

Dungeons & Dragons Tactics Spell Guide

by Hedronas

Updated to v1.0 on Feb 8, 2008

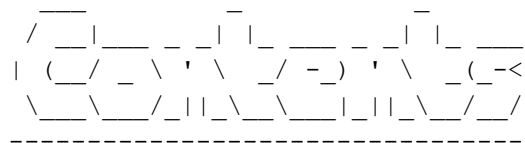
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1. Background Information

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1.1 Version History

1.00 - 8th February 2008

The Guide is finished! Full lists and descriptions for all spell casting and power manifesting classes complete. Only minor changes will be done now, mostly reader comments and other corrections.

0.90 - 6th February 2008

Added the Druid and Ranger spell lists and spell descriptions, and thanks to a quick level glitch found on Gamefaqs, I will be able to add the Psion and Pyschic Warrior power lists and power descriptions soon. Guide should be finished by the end of the month.

0.80 - 22nd January 2008

Finished the Sorcerer and Wizard list, plus all the descriptions of the spells. Once I complete the game with my current party (2nd play through), I will start again with some Psionic based characters, and possibly a Ranger to complete some more lists. Hopefully, the guide will be finished by end of Febuary.

0.70 - 29th December 2007

Hit an impasse when my memory stick wiped itself. Lists for the sorcerer are complete, but until I get a sorceror up to the lofty levels of 18 again, the actual spell details will be missing for the higher level spells. If any of you readers (As of now I have submitted the guide), wish to add any details to the spells, send them to me in the same format as I have written here. Also, the lists for the Bard, Druid Ranger, Psion and Pyschic Warrior would be appreciated.

0.66 - 20th December 2007

Whew, 2 updates in a day. Paladin spells entered. Now onto the Sorcerer/Wizard spells.

0.33 - 20th December 2007

Finished adding all the Cleric spells. Now on to the Paladin's.

0.00 - 18th December 2007

Started this Guide for ease of reference to my main Guide

1.2 About the Author

My name is Rob McDermott, and this is my second walkthrough/Game Guide. This is a separate section to my main Guide, simply to keep the file sizes down a bit. I am a pen and paper Dungeons and Dragons player primarily, so there may be some references to that in this guide, although I will try to keep them to a minimum. Any constructive critisms are accepted, as well as any tips of your own that you have.

1.3 Contact Information

Please send any comments to MrMc@shaolin.com.au.

Any e-mails with poor grammer or that are hard to understand I will likely not read, or send back to you with a request to re-word or make readable. This way information that is in this Guide will be clear.

1.4 Copyrights

All work in this Guide is Copyright Rob McDermott 2007. All Dungeons and Dragons content in this Guide is Open Source. Go to www.wizards.com/dnd for more information.

Currently, only Gamefaqs has permission to use this guide, if you wish to

have it on your website, please contact me.

2. About the Guide

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2.1 Guide Format

The first thing in this guide are the spell and power lists for each class, current to the characters I have played.

The next section will have the spells themselves, in alphabetical order. The spell entries will look like the following:

Spell Name

Casters and Level
School
Casting Time
Range
Duration
Components
Spell Resistance
Saving Throw

Spells Effect

The Casters and Level part of the spell tells you which classes get the spell and what level that they need to be in order to cast it. The school section isn't too important in Tactics, as there are no Spell Focus feats. Casting time will affect what your character can do after casting the spell. A casting time of Standard Action means that you can move before or after casting the spell. A casting time of Full Round means that you cannot do anything else beside cast the spell. The range component is fairly self explanatory, except for Touch and Ranged Touch. Touch means you have to hit the targets AC (if an Enemy) for the spell to take affect. Ranged Touch means the same thing, except you can be up to 30ft (usually) away from your target. Duration is fairly straight forward, whereas Components isn't. A Spell with a V component is a spoken spell, so your character must be able to speak. A spell with a S component requires that you have a hand free in order to cast. For Clerics this can be a problem, as you will want to use a shield to boost their AC, being that they are front - middle line fighters. Spell Resistance, or SR, is Armor Class for magic, your spellcaster needs to beat it with a D20 + Character Level. The feats Spell Penetration and Greater Spell Penetration add to this check. Most of the more powerful enemies in this game have SR, so these feats are a good investment. Saving Throw is either Fort, Ref or Will, and if the target succeeds, the spell is either negated or the effect lessened.

Anyway, onto the Lists!

3. Spell Lists

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3.1 Bard Spell List

- Level 0: Daze
Detect Magic
Flare
Light
Lullaby
Resistance
- Level 1: Cause Fear
Charm Person
Confusion, Lesser
Cure Light Wounds
Expeditious Retreat
Hypnotism
Remove Fear
Sleep
Summon Monster 1
- Level 2: Animal Trance
Blindness/Deafness
Blur
Calm Emotions
Cat's Grace
Cure Moderate Wounds
Daze Monster
Delay Poison
Eagle's Splendor
Fox's Cunning
Heroism
Hold Person
Hypnotic Pattern
Invisibility
Rage
Scare
Silence
Sound Burst
Summon Monster 2
- Level 3: Blink
Charm Monster
Clairvoyance
Confusion
Cure Serious Wounds
Deep Slumber
Dispel Magic
Fear
Haste
Remove Curse
See Invisibility
Slow
Summon Monster 3
- Level 4: Break Enchantment
Cure Critical Wounds
Dominate Person
Freedom of Movement
Hold Monster
Invisibility, Greater

Neutralise Poison
Rainbow Pattern
Shout
Summon Monster 4

Level 5: Cure Light Wounds, Mass
Greater Heroism
Mind Fog
Mislead
Summon Monster 5

Level 6: Cat's Grace, Mass
Charm Monster, Mass
Cure Moderate wounds, Mass
Fox's Cunning Mass

3.2 Cleric Spell List

Level 0: Cure Minor Wounds
Detect Magic
Guidance
Inflict Minor Wounds
Light
Resistance
Virtue

