Hand: 5-pound telekinesis.

Message: Whispered conversation at distance.

Prestidigitation: Perform minor tricks.

Read Magic: Read scrolls, spellbooks, and magical writing.

Resistance: Subject gains +1 on saving throws.

1st-level Mage Spells

Burning Hands: 1d4 fire damage/level (max 5d4).

Cause Fear: One creature flees for 1d4 rounds.

Change Self: Changes your appearance.

Comprehend Languages: Understands all spoken and written languages.

Feather Fall: Objects or creatures fall slowly.

Hold Portal: Holds door shut.

Jump: Subject gets bonus on Jump checks.

Mage Armor: Gives subject +4 Defense bonus.

Magic Missile: 1d4+1 damage; +1

missile/two levels above 1st (max 5).

Magic Weapon: Weapon gains +1 bonus.

Power Device: Powers one inoperative electrical or mechanical device.

Ray of Fatigue: Ray fatigues target.

Shield: Invisible disc gives cover, blocks magic missiles.

Sleep: Put 2d4 HD of creatures into comatose slumber.

True Strike: Adds +20 bonus to your next attack roll.

2nd-Level Mage Spells

Arcane Lock: Magically locks a portal or chest.

Blur: Attacks miss subject 20% of the time.

Darkvision: See 60 ft. in total darkness.

Enhance Ability: Subject gains +5 bonus to one ability score for 1 min./Level.

Glitterdust: Blinds creatures, outlines invisible creatures.

Invisibility: Subject is invisible for 10 min./level or until it attacks.

Knock: Opens locked or magically sealed door.

Levitate: Subject moves up and down at your direction.

Locate Object: Senses direction toward object (specific or type).

Magic Mouth: Speaks once when triggered.

Protection from Arrows/Bullets: Subject immune to most ranged attacks.

Resist Energy: Ignores 10 points of damage/round from one energy type.

See Invisibility: Reveals invisible creatures or objects.

Spider Climb: Grants ability to travel on walls and ceilings.

Web: Fills 20-ft.-radius spread with sticky spider webs.

3rd-level Mage Spells

Dispel Magic: Cancels magical spells and effects.

Displacement: Attacks miss subject 50% of the time.

Fireball: 1d6 damage per level, 20-ft. radius.

Flaming Projectiles: Projectiles deal +1d6 fire damage.

Greater Magic Weapon: +1/three levels (max +5).

Halt Undead: Immobilizes undead for 1 round/level.

Haste: Extra attack action, additional move, and +2 Defense.

Hold Person: Holds one person helpless; 1 round/level.

Invisibility Sphere: Makes everyone within 10 ft. invisible.

Keen Edge: Doubles normal weapon's threat range.

Lightning Bolt: Electricity deals 1d6 damage/level.

Slow: One subject/level may only move or attack; -2 to Defense, -2 on melee attack and damage rolls, -2 on Reflex saves.

Tongues: Speak any language.

Water Breathing: Subjects can breathe underwater.

4th-level Mage Spells

Animate Dead: Creates undead skeletons and zombies.

Arcane Eye: Invisible floating eye moves 30 ft./round.

Bestow Curse: -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of taking no action.

Confusion: Makes subject behave oddly for 1 round/Level.

Dimension Door: Teleports you and up to 50 lb./level.

Energy Trap: Opened object deals 1d4 +1/level damage of given energy type.

Fear: Subjects within cone flee for 1 round/level.

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

Minor Globe of Invulnerability: Stops 1st- through 3rd-level spell effects.

Remove Curse: Frees object or person from curse.

Shout: Deafens all within cone and deals 2d6 damage.

Stoneskin: Stops blows, cuts, stabs, and slashes.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.

Wall of Ice: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

5th-level Mage Spells

Cloudkill: Kills 3 HD or less; 4-6 HD save or die.

Cone of Cold: 1d6 cold damage/level.

Hold Monster: As hold person, but any creature.

Passwall: Breaches walls 1 ft. thick/level.

Phantom Watchdog: Spectral dog can

guard or attack.

Telekinesis: Lifts or moves 25 lb./level at long range.

Wall of Force: Wall is immune to damage.

Wall of Iron: 30 hp/four levels; can topple onto foes.

Wall of Stone: Creates a stone wall that can be shaped.

Divine Spells

0-Level Acolyte Spells

Create Water: Creates 2 gallons/level of pure water.

Cure Minor Wounds: Cures 1 point of damage.

Detect Magical Aura: Detects spells, magic items within 60 ft.

Inflict Minor Wounds: Touch attack, 1 point of damage.

Light: Object shines like a torch.

Read Magic: Read scrolls and magical writing.

Resistance: Subject gains +1 on saving throws.

Virtue: Subject gains 1 temporary hp.

1st-level Acolyte Spells

Bane: Enemies suffer -1 attack, -1 on saves against fear.

Bless: Allies gain +1 attack and +1 on saves against fear.

Cause Fear: One creature flees for 1d4 rounds.

Command: One subject obeys one-word command for 1 round.

Comprehend Languages: Understand all spoken and written languages.

Cure Light Wounds: Cures 1d8 +1/level damage (max +5).

Inflict Light Wounds: Touch, 1d8 +1/level damage (max +5).

Magic Weapon: Weapon gains +1 bonus.

Remove Fear: +4 on saves against fear for one subject + one additional subject/four levels.

Shield of Faith: Aura grants +2 or higher deflection bonus.

2nd-Level Acolyte Spells

Aid: +1 attack, +1 on saves against fear, 1d8 temporary hit points.

Augury: Learn whether an action will be good or bad.

Cure Moderate Wounds: Cures 2d8 +1/level damage (max +10).

Delay Poison: Stops poison from harming subject for 1 hour/level.

Enhance Ability: Subject gains +5 bonus to one ability score for 1 min./level.

Hold Person: Holds one person helpless; 1 round/level.

Inflict Moderate Wounds: Touch attack, 2d8 +1/level damage (max +10).

Lesser Restoration: Dispels magic ability penalty or repairs 1d4 ability damage.

Remove Paralysis: Frees one or more creatures from paralysis, hold, or slow.

Resist Energy: Ignores 10 points of damage/round from one energy type.

Shatter: Sonic vibration damages objects or crystalline creatures.

Silence: Negates sound in 15-ft: radius.

Spider Climb: Grants ability to travel on walls and ceilings.

Zone of Truth: Subjects within range cannot lie.

3rd-level Acolyte Spells

Animate Dead: Creates undead skeletons and zombies.

Bestow Curse: -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.

Cure Serious Wounds: Cures 3d8 +1/level damage (max +10).

Dispel Magic: Cancels magical spells and effects.

Glyph of Warding: Inscription harms those who pass it.

Inflict Serious Wounds: Touch attack, 3d8 +1/level damage (max +10).

Locate Object: Senses direction toward object (specific or type).

Prayer: Allies gain +1 on most rolls, and enemies suffer -1.

Remove Curse: Frees object or person from curse.

Remove Disease: Cures all diseases affecting subject.

Searing Light: Ray deals 1d8/two levels, more against undead.

Status: Monitors condition and position of one ally per 3 caster levels.

Water Breathing: Subjects can breathe underwater.

4th-level Acolyte Spells

Cure Critical Wounds: Cures 4d8 +1/level damage (max +10).

Discern Lies: Reveals deliberate falsehoods.

Faith's Fury: Damages and blinds creatures with a specific allegiance.

Freedom of Movement: Subject moves normally despite impediments.

Greater Magic Weapon: +1 bonus/three levels (max +5).

Inflict Critical Wounds: Touch attack, 4d8 +1/level damage (max +10).

Neutralize Poison: Detoxifies venom in or on subject.

Restoration: Restores level and ability score drains.

Tongues: Speak any language.

5th-level Acolyte Spells

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Flaming Wrath: Smites foes with fire (1d6/level).

Greater Command: As command, but affects one subject/level.

Insect Plague: Insect horde limits vision, inflicts damage, and weak creatures flee.

Mass Cure Light Wounds: Cures 1d8 +1/level damage for many creatures.

Mass Inflict Light Wounds: Deals 1d8 +1/level damage to many creatures.

True Seeing: See all things as they really are.

Wall of Stone: Creates a stone wall that can be shaped: Cures 4d8 +1/level damage (max +10).



Arcane & Divine Spells

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(Excerpt)

Casting Spells through Post Master Message Terminals

Any spell that can be scribed onto a scroll can likewise be saved in electronic format—as a PMMT message. In order to accomplish this, the caster must have the Scribe Scroll ability and a minimum of 8 ranks in Computer Use.

All the spellcaster needs is a computer with Internet access and the usual components necessary to cast the spell. First she writes the message, which takes one minute per level of the spell. At the end of that time, the spellcaster must cast the spell and succeed at a Computer Use check (DC 15 + spell level). If the check fails, the message is not correctly typed, the spell is ruined, and the spellcaster must begin anew. If the check succeeds, the message carries the spell through the PMMT and delivers it to the mailbox of the target.

There are several rules and restrictions pertaining to spells sent through a PMMT:

Target: The target of the spell is always the person who first opens the PMMT. Any target with 10 or more ranks in Clockwork Use, Knowledge (arcane lore or technology), or Spellcraft receives a +5 competence bonus to any saving throws required by the spell.

No Spam: The message may only be sent to a single account. If you put more than one address in the “Recipient” line, the spell is ruined and wasted.

Subject Line: The spell’s name must be typed into the “Subject” line of the message. One can attempt to disguise the name by writing it in an obscure language, an illegible font, or burying it in the middle of a larger phrase.

Duration: All spells begin immediately upon the message being opened. It is not possible for a spellcaster to save the power from an message spell and discharge it later.

Undeliverable: If the message is not opened within 72 hours, it becomes undeliverable. The account that sent the original message will receive a message notification of this. If the target opens the message after 72 hours have elapsed, the body of the message will be blank.

Arcane Spells

0-level Arcane Spells

Arcane Graffiti. Inscribes personal rune or short message on object or surface.

Daze. Subject takes no actions for 1 round.

Detect Magical Aura. Detects spells and magic items within 60 feet.

Haywire. Causes a single device to behave randomly and erratically.

Light. Object shines like a torch.

Mage Hand. 5-pound telekinesis.

Magic ID. Creates a false but visually accurate identification card.

Mending. Repairs small breaks or tears in objects.

Message. Whispered conversation at distance.

Prestidigitation. Perform minor tricks.

Read Magic. Read scrolls, spellbooks, and magical writing.

Resistance. Subject gains +1 on saving throws.

1st-level Arcane Spells

Burning Hands. 1d4 fire damage/ level (max 5d4).

Cause Fear. One creature flees for 1d4 rounds.

Change Self. Changes your appearance.

Clean. Eliminates grime, dirt, and bacterial contaminants from the target, and renders target scentless.

Comprehend Languages. Understands all spoken and written languages.

Dancing Lights. Creates up to four lights or a glowing, vaguely humanoid shape.

Degauss. Erase a single device that contains electronic data.

Feather Fall. Objects or creatures fall slowly.

Hold Portal. Holds door shut.

Instant Identify. Determines all magic properties of a single magic item.

Jump. Subject gets bonus on Jump checks.

Mage Armor. Gives subject +4 Defense bonus.

Magic Missile. 1d4+1 damage; +1 missile/two levels above 1st (max 5).

Magic Weapon. Weapon gains +1 bonus.

Mask Metal. Renders a metal object undetectable to metal detectors.

Obscuring Mist. Creates cloud of vapor that obscures all sight, including darkvision, beyond 5 feet.

Power Device. Powers one inoperative electrical or mechanical device.

Ray of Fatigue. Ray fatigues target.

Shield. Invisible disc gives cover, blocks magic missiles.

Sleep. Put 2d4 HD of creatures into comatose slumber.

Summon Vivitor I. Summons a 1st-level vivitor from Shadow to fight for you.

Trace Purge. Removes physical traces of the subject’s presence or passage.

True Strike. Adds +20 bonus to your next attack roll.

Undetectable Magical Aura. Masks a magic item’s aura from detection.

2nd-level Arcane Spells

Arcane Lock. Magically locks a portal or chest.

Blur. Attacks miss subject 20% of the time.

Burglar’s Buddy. Suppresses mechanic or electronic intrusion alarms and alarm sensors within a 15-foot radius.

Darkvision. See 60 feet in total darkness.

Dataread. You can access and read data stored in any machine-readable data source.

Enhance Ability. Subject gains +5 bonus to one ability score for 1 min./level.

Glitterdust. Blinds creatures, outlines invisible creatures.

Invisibility. Subject is invisible for 10 min./level or until it attacks.

Knock. Opens locked or magically sealed door.

Levitate. Subject moves up and down at your direction.

Locate Object. Senses direction toward object (specific or type).

Machine Invisibility. One creature or object cannot be detected by machines.

Magic Message. Device delivers a message of 25 words or less when specific conditions are met.

Magic Mouth. Speaks once when triggered.

Protection from Arrows/Bullets. Subject immune to most ranged attacks.

Relay Text. You can transmit a message of up to 25 words via electronic device to someone you know.

Resist Energy. Ignores 10 points of damage/round from one energy type.

See Invisibility. Reveals invisible creatures or objects.

Spider Climb. Grants ability to travel on walls and ceilings.

Summon Vivilor II. Summons a 2nd-level vivilor or 1d3 1st-level vivilors to fight for you.

Web. Fills 20-foot-radius spread with sticky spider webs.

3rd-level Arcane Spells

Dispel Magic. Cancels magical spells and effects.

Displacement. Attacks miss subject 50% of the time.

Electromagnetic Pulse. Ruins or scrambles electronic circuitry in a 20-foot-radius burst.

Fireball. 1d6 damage per level, 20-foot radius.

Flaming Projectiles. Projectiles deal +1d6 fire damage.

Gaseous Form. Turns subject into translucent mist or wispy smoke and grants damage reduction 10/+1.

Greater Magic Weapon. +1/three levels (max +5).

Halt Undead. Immobilizes undead for 1 round/level.

Haste. Extra attack action, additional move, and +2 Defense.

Hold Person. Holds one person helpless; 1 round/level.

Improved Arcane Lock. Closes and locks all specifically targeted doors within range.