Level 1: Bless
Cause Fear
Command
Cure Light Wounds
Detect Chaos
Detect Evil
Detect Good
Detect Law
Detect Undead
Divine Favor
Doom
Inflict Light Wounds
Magic Weapon
Remove Fear
Shield of Faith
Summon Monster 1

Level 2: Aid
Bear's Endurance
Bull's Strength
Calm Emotions
Cure Moderate Wounds
Delay Poison
Eagle's Splendor
Find Traps
Hold Person
Inflict Moderate Wounds
Owl's Wisdom
Remove Paralysis
Silence
Sound Burst
Spiritual Weapon
Summon Monster 2

Level 3: Animate Dead
Bestow Curse
Blindness/Deafness
Contagion
Cure Serious Wounds
Dispell Magic
Inflict Serious Wounds
Invisibility Purge
Magic Vestment
Remove Curse
Remove Disease
Summon Monster 3

Level 4: Cure Critical Wounds
Death Ward
Dismissal
Divine Power
Freedom of Movement
Inflict Critical Wounds
Neutralise Poison
Poison
Summon Monster 4

Level 5: Break Enchantment
Cure Light Wounds, Mass
Flame Strike
Inflict Light Wounds, Mass
Raise Dead
Summon Monster 5

Level 6: Bear's Endurance, Mass
Bull's Strength, Mass
Create Undead
Cure Moderate Wounds, Mass
Eagle's Splendor, Mass
Harm
Heal
Inflict Moderate Wounds, Mass
Owl's Wisdom, Mass
Death to Undeath

Level 7: Cure Serious Wounds, Mass
Destruction
Inflict Serious Wounds, Mass
Regeneration

Level 8: Antimagic Field
Cure Critical Wounds, Mass
Earthquake
Fire Storm
Inflict Critical Wounds, Mass

Level 9: Heal, Mass
Implosion
Miracle
True Resurrection

Level 0: Cure Minor Wounds

Detect Magic

Guidance

Light

Resistance

Virtue

Level 1: Calm Animals

Charm Animal

Cure Light

Detect Snares and Pits

Entangle

Longstrider

Summon Nature's Ally 1

Level 2: Animal Trance

Barkskin

Bear's Endurance

Bull's Strength

Delay Poison

Fog Cloud

Hold Animal

Owl's Wisdom

Soften Earth and Stone

Summon Nature's Ally 2

Level 3: Call Lightning

Contagion

Cure Moderate Wounds

Dominate Animal

Neutralise Poison

Poison

Remove Disease

Summon Nature's Ally 3

Level 4: Cure Serious Wounds

Flame Strike

Freedom of Movement

Ice Storm

Summon Nature's Ally 4

Level 5: Call Lightning Storm

Commune with Nature

Control Winds

Cure Critical Wounds

Death Ward

Summon Nature's Ally 5

Wall of Fire

Level 6: Bear's Endurance, Mass

Bull's Strength, Mass

Cure Light Wounds, Mass

Eagle's Splendor, Mass

Owl's Wisdom, Mass

Level 7: Cure Moderate Wounds, Mass

Fire Storm

Heal

Level 8: Cure Serious Wounds, Mass
Earthquake
Finger of Death

Level 9: Cure Critical Wounds, Mass
Elemental Swarm
Foresight
Regenerate

3.4 Paladin Spell List

Level 1: Bless
Bless Weapon
Cure Light Wounds
Detect Undead
Divine Favor
Magic Weapon
Resistance
Virtue

Level 2: Delay Poison
Eagle's Splendor
Owl's Wisdom
Remove Paralysis

Level 3: Cure Moderate Wounds
Neutralise Poison
Remove Blindness/Deafness
Remove Curse

Level 4: Break Enchantment
Cure Serious Wounds
Death Ward

3.5 Ranger Spell List

Level 1: Calm Animals
Charm Animal
Delay Poison
Detect Snares and Pits
Entangle
Longstrider
Summon Nature's Ally 1

Level 2: Barkskin
Bear's Endurance
Bull's Strength
Cure Light Wounds
Hold Animal
Owl's Wisdom
Summon Nature's Ally 2

Level 3: Cure Moderate Wounds
Darkvision
Neutralise Poison
Remove Disease
Summon Nature's Ally 3

Level 4: Commune with Nature
Cure Serious Wounds
Freedom of Movement
Summon Nature's Ally 4

3.6 Sorcerer/Wizard Spell List

Level 0: Acid Splash
Daze
Detect Magic
Disrupt Undead
Flare
Light
Ray of Frost
Resistance
Touch of Fatigue

Level 1: Burning Hands
Cause Fear
Charm Person
Chill Touch
Detect Undead
Expeditious Retreat
Hypnotism
Mage Armor
Magic Missile
Magic Weapon
Ray of Enfeeblement
Shield
Shocking Grasp
Sleep
Summon Monster 1
True Strike

Level 2: Bear's Endurance
Blindness/Deafness
Blur
Bull's Strength
Cat's Grace
Control Undead
Darkvision
Daze Monster
Eagle's Splendor
False Life
Fog Cloud
Fox's Cunning
Hypnotic Pattern
Invisibility
Knock
Melf's Acid Arrow
Owl's Wisdom
Scare
Scorching Ray
See Invisibility
Summon Monster 2
Web

Level 3: Blink

Clairvoyance
Deep Slumber
Dispel Magic
Fireball
Flame Arrow
Haste
Heroism
Hold Person
Lightning Bolt
Rage
Slow
Summon Monster 3

Level 4: Animate Dead
Bestow Curse
Charm Monster
Confusion
Contagion
Evard's Black Tentacles
Fear
Globe of Invulnerability, Lesser
Ice Storm
Invisibility, Greater
Phantasmal Killer
Rainbow Pattern
Remove Curse
Shout
Solid Fog
Summon Monster 4
Wall of Fire

Level 5: Break Enchantment
Cloudkill
Cone of Cold
Dismissal
Dominate Person
Feeblemind
Hold Monster
Mind Fog
Summon Monster 5
Waves of Fatigue

Level 6: Acid Fog
Antimagic Field
Bear's Endurance, Mass
Bull's Strength, Mass
Cat's Grace, Mass
Chain Lightning
Circle of Death
Create Undead
Disintegrate
Eagle's Splendor, Mass
Fox's Cunning, Mass
Globe of Invulnerability
Heroism, Greater
Mislead
Otiluke's Freezing Sphere
Owl's Wisdom, Mass
Undeath to Death

Level 7: Control Undead
Finger of Death
Invisibility, Mass
Mordenkainen's Sword
Power Word, Blind
Waves of Exhaustion

Level 8: Charm Monster, Mass
Incendiary Cloud
Mind Blank
Moment of Prescience
Polar Ray
Power Word, Stun
Protection From Spells

Level 9: Dominate Monster
Foresight
Freedom
Meteor Swarm
Power Word, Kill
Time Stop
Wail of the Banshee

4. Power Lists

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4.1 Psion Power List

Level 1: Crystal Shard
Deceleration
Defensive Precognition
Demoralise
Detect Psionics
Dissipating Touch
Force Screen
Inertial Armor
Mind Thrust
Offensive Precognition
Psionic Charm
Psionic Daze
Psionic Vigor

Level 2: Aversion
Brain Lock
Concussion Blast
Ego Whip
Id Insinuation
Mental Disruption
Psionic Knock
Recall Agony
Swarm of Crystals

Level 3: Body Adjustment
Danger Sense
Eradicate Invisibility
Psionic Blast
Psionic Darkvision

Level 4: Aura Sight

Psionic Dominate
Psionic Freedom of Movement

Level 5: Psychic Crush

Level 6: Breath of the Black Dragon
Psionic Disintegrate

Level 7: Crisis of Life
Psionic Moment of Prescience
Ultrablast

Level 8: Recall Death

Level 9: Timeless Body

4.2 Psychic Warrior Power List

Level 1: Burst
Defensive Precognition
Detect Psionics
Dissipating Touch
Force Screen
Inertial Armor
Metaphysical Weapon
Offensive Precognition
Psionic Vigor
Thick Skin

Level 2: Body Adjustment
Dissolving Touch
Psionic Darkvision

Level 3: Danger Sense
Exhalation of the Black Dragon

Level 4: Psionic Freedom of Movement

Level 5: Psychofeedback

Level 6: Breath of the Black Dragon

5. Spell Details

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5.1 A - C

Acid Fog

Sorcerer/Wizard 6
School: Conjuration
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: 1 Round per level
Components: V, S
Spell Resistance: No

Saving Throw: None

You fill an area with a acidic fog. All creatures in the fog have their movement speed cut in half. Any creature in the fog takes 2D6 points of damage each round that they remain in the fog.

Acid Splash

Sorcerer/Wizard 0

School: Conjuration

Casting Time: 1 Standard Action

Range: Close (25ft)

Duration: Instantaneous

Components: V,S

Spell Resistance: No

Saving Throw: None

You conjure a orb of acid, which flies to it's target. If it hits, it deals 1D3 points of damage.

Aid

Cleric 2

School: Enchantment

Casting Time: Standard Action

Range: Touch

Duration: 1 minute (10 rounds) per level

Components: V,S

Spell Resistance: No

Saving Throw: None

Gain a +1 to attack rolls, +1 to Will saves against fear, and 1D8 +1 per level (maximum 10) temporary Hit Points, which are added to your total maximum Hit Points

Animal Trance

Bard 2, Druid 2

School: Enchantment

Casting Time: 1 Standard Action

Range: Close (25ft)

Duration: Concentrate

Components: V, S

Spell Resistance: Yes

Saving Throw: Will Save

You make up to 2d6 HD of creatures do nothing for the duration of the spell. If you perform any action besides moving, the spell ends.

Animate Dead

Cleric 3, Sorcerer/Wizard 4

Casting Time: Standard Action

Range: Close (25ft)
Duration: 1 Round per level
Components: V,S
Spell Resistance: No
Saving Throw: None

Bring a corpse to life as a Zombie to fight for you

Antimagic Field

Cleric 8, Sorcerer/Wizard 6
School: Abjuration
Casting Time: 1 Standard Action
Range: Personal
Duration: 1 Round per level
Components: V,S
Spell Resistance: No
Saving Throw: None

You create a field around you, 10ft (2 Squares) in diameter. Inside this field, no spells can be cast, and any spells cast at you fail, as the magical energy cannot enter the field.

Barkskin

Druid 2, Ranger 2
School: Transmutation
Casting Time: 1 Standard Action
Range: Touch
Duration: 10 minutes (100 Rounds) per level
Components: V, S
Spell Resistance: No
Saving Throw: None

You grant the target creature a +2 bonus to AC. This bonus is a Natural Armor bonus, so it stacks with any Armor, Shield or Deflection bonus the target has. The armor bonus increases by +1 for every three levels beyond 3rd, (+3 at 6th level, +4 at 9th level, +5 at 12th level). The maximum this spell can provide is +5.

Bear's Endurance

Cleric 2, Druid 2, Ranger 2, Sorcerer/Wizard 2
School: Transmutation
Casting Time: Standard Action
Range: Touch
Duration: 1 minute (10 rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

The target gains a +4 bonus to his Constitution score.

Bear's Endurance, Mass

Cleric 6, Druid 6, Sorcerer/Wizard 6
School: Transmutation
Casting Time: Standard Action
Range: Touch
Duration: 1 minute (10 rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

All targets inside a 15ft radius gain +4 bonus to their Constitution scores.

Bestow Curse

Cleric 3, Sorcerer/Wizard 4
School: Necromancy
Casting Time: Standard Action
Range: Touch
Duration: Permanent
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

When you touch the target, you curse him for life. He now takes a -4 penalty on attack rolls, saving throws, Ability checks and skill checks.

Bless

Cleric 1, Paladin 1
School: Enchantment
Casting Time: Standard Action
Range: Long (400ft)
Duration: 1 minute (10 rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

All Allies within the area gain +1 to Attack, and a +1 bonus to Will Saves against fear.