Invisibility Sphere. Makes everyone within 10 feet invisible.

Keen Edge. Doubles normal weapon's threat range.

Lightning Bolt. Electricity deals 1d6 damage/level.

Nondetection. Creature or object becomes difficult to detect by divination and detection spells.

Phantom Chopper. Conjures a quasi-real motorcycle that seats one creature.

Secret Pocket. Creates extradimensional space within a pocket on a garment.

Shutdown. Electric devices in area cease to function for the duration of

the spell.

Slow. One subject/level may only move or attack; -2 to Defense, -2 on melee attack and damage rolls, -2 on Reflex saves.

Summon Vivilor III. Summons a 3rd-level vivilor, 1d3 2nd-level vivilors, or 1d4+1 1st-level vivilors to fight for you.

Tongues. Speak any language.

Vampiric Touch. Touch deals 1d6 points of damage per two caster levels; caster gains damage as temporary hit points.

Wall Walk. Subject can move on ceilings and walls at normal speed as well as hold and wield weapons.

Water Breathing. Subjects can breathe underwater.

4th-level Arcane Spells

Animate Dead. Creates undead skeletons and zombies.

Arcane Eye. Invisible floating eye moves 30 feet/round.

Bestow Curse. -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of taking no action.

Clown Vehicle. Creates extradimensional space within enclosed vehicle that holds one passenger per caster level.

Confusion. Makes subject behave oddly for 1 round/level.

Detect Scrying. You are aware of any attempt to scry on you and can sense the presence of scrying devices.

Dimension Door. Teleports you and up to 50 lb./level.

Energy Trap. Opened object deals 1d4 +1/level damage of given energy type.

Fear. Subjects within cone flee for 1 round/level.

Ice Storm. Hail deals 5d6 damage in cylinder 40 feet across.

Magic Bullets. Enchants bullets with the power to knock out or panic targets.

Minor Globe of Invulnerability. Stops 1st- through 3rd-level spell effects.

Phantasmal Killer. Fearsome illusion kills subject or deals 3d6 points of damage.

Remove Curse. Frees object or person from curse.

Scrying. Spies on subject from a distance.

Shout. Deafens all within cone and deals 2d6 damage.

Stoneskin. Stops blows, cuts, stabs,

and slashes.

Summon Vivilor IV. Summons a 4th-level vivilor, 1d3 3rd-level vivilors, or 1d4+1 2nd-level vivilors to fight for you.

Via Negativa. Crackling energy deals 4d6 points of damage per round to grappled foe; +5 bonus to grapple checks.

Wall of Fire. Deals 2d4 fire damage out to 10 feet and 1d4 out to 20 feet. Passing through wall deals 2d6 +1/level.

Wall of Ice. Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

Wire Walk. Subjects teleport instantly to the location of a telephone you call.

5th-level Arcane Spells

Cloudkill. Kills 3 HD or less; 4-6 HD save or die.

Cone of Cold. 1d6 cold damage/level.

Hold Monster. As hold person, but any creature.

Instant Connectivity. Instantly transport one or more creatures through the Internet using instant-message software.

Passwall. Breaches walls 1 foot thick/level.

Phantom Limousine. Conjures a quasi-real limousine that seats eight Medium creatures.

Phantom Projectiles. Projectiles pass through obstacles and armor and ignore most damage reduction.

Phantom Watchdog. Spectral dog can guard or attack.

Secret Vault. Creates extradimensional space in which to hide a container, which you can retrieve at will.

Seeming. Changes the appearance of one creature per two levels.

Summon Vivilor V. Summons a 5th-level vivilor, 1d3 4th-level vivilors, or 1d4+1 3rd-level vivilors to fight for you.

Synchronicity. Subject isn't delayed by the inconveniences of modern life.

Telekinesis. Lifts or moves 25 lb./level at long range.

Wall of Force. Wall is immune to damage.

Wall of Iron. 30 hp/four levels; can topple onto foes.

Wall of Stone. Creates a stone wall that can be shaped.

Divine Spells

0-level Divine Spells

Create Water. Creates 2 gallons/level of pure water.

Cure Minor Wounds. Cures 1 point of damage.

Detect Magical Aura. Detects spells, magic items within 60 feet.

Haywire. Causes a single device to behave randomly and erratically.

Inflict Minor Wounds. Touch attack, 1 point of damage.

Light. Object shines like a torch.

Mending. Repairs small breaks or tears in objects.

Read Magic. Read scrolls and magical writing.

Resistance. Subject gains +1 on saving throws.

Virtue. Subject gains 1 temporary hp.

1st-level Divine Spells

Bane. Enemies suffer -1 attack, -1 on saves against fear.

Bless. Allies gain +1 attack and +1 on saves against fear.

Cause Fear. One creature flees for 1d4 rounds.

Clean. Eliminates grime, dirt, and bacterial contaminants from the target, and renders target scentless.

Command. One subject obeys one-word command for 1 round.

Comprehend Languages. Understand all spoken and written languages.

Cure Light Wounds. Cures 1d8 +1/level damage (max +5).

Degauss. Erases a single device that contains electronic data.

Faerie Fire. Pale glow surrounds and outlines creatures and objects in a 5-foot-radius burst.

Inflict Light Wounds. Touch, 1d8 +1/level damage (max +5).

Instant Identify. Determines all magic properties of a single magic item.

Magic Weapon. Weapon gains +1 bonus.

Obscuring Mist. Creates cloud of vapor that obscures all sight, including darkvision, beyond 5 feet.

Remove Fear. +4 on saves against fear for one subject + one additional subject/four levels.

Sanctuary. Opponents can't attack you, and you can't attack them.

Shield of Faith. Aura grants +2 or higher deflection bonus.

Summon Vivitor I. Summons a 1st-level vivitor from Shadow to fight for

you.

Trace Purge. Removes physical traces of the subject's presence or passage.

2nd-level Divine Spells

Aid. +1 attack, +1 on saves against fear, 1d8 temporary hit points.

Augury. Learn whether an action will be good or bad.

Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).

Darkness. Causes an object to radiate darkness out to a 20-foot radius.

Dataread. You can access and read data stored in any machine-readable data source.

Daylight. Object touched sheds light as bright as full daylight in a 60-foot radius.

Delay Poison. Stops poison from harming subject for 1 hour/level.

Enhance Ability. Subject gains +5 bonus to one ability score for 1 min./level.

Hold Person. Holds one person helpless; 1 round/level.

Inflict Moderate Wounds. Touch attack, 2d8 +1/level damage (max +10).

Lesser Restoration. Dispels magic ability penalty or repairs 1d4 ability damage.

Remove Paralysis. Frees one or more creatures from paralysis, hold, or slow.

Resist Energy. Ignores 10 points of damage/round from one energy type.

Shatter. Sonic vibration damages objects or crystalline creatures.

Shield Other. You take half of the subject's damage. Subject gains +1 deflection bonus to Defense and +1 resistance bonus to saves.

Silence. Negates sound in 15-foot radius.

Speak with Animals. You can comprehend and communicate with animals.

Spider Climb. Grants ability to travel on walls and ceilings.

Summon Vivitor II. Summons a 2nd-level vivitor or 1d3 1st-level vivitors to fight for you.

Zone of Truth. Subjects within range cannot lie.

3rd-level Divine Spells

Animate Dead. Creates undead skeletons and zombies.

Bestow Curse. -6 to an ability; -4 on attacks, saves, and checks; or 50%

chance of losing each action.

Cure Serious Wounds. Cures 3d8 +1/level damage (max +10).

Dispel Magic. Cancels magical spells and effects.

Glyph of Warding. Inscription harms those who pass it.

Inflict Serious Wounds. Touch attack, 3d8 +1/level damage (max +10).

Locate Object. Senses direction toward object (specific or type).

Magic Circle. 10-foot-radius area grants +2 bonus to Defense and saves, counters mind control, and hedges out summoned and conjured creatures of specified allegiance.

Prayer. Allies gain +1 on most rolls, and enemies suffer -1.

Recharge. Removes debilitating conditions and grants a +4 bonus on Fortitude saves against poison for 1 minute.

Remove Curse. Frees object or person from curse.

Remove Disease. Cures all diseases affecting subject.

Searing Light. Ray deals 1d8/two levels, more against undead.

Secret Pocket. Creates extradimensional space within a pocket on a garment.

Shadowmoth Plague. Summons a cloud of shadowmoths that fills a 5-foot-high, 10-foot-radius spread.

Shutdown. Electric devices in area cease to function for the duration of the spell.

Status. Monitors condition and position of one ally per 3 caster levels.

Summon Vivitor III. Summons a 3rd-level vivitor, 1d3 2nd-level vivitors, or 1d4+1 1st-level vivitors to fight for you.

Vampiric Touch. Touch deals 1d6 points of damage per two caster levels; caster gains damage as temporary hit points.

Water Breathing. Subjects can breathe underwater.

4th-level Divine Spells

Crawling Carpet. Summons a 10-foot-radius carpet of monstrous centipedes, scarab beetles, or spiders.

Cure Critical Wounds. Cures 4d8 +1/level damage (max +10).

Discern Lies. Reveals deliberate falsehoods.

Divination. Provides useful (if cryptic) advice to a single question.

Faith's Fury. Damages and blinds

creatures with a specific allegiance.

Freedom of Movement. Subject moves normally despite impediments.

Greater Magic Weapon. +1 bonus/three levels (max +5).

Inflict Critical Wounds. Touch attack, 4d8 +1/level damage (max +10).

Magic Bullets. Enchants bullets with the power to cure light wounds or inflict light wounds.

Neutralize Poison. Detoxifies venom in or on subject.

Restoration. Restores level and ability score drains.

Spell Immunity. Subject is immune to one spell per four levels.

Summon Vivitor IV. Summons a 4th-level vivitor, 1d3 3rd-level vivitors, or 1d4+1 2nd-level vivitors to fight for you.

Tongues. Speak any language.

Via Negativa. Crackling energy deals 4d6 points of damage per round to grappled foe; +5 bonus to grapple checks.

Wall Walk. Subject can move on ceilings and walls at normal speed as well as hold and wield weapons.

5th-level Divine Spells

Break Enchantment. Frees subjects from enchantments, alterations, curses, and petrification.

Flaming Wrath. Smites foes with fire (1d6/level).

Greater Command. As command, but affects one subject/level.

Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee.

Mass Cure Light Wounds. Cures 1d8 +1/level damage for many creatures.

Mass Inflict Light Wounds. Deals 1d8 +1/level damage to many creatures.

Rage of Bees. Summons 1d3 swarms of sentient killer bees to fight for you.

Srying. Spies on subject from a distance.

Spell Resistance. Subject gains spell resistance 12 + your caster level.

Summon Vivitor V. Summons a 5th-level vivitor, 1d3 4th-level vivitors, or 1d4+1 3rd-level vivitors to fight for you.

Synchronicity. Subject isn't delayed by the inconveniences of modern life.

True Seeing. See all things as they really are.

Wall of Stone. Creates a stone wall that can be shaped.





Arcane & Divine Spells

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Arcane Spells

0-Level arcane spells (cantrips)

Abjur

Resistance: subject gains +1 on saving throws.

Conj

Acid splash: orb deals 1d3 acid damage.

Div

Detect poison: detects poison in one creature or small object.

Detect magic: detects spells and magic items within 60 ft.

Read magic: read scrolls and spellbooks.

Ench

Daze: humanoid creature of 4 hd or less loses next action.

Evoc

Dancing lights: creates torches or other lights.

Flare: dazzles one creature (-1 on attack rolls).

Light: object shines like a torch.

Ray of frost: ray deals 1d3 cold damage.

Illus

Ghost sound: figment sounds.

Necro

Disrupt undead: deals 1d6 damage to one undead.

Touch of fatigue: touch attack fatigues target.

Trans

Mage hand: 5-pound telekinesis.

Mending: makes minor repairs on an object.

Message: whispered conversation at distance.

Open/close: opens or closes small or light things.

Univ

Arcane mark: inscribes a personal rune (visible or invisible).

Prestidigitation: performs minor tricks.

1st-level arcane spells

Abjur

Alarm: wards an area for 2 hours/level.

Endure elements: exist comfortably in hot or cold environments.

Hold portal: holds door shut.

Protection from chaos/evil/good/law: +2 to ac and saves, counter mind control, hedge out elementals and outsiders.

Shield: invisible disc gives +4 to ac, blocks magic missiles.

Conj

Grease: makes 10-ft. Square or one object slippery.

Mage armor: gives subject +4 armor bonus.

Mount: summons riding horse for 2 hours/level.

Obscuring mist: fog surrounds you.

Summon monster i: calls extraplanar creature to fight for you.

Unseen servant: invisible force obeys your commands.

Div

Comprehend languages: you understand all spoken and written languages.

Detect secret doors: reveals hidden doors within 60 ft.

Detect undead: reveals undead within 60 ft.

Identify m: determines properties of magic item.

True strike: +20 on your next attack roll.

Ench

Charm person: makes one person your friend.

Hypnotism: fascinates 2d4 hd of creatures.

Sleep: puts 4 hd of creatures into magical slumber.

Evoc

Burning hands: 1d4/level fire damage (max 5d4).

Floating disk: creates 3-ft.-Diameter horizontal disk that holds 100 lb./Level.

Magic missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Shocking grasp: touch delivers 1d6/level electricity damage (max 5d6).

Illus

Color spray: knocks unconscious, blinds, and/or stuns weak creatures.

Disguise self: changes your appearance.

Magic aura: alters object's magic aura.

Silent image: creates minor illusion of your design.

Ventriloquism: throws voice for 1 min./Level.

Necro

Cause fear: one creature of 5 hd or less flees for 1d4 rounds.

Chill touch: one touch/level deals 1d6 damage and possibly 1 str damage.

Ray of enfeeblement: ray deals 1d6 +1 per two levels str damage.

Trans

Animate rope: makes a rope move at your command.

Enlarge person: humanoid creature doubles in size.

Erase: mundane or magical writing vanishes.

Expeditious retreat: your speed increases by 30 ft.

Feather fall: objects or creatures fall slowly.

Jump: subject gets bonus on jump checks.

Magic weapon: weapon gains +1 bonus.

Reduce person: humanoid creature halves in size.