Bless Weapon

Paladin 1
School: Transmutation
Casting Time: Standard Action
Range: Touch
Duration: 1 minute (10 rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

You bless your weapon with holy energy. The weapon now has a +1 enhancement and deals an extra 2D6 points of damage to Undead. It is now also considered good aligned, which means it can beat the damage reduction of evil outsiders.

Blindness/Deafness

Bard 2, Cleric 3, Sorcerer/Wizard 2
School: Illusion
Casting Time: Standard Action
Range: Medium (100ft)
Duration: 1 minute (10 rounds) per level
Components: V,S
Spell Resistance: Yes
Saving Throw: Fortitude Save

The target is made blind and deaf. This means he has a 50% chance per attack to miss you entirely

Blink

Bard 3, Sorcerer/Wizard 3
School: Transmutation
Casting Time: 1 Standard Action
Range: Personal
Duration: 1 Round per level
Components: V,S
Spell Resistance: Yes
Saving Throw: None

As you shift at random times between the Material Plane and the Ethereal Plane, attacks against you have a 50% chance to miss. Area effect spells (like fireball) do half damage to you. You also get a 80% chance to hit creatures on the Ethereal Plane whilst this spell is in effect.

Blur

Bard 2, Sorcerer/Wizard 2
School: Illusion
Casting Time: 1 Standard Action
Range: Touch
Duration: 1 minute (10 Rounds) per level
Components: V
Spell Resistance: Yes
Saving Throw: None

You make the creature touched blur to vision, which gives attacks a 20% chance to miss you entirely.

Break Enchantment

Bard 4, Cleric 5, Paladin 4, Sorcerer/Wizard 5

School: Divination
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: Instantaneous
Components: V,S
Spell Resistance: No
Saving Throw: None

This spell instantly removes all spells cast on the target, such as Bless, Bull's Strength, Bestow Curse and similar.

Bull's Strength

Cleric 2, Druid 2, Ranger 2, Sorcerer/Wizard 2
School: Transmutation
Casting Time: Standard Action
Range: Touch
Duration: 1 minute (10 rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

The target gains a +4 bonus to his Strength score.

Bull's Strength, Mass

Cleric 6, Druid 6, Sorcerer/Wizard 6
School: Transmutation
Casting Time: Standard Action
Range: Touch
Duration: 1 minute (10 rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

All targets inside a 15ft radius gain +4 bonus to their Strength scores.

Burning Hands

Sorcerer/Wizard 1
School: Evocation
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Reflex Save

A 15ft (3 Squares) cone of fire erupts from your hands, dealing 1D4 points (max 5D4) of fire damage to anything in the area.

Call Lightning

Druid 3
School: Divination
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: Instantaneous
Components: V, S
Spell Resistance: No
Saving Throw: Reflex Save

You call forth from the sky bolts of lightning that deal 3d10 points of electric damage.

Call Lightning Storm

Druid 5
School: Divination
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: Instantaneous
Components: V, S
Spell Resistance: No
Saving Throw: Reflex Save

You call forth from the sky bolts of lightning that deal 5d10 points of electric damage.

Calm Animals

Druid 1, Ranger 1
School: Enchantment
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 1 minute (10 Rounds) per level
Components: V, S
Spell Resistance: Yes
Saving Throw: Will Save

This spell calms an animal, stopping it from attacking you until you make a threatening move towards it, or the duration expires.

Calm Emotions

Bard 2, Cleric 2
School: Enchantment
Casting Time: Standard Action
Range: Medium (100ft)
Duration: 1 minute (10 rounds) per level
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

This spell removes the effects of the Barbarians rage, as well as any

spells that grant morale bonuses, like Bless and Aid.

Cat's Grace

Bard 2, Sorcerer/Wizard 2

School: Transmutation

Casting Time: Standard Action

Range: Touch

Duration: 1 minute (10 rounds) per level

Components: V,S

Spell Resistance: No

Saving Throw: None

The target gains a +4 bonus to his Dexterity score.

Cat's Grace, Mass

Bard 6, Sorcerer/Wizard 6

School: Transmutation

Casting Time: Standard Action

Range: Touch

Duration: 1 minute (10 rounds) per level

Components: V,S

Spell Resistance: No

Saving Throw: None

All targets within a 15ft radius gain +4 to their Dexterity score.

Cause Fear

Bard 1, Cleric 1, Sorcerer/Wizard 1

School: Necromancy

Casting Time: Standard Action

Range: Close

Duration: 2 Rounds

Components: V,S

Spell Resistance: Yes

Saving Throw: Will Save

Any creature with less than 5HD (levels) is made afraid, taking a -2 penalty to attack, damage and saving throws.

Chain Lightning

Sorcerer/Wizard 6

School: Evocation

Casting Time: 1 Standard Action

Range: Long (400ft)

Duration: Instantaneous

Components: V, S

Spell Resistance: Yes

Saving Throw: Reflex Save

You cast a lightning bolt at one target, dealing 1d6 points of damage per level (max 20d6). Any enemy target within 30ft of the first target takes half the damage of the first bolt, to a maximum of one enemy per level.

Charm Animal

Druid 1, Ranger 1
School: Enchantment
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 1 Round per level
Components: V, S
Spell Resistance: Yes
Saving Throw: Will Save

You can charm any animal, though any threatening move towards the target instantly ends the spell.

Charm Monster

Bard 3, Sorcerer/Wizard 4
School: Enchantment
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 1 Round per level
Components: V, S
Spell Resistance: Yes
Saving Throw: Will Save

You cause an enemy monster to join your cause. Any aggressive act made by it or towards it ends the spell.

Charm Monster, Mass

Bard 6, Sorcerer/Wizard 8
School: Enchantment
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 1 Round per level
Components: V
Spell Resistance: Yes
Saving Throw: Will Save

As per Charm Monster, but affects all targets within a 30ft area.

Charm Person

Bard 1, Sorcerer/Wizard 1
School: Enchantment
Casting Time: 1 Standard Action
Range: Close (25ft)

Duration: 1 Round per level

Components: V,S

Spell Resistance: Yes

Saving Throw: Will Save

You cause an enemy humanoid to join your cause. Any aggressive act made by it or towards it ends the spell.

Chill Touch

Sorcerer/Wizard 1

School: Necromancy

Casting Time: 1 Standard Action

Range: Touch

Duration: Instantaneous

Components: V, S

Spell Resistance: Yes

Saving Throw: Fortitude Save

Negative energy deals 1D6 points of damage to the target, which also has to make a Fortitude save or take 1 point of Strength damage. Undead that this spell hit's take no damage, but if they fail a Will save, they flee panicked for 1D4 rounds.

Circle of Death

Sorcerer/Wizard 6

School: Necromancy

Casting Time: 1 Standard Action

Range: Medium (100ft)

Duration: Instantaneous

Components: V, S

Spell Resistance: Yes

Saving Throw: Fortitude Save

You instantly slay 1d4 HD of creatures per level (to a maximum of 20d4) in a 40ft radius area. Any creature with more than 9HD is immune to this spell.

Clairvoyance

Bard 3, Sorcerer/Wizard 3

School: Divination

Casting Time: 1 Standard Action

Range: Personal

Duration: 1 Round

Components: Verbal, Somatic, Focus

Spell Resistance: No

Saving Throw: None

This spell removes the fog-of-war effect of the Adventure Map

Cloudkill

Sorcerer/Wizard 5
School: Conjuration
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: 2 Rounds
Components: V, S
Spell Resistance: No
Saving Throw: Fortitude Save

You create a cloud of poisonous fog, that kills any creature below 6HD instantly. Higher level creatures are not affected, though the cloud provides concealment to all those in it.

Command

Cleric 1
School: Enchantment
Casting Time: Standard Action
Range: Close (25ft)
Duration: 1 Round
Components: V
Spell Resistance: Yes
Saving Throw: Will Save

You can control the actions of the target for one round.

Command Undead

Sorcerer/Wizard 2
School: Necromancy
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 1 Round per level
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

You can commmad any Undead to move and attack for the duration of the spell.

Commune with Nature

Druid 5, Ranger 4
School: Divination
Casting Time: 1 Standard Action
Range: Personal
Duration: 1 Round
Components: V, S
Spell Resistance: No
Saving Throw: None

This spell removes the Fog of War from the level.

Cone of Cold

Sorcerer/Wizard 5

School: Evocation

Casting Time: 1 Standard Action

Range: Long (400')

Duration: Instantaneous

Components: V, S

Spell Resistance: Yes

Saving Throw: Reflex Save

You create a cone of frigid air, starting from your character. This cone deals 1d6 points of cold damage per level, to a maximum of 15d6.

Confusion, Lesser

Bard 1

School: Enchantment

Casting Time: 1 Standard Action

Range: Close (25ft)

Duration: 1 Round

Components: V, S

Spell Resistance: Yes

Saving Throw: Will Save

The target becomes confused for one round.

Confusion

Bard 3, Sorcerer/Wizard 4

School: Enchantment

Casting Time: 1 Standard Action

Range: Medium (100ft)

Duration: 1 Round per level

Components: V, S

Spell Resistance: Yes

Saving Throw: Will Save

The target of the spell will randomly move, attack a random target, or simply stand still and do nothing.

Contagion

Cleric 3, Druid 3, Sorcerer/Wizard 4

School: Necromancy

Casting Time: Standard Action

Range: Touch

Duration: Instantaneous

Components: V, S

Spell Resistance: Yes

Saving Throw: Fortitude Save

You infect the target with your choice of disease. These all do some sort of ability damage to the target.

Control Undead

Sorcerer/Wizard 7
School: Necromancy
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 1 minute (10 Rounds) per level
Components: V, S
Spell Resistance: Yes
Saving Throw: Will Save

2HD per level worth of Undead fall under your control within a 15ft radius area.

Create Undead

Cleric 6, Sorcerer/Wizard 6
School: Necromancy
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 1 minute (10 Rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

Like Animate Dead, you summon an Undead to fight for you. The Undead that you get depends on your level;

Level 11 or Lower: Ghoul
Level 12-13: Ghast
Level 14-15: Mummy
Level 16+: Mummy Lord

Control Winds

Druid 5
School: Transmutation
Casting Time: 1 Standard Action
Range: Long (400ft)
Duration: Instantaneous
Components: V, S
Spell Resistance: No
Saving Throw: None

This spell removes any fog and cloud based spells from the level, such as Cloudkill.

Cure Critical Wounds

Bard 4, Cleric 4, Druid 5
School: Conjuration
Casting Time: Standard Action
Range: Touch
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

You use positive energy to heal the target of 4D8 + 1 per level (Max +20), points of damage. As this is positive energy, you damage Undead instead of healing it.

Cure Critical Wounds, Mass

Cleric 8, Druid 9
School: Conjuration
Casting Time: Standard Action
Range: Close (25ft)
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

You use positive energy to heal a group of targets within a 30ft diameter area to heal 4d8 + 1 per level (max +20) points of damage. This spell damages any Undead within the area instead of healing them.

Cure Light Wounds

Bard 1, Cleric 1, Druid 1, Paladin 1, Ranger 2.
School: Conjuration
Casting Time: Standard Action
Range: Touch
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

You use positive energy to heal the target of 1D8 + 1 per level (Max +5), points of damage. As this is positive energy, you damage Undead instead of healing it.

Cure Light Wounds, Mass

Bard 5, Cleric 5, Druid 6
School: Conjuration
Casting Time: Standard Action
Range: Close (25ft)
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

You use positive energy to heal a group of targets within a 30ft diameter area to heal 1d8 + 1 per level (max +5) points of damage. This spell damages any Undead within the area instead of healing them.

Cure Minor Wounds

Cleric 0, Druid 0
School: Conjuration
Casting Time: Standard Action
Range: Touch
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Will

Restore 1 Hp to the target.

Cure Moderate Wounds

Bard 2, Cleric 2, Druid 3, Paladin 3, Ranger 3.
School: Conjuration
Casting Time: Standard Action
Range: Touch
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Yes

You use positive energy to heal the target of 2D8 + 1 per level (Max +10), points of damage. As this is positive energy, you damage Undead instead of healing it.