2nd-level arcane spells

Abjur

Arcane lock m: magically locks a portal or chest.

Obscure object: masks object against scrying.

Protection from arrows: subject immune to most ranged attacks.

Resist energy: ignores first 10 (or more) points of damage/attack from specified energy type.

Conj

Acid arrow: ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

Fog cloud: fog obscures vision.

Glitterdust: blinds creatures, outlines invisible creatures.

Summon monster ii: calls extraplanar creature to fight for you.

Summon swarm: summons swarm of bats, rats, or spiders.

Web: fills 20-ft.-Radius spread with sticky spiderwebs.

Div

Detect thoughts: allows "listening" to surface thoughts.

Locate object: senses direction toward object (specific or type).

See invisibility: reveals invisible creatures or objects.

Ench

Daze monster: living creature of 6 hd or less loses next action.

Hideous laughter: subject loses actions for 1 round/level.

Touch of idiocy: subject takes 1d6 points of int, wis, and cha damage.

Evoc

Continual flame m: makes a permanent, heatless torch.

Darkness: 20-ft. Radius of supernatural

shadow.

Flaming sphere: creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Gust of wind: blows away or knocks down smaller creatures.

Scorching ray: ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).

Shatter: sonic vibration damages objects or crystalline creatures.

Illus

Blur: attacks miss subject 20% of the time.

Hypnotic pattern: fascinates (2d4 + level) hd of creatures.

Invisibility: subject is invisible for 1 min./Level or until it attacks.

Magic mouth m: speaks once when triggered.

Minor image: as silent image, plus some sound.

Mirror image: creates decoy duplicates of you (1d4 +1 per three levels, max 8).

Misdirection: misleads divinations for one creature or object.

Phantom trap m: makes item seem trapped.

Necro

Blindness/deafness: makes subject blinded or deafened.

Command undead: undead creature obeys your commands.

False life: gain 1d10 temporary hp +1/level (max +10).

Ghoul touch: paralyzes one subject, which exudes stench

That makes those nearby sickened.

Scare: panics creatures of less than 6 hd.

Spectral hand: creates disembodied glowing hand to deliver touch attacks.

Trans

Alter self: assume form of a similar creature.

Bear's endurance: subject gains +4 to con for 1 min./Level.

Bull's strength: subject gains +4 to str for 1 min./Level.

Cat's grace: subject gains +4 to dex for 1 min./Level.

Darkvision: see 60 ft. In total darkness.

Eagle's splendor: subject gains +4 to cha for 1 min./Level.

Fox's cunning: subject gains +4 int for 1 min./Level.

Knock: opens locked or magically sealed door.

Levitate: subject moves up and down

at your direction.

Owl's wisdom: subject gains +4 to wis for 1 min./Level.

Pyrotechnics: turns fire into blinding light or choking smoke.

Rope trick: as many as eight creatures hide in extradimensional space.

Spider climb: grants ability to walk on walls and ceilings.

Whispering wind: sends a short message 1 mile/level.

3rd-level arcane spells

Abjur

Dispel magic: cancels magical spells and effects.

Explosive runes: deals 6d6 damage when read.

Magic circle against chaos/evil/good/law: as protection spells, but 10-ft.

Radius and 10 min./Level.

Nondetection m: hides subject from divination, scrying.

Protection from energy: absorb 12 points/level of damage from one kind of energy.

Conj

Phantom steed: magic horse appears for 1 hour/level.

Sepia snake sigil m: creates text symbol that immobilizes reader.

Sleet storm: hampers vision and movement.

Stinking cloud: nauseating vapors, 1 round/level.

Summon monster iii: calls extraplanar creature to fight for you.

Div

Arcane sight: magical auras become visible to you.

Clairaudience/clairvoyance: hear or see at a distance for 1 min./Level.

Tongues: speak any language.

Ench

Deep slumber: puts 10 hd of creatures to sleep.

Heroism: gives +2 bonus on attack rolls, saves, skill checks.

Hold person: paralyzes one humanoid for 1 round/level.

Rage: subjects gains +2 to str and con, +1 on will saves, -2 to ac.

Suggestion: compels subject to follow stated course of action.

Evoc

Daylight: 60-ft. Radius of bright light.

Fireball: 1d6 damage per level, 20-ft. Radius.

Lightning bolt: electricity deals 1d6/level damage.

Tiny hut: creates shelter for ten creatures.

Wind wall: deflects arrows, smaller creatures, and gases.

Illus

Displacement: attacks miss subject 50%.

Illusory script m: only intended reader can decipher.

Invisibility sphere: makes everyone within 10 ft. Invisible.

Major image: as silent image, plus sound, smell and thermal effects.

Necro

Gentle repose: preserves one corpse.

Halt undead: immobilizes undead for 1 round/level.

Ray of exhaustion: ray makes subject exhausted.

Vampiric touch: touch deals 1d6/two levels damage; caster gains damage as hp.

Trans

Blink: you randomly vanish and reappear for 1 round/level.

Flame arrow: arrows deal +1d6 fire damage.

Fly: subject flies at speed of 60 ft.

Gaseous form: subject becomes insubstantial and can fly slowly.

Haste: one creature/level moves faster, +1 on attack rolls, ac, and reflex saves.

Keen edge: doubles normal weapon's threat range.

Magic weapon, greater: +1/four levels (max +5).

Secret page: changes one page to hide its real content.

Shrink item: object shrinks to one-sixteenth size.

Slow: one subject/level takes only one action/round, -1 to ac, reflex saves, and attack rolls.

Water breathing: subjects can breathe underwater.

4th-level arcane spells

Abjur

Dimensional anchor: bars extradimensional movement.

Fire trap m: opened object deals 1d4 damage +1/level.

Globe of invulnerability, lesser: stops 1st- through 3rd-level spell effects.

Remove curse: frees object or person from curse.

Stoneskin m: ignore 10 points of damage per attack.

Conj

Black tentacles: tentacles grapple all within 20 ft. Spread.

Dimension door: teleports you short distance.

Minor creation: creates one cloth or wood object.

Secure shelter: creates sturdy cottage.

Solid fog: blocks vision and slows movement.

Summon monster iv: calls extraplanar creature to fight for you.

Div

Arcane eye: invisible floating eye moves 30 ft./Round.

Detect scrying: alerts you of magical eavesdropping.

Locate creature: indicates direction to familiar creature.

Scrying f: spies on subject from a distance.

Ench

Charm monster: makes monster believe it is your ally.

Confusion: subjects behave oddly for 1 round/level.

Crushing despair: subjects take -2 on attack rolls, damage rolls, saves, and checks.

Geas, lesser: commands subject of 7 hd or less.

Evoc

Fire shield: creatures attacking you take fire damage; you're protected from heat or cold.

Ice storm: hail deals 5d6 damage in cylinder 40 ft. Across.

Resilient sphere: force globe protects but traps one subject.

Shout: deafens all within cone and deals 5d6 sonic damage.

Wall of fire: deals 2d4 fire damage out to 10 ft. And 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

Wall of ice: ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

Illus

Hallucinatory terrain: makes one type of terrain appear like another (field into forest, or the like).

Illusory wall: wall, floor, or ceiling looks real, but anything can pass through.

Invisibility, greater: as invisibility, but subject can attack and stay invisible.

Phantasmal killer: fearsome illusion kills subject or deals 3d6 damage.

Rainbow pattern: lights fascinate 24 hd of creatures.

Shadow conjuration: mimics conjuration below 4th level, but only 20% real.

Necro

Animate dead m: creates undead skeletons and zombies.

Bestow curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Contagion: infects subject with chosen disease.

Enervation: subject gains 1d4 negative levels.

Fear: subjects within cone flee for 1 round/level.

Trans

Enlarge person, mass: enlarges several creatures.

Mnemonic enhancer f: wizard only. Prepares extra spells or retains one just cast.

Polymorph: gives one willing subject a new form.

Reduce person, mass: reduces several creatures.

Stone shape: sculpts stone into any shape.

5th-level arcane spells

Abjur

Break enchantment: frees subjects from enchantments, alterations, curses, and petrification.

Dismissal: forces a creature to return to native plane.

Mage's private sanctum: prevents anyone from viewing or scrying an area for 24 hours.

Conj

Cloudkill: kills 3 hd or less; 4-6 hd save or die, 6+ hd take con damage.

Mage's faithful hound: phantom dog can guard, attack.

Major creation: as minor creation, plus stone and metal.

Planar binding, lesser: traps extraplanar creature of 6 hd or less until it performs a task.

Secret chest f: hides expensive chest on ethereal plane; you retrieve it at will.

Summon monster v: calls extraplanar creature to fight for you.

Teleport: instantly transports you as far as 100 miles/level.

Wall of stone: creates a stone wall that can be shaped.

Div

Contact other plane: lets you ask question of extraplanar entity.

Prying eyes: 1d4 +1/level floating eyes

scout for you.

Telepathic bond: link lets allies communicate.

Ench

Dominate person: controls humanoid telepathically.

Feeblemind: subject's int and cha drop to 1.

Hold monster: as hold person, but any creature.

Mind fog: subjects in fog get -10 to wis and will checks.

Symbol of sleep m: triggered rune puts nearby creatures into catatonic slumber.

Evoc

Cone of cold: 1d6/level cold damage.

Interposing hand: hand provides cover against one opponent.

Sending: delivers short message anywhere, instantly.

Wall of force: wall is immune to damage.

Illus

Dream: sends message to anyone sleeping.

False vision m: fools scrying with an illusion.

Mirage arcana: as hallucinatory terrain, plus structures.

Nightmare: sends vision dealing 1d10 damage, fatigue.

Persistent image: as major image, but no concentration required.

Seeming: changes appearance of one person per two levels.

Shadow evocation: mimics evocation below 5th level, but only 20% real.

Necro

Blight: withers one plant or deals 1d6/level damage to plant creature.

Magic jar f: enables possession of another creature.

Symbol of pain m: triggered rune wracks nearby creatures with pain.

Waves of fatigue: several targets become fatigued.

Trans

Animal growth: one animal/two levels doubles in size.

Baleful polymorph: transforms subject into harmless animal.

Fabricate: transforms raw materials into finished items.

Overland flight: you fly at a speed of 40 ft. And can hustle over long distances.

Passwall: creates passage through wood or stone wall.

Telekinesis: moves object, attacks creature, or hurls object or creature.

Transmute mud to rock: transforms two 10-ft. Cubes per level.
Transmute rock to mud: transforms two 10-ft. Cubes per level.
Univ
Permanency x: makes certain spells permanent.

6th-level arcane spells

Abjur
Antimagic field: negates magic within 10 ft.
Dispel magic, greater: as dispel magic, but +20 on check.
Globe of invulnerability: as lesser globe of invulnerability, plus 4th-level spell effects.
Guards and wards: array of magic effects protect area.
Repulsion: creatures can't approach you.
Conj
Acid fog: fog deals acid damage.
Planar binding: as lesser planar binding, but up to 12 hd.
Summon monster vi: calls extraplanar creature to fight for you.
Wall of iron m: 30 hp/four levels; can topple onto foes.
Div
Analyze dweomer f: reveals magical aspects of subject.
Legend lore m f: lets you learn tales about a person, place, or thing.
True seeing m: lets you see all things as they really are.
Ench
Geas/quest: as lesser geas, plus it affects any creature.
Heroism, greater: gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
Suggestion, mass: as suggestion, plus one subject/level.
Symbol of persuasion m: triggered rune charms nearby creatures.

Evoc

Chain lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.
Contingency f: sets trigger condition for another spell.
Forceful hand: hand pushes creatures away.
Freezing sphere: freezes water or deals cold damage.

Illus

Mislead: turns you invisible and creates illusory double.
Permanent image: includes sight,

sound, and smell.

Programmed image m: as major image, plus triggered by event.

Shadow walk: step into shadow to travel rapidly.

Veil: changes appearance of group of creatures.

Necro

Circle of death m: kills 1d4/level hd of creatures.

Create undead m: creates ghouls, ghosts, mummies, or mohrgs.

Eyebite: target becomes panicked, sickened, and comatose.

Symbol of fear m: triggered rune panics nearby creatures.

Undeath to death m: destroys 1d4/level hd of undead (max 20d4).

Trans

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: raises or lowers bodies of water.

Disintegrate: makes one creature or object vanish.

Eagle's splendor, mass: as eagle's splendor, affects one subject/level.

Flesh to stone: turns subject creature into statue.

Fox's cunning, mass: as fox's cunning, affects one subject/level.

Mage's lucubration: wizard only. Recalls spell of 5th level or lower.

Move earth: digs trenches and build hills.

Owl's wisdom, mass: as owl's wisdom, affects one subject/level.

Stone to flesh: restores petrified creature.

Transformation m: you gain combat bonuses.

7th-level arcane spells

Abjur

Banishment: banishes 2 hd/level of extraplanar creatures.

Sequester: subject is invisible to sight and scrying; renders creature comatose.

Spell turning: reflect 1d4+6 spell levels back at caster.

Conj

Instant summons m: prepared object appears in your hand.

Mage's magnificent mansion f: door leads to extradimensional mansion.

Phase door: creates an invisible passage through wood or stone.

Plane shift f: as many as eight subjects travel to another plane.

Summon monster vii: calls extraplanar creature to fight for you.

Teleport, greater: as teleport, but no range limit and no off-target arrival.

Teleport object: as teleport, but affects a touched object.

Div

Arcane sight, greater: as arcane sight, but also reveals magic effects on creatures and objects.

Scrying, greater: as scrying, but faster and longer.

Vision m x: as legend lore, but quicker and strenuous.

Ench

Hold person, mass: as hold person, but all within 30 ft.

Insanity: subject suffers continuous confusion.

Power word blind: blinds creature with 200 hp or less.

Symbol of stunning m: triggered rune stuns nearby creatures.

Evoc

Delayed blast fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.

Forcecage m: cube or cage of force imprisons all inside.

Grasping hand: hand provides cover, pushes, or grapples.

Mage's sword f: floating magic blade strikes opponents.

Prismatic spray: rays hit subjects with variety of effects.

Illus

Invisibility, mass: as invisibility, but affects all in range.

Project image: illusory double can talk and cast spells.