Cure Moderate Wounds, Mass

Bard 6, Cleric 6, Druid 7
School: Conjuration
Casting Time: Standard Action
Range: Close (25ft)
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

You use positive energy to heal a group of targets within a 30ft diameter area to heal 2d8 + 1 per level (max +10) points of damage. This spell damages any Undead within the area instead of healing them.

Cure Serious Wounds

Bard 3, Cleric 3, Druid 4, Paladin 4, Ranger 4.
School: Conjuration
Casting Time: Standard Action

Range: Touch
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Yes

You use positive energy to heal the target of $3D8 + 1$ per level (Max +15), points of damage. As this is positive energy, you damage Undead instead of healing it.

Cure Serious Wounds, Mass

Cleric 7, Druid 8
School: Conjuration
Casting Time: Standard Action
Range: Close (25ft)
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

You use positive energy to heal a group of targets within a 30ft diameter area to heal $3d8 + 1$ per level (max +15) points of damage. This spell damages any Undead within the area instead of healing them.

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Darkvision

Ranger 3, Sorcerer/Wizard 2
School: Transmutation
Casting Time: 1 Standard Action
Range: Touch
Duration: 1 hour (600 Rounds) per level
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

You gain the ability to see in the dark, for a distance of 60ft (12 Squares)

Daze

Bard 0, Sorcerer/Wizard 0
School: Enchantment
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 1 Round
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

If the target has less than 4HD, then the target is stunned for 1 round if it fails it's save.

Daze Monster

Bard 2, Sorcerer/Wizard 2
School: Enchantment
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: 1 Round
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

If the target has less than 6HD, then the target is stunned for 1 round if it fails it's save.

Death Ward

Cleric 4, Druid 5, Paladin 4
School: Conjuration
Casting Time: Standard Action
Range: Touch
Duration: 1 minute (10 Rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: No

This spell protects the target from negative energy spells, preventing effects like energy drain, death magic and ability damage/drain.

Deep Slumber

Bard 3, Sorcerer/Wizard 3
School: Enchantment
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 1 minute (10 Rounds) per level
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

This spell functions like sleep, except that it affects up to 10HD of targets.

Delay Poison

Bard 2, Cleric 2, Druid 2, Paladin 2, Ranger 1
School: Conjuration
Casting Time: Standard Action
Range: Touch
Duration: 1 hour (600 Rounds) per level

Components: V,S
Spell Resistance: No
Saving Throw: No

The target becomes immune to poison for the duration of the spell.

Destruction

Cleric 7
School: Necromancy
Casting Time: 1 Standard Action
Range: Close (25')
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Fortitude Save

Instantly slays the target. If the target makes the save, the target instead takes 10D6 damage (which may be enough to kill the target anyway).

Detect Chaos

Cleric 1
School: Divination
Casting Time: Standard Action
Range: Long (400ft)
Duration: 10 minutes (100 rounds)
Components: V,S
Spell Resistance: No
Saving Throw: None

Detect the presence of chaos.

Detect Evil

Cleric 1
School: Divination
Casting Time: Standard Action
Range: Long (400ft)
Duration: 10 minutes (100 rounds)
Components: V,S
Spell Resistance: No
Saving Throw: None

Detect the presence of evil.

Detect Good

Cleric 1
School: Divination
Casting Time: Standard Action
Range: Long (400ft)

Duration: 10 minutes (100 rounds)

Components: V,S

Spell Resistance: No

Saving Throw: None

Detect the presence of good.

Detect Law

Cleric 1

School: Divination

Casting Time: Standard Action

Range: Long (400ft)

Duration: 10 minutes (100 rounds)

Components: V,S

Spell Resistance: No

Saving Throw: None

Detect the presence of law.

Detect Magic

Bard 0, Cleric 0, Druid 0, Sorcerer/Wizard 0

School: Divination

Casting Time: Standard Action

Range: Long (400ft)

Duration: 10 minutes (100 rounds)

Components: V,S

Spell Resistance: No

Saving Throw: None

Detect the presence of magic, usually spells or magic items.

Detect Snares and Pits

Druid 1, Ranger 1

School: Divination

Casting Time: 1 Standard Action

Range: Long (400ft)

Duration: 10 minutes (100 Rounds)

Components: V, S

Spell Resistance: No

Saving Throw: None

You detect the presence of traps in any natural environment.

Detect Undead

Cleric 1

School: Divination

Casting Time: Standard Action

Range: Long (400ft)

Duration: 10 minutes (100 rounds)

Components: V,S

Spell Resistance: No

Saving Throw: None

Detect the presence of Undead creatures.

Disintegrate

Sorcerer/Wizard 6

School: Transmutation

Casting Time: 1 Standard Action

Range: Medium (100ft)

Duration: Instantaneous

Components: V, S

Spell Resistance: Yes

Saving Throw: Fortitude Save

If you succeed at a ranged touch attack, a thin green ray hits the target, dealing 2d6 points of damage per level (maximum 40d6). If this deals enough damage to kill the target, it is turned into a fine dust. A target that succeeds it's saving throw takes 5d6 damage instead, although if this damage kills the target, it is also disintegrated.

Dispel Magic

Bard 3, Cleric 3, Sorcerer/Wizard 3

School: Abjuration

Casting Time: Standard Action

Range: Medium

Duration: Instantaneous

Components: V,S

Spell Resistance: Yes

Saving Throw: None

By making a Caster Level check (1D20 + level), you attempt to remove any spells cast on the target. You have to beat a DC of 11 + the Spells Casters level on the target.

Dismissal

Cleric 4, Sorcerer/Wizard 5

School: Abjuration

Casting Time: Standard Action

Range: Long (400ft)

Duration: Instantaneous

Components: V,S

Spell Resistance: Yes

Saving Throw: Will Save

This spell forces any Outsider Type or Elemental Type back to it's native plane of existance if it fails a special Will save.

Disrupt Undead

Sorcerer/Wizard 0
School: Necromancy
Range: Close (25ft)
Casting Time: 1 Standard Action
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: None

If you succeed on a ranged touch attack, the targetted Undead takes 1D6 points of damage.