Shadow conjuration, greater: as shadow conjuration, but up to 6th level and 60% real.

Simulacrum m x: creates partially real double of a creature.

Necro

Control undead: undead don't attack you while under your command.

Finger of death: kills one subject.

Symbol of weakness m: triggered rune weakens nearby creatures.

Waves of exhaustion: several targets become exhausted.

Trans

Control weather: changes weather in local area.

Ethereal jaunt: you become ethereal for 1 round/level.

Reverse gravity: objects and creatures fall upward.

Statue: subject can become a statue at will.

Univ

Limited wish x: alters reality—within spell limits.

8th-level arcane spells

Abjur

Dimensional lock: teleportation and interplanar travel blocked for one day/level.

Mind blank: subject is immune to mental/emotional magic and scrying.

Prismatic wall: wall's colors have array of effects.

Protection from spells m f: confers +8 resistance bonus.

Conj

Incendiary cloud: cloud deals 4d6 fire damage/round.

Maze: traps subject in extradimensional maze.

Planar binding, greater: as lesser planar binding, but up to 18 hd.

Summon monster viii: calls extraplanar creature to fight for you.

Trap the soul m f: imprisons subject within gem.

Div

Discern location: reveals exact location of creature or object.

Moment of prescience: you gain insight bonus on single attack roll, check, or save.

Prying eyes, greater: as prying eyes, but eyes have true seeing.

Ench

Antipathy: object or location affected by spell repels certain creatures.

Binding m: utilizes an array of techniques to imprison a creature.

Charm monster, mass: as charm monster, but all within 30 ft.

Demand: as sending, plus you can send suggestion.

Irresistible dance: forces subject to dance.

Power word stun: stuns creature with 150 hp or less.

Symbol of insanity m: triggered rune renders nearby creatures insane.

Sympathy f: object or location attracts certain creatures.

Evoc

Clenched fist: large hand provides cover, pushes, or attacks your foes.

Polar ray: ranged touch attack deals 1d6/level cold damage.

Shout, greater: devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

Sunburst: blinds all within 10 ft., Deals 6d6 damage.

Illus

Scintillating pattern: twisting colors confuse, stun, or render unconscious.

Screen: illusion hides area from vision, scrying.

Shadow evocation, greater: as shadow evocation, but up to 7th level and 60% real.

Telekinetic sphere: as resilient sphere, but you move sphere telekinetically.

Necro

Clone m f: duplicate awakens when original dies.

Create greater undead m: create shadows, wraiths, spectres, or devourers.

Horrid wilting: deals 1d6/level damage within 30 ft.

Symbol of death m: triggered rune slays nearby creatures.

Trans

Iron body: your body becomes living iron.

Polymorph any object: changes any subject into anything else.

Temporal stasis m: puts subject into suspended animation.

9th-level arcane spells

Abjur

Freedom: releases creature from imprisonment.

Imprisonment: entombs subject beneath the earth.

Mage's disjunction: dispels magic, disenchant magic items.

Prismatic sphere: as prismatic wall, but surrounds on all sides.

Conj

Gate x: connects two planes for travel or summoning.

Refuge m: alters item to transport its possessor to you.

Summon monster ix: calls extraplanar creature to fight for you.

Teleportation circle m: circle teleports any creature inside to designated spot.

Div

Foresight: "sixth sense" warns of impending danger.

Ench

Dominate monster: as dominate person, but any creature.

Hold monster, mass: as hold monster, but all within 30 ft.

Power word kill: kills one creature with 100 hp or less.

Evoc

Crushing hand: large hand provides cover, pushes, or crushes your foes.

Meteor swarm: four exploding spheres each deal 6d6 fire damage.

Illus

Shades: as shadow conjuration, but up to 8th level and 80% real.

Weird: as phantasmal killer, but affects all within 30 ft.

Necro

Astral projection m: projects you and companions onto astral plane.

Energy drain: subject gains 2d4 negative levels.

Soul bind f: traps newly dead soul to prevent resurrection.

Wail of the banshee: kills one creature/level.

Trans

Etherealness: travel to ethereal plane with companions.

Shapechange f: transforms you into any creature, and change forms once per round.

Time stop: you act freely for 1d4+1 rounds.

Univ

Wish x: as limited wish, but with fewer limits.

Divine spells

0-Level divine spells (orisons)

Create water: creates 2 gallons/level of pure water.

Cure minor wounds: cures 1 point of damage.

Detect magic: detects spells and magic items within 60 ft.

Detect poison: detects poison in one creature or object.

Guidance: +1 on one attack roll, saving throw, or skill check.

Inflict minor wounds: touch attack, 1 point of damage.

Light: object shines like a torch.

Mending: makes minor repairs on an object.

Purify food and drink: purifies 1 cu. Ft./Level of food or water.

Read magic: read scrolls and spellbooks.

Resistance: subject gains +1 on saving throws.

Virtue: subject gains 1 temporary hp.

1st-level divine spells

Bane: enemies take -1 on attack rolls and saves against fear.
Bless: allies gain +1 on attack rolls and saves against fear.
Bless water m: makes holy water.
Cause fear: one creature of 5 hd or less flees for 1d4 rounds.
Command: one subject obeys selected command for 1 round.
Comprehend languages: you understand all spoken and written languages.
Cure light wounds: cures 1d8 damage +1/level (max +5).
Curse water m: makes unholy water.
Deathwatch: reveals how near death subjects within 30 ft. are.
Detect chaos/evil/good/law: reveals creatures, spells, or objects of selected alignment.
Detect undead: reveals undead within 60 ft.
Divine favor: you gain +1 per three levels on attack and damage rolls.
Doom: one subject takes -2 on attack rolls, damage rolls, saves, and checks.
Endure elements: exist comfortably in hot or cold environments.
Entropic shield: ranged attacks against you have 20% miss chance.
Hide from undead: undead can't perceive one subject/level.
Inflict light wounds: touch deals 1d8 damage +1/level (max +5).
Magic stone: three stones gain +1 on attack, deal 1d6 +1 damage.
Magic weapon: weapon gains +1 bonus.
Obscuring mist: fog surrounds you.
Protection from chaos/evil/good/law: +2 to ac and saves, counter mind control, hedge out elementals and outsiders.
Remove fear: suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Sanctuary: opponents can't attack you, and you can't attack.
Shield of faith: aura grants +2 or higher deflection bonus.
Summon monster i: calls extraplanar creature to fight for you.

2nd-level divine spells

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
Align weapon: weapon becomes

good, evil, lawful, or chaotic.

Augury m f: learns whether an action will be good or bad.

Bear's endurance: subject gains +4 to con for 1 min./Level.

Bull's strength: subject gains +4 to str for 1 min./Level.

Calm emotions: calms creatures, negating emotion effects.

Consecrate m: fills area with positive energy, making undead weaker.

Cure moderate wounds: cures 2d8 damage +1/level (max +10).

Darkness: 20-ft. Radius of supernatural shadow.

Death knell: kills dying creature; you gain 1d8 temporary hp, +2 to str, and +1 level.

Delay poison: stops poison from harming subject for 1 hour/level.

Desecrate m: fills area with negative energy, making undead stronger.

Eagle's splendor: subject gains +4 to cha for 1 min./Level.

Enthrall: captivates all within 100 ft. + 10 Ft./Level.

Find traps: notice traps as a rogue does.

Gentle repose: preserves one corpse.

Hold person: paralyzes one humanoid for 1 round/level.

Inflict moderate wounds: touch attack, 2d8 damage +1/level (max +10).

Make whole: repairs an object.

Owl's wisdom: subject gains +4 to wis for 1 min./Level.

Remove paralysis: frees one or more creatures from paralysis or slow effect.

Resist energy: ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, lesser: dispels magical ability penalty or repairs 1d4 ability damage.

Shatter: sonic vibration damages objects or crystalline creatures.

Shield other f: you take half of subject's damage.

Silence: negates sound in 20-ft. Radius.

Sound burst: deals 1d8 sonic damage to subjects; may stun them.

Spiritual weapon: magic weapon attacks on its own.

Status: monitors condition, position of allies.

Summon monster ii: calls extraplanar creature to fight for you.

Undetectable alignment: conceals

alignment for 24 hours.

Zone of truth: subjects within range cannot lie.

3rd-level divine spells

Animate dead m: creates undead skeletons and zombies.

Bestow curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Blindness/deafness: makes subject blinded or deafened.

Contagion: infects subject with chosen disease.

Continual flame m: makes a permanent, heatless torch.

Create food and water: feeds three humans (or one horse)/level.

Cure serious wounds: cures 3d8 damage +1/level (max +15).

Daylight: 60-ft. Radius of bright light.

Deeper darkness: object sheds supernatural shadow in 60-ft. Radius.

Dispel magic: cancels spells and magical effects.

Glyph of warding m: inscription harms those who pass it.

Helping hand: ghostly hand leads subject to you.

Inflict serious wounds: touch attack, 3d8 damage +1/level (max +15).

Invisibility purge: dispels invisibility within 5 ft./Level.

Locate object: senses direction toward object (specific or type).

Magic circle against chaos/evil/good/law: as protection spells, but 10-ft. Radius and 10 min./Level.

Magic vestment: armor or shield gains +1 enhancement per four levels.

Meld into stone: you and your gear merge with stone.

Obscure object: masks object against scrying.

Prayer: allies +1 bonus on most rolls, enemies -1 penalty.

Protection from energy: absorb 12 points/level of damage from one kind of energy.

Remove blindness/deafness: cures normal or magical conditions.

Remove curse: frees object or person from curse.

Remove disease: cures all diseases affecting subject.

Searing light: ray deals 1d8/two levels damage, more against undead.

Speak with dead: corpse answers one question/two levels.

Stone shape: sculpts stone into any

shape.

Summon monster iii: calls extraplanar creature to fight for you.

Water breathing: subjects can breathe underwater.

Water walk: subject treads on water as if solid.

Wind wall: deflects arrows, smaller creatures, and gases.

4th-level divine spells

Air walk: subject treads on air as if solid (climb at 45-degree angle).

Control water: raises or lowers bodies of water.

Cure critical wounds: cures 4d8 damage +1/level (max +20).

Death ward: grants immunity to death spells and negative energy effects.

Dimensional anchor: bars extradimensional movement.

Discern lies: reveals deliberate falsehoods.

Dismissal: forces a creature to return to native plane.

Divination m: provides useful advice for specific proposed actions.

Divine power: you gain attack bonus, +6 to str, and 1 hp/level.

Freedom of movement: subject moves normally despite impediments.

Giant vermin: turns centipedes, scorpions, or spiders into giant vermin.

Imbue with spell ability: transfer spells to subject.

Inflict critical wounds: touch attack, 4d8 damage +1/level (max +20).

Magic weapon, greater: +1 bonus/four levels (max +5).

Neutralize poison: immunizes subject against poison, detoxifies venom in or on subject.

Planar ally, lesser x: exchange services with a 6 hd extraplanar creature.

Poison: touch deals 1d10 con damage, repeats in 1 min.

Repel vermin: insects, spiders, and other vermin stay 10 ft. Away.

Restoration m: restores level and ability score drains.

Sending: delivers short message anywhere, instantly.

Spell immunity: subject is immune to one spell per four levels.

Summon monster iv: calls extraplanar creature to fight for you.

Tongues: speak any language.

5th-level divine spells

Atonement f x: removes burden of misdeeds from subject.

Break enchantment: frees subjects from enchantments, alterations, curses, and petrification.

Command, greater: as command, but affects one subject/level.

Commune x: deity answers one yes-or-no question/level.

Cure light wounds, mass: cures 1d8 damage +1/level for many creatures.

Dispel chaos/evil/good/law: +4 bonus against attacks.

Disrupting weapon: melee weapon destroys undead.

Flame strike: smite foes with divine fire (1d6/level damage).

Hallow m: designates location as holy.

Inflict light wounds, mass: deals 1d8 damage +1/level to many creatures.

Insect plague: locust swarms attack creatures.

Mark of justice: designates action that will trigger curse on subject.

Plane shift f: as many as eight subjects travel to another plane.

Righteous might: your size increases, and you gain combat bonuses.

Scrying f: spies on subject from a distance.

Slay living: touch attack kills subject.

Spell resistance: subject gains sr 12 + level.

Summon monster v: calls extraplanar creature to fight for you.

Symbol of pain m: triggered rune wracks nearby creatures with pain.

Symbol of sleep m: triggered rune puts nearby creatures into catatonic slumber.

True seeing m: lets you see all things as they really are.

Unhallow m: designates location as unholy.

Wall of stone: creates a stone wall that can be shaped.

6th-level divine spells

Animate objects: objects attack your foes.

Antilife shell: 10-ft. Field hedges out living creatures.

Banishment: banishes 2 hd/level of extraplanar creatures.

Bear's endurance, mass: as bear's endurance, affects one subject/level.

Blade barrier: wall of blades deals 1d6/level damage.

Bull's strength, mass: as bull's strength, affects one subject/level.

Create undead: create ghouls, ghasts, mummies, or mohrgs.

Cure moderate wounds, mass: cures 2d8 damage +1/level for many creatures.

Dispel magic, greater: as dispel magic, but up to +20 on check.

Eagle's splendor, mass: as eagle's splendor, affects one subject/level.

Find the path: shows most direct way to a location.

Forbiddance m: blocks planar travel, damages creatures of different alignment.

Geas/quest: as lesser geas, plus it affects any creature.

Glyph of warding, greater: as glyph of warding, but up to 10d8 damage or 6th-level spell.

Harm: deals 10 points/level damage to target.

Heal: cures 10 points/level of damage, all diseases and mental conditions.

Heroes' feast: food for one creature/level cures and grants combat bonuses.

Inflict moderate wounds, mass: deals 2d8 damage +1/level to many creatures.

Owl's wisdom, mass: as owl's wisdom, affects one subject/level.

Planar ally x: as lesser planar ally, but up to 12 hd.

Summon monster vi: calls extraplanar creature to fight for you.

Symbol of fear m: triggered rune panics nearby creatures.

Symbol of persuasion m: triggered rune charms nearby creatures.

Undeath to death m: destroys 1d4 hd/level undead (max 20d4).

Wind walk: you and your allies turn vaporous and travel fast.

Word of recall: teleports you back to designated place.

7th-level divine spells

Blasphemy: kills, paralyzes, weakens, or dazes nonevil subjects.

Control weather: changes weather in local area.

Cure serious wounds, mass: cures 3d8 damage +1/level for many creatures.

Destruction f: kills subject and destroys remains.

Dictum: kills, paralyzes, slows, or deafens nonlawful subjects.

Ethereal jaunt: you become ethereal

for 1 round/level.

Holy word: kills, paralyzes, blinds, or deafens nongood subjects.

InFLICT serious wounds, mass: deals 3d8 damage +1/level to many creatures.

Refuge m: alters item to transport its possessor to you.

Regenerate: subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Repulsion: creatures can't approach you.

Restoration, greater x: as restoration, plus restores all levels and ability scores.

Resurrection m: fully restore dead subject.

Scrying, greater: as scrying, but faster and longer.

Summon monster vii: calls extraplanar creature to fight for you.

Symbol of stunning m: triggered rune stuns nearby creatures.

Symbol of weakness m: triggered rune weakens nearby creatures.

Word of chaos: kills, confuses, stuns, or deafens nonchaotic subjects.

8th-level divine spells

Antimagic field: negates magic within 10 ft.

Cloak of chaos f: +4 to ac, +4 resistance, and sr 25 against lawful spells.

Create greater undead m: create shadows, wraiths, spectres, or devourers.

Cure critical wounds, mass: cures 4d8 damage +1/level for many creatures.

Dimensional lock: teleportation and interplanar travel blocked for one day/level.

Discern location: reveals exact location of creature or object.

Earthquake: intense tremor shakes 80-ft.-Radius.

Fire storm: deals 1d6/level fire damage.

Holy aura f: +4 to ac, +4 resistance, and sr 25 against evil spells.

Planar ally, greater x: as lesser planar ally, but up to 18 hd.

InFLICT critical wounds, mass: deals 4d8 damage +1/level to many creatures.

Shield of law f: +4 to ac, +4 resistance, and sr 25 against chaotic spells.

Spell immunity, greater: as spell

immunity, but up to 8th-level spells.

Summon monster viii: calls extraplanar creature to fight for you.

Symbol of death m: triggered rune slays nearby creatures.

Symbol of insanity m: triggered rune renders nearby creatures insane.

Unholy aura f: +4 to ac, +4 resistance, and sr 25 against good spells.

9th-level divine spells

Astral projection m: projects you and companions onto astral plane.

Energy drain: subject gains 2d4 negative levels.

Etherealness: travel to ethereal plane with companions.

Gate x: connects two planes for travel or summoning.

Heal, mass: as heal, but with several subjects.

Implosion: kills one creature/round.

Miracle x: requests a deity's intercession.

Soul bind f: traps newly dead soul to prevent resurrection.

Storm of vengeance: storm rains acid, lightning, and hail.

Summon monster ix: calls extraplanar creature to fight for you.

True resurrection m: as resurrection, plus remains aren't needed.

Divine Focuses

Air focus

Granted powers: turn or destroy earth creatures as a good divine turns undead. Rebuke, command, or bolster air creatures as an evil divine rebukes undead. Use these abilities a total number of times per day equal to 3 + your charisma modifier. This granted power is a supernatural ability.

Air focus spells

1 Obscuring mist: fog surrounds you.

2 Wind wall: deflects arrows, smaller creatures, and gases.

3 Gaseous form: subject becomes insubstantial and can fly slowly.

4 Air walk: subject treads on air as if solid (climb at 45-degree angle).

5 Control winds: change wind direction and speed.

6 Chain lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

7 Control weather: changes weather in local area.

8 Whirlwind: cyclone deals damage

and can pick up creatures.

9 Elemental swarm*: summons multiple elementals.

*Cast as an air spell only.

Animal focus

Granted powers: you can use speak with animals once per day as a spell-like ability.

Add knowledge (nature) to your list of divine class skills.

Animal focus spells

1 Calm animals: calms (2d4 + level) hd of animals.

2 Hold animal: paralyzes one animal for 1 round/level.

3 Dominate animal: subject animal obeys silent mental commands.

4 Summon nature's ally iv*: calls creature to fight.

5 Commune with nature: learn about terrain for 1 mile/level.

6 Antilife shell: 10-ft. Field hedges out living creatures.

7 Animal shapes: one ally/level polymorphs into chosen animal.

8 Summon nature's ally viii*: calls creature to fight.

9 Shapechange f: transforms you into any creature, and change forms once per round.

*Can only summon animals.

Chaos focus

Granted power: you cast chaos spells at +1 caster level.

Chaos focus spells

1 Protection from law: +2 to ac and saves, counter mind control, hedge out elementals and outsiders.

2 Shatter: sonic vibration damages objects or crystalline creatures.

3 Magic circle against law: as protection spells, but 10-ft. Radius and 10 min./Level.

4 Chaos hammer: damages and staggers lawful creatures.

5 Dispel law: +4 bonus against attacks by lawful creatures.

6 Animate objects: objects attack your foes.

7 Word of chaos: kills, confuses, stuns, or deafens nonchaotic subjects.

8 Cloak of chaos f: +4 to ac, +4 resistance, sr 25 against lawful spells.

9 Summon monster ix*: calls extraplanar creature to fight for you.

*Cast as a chaos spell only.

Death focus

Granted power: you may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per divine level you possess. If the total at least equals the creature's current hit points, it dies (no save).

Death focus spells

- 1 Cause fear: one creature of 5 hd or less flees for 1d4 rounds.
- 2 Death knell: kill dying creature and gain 1d8 temporary hp, +2 to str, and +1 caster level.
- 3 Animate dead m: creates undead skeletons and zombies.
- 4 Death ward: grants immunity to death spells and negative energy effects.
- 5 Slay living: touch attack kills subject.
- 6 Create undead m: create ghouls, ghosts, mummies, or mohrgs.
- 7 Destruction f: kills subject and destroys remains.
- 8 Create greater undead m: create shadows, wraiths, spectres, r devoursers.
- 9 Wail of the banshee: kills one creature/level.

Destruction focus

Granted power: you gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your divine level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

Destruction focus spells

- 1 Inflict light wounds: touch attack, 1d8 damage +1/level (max +5).
- 2 Shatter: sonic vibration damages objects or crystalline creatures.
- 3 Contagion: infects subject with chosen disease.
- 4 Inflict critical wounds: touch attack, 4d8 damage +1/level (max +20).
- 5 Inflict light wounds, mass: deals 1d8 damage +1/level to any creatures.
- 6 Harm: deals 10 points/level damage to target.
- 7 Disintegrate: makes one creature or object vanish.
- 8 Earthquake: intense tremor shakes 80-ft.-Radius.
- 9 Implosion: kills one creature/round,

Earth focus

Granted power: turn or destroy air creatures as a good divine turns undead. Rebuke, command, or bolster earth creatures as an evil divine rebukes undead. Use these abilities a total number of times per day equal to 3 + your charisma modifier. This granted power is a supernatural ability.

Earth focus spells

- 1 Magic stone: three stones become +1 projectiles, 1d6 +1 damage.
 - 2 Soften earth and stone: turns stone to clay or dirt to sand or mud.
 - 3 Stone shape: sculpts stone into any shape.
 - 4 Spike stones: creatures in area take 1d8 damage, may be lowed.
 - 5 Wall of stone: creates a stone wall that can be shaped.
 - 6 Stoneskin m: ignore 10 points of damage per attack.
 - 7 Earthquake: intense tremor shakes 80-ft.-Radius.
 - 8 Iron body: your body becomes living iron.
 - 9 Elemental swarm*: summons multiple elementals.
- *Cast as an earth spell only.

Evil focus

Granted power: you cast evil spells at +1 caster level.

Evil focus spells

- 1 Protection from good: +2 to ac and saves, counter mind control, hedge out elementals and outsiders.
 - 2 Desecrate m: fills area with negative energy, making undead stronger.
 - 3 Magic circle against good: as protection spells, but 10-ft. Radius and 10 min./Level.
 - 4 Unholy blight: damages and sickens good creatures.
 - 5 Dispel good: +4 bonus against attacks by good creatures.
 - 6 Create undead m: create ghouls, ghosts, mummies, or mohrgs.
 - 7 Blasphemy: kills, paralyzes, weakens, or dazes nonevil subjects.
 - 8 Unholy aura f: +4 to ac, +4 resistance, sr 25 against good spells.
 - 9 Summon monster ix*: calls extraplanar creature to fight for you.
- *Cast as an evil spell only.

Fire focus

Granted power: turn or destroy water

creatures as a good divine turns undead. Rebuke, command, or bolster fire creatures as an evil divine rebukes undead. Use these abilities a total number of times per day equal to 3 + your charisma modifier. This granted power is a supernatural ability.

Fire focus spells

- 1 Burning hands: 1d4/level fire damage (max 5d4).
 - 2 Produce flame: 1d6 damage +1/level, touch or thrown.
 - 3 Resist energy*: ignores 10 (or more) points of damage/attack from specified energy type.
 - 4 Wall of fire: deals 2d4 fire damage out to 10 ft. And 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
 - 5 Fire shield: creatures attacking you take fire damage; you're protected from heat or cold.
 - 6 Fire seeds: acorns and berries become grenades and bombs.
 - 7 Fire storm: deals 1d6/level fire damage.
 - 8 Incendiary cloud: cloud deals 4d6 fire damage/round.
 - 9 Elemental swarm**: summons multiple elementals.
- *Resist cold or fire only.
**Cast as a fire spell only.

Good focus

Granted power: you cast good spells at +1 caster level.

Good focus spells

- 1 Protection from evil: +2 to ac and saves, counter mind control, hedge out elementals and outsiders.
 - 2 Aid: +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
 - 3 Magic circle against evil: as protection spells, but 10-ft. Radius and 10 min./Level.
 - 4 Holy smite: damages and blinds evil creatures.
 - 5 Dispel evil: +4 bonus against attacks by evil creatures.
 - 6 Blade barrier: wall of blades deals 1d6/level damage.
 - 7 Holy word f: kills, paralyzes, slows, or deafens nongood subjects.
 - 8 Holy aura: +4 to ac, +4 resistance, and sr 25 against evil spells.
 - 9 Summon monster ix*: calls extraplanar creature to fight for you.
- *Cast as a good spell only.

Healing focus

Granted power: you cast healing spells at +1 caster level.

Healing focus spells

- 1 Cure light wounds: cures 1d8 damage +1/level (max +5).
- 2 Cure moderate wounds: cures 2d8 damage +1/level (max +10).
- 3 Cure serious wounds: cures 3d8 damage +1/level (max +15).
- 4 Cure critical wounds: cures 4d8 damage +1/level (max +20).
- 5 Cure light wounds, mass: cures 1d8 damage +1/level (max +25) for many creatures.
- 6 Heal: cures 10 points/level of damage, all diseases and mental conditions.
- 7 Regenerate: subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
- 8 Cure critical wounds, mass: cures 4d8 damage +1/level (max +40) for many creatures.
- 9 Heal, mass: as heal, but with several subjects.

Knowledge focus

Granted power: add all knowledge skills to your list of divine class skills. You cast divination spells at +1 caster level.

Knowledge focus spells

- 1 Detect secret doors: reveals hidden doors within 60 ft.
- 2 Detect thoughts: allows "listening" to surface thoughts.
- 3 Clairaudience/clairvoyance: hear or see at a distance for 1 min./Level.
- 4 Divination m: provides useful advice for specific proposed actions.
- 5 True seeing m: lets you see all things as they really are.
- 6 Find the path: shows most direct way to a location.
- 7 Legend lore m f: lets you learn tales about a person, place, or thing.
- 8 Discern location: reveals exact location of creature or object.
- 9 Foresight: "sixth sense" warns of impending danger.

Law focus

Granted power: you cast law spells at +1 caster level.

Law focus spells

- 1 Protection from chaos: +2 to ac and saves, counter mind control, hedge out elementals and outsiders.
- 2 Calm emotions: calms creatures,

negating emotion effects.

3 Magic circle against chaos: as protection spells, but 10-ft. Radius and 10 min./Level.

4 Order's wrath: damages and dazes chaotic creatures.

5 Dispel chaos: +4 bonus against attacks by chaotic creatures.

6 Hold monster: as hold person, but any creature.

7 Dictum: kills, paralyzes, slows, or deafens nonlawful subjects.

8 Shield of law f: +4 to ac, +4 resistance, and sr 25 against chaotic spells.

9 Summon monster ix*: calls extraplanar creature to fight for you. *Cast as a law spell only.

Luck focus

Granted power: you gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the dm declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.

Luck focus spells

- 1 Entropic shield: ranged attacks against you have 20% miss chance.
- 2 Aid: +1 on attack rolls, +1 against fear, 1d8 temporary hp +1/level (max +10).
- 3 Protection from energy: absorb 12 points/level of damage from one kind of energy.
- 4 Freedom of movement: subject moves normally despite impediments.
- 5 Break enchantment: frees subjects from enchantments, alterations, curses, and petrification.
- 6 Mislead: turns you invisible and creates illusory double.
- 7 Spell turning: reflect 1d4+6 spell levels back at caster.
- 8 Moment of prescience: you gain insight bonus on single attack roll, check, or save.
- 9 Miracle x: requests a deity's intercession.

Magic focus

Granted power: use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your divine level (at least 1st level). For the purpose of using a scroll or other

magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

Magic focus spells

- 1 Magic aura: alters object's magic aura.
- 2 Identify: determines properties of magic item.
- 3 Dispel magic: cancels magical spells and effects.
- 4 Imbue with spell ability: transfer spells to subject.
- 5 Spell resistance: subject gains sr 12 + level.
- 6 Antimagic field: negates magic within 10 ft.
- 7 Spell turning: reflect 1d4+6 spell levels back at caster.
- 8 Protection from spells m f: confers +8 resistance bonus.
- 9 Mage's disjunction: dispels magic, disenchant magic items.

Plant focus

Granted powers: rebuke or command plant creatures as an evil divine rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your charisma modifier. This granted power is a supernatural ability.

Add knowledge (nature) to your list of divine class skills.