Divine Favor

Cleric 1, Paladin 1
School: Evocation
Casting Time: Standard Action
Range: Personal
Duration: 1 minute (10 Rounds)
Components: V,S
Spell Resistance: No
Saving Throw: None

You gain a +1 bonus per three levels (maximum +3) to attack and damage.

Divine Power

Cleric 4
School: Evocation
Casting Time: Standard Action
Range: Personal
Duration: 1 Round per level
Components: V,S
Spell Resistance: No
Saving Throw: None

You imbue yourself with great martial skill. Your BAB changes to match your level (Maximum +20), and you gain +6 to your Strength, and 1 temporary Hp per level, which is added to your maximum possible Hp.

Dominate Animal

Druid 3
School: Enchantment
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: 1 Round per level
Components: V , S
Spell Resistance: Yes
Saving Throw: Will Save

The target animal becomes a faithful ally of the caster for the duration of the spell.

Dominate Monster

Sorcerer/Wizard 9

School: Enchantment

Casting Time: 1 Standard Action

Range: Close (25ft)

Duration: 1 Round per level

Components: V, S

Spell Resistance: Yes

Saving Throw: Will Save

The target enemy becomes a faithful friend to the caster for the duration of the spell.

Dominate Person

Bard 4, Sorcerer/Wizard 5

School: Enchantment

Casting Time: 1 Standard Action

Range: Close (25ft)

Duration: 2 Rounds per level

Components: V, S

Spell Resistance: Yes

Saving Throw: Will Save

The target enemy becomes a faithful friend to the caster for the duration of the spell.

Doom

Cleric 1

School: Enchantment

Casting Time: Standard Action

Range: Medium (100ft)

Duration: 1 minute (10 rounds) per level

Components: V, S

Spell Resistance: Yes

Saving Throw: Will Save

The target receives a -2 penalty to all attack rolls, damage rolls, saving throws, ability checks and skill checks.

Eagle's Splendor

Bard 2, Cleric 2, Paladin 2, Sorcerer/Wizard 2

School: Transmutation

Casting Time: Standard Action

Range: Touch

Duration: 1 minute (10 rounds) per level

Components: V,S
Spell Resistance: No
Saving Throw: None

The target gains a +4 bonus to his Charisma score.

Eagle's Splendor, Mass

Cleric 6, Druid 6, Sorcerer/Wizard 6
School: Transmutation
Casting Time: Standard Action
Range: Touch
Duration: 1 minute (10 rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

All targets inside a 15ft radius gain +4 bonus to their Charisma scores.

Earthquake

Cleric 8, Druid 8
School: Evocation
Casting Time: 1 Standard Action
Range: Long (400ft)
Duration: Instantaneous
Components: V,S
Spell Resistance: No
Saving Throw: Reflex Save

You cause the ground to shake massively, dealing 8D6 points of damage to all creatures within a 80ft radius area.

Elemental Swarm

Druid 9
School: Conjuration
Casting Time: Full-round Action
Range: Medium (100ft)
Duration: 1 Round per level
Components: V, S
Spell Resistance: No
Saving Throw: None

You summon a number of Large Earth Elementals to serve you.

Entangle

Druid 1, Ranger 1
School: Transmutation
Casting Time: 1 Standard Action
Range: Long (400ft)

Duration: 1 minute (10 Rounds) per level

Components: V, S

Spell Resistance: No

Saving Throw: Reflex Save

You cause the local vegetation come to life, making it wrap around the legs of any creatures in the spells 40ft target radius. A successful Reflex save prevents the target from becoming entangled, however, all movement through the area is halved.

Evard's Black Tentacles

Sorcerer/Wizard 4

School: Conjuration

Casting Time: 1 Standard Action

Range: Medium (100ft)

Duration: 1 Round per level

Components: V, S

Spell Resistance: No

Saving Throw: None

Magical black tentacles grow from the ground in a 20ft radius area from the target. These tentacles try to grapple opponents, and if they succeed, they deal 1d6 + 4 bludgeoning damage until the target escapes.

Expeditious Retreat

Bard 1, Sorcerer/wizard 1

School: Transmutation

Casting Time: 1 Standard Action

Range: Personal

Duration: 1 minute (10 Rounds) per level

Components: V,S

Spell Resistance: No

Saving Throw: None

You gain 30ft (6 Squares) to your speed.

False Life

Sorcerer/Wizard 2

School: Necromancy

Casting Time: 1 Standard Action

Range: Personal

Duration: 1 minute (10 Rounds) per level

Components: V,S

Spell Resistance: No

Saving Throw: None

You gain 1D10 + 1 per level (max +10) temporary Hp, which are added to your maximum score, by harnessing the power of Unlife.

Fear

Bard 3, Sorcerer/Wizard 4
School: Necromancy
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 1 Round per level
Components: V, S
Spell Resistance: Yes
Saving Throw: Will Save

A cone of deep terror washes out to the target, panicking any creatures that fail their Will Save.

Feeblemind

Sorcerer/Wizard 5
School: Enchantment
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: Permanent
Components: V, S
Spell Resistance: Yes
Saving Throw: Will Save

You reduce the targets Int and Cha to 1, making them incapable of casting spells or using skills based of those skills.

Find Traps

Cleric 2
School: Divination
Casting Time: Standard Action
Range: Personal
Duration: 1 minute (10 rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

You gain the ability to search for a traps like a Rogue can. You are also granted a bonus to your Search skill equal to half your level (max +10).

Finger of Death

Druid 8, Sorcerer/Wizard 7
School: Necromancy
Casting Time: 1 Standard Action
Range: Long (400ft)
Duration: Instantaneous
Components: V, S
Spell Resistance: Yes
Saving Throw: Fortitude Save

The target must make the Fortitude save or die. If they succeed, they take

3d6 +1 per level (maximum +25) points of damage.

Fireball

Sorcerer/Wizard 3

School: Evocation

Casting Time: 1 Standard Action

Range: Long (400ft)

Duration: Instantaneous

Components: V,S

Spell Resistance: Yes

Saving Throw: Reflex Save

This spell creates an explosion of fire, dealing 1d6 per level (max 10D6) points of fire damage to all targets within a 20ft (4 Squares) radius.