Plant focus spells

- 1 Entangle: plants entangle everyone in 40-ft.-Radius.
- 2 Barkskin: grants +2 (or higher) enhancement to natural armor.
- 3 Plant growth: grows vegetation, improves crops.
- 4 Command plants: sway the actions of one or more plant creatures.
- 5 Wall of thorns: thorns damage anyone who tries to pass.
- 6 Repel wood: pushes away wooden objects.
- 7 Animate plants: one or more trees animate and fight for you.
- 8 Control plants: control actions of one or more plant creatures.
- 9 Shambler: summons 1d4+2 shambling mounds to fight for you.

Protection focus

Granted power: you can generate a protective ward as a supernatural ability. Grant someone you touch a resistance bonus equal to your divine level on his or her next saving throw. Activating this power is a standard

action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection focus spells

- 1 Sanctuary: opponents can't attack you, and you can't attack.
- 2 Shield other f: you take half of subject's damage.
- 3 Protection from energy: absorb 12 points/level of damage from one kind of energy.
- 4 Spell immunity: subject is immune to one spell per four levels.
- 5 Spell resistance: subject gains sr 12 + level.
- 6 Antimagic field: negates magic within 10 ft.
- 7 Repulsion: creatures can't approach you.
- 8 Mind blank: subject is immune to mental/emotional magic and scrying.
- 9 Prismatic sphere: as prismatic wall, but surrounds on all sides.

Strength focus

Granted power: you can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to strength equal to your divine level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Strength focus spells

- 1 Enlarge person: humanoid creature doubles in size.
- 2 Bull's strength: subject gains +4 to str for 1 min./Level.
- 3 Magic vestment: armor or shield gains +1 enhancement per four levels.
- 4 Spell immunity: subject is immune to one spell per four levels.
- 5 Righteous might: your size increases, and you gain combat bonuses.
- 6 Stoneskin m: ignore 10 points of damage per attack.
- 7 Grasping hand: large hand provides cover, pushes, or grapples.
- 8 Clenched fist: large hand provides cover, pushes, or attacks your foes.
- 9 Crushing hand: large hand provides cover, pushes, or crushes your foes.

Sun focus

Granted power: once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are

destroyed instead.

Sun focus spells

- 1 Endure elements: exist comfortably in hot or cold environments.
- 2 Heat metal: make metal so hot it damages those who touch it.
- 3 Searing light: ray deals 1d8/two levels, more against undead.
- 4 Fire shield: creatures attacking you take fire damage; you're protected from heat or cold.
- 5 Flame strike: smite foes with divine fire (1d6/level damage).
- 6 Fire seeds: acorns and berries become grenades and bombs.
- 7 Sunbeam: beam blinds and deals 4d6 damage.
- 8 Sunburst: blinds all within 10 ft., Deals 6d6 damage.
- 9 Prismatic sphere: as prismatic wall, but surrounds on all sides.

Travel focus

Granted powers: for a total time per day of 1 round per divine level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

This granted power is a supernatural ability.

Add survival to your list of divine class skills.

Travel focus spells

- 1 Longstrider: increases your speed.
- 2 Locate object: senses direction toward object (specific or type).
- 3 Fly: subject flies at speed of 60 ft.
- 4 Dimension door: teleports you short distance.
- 5 Teleport: instantly transports you as far as 100 miles/level.
- 6 Find the path: shows most direct way to a location.
- 7 Teleport, greater: as teleport, but no range limit and no off-target arrival.
- 8 Phase door: creates an invisible passage through wood or stone.
- 9 Astral projection m: projects you and companions onto astral plane.

Trickery focus

Granted power: add bluff, disguise, and hide to your list of divine class

skills.

Trickery focus spells

- 1 Disguise self: disguise own appearance.
- 2 Invisibility: subject invisible 1 min./Level or until it attacks.
- 3 Nondetection m: hides subject from divination, scrying.
- 4 Confusion: subjects behave oddly for 1 round/level.
- 5 False vision m: fools scrying with an illusion.
- 6 Mislead: turns you invisible and creates illusory double.
- 7 Screen: illusion hides area from vision, scrying.
- 8 Polymorph any object: changes any subject into anything else.
- 9 Time stop: you act freely for 1d4+1 rounds.

War focus

Granted power: free martial weapon proficiency with deity's favored weapon (if necessary) and weapon focus with the deity's favored weapon.

War focus spells

- 1 Magic weapon: weapon gains +1 bonus.
- 2 Spiritual weapon: magical weapon attacks on its own.
- 3 Magic vestment: armor or shield gains +1 enhancement per four levels.
- 4 Divine power: you gain attack bonus, +6 to str, and 1 hp/level.
- 5 Flame strike: smite foes with divine fire (1d6/level damage).
- 6 Blade barrier: wall of blades deals 1d6/level damage.
- 7 Power word blind: blinds creature with 200 hp or less.
- 8 Power word stun: stuns creature with 150 hp or less.
- 9 Power word kill: kills creature with 100 hp or less.

Water focus

Granted power: turn or destroy fire creatures as a good divine turns undead. Rebuke, command, or bolster water creatures as an evil divine rebukes undead. Use these abilities a total number of times per day equal to 3 + your charisma modifier. This granted power is a supernatural ability.

Water focus spells

- 1 Obscuring mist: fog surrounds you.
- 2 Fog cloud: fog obscures vision.

3 Water breathing: subjects can breathe underwater.

4 Control water: raises or lowers bodies of water.

5 Ice storm: hail deals 5d6 damage in cylinder 40 ft. Across.

6 Cone of cold: 1d6/level cold damage.

7 Acid fog: fog deals acid damage.

8 Horrid wilting: deals 1d6/level damage within 30 ft.

9 Elemental swarm*: summons multiple elementals.

*Cast as a water spell only.





Ancient Magics

(★LIT GEN★L)

Bardic Spells

0-Level bardic spells (cantrips)

Dancing lights: creates torches or other lights.
Daze: humanoid creature of 4 hd or less loses next action.
Detect magic: detects spells and magic items within 60 ft.
Flare: dazzles one creature (–1 on attack rolls).
Ghost sound: figment sounds.
Know direction: you discern north.
Light: object shines like a torch.
Lullaby: makes subject drowsy; –5 on spot and listen checks, –2 on will saves against sleep.
Mage hand: 5-pound telekinesis.
Mending: makes minor repairs on an object.
Message: whispered conversation at distance.
Open/close: opens or closes small or light things.
Prestidigitation: performs minor tricks.
Read magic: read scrolls and spellbooks.
Resistance: subject gains +1 on saving throws.
Summon instrument: summons one instrument of the caster's choice.

1st-level bardic spells

Alarm: wards an area for 2 hours/level.
Animate rope: makes a rope move at your command.
Cause fear: one creature of 5 hd or less flees for 1d4 rounds.
Charm person: makes one person your friend.
Comprehend languages: you understand all spoken and written languages.
Cure light wounds: cures 1d8 damage +1/level (max +5).
Detect secret doors: reveals hidden doors within 60 ft.
Disguise self: changes your appearance.
Erase: mundane or magical writing vanishes.
Expeditious retreat: your speed increases by 30 ft.
Feather fall: objects or creatures fall slowly.
Grease: makes 10-ft. Square or one object slippery.
Hideous laughter: subject loses actions for 1 round/level.

Hypnotism: fascinates 2d4 hd of creatures.
Identify m: determines properties of magic item.
Lesser confusion: one creature is confused for 1 round.
Magic mouth m: speaks once when triggered.
Magic aura: alters object's magic aura.
Obscure object: masks object against scrying.
Remove fear: suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Silent image: creates minor illusion of your design.
Sleep: puts 4 hd of creatures into magical slumber.
Summon monster i: calls extraplanar creature to fight for you.
Undetectable alignment: conceals alignment for 24 hours.
Unseen servant: invisible force obeys your commands.
Ventriloquism: throws voice for 1 min./Level.

2nd-level bardic spells

Alter self: assume form of a similar creature.
Animal messenger: sends a tiny animal to a specific place.
Animal trance: fascinates 2d6 hd of animals.
Blindness/deafness: makes subject blind or deaf.
Blur: attacks miss subject 20% of the time.
Calm emotions: calms creatures, negating emotion effects.
Cat's grace: subject gains +4 to dex for 1 min./Level.
Cure moderate wounds: cures 2d8 damage +1/level (max +10).
Darkness: 20-ft. Radius of supernatural shadow.
Daze monster: living creature of 6 hd or less loses next action.
Delay poison: stops poison from harming subject for 1 hour/level.
Detect thoughts: allows "listening" to surface thoughts.
Eagle's splendor: subject gains +4 to cha for 1 min./Level.
Enthrall: captivates all within 100 ft. + 10 Ft./Level.
Fox's cunning: subject gains +4 to int for 1 min./Level.
Glitterdust: blinds creatures, outlines

invisible creatures.
Heroism: gives +2 on attack rolls, saves, skill checks.
Hold person: paralyzes one humanoid for 1 round/level.
Hypnotic pattern: fascinates (2d4 + level) hd of creatures.
Invisibility: subject is invisible for 1 min./Level or until it attacks.
Locate object: senses direction toward object (specific or type).
Minor image: as silent image, plus some sound.
Mirror image: creates decoy duplicates of you (1d4 +1 per three levels, max 8).
Misdirection: misleads divinations for one creature or object.
Pyrotechnics: turns fire into blinding light or choking smoke.
Rage: gives +2 to str and con, +1 on will saves, –2 to ac.
Scare: panics creatures of less than 6 hd.
Shatter: sonic vibration damages objects or crystalline creatures.
Silence: negates sound in 20-ft. Radius.
Sound burst: deals 1d8 sonic damage to subjects; may stun them.
Suggestion: compels subject to follow stated course of action.
Summon monster ii: calls extraplanar creature to fight for you.
Summon swarm: summons swarm of bats, rats, or spiders.
Tongues: speak any language.
Whispering wind: sends a short message 1 mile/level.

3rd-level bardic spells

Blink: you randomly vanish and reappear for 1 round/level.
Charm monster: makes monster believe it is your ally.
Clairaudience/clairvoyance: hear or see at a distance for 1 min./Level.
Confusion: subjects behave oddly for 1 round/level.
Crushing despair: subjects take –2 on attack rolls, damage rolls, saves, and checks.
Cure serious wounds: cures 3d8 damage +1/level (max +15).
Daylight: 60-ft. Radius of bright light.
Deep slumber: puts 10 hd of creatures to sleep.
Dispel magic: cancels magical spells and effects.
Displacement: attacks miss subject

50%.

Fear: subjects within cone flee for 1 round/level.

Gaseous form: subject becomes insubstantial and can fly slowly.

Geas, lesser: commands subject of 7 hd or less.

Glibness: you gain +30 bonus on bluff checks, and your lies can escape magical discernment.

Good hope: subjects gain +2 on attack rolls, damage rolls, saves, and checks.

Haste: one creature/level moves faster, +1 on attack rolls, ac, and reflex saves.

Illusory script m: only intended reader can decipher.

Invisibility sphere: makes everyone within 10 ft. Invisible.

Major image: as silent image, plus sound, smell and thermal effects.

Phantom steed: magic horse appears for 1 hour/level.

Remove curse: frees object or person from curse.

Scrying f: spies on subject from a distance.

Sculpt sound: creates new sounds or changes existing ones.

Secret page: changes one page to hide its real content.

See invisibility: reveals invisible creatures or objects.

Sepia snake sigil m: creates text symbol that immobilizes reader.

Slow: one subject/level takes only one action/round, -1 to ac, reflex saves, and attack rolls.

Speak with animals: you can communicate with animals.

Summon monster iii: calls extraplanar creature to fight for you.

Tiny hut: creates shelter for ten creatures.

4th-level bardic spells

Break enchantment: frees subjects from enchantments, alterations, curses, and petrification.

Cure critical wounds: cures 4d8 damage +1/level (max +20).

Detect scrying: alerts you of magical eavesdropping.

Dimension door: teleports you short distance.

Dominate person: controls humanoid telepathically.

Freedom of movement: subject moves normally despite impediments.

Hallucinatory terrain: makes one type

of terrain appear like another (field into forest, or the like).

Hold monster: as hold person, but any creature.

Invisibility, greater: as invisibility, but subject can attack and stay invisible.

Legend lore m f: lets you learn tales about a person, place, or thing.

Locate creature: indicates direction to familiar creature.

Modify memory: changes 5 minutes of subject's memories.

Neutralize poison: immunizes subject against poison, detoxifies venom in or on subject.

Rainbow pattern: lights fascinate 24 hd of creatures.

Repel vermin: insects, spiders, and other vermin stay 10 ft. Away.

Secure shelter: creates sturdy cottage.

Shadow conjuration: mimics conjuring below 4th level, but only 20% real.

Shout: deafens all within cone and deals 5d6 sonic damage.

Speak with plants: you can talk to normal plants and plant creatures.

Summon monster iv: calls extraplanar creature to fight for you.

Zone of silence: keeps eavesdroppers from overhearing conversations.

5th-level bardic spells

Cure light wounds, mass: cures 1d8 damage +1/level for many creatures.

Dispel magic, greater: as dispel magic, but +20 on check.

Dream: sends message to anyone sleeping.

False vision m: fools scrying with an illusion.

Heroism, greater: gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Mind fog: subjects in fog get -10 to wis and will checks.

Mirage arcana: as hallucinatory terrain, plus structures.

Mislead: turns you invisible and creates illusory double.

Nightmare: sends vision dealing 1d10 damage, fatigue.

Persistent image: as major image, but no concentration required.

Seeming: changes appearance of one person per two levels.

Shadow evocation: mimics evocation of lower than 5th level, but only 20% real.

Shadow walk: step into shadow to travel rapidly.

Song of discord: forces targets to attack each other.

Suggestion, mass: as suggestion, plus one subject/level.

Summon monster v: calls extraplanar creature to fight for you.

6th-level bardic spells

Analyze dweomer f: reveals magical aspects of subject.

Animate objects: objects attack your foes.

Cat's grace, mass: as cat's grace, affects one subject/level.

Charm monster, mass: as charm monster, but all within 30 ft.

Cure moderate wounds, mass: cures 2d8 damage +1/level for many creatures.

Eagle's splendor, mass: as eagle's splendor, affects one subject/level.

Eyebite: target becomes panicked, sickened, and comatose.

Find the path: shows most direct way to a location.

Fox's cunning, mass: as fox's cunning, affects one subject/level.

Geas/quest: as lesser geas, plus it affects any creature.

Heroes' feast: food for one creature/level cures and grants combat bonuses.

Irresistible dance: forces subject to dance.

Permanent image: includes sight, sound, and smell.

Programmed image m: as major image, plus triggered by event.

Project image: illusory double can talk and cast spells.

Scrying, greater: as scrying, but faster and longer.

Shout, greater: devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

Summon monster vi: calls extraplanar creature to fight for you.

Sympathetic vibration: deals 2d10 damage/round to freestanding structure.

Veil: changes appearance of group of creatures.

Druidic spells

0-Level druidic I spells (orisons)

Create water: creates 2 gallons/level of pure water.

Cure minor wounds: cures 1 point of damage.

Detect magic: detects spells and magic items within 60 ft.

Detect poison: detects poison in one creature or object.

Flare: dazzles one creature (-1 penalty on attack rolls).

Guidance: +1 on one attack roll, saving throw, or skill check.

Know direction: you discern north.

Light: object shines like a torch.

Mending: makes minor repairs on an object.

Purify food and drink: purifies 1 cu. Ft./Level of food or water.

Read magic: read scrolls and spellbooks.

Resistance: subject gains +1 bonus on saving throws.

Virtue: subject gains 1 temporary hp.

1st-level druidic I spells

Calm animals: calms (2d4 + level) hd of animals.

Charm animal: makes one animal your friend.

Cure light wounds: cures 1d8 damage +1/level (max +5).

Detect animals or plants: detects kinds of animals or plants.

Detect snares and pits: reveals natural or primitive traps.

Endure elements: exist comfortably in hot or cold environments.

Entangle: plants entangle everyone in 40-ft.-Radius.

Faerie fire: outlines subjects with light, canceling blur, concealment, and the like.

Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Hide from animals: animals can't perceive one subject/level.

Jump: subject gets bonus on jump checks.

Longstrider: your speed increases by 10 ft.

Magic fang: one natural weapon of subject creature gets +1 on attack and damage rolls.

Magic stone: three stones gain +1 on attack rolls, deal 1d6+1 damage.

Obscuring mist: fog surrounds you.

Pass without trace: one subject/level leaves no tracks.

Produce flame: 1d6 damage +1/level, touch or thrown.

Shillelagh: cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 min./Level.

Speak with animals: you can

communicate with animals.

Summon nature's ally i: calls creature to fight.

2nd-level druidic I spells

Animal messenger: sends a tiny animal to a specific place.

Animal trance: fascinates 2d6 hd of animals.

Barkskin: grants +2 (or higher) enhancement to natural armor.

Bear's endurance: subject gains +4 to con for 1 min./Level.

Bull's strength: subject gains +4 to str for 1 min./Level.

Cat's grace: subject gains +4 to dex for 1 min./Level.

Chill metal: cold metal damages those who touch it.

Delay poison: stops poison from harming subject for 1 hour/level.

Fire trap m: opened object deals 1d4 +1/level damage.

Flame blade: touch attack deals 1d8 +1/two levels damage.

Flaming sphere: creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Fog cloud: fog obscures vision.

Gust of wind: blows away or knocks down smaller creatures.

Heat metal: make metal so hot it damages those who touch it.

Hold animal: paralyzes one animal for 1 round/level.

Owl's wisdom: subject gains +4 to wis for 1 min./Level.

Reduce animal: shrinks one willing animal.

Resist energy: ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, lesser: dispels magical ability penalty or repairs 1d4 ability damage.

Soften earth and stone: turns stone to clay or dirt to sand or mud.

Spider climb: grants ability to walk on walls and ceilings.

Summon nature's ally ii: calls creature to fight.

Summon swarm: summons swarm of bats, rats, or spiders.

Tree shape: you look exactly like a tree for 1 hour/level.

Warp wood: bends wood (shaft, handle, door, plank).

Wood shape: rearranges wooden objects to suit you.

3rd-level druidic I spells

Call lightning: calls down lightning bolts (3d6 per bolt) from sky.

Contagion: infects subject with chosen disease.

Cure moderate wounds: cures 2d8 damage +1/level (max +10).

Daylight: 60-ft. Radius of bright light.

Diminish plants: reduces size or blights growth of normal plants.

Dominate animal: subject animal obeys silent mental commands.

Magic fang, greater: one natural weapon of subject creature gets +1/ four levels on attack and damage rolls (max +5).

Meld into stone: you and your gear merge with stone.

Neutralize poison: immunizes subject against poison, detoxifies venom in or on subject.

Plant growth: grows vegetation, improves crops.

Poison: touch deals 1d10 con damage, repeats in 1 min.

Protection from energy: absorb 12 points/level of damage from one kind of energy.

Quench: extinguishes nonmagical fires or one magic item.

Remove disease: cures all diseases affecting subject.

Sleet storm: hampers vision and movement.

Snares: creates a magic booby trap.

Speak with plants: you can talk to normal plants and plant creatures.

Spike growth: creatures in area take 1d4 damage, may be slowed.

Stone shape: sculpts stone into any shape.

Summon nature's ally iii: calls creature to fight.

Water breathing: subjects can breathe underwater.

Wind wall: deflects arrows, smaller creatures, and gases.

4th-level druidic I spells

Air walk: subject treads on air as if solid (climb at 45-degree angle).

Antiplant shell: keeps animated plants at bay.

Blight: withers one plant or deals 1d6/ level damage to plant creature.

Command plants: sway the actions of one or more plant creatures.

Control water: raises or lowers bodies of water.

Cure serious wounds: cures 3d8 damage +1/level (max +15).

Dispel magic: cancels spells and magical effects.

Flame strike: smite foes with divine fire (1d6/level damage).

Freedom of movement: subject moves normally despite impediments.

Giant vermin: turns centipedes, scorpions, or spiders into giant vermin.

Ice storm: hail deals 5d6 damage in cylinder 40 ft. Across.

Reincarnate: brings dead subject back in a random body.

Repel vermin: insects, spiders, and other vermin stay 10 ft. Away.

Rusting grasp: your touch corrodes iron and alloys.

Scrying f: spies on subject from a distance.

Spike stones: creatures in area take 1d8 damage, may be slowed.

Summon nature's ally iv: calls creature to fight.

5th-level druidic I spells

Animal growth: one animal/two levels doubles in size.

Atonement: removes burden of misdeeds from subject.

Awaken x: animal or tree gains human intellect.

Baleful polymorph: transforms subject into harmless animal.

Call lightning storm: as call lightning, but 5d6 damage per bolt.

Commune with nature: learn about terrain for 1 mile/level.

Control winds: change wind direction and speed.

Cure critical wounds: cures 4d8 damage +1/level (max +20).

Death ward: grants immunity to all death spells and negative energy effects.

Hallow m: designates location as holy.

Insect plague: locust swarms attack creatures.

Stoneskin m: ignore 10 points of damage per attack.

Summon nature's ally v: calls creature to fight.

Transmute mud to rock: transforms two 10-ft. Cubes per level.

Transmute rock to mud: transforms two 10-ft. Cubes per level.

Tree stride: step from one tree to another far away.

Unhallow m: designates location as unholy.

Wall of fire: deals 2d4 fire damage out

to 10 ft. And 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

Wall of thorns: thorns damage anyone who tries to pass.

6th-level druidic I spells

Antilife shell: 10-ft.-Radius field hedges out living creatures.

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.

Cure light wounds, mass: cures 1d8 damage +1/level for many creatures.

Dispel magic, greater: as dispel magic, but +20 on check.

Find the path: shows most direct way to a location.

Fire seeds: acorns and berries become grenades and bombs.

Ironwood: magic wood is strong as steel.

Liveoak: oak becomes treant guardian.

Move earth: digs trenches and builds hills.

Owl's wisdom, mass: as owl's wisdom, affects one subject/level.

Repel wood: pushes away wooden objects.

Spellstaff: stores one spell in wooden quarterstaff.

Stone tell: talk to natural or worked stone.

Summon nature's ally vi: calls creature to fight.

Transport via plants: move instantly from one plant to another of the same kind.

Wall of stone: creates a stone wall that can be shaped.

7th-level druidic I spells

Animate plants: one or more plants animate and fight for you.

Changestaff: your staff becomes a treant on command.

Control weather: changes weather in local area.

Creeping doom: swarms of centipedes attack at your command.

Cure moderate wounds, mass: cures 2d8 damage +1/level for many creatures.

Fire storm: deals 1d6/level fire damage.

Heal: cures 10 points/level of damage,

all diseases and mental conditions.

Scrying, greater: as scrying, but faster and longer.

Summon nature's ally vii: calls creature to fight.

Sunbeam: beam blinds and deals 4d6 damage.

Transmute metal to wood: metal within 40 ft. Becomes wood.

True seeing m: lets you see all things as they really are.

Wind walk: you and your allies turn vaporous and travel fast.

8th-level druidic I spells

Animal shapes: one ally/level polymorphs into chosen animal.

Control plants: control actions of one or more plant creatures.

Cure serious wounds, mass: cures 3d8 damage +1/level for many creatures.

Earthquake: intense tremor shakes 80-ft.-Radius.

Finger of death: kills one subject.

Repel metal or stone: pushes away metal and stone.

Reverse gravity: objects and creatures fall upward.

Summon nature's ally viii: calls creature to fight.

Sunburst: blinds all within 10 ft., Deals 6d6 damage.

Whirlwind: cyclone deals damage and can pick up creatures.

Word of recall: teleports you back to designated place.

9th-level druidic I spells

Antipathy: object or location affected by spell repels certain creatures.

Cure critical wounds, mass: cures 4d8 damage +1/level for many creatures.

Elemental swarm: summons multiple elementals.

Foresight: "sixth sense" warns of impending danger.

Regenerate: subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Shambler: summons 1d4+2 shambling mounds to fight for you.

Shapechange f: transforms you into any creature, and change forms once per round.

Storm of vengeance: storm rains acid, lightning, and hail.

Summon nature's ally ix: calls creature to fight.

Sympathy m: object or location attracts certain creatures.

Druidic II Spells

1st-level druidic II spells

Alarm: wards an area for 2 hours/level.

Animal messenger: sends a tiny animal to a specific place.

Calm animals: calms (2d4 + level) hd of animals.

Charm animal: makes one animal your friend.

Delay poison: stops poison from harming subject for 1 hour/level.

Detect animals or plants: detects kinds of animals or plants.

Detect poison: detects poison in one creature or object.

Detect snares and pits: reveals natural or primitive traps.

Endure elements: exist comfortably in hot or cold environments.

Entangle: plants entangle everyone in 40-ft.-Radius circle.

Hide from animals: animals can't perceive one subject/level.

Jump: subject gets bonus on jump checks.

Longstrider: increases your speed.

Magic fang: one natural weapon of subject creature gets +1 on attack and damage rolls.

Pass without trace: one subject/level leaves no tracks.

Read magic: read scrolls and spellbooks.

Resist energy: ignores 10 (or more) points of damage/attack from specified energy type.

Speak with animals: you can communicate with animals.

Summon nature's ally i: calls animal to fight for you.

2nd-level druidic II spells

Barkskin: grants +2 (or higher) enhancement to natural armor.

Bear's endurance: subject gains +4 to con for 1 min./Level.

Cat's grace: subject gains +4 to dex for 1 min./Level.

Cure light wounds: cures 1d8 damage +1/level (max +5).

Hold animal: paralyzes one animal for 1 round/level.

Owl's wisdom: subject gains +4 to wis for 1 min./Level.

Protection from energy: absorb 12 points/level of damage from one kind of energy.

Snare: creates a magic booby trap.

Speak with plants: you can talk to normal plants and plant creatures.

Spike growth: creatures in area take 1d4 damage, may be slowed.

Summon nature's ally ii: calls animal to fight for you.

Wind wall: deflects arrows, smaller creatures, and gases.

3rd-level druidic II spells

Command plants: sway the actions of one or more plant creatures.

Cure moderate wounds: cures 2d8 damage +1/level (max +10).

Darkvision: see 60 ft. In total darkness.

Diminish plants: reduces size or blights growth of normal plants.

Magic fang, greater: one natural weapon of subject creature gets +1/three caster levels on attack and damage rolls (max +5).

Neutralize poison: immunizes subject against poison, detoxifies venom in or on subject.

Plant growth: grows vegetation, improves crops.

Reduce animal: shrinks one willing animal.

Remove disease: cures all diseases affecting subject.

Repel vermin: insects, spiders, and other vermin stay 10 ft. Away.

Summon nature's ally iii: calls animal to fight for you.

Tree shape: you look exactly like a tree for 1 hour/level.

Water walk: subject treads on water as if solid.

4th-level druidic II spells

Animal growth: one animal/two levels doubles in size.

Commune with nature: learn about terrain for 1 mile/level.

Cure serious wounds: cures 3d8 damage +1/level (max +15).

Freedom of movement: subject moves normally despite impediments.

Nondetection m: hides subject from divination, scrying.

Summon nature's ally iv: calls animal to fight for you.

Tree stride: step from one tree to another far away.

Cleric Spells

1st-level cleric spells

Bless: allies gain +1 on attack rolls and

+1 on saves against fear.

Bless water: makes holy water.

Bless weapon: weapon strikes true against evil foes.

Create water: creates 2 gallons/level of pure water.

Cure light wounds: cures 1d8 damage +1/level (max +5).

Detect poison: detects poison in one creature or small object.

Detect undead: reveals undead within 60 ft.

Divine favor: you gain +1 per three levels on attack and damage rolls.

Endure elements: exist comfortably in hot or cold environments.

Magic weapon: weapon gains +1 bonus.

Protection from chaos/evil: +2 to ac and saves, counter mind control, hedge out elementals and outsiders.

Read magic: read scrolls and spellbooks.

Resistance: subject gains +1 on saving throws.

Restoration, lesser: dispels magical ability penalty or repairs 1d4 ability damage.

Virtue: subject gains 1 temporary hp.

2nd-level cleric spells

Bull's strength: subject gains +4 to str for 1 min./Level.

Delay poison: stops poison from harming subject for 1 hour/level.

Eagle's splendor: subject gains +4 to cha for 1 min./Level.

Owl's wisdom: subject gains +4 to wis for 1 min./Level.

Remove paralysis: frees one or more creatures from paralysis or slow effect.

Resist energy: ignores 10 (or more) points of damage/attack from specified energy type.

Shield other f: you take half of subject's damage.

Undetectable alignment: conceals alignment for 24 hours.

Zone of truth: subjects within range cannot lie.

3rd-level cleric spells

Cure moderate wounds: cures 2d8 damage +1/level (max +10).

Daylight: 60-ft. Radius of bright light.

Discern lies: reveals deliberate falsehoods.

Dispel magic: cancels spells and magical effects.

Heal mount: as heal on warhorse or other special mount.

Magic circle against chaos: as protection from chaos, but 10-ft. Radius and 10 min./Level.

Magic circle against evil: as protection from evil, but 10-ft. Radius and 10 min./Level.

Magic weapon, greater: +1 bonus/four levels (max +5).

Prayer: allies +1 bonus on most rolls, enemies -1 penalty.

Remove blindness/deafness: cures normal or magical conditions.

Remove curse: frees object or person from curse.

4th-level cleric spells

Break enchantment: frees subjects from enchantments, alterations, curses, and petrification.

Cure serious wounds: cures 3d8 damage +1/level (max +15).

Death ward: grants immunity to death spells and negative energy effects.

Dispel chaos: +4 bonus against attacks by chaotic creatures.

Dispel evil: +4 bonus against attacks by evil creatures.

Holy sword: weapon becomes +5, deals +2d6 damage against evil.

Mark of justice: designates action that will trigger curse on subject.

Neutralize poison: immunizes subject against poison, detoxifies venom in or on subject.

Restoration m: restores level and ability score drains.





Psionics

METAL PAPER

Telepath Powers

0-Level Telepath Powers

Burst (Dex): Speed improves by 10 feet for 1 round.
Daze (Cha): Target loses next action.
Detect Psionics (Wis): Manifester can detect the presence of psionic activity.
Distract (Cha): Target's mind wanders, imparting a -1 penalty on certain actions.
Far Hand (Con): Minor telekinesis.
Finger of Fire (Int): Deal 1d3 fire damage to target.
Missive (Cha): Send a one-way telepathic message.
Verve (Str): Gain 1 temporary hit point.

1st-Level Telepath Powers

Attraction (Cha): Target develops an attraction the manifesters specifies.
Charm Person (Cha): Makes target manifesters friend.
Control Object (Con): Telekinetically animate a small object.
Lesser Body Adjustment (Str): Heal 1d8 hp, or gain +1 bonus on next Fortitude save to resist poison or disease, or heal 1 point of ability damage.
Lesser Mindlink (Cha): Forge a limited mental bond with target.
Object Reading (Wis): Reveal an objects past.

2nd-Level Telepath Powers

Brain Lock (Cha): Target can't move or take any mental actions.
Clairaudience/Clairvoyance (Wis): Hear or see at a distance.
Detect Thoughts (Cha): Detect targets surface thoughts.
Inflict Pain (Cha): Mental attack deals 3d6 damage to target.
Levitate (Dex): Target moves up or down at manifesters direction.
Sensitivity to Psychic Impressions (Wis): Reveal an areas past.
Suggestion (Cha): Compels target to follow suggested action.

3rd-Level Telepath Powers

False Sensory Input (Cha): Falsify one of the targets senses.
Lesser Domination (Cha): Forces target to obey manifesters will.
Mental Blast (Cha): Target stunned for 3d4 rounds.
Mindlink (Cha): Forge a mental bond with others.
Negate Psionics (Con): Cancels psionic powers and effects.

4th-Level Telepath Powers

Domination (Cha): Subject obeys manifesters will.
Forced Mindlink (Cha): Forge mental bond with unwilling target.
Tailor Memory (Cha): Plant false memory in target.
Telekinesis (Con): Lift or move 25 pounds per level at long range.

5th-Level Telepath Powers

Mindprobe (Cha): Discover a targets secret thoughts.
Power Resistance (Wis): Target gains power resistance 12.
Sending (Dex): Deliver short message anywhere instantly.

Battle Mind Powers

0-Level Battle Mind Powers

Detect Psionics (Wis): Manifester can detect the presence of psionic activity.
Far Punch (Con): Telekinetic strike deals 1 damage.
Finger of Fire (Int): Deal 1d3 fire damage to target.
Valor (Str): Gain a +1 morale bonus on saving throws.
Verve (Str): Gain 1 temporary hit point.

1st-Level Battle Mind Powers

Combat Precognition (Wis): Gain a +1 insight bonus to Defense.
Fire Bolt (Int): Deals 1d6+1 fire damage to target.
Lesser Bioweapon (Str): Create a staff of bioenergy that deals 1d4 bludgeoning damage.
Lesser Concussion (Con): Mentally pummel target for 1d6 damage.
Vigor (Str): Gain 3 temporary hit points.

2nd-Level Battle Mind Powers

Claws of the Bear (Str): Manifesters claw attack deals 1d12 damage.
Combat Focus (Wis): Gain a +4 insight bonus to initiative.
Combat Prescience (Wis): Gain a +2 insight bonus on attack rolls.
Concussion (Con): Mentally pummel target for 3d6 damage.
Darkvision (Wis): See in the dark.
Electric Charge (Int): Shocking touch deals 2d6 damage to target.

3rd-Level Battle Mind Powers

Lightning Strike (Int): Deals 3d6 electrical damage in a 30-foot radius.
Metaphysical Weapon (Int): Weapon gains a +3 enhancement bonus.
Mind Darts (Int): A flurry of mental bursts deals 5d6 damage to target.
Negate Psionics (Con): Cancels psionic powers and effects.
Whitefire (Int): Deals 5d4 fire damage in 20-foot radius.

4th-Level Battle Mind Powers

Fire Storm (Int): Deals 5d6 fire damage in 30-foot radius.
Greater Bioweapon (Str): Creates a staff of bioenergy that deals 2d8 bludgeoning damage.
Natural Armor (Str): Manifester gains a +4 natural armor bonus to Defense.
Psychofeedback (Str): Use power points to boost Str, Dex, and/or Con modifiers.

Expanded Telepath Powers

0-Level Telepath Powers

Burst (Dex). Speed improves by 10 feet for 1 round.
Daze (Cha). Target loses next action.
Detect Psionics (Wis). You detect the presence of psionics activity.
Distract (Cha). Target's mind wanders, imparting a -1 penalty on certain actions.
Far Hand (Con). Minor telekinesis.
Finger of Fire (Int). You deal 1d3 points of fire damage to one target.
Missive (Cha). Send a one-way telepathic message.
Telepathic Projection (Cha). Modify the subject's emotions.
Verve (Str). Gain 1 temporary hit point.

1st-Level Telepath Powers

Attraction (Cha). Target develops an attraction you specify.
Charm Person (Cha). Makes target your friend.
Conceal Thoughts (Cha). Hide your motives.
Control Object (Con). Telekinetically animate a small object.
Lesser Body Adjustment (Str). Heal 1d8 hp, or gain +1 bonus on next Fortitude save to resist poison or disease, or heal 1 point of ability damage.
Lesser Mindlink (Cha). Forge a limited mental bond with target.
Object Reading (Wis). Reveal an object's past.
White Noise (Con). Scramble electronic transmissions.

2nd-Level Telepath Powers

Brain Lock (Cha). Target can't move or take any mental actions.
Clairaudience/Clairvoyance (Wis). Hear or see at a distance.
Detect Thoughts (Cha). Detect target's surface thoughts.
Electronic Fog (Con). Scramble electronic signals.
Inflict Pain (Cha). Mental attack deals 3d6 points of damage to target.
Levitate (Dex). Target moves up or down at your direction.
Sensitivity to Psychic Impressions (Wis). Reveal an area's past.
Suggestion (Cha). Compels target to follow suggested action.

3rd-Level Telepath Powers

Charm Creature (Cha). Make creature believe you to be an ally.
False Sensory Input (Cha). Falsify one of the target's senses.
Lesser Domination (Cha). Forces target to obey your will.
Mental Blast (Cha). Target stunned for 3d4 rounds.
Mindlink (Cha). Forge a mental bond with others.
Negate Psionics (Con). Cancels psionic powers and effects.

4th-Level Telepath Powers

Domination (Cha). Subject obeys your will.
Forced Mindlink (Cha). Forge mental bond with unwilling target.

Inertial Barrier (Con). Subject gains DR 10/—.
Mindwipe (Cha). Subject's recent experiences are wiped away.
Tailor Memory (Cha). Plant false memory in target.
Telekinesis (Con). Lift or move 25 pounds per level at long range.

5th-Level Telepath Powers

Catapsi (Cha). Reduce power manifestation of others.
Mindprobe (Cha). Discover a target's secret thoughts.
Power Resistance (Wis). Target gains power resistance 12.
Sending (Dex). Deliver short message anywhere instantly.
Signal Feed (Cha). Cameras show what you want them to show.

Expanded Battle Mind Powers

0-Level Battle Mind Powers

Burst (Dex). Speed improves by 10 feet for 1 round.
Detect Psionics (Wis). You detect the presence of psionics activity.
Far Punch (Con). Telekinetic strike deals 1 damage.
Finger of Fire (Int). Deal 1d3 points of fire damage to target.
Lesser Natural Armor (Str). Gain +1 natural armor bonus to Defense.
Valor (Str). Gain a +1 morale bonus on saving throws.
Verve (Str). Gain 1 temporary hit point.

1st-Level Battle Mind Powers

Biofeedback (Str). Some damage taken as nonlethal.
Combat Precognition (Wis). Gain a +1 insight bonus to Defense.
Fire Bolt (Int). Deals 1d6+1 points of fire damage to target.
Lesser Bioweapon (Str). Create a staff of bioenergy that deals 1d4 points of bludgeoning damage.
Lesser Concussion (Con). Mentally pummel target for 1d6 points of damage.
Vigor (Str). Gain 3 temporary hit points.
White Noise (Con). Scramble electronic transmissions.

2nd-Level Battle Mind Powers

Claws of the Bear (Str). Your claw attack deals 1d12 points of damage.
Combat Focus (Wis). Gain a +4 insight bonus on initiative checks.
Combat Prescience (Wis). Gain a +2 insight bonus on attack rolls.
Concussion (Con). Mentally pummel target for 3d6 points of damage.
Darkvision (Wis). See in the dark.
Electric Charge (Int). Shocking touch deals 2d6 points of damage to target.
Painful Touch (Str). Unarmed attack deals 1d6 points of additional nonlethal damage.

3rd-Level Battle Mind Powers

Bite of the Tiger (Str). Bite for 2d8 points of damage.
Lightning Strike (Int). Deals 3d6 points of electrical damage in a 30-foot radius.

Improved Biofeedback (Str). Larger amount of damage taken as nonlethal damage.

Metaphysical Weapon (Int). Weapon gains a +3 enhancement bonus.

Mind Darts (Int). A flurry of mental bursts deals 2d6 points of damage to target.

Negate Psionics (Con). Cancels psionic powers and effects.

Whitefire (Int). Deals 5d4 points of fire damage in 20-foot radius.

4th-Level Battle Mind Powers

Fire Storm (Int). Deals 5d6 points of fire damage in 30-foot radius.

Greater Bioweapon (Str). Creates a staff of bioenergy that deals 2d8 points of bludgeoning damage.

Natural Armor (Str). You gain a +4 natural armor bonus to Defense.

Psychofeedback (Str). Use power points to boost Str, Dex, and/or Con modifiers.

Short Sharp Shock (Con). Deal 2d10 points of nonlethal damage, and destroy electronic records.

Psionic Agent Powers

0-Level Psionic Agent Powers

Burst (Dex). Speed improves by 10 feet for 1 round.

Detect Poison (Wis). Detect the presence of poisons.

Detect Psionics (Wis). Detect the presence of psionics activity.

Far Punch (Con). Telekinetic strike deals 1 point of damage.

Finger of Fire (Int). Deal 1d3 points of fire damage to target.

Missive (Cha). Send a one-way telepathic message.

Verve (Str). Gain 1 temporary hit point.

1st-Level Psionic Agent Powers

Call Weaponry (Dex). Summon weapon to your hand.

Combat Precognition (Wis). Gain a +1 insight bonus to Defense.

Feather Fall (Dex). Objects or creatures fall slowly.

Identify (Wis). Identify single feature of magical or psionics item.

Lesser Concussion (Con). Mentally pummel target for 1d6 points of damage.

Object Reading (Wis). Reveal an object's past.

Spider Climb (Dex). Walk on walls and ceilings.

2nd-Level Psionic Agent Powers

Chameleon (Str). Gain +10 bonus on Hide checks

Combat Focus (Wis). Gain a +4 insight bonus on initiative checks.

Combat Prescience (Wis). Gain a +2 insight bonus on attack rolls.

Darkvision (Wis). See in the dark.

Knock (Dex). Open locked doors.

Levitate (Dex). Target moves up or down at your direction.

Sensitivity to Psychic Impressions (Wis). Reveal an area's past.

3rd-Level Psionic Agent Powers

Dimension Slide (Dex). Move to spot within range you can see.

Fly (Dex). Subject flies at speed of 90 ft.

Instant Reload (Dex). Reload your weapon automatically.

Invisibility Purge (Wis). Dispels invisibility within 5 ft./level.

Metaphysical Weapon (Int). Weapon gains a +3 enhancement bonus.

Prowess (Wis). Take an extra attack of opportunity

Ubiquitous Vision (Wis). You have all-around vision.

4th-Level Psionic Agent Powers

Dimension Door (Dex). Teleports you and up to 500 lb. a short distance

Fate of One (Wis). Reroll a failed roll.

Freedom of Movement (Dex). Move normally despite impediments.

Ghost Shot (Dex). Create intangible bullets.

Immovability (Str). Become impossible to move.

Steadfast Perception (Wis). +4 bonus against illusions, +2 bonus on Search and Spot checks.

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