Firestorm

Cleric 8, Druid 7

School: Evocation

Casting Time: 1 Standard Action

Range: Medium (100ft)

Duration: Instantaneous

Components: V,S

Spell Resistance: Yes

Saving Throw: Reflex Save

You create a massive storm of fire, dealing 1D6 + 1 per level (max +15) points of damage to all creatures within a 20ft (4 Squares) area.

Flame Arrow

Sorcerer/Wizard 3

School: Conjuration

Casting Time: 1 Standard Action

Range: Medium (100ft)

Duration: 10 minutes (100 Rounds) per level

Components: V,S

Spell Resistance: Yes

Saving Throw: Reflex Save

You empower a companions arrows or bolts to do 1D6 points of fire damage.

Flame Strike

Cleric 5, Druid 4

School: Evocation

Casting Time: 1 Standard Action

Range: Medium (100ft)

Duration: Instantaneous

Components: V,S

Spell Resistance: Yes

Saving Throw: Reflex Save

You call upon a pillar of divine fire, dealing 1D6 points of damage per level (max 15D6) to any creature within a 10ft (2 Squares) of the target. As this damage is consider divine, fire resistance doesn't apply.

Flare

Bard 0, Sorcerer/Wizard 0
School: Evocation
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 10 Rounds
Components: V
Spell Resistance: Yes
Saving Throw: Fortitude Save

You make a burst of bright light in front of the target, dazzling it. It now has a -1 penalty to attack rolls for the duration of the spell.

Fog Cloud

Druid 2, Sorcerer/Wizard 2
School: Conjuration
Casting Time: 1 Standard Action
Range: Medium (100ftf)
Duration: 10 minutes (100 Rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

A thick fog spreads out from the target location, granting concealment to all targets in or behind the fog.

Foresight

Druid 9, Sorcerer/Wizard 9
School: Divination
Casting Time: 1 Standard Action
Range: Touch
Duration: 10 minutes (100 Rounds) per level
Components: V, S
Spell Resistance: No
Saving Throw: None

This spell grants the target a +2 bonus to AC and a +2 bonus to Reflex saves.

Fox's Cunning

Bard 2, Sorcerer/Wizard 2
School: Transmutation

Casting Time: Standard Action
Range: Touch
Duration: 1 minute (10 rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

The target gains a +4 bonus to his Intelligence score.

Fox's Cunning, Mass

Bard 6, Sorcerer/Wizard 6
School: Transmutation
Casting Time: Standard Action
Range: Touch
Duration: 1 minute (10 rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

All targets within a 15ft radius gain a +4 bonus to their Intelligence score.

Freedom

Sorcerer/Wizard 9
School: Abjuration
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: Instantaneous
Components: V, S
Spell Resistance: No
Saving Throw: None

This spell negates the effects of paralysis and stun, and spells that restrict movement.

Freedom of Movement

Bard 4, Cleric 4, Druid 4, Ranger 4
School: Abjuration
Casting Time: 1 Standard Action
Range: Touch
Duration: 1 minute (10 Rounds) per level
Components: V, S
Spell Resistance: No
Saving Throw: None

The target creature becomes immune to paralysis, stun, sleep, and entanglement effects, as well as removing any of these effects on the target.

Globe of Invulnerability, Lesser

Sorcerer/Wizard 4
School: Abjuration
Casting Time: 1 Standard Action
Range: Personal
Duration: 1 Round per level
Components: V, S
Spell Resistance: No
Saving Throw: None

This spell blocks all spells of 3rd level or lower from affecting the caster.

Globe of Invulnerability

Sorcerer/Wizard 6
School: Abjuration
Casting Time: 1 Standard Action
Range: Personal
Duration: 1 Round per level
Components: V, S
Spell Resistance: No
Saving Throw: None

This spell blocks all spells of 4th level or lower from affecting a 10ft radius area around the caster.

Guidance

Cleric 0, Druid 0
School: Divination
Casting Time: Standard Action
Range: Touch
Duration: 1 Round
Components: V,S
Spell Resistance: No
Saving Throw: None

Grant a +1 bonus to attack rolls, saving throws and skill checks.

Harm

Cleric 6
School: Necromancy
Casting Time: 1 Standard Action
Range: Touch
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

When you touch the target, you deal 10 points of damage per level, (to a maximum of 150 points) of damage. If the target makes it's save, it only takes half this damage. If the target is an Undead, it gets healed by the same amount.

Haste

Bard 3, Sorcerer/Wizard 3
School: Transmutation
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 1 Round per level
Components: V,S
Spell Resistance: No
Saving Throw: None

You speed up all beings within a 15ft radius area. While hasted, each being moves at twice their movement, has one extra attack during a Full Attack, and gains a +1 bonus to AC and attack.

Heal

Cleric 6
School: Necromancy
Casting Time: 1 Standard Action
Range: Touch
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

When you touch the target, you heal 10 points of damage per level, (to a maximum of 150) points of damage. If the target is Undead, it takes damage instead, and a Will save halves the damage.

Heal, Mass

Cleric 9
School: Necromancy
Casting Time: 1 Standard Action
Range: Touch
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

You heal 10 points of damage per level (max 150) to all creatures within a 30ft radius. This spell harms Undead instead of healing it.

Heroism

Bard 2, Sorcerer/Wizard 3
School: Enchantment
Casting Time: 1 Standard Action
Range: Touch
Duration: 10 minutes (100 Rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

You inspire great bravery with a touch, granting a +2 bonus to all attacks, saving throws and ability checks.

Heroism, Greater

Bard 5, Sorcerer/Wizard 6
School: Enchantment
Casting Time: 1 Standard Action
Range: Touch
Duration: 1 minute (10 Rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

You inspire great bravery with a touch, granting a +4 bonus to all attacks, saving throws and ability checks, and temporary Hp equal to the casters' level (maximum 20).

Hold Animal

Druid 1, Ranger 1
School: Enchantment
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: 1 Round per level
Components: V, S
Spell Resistance: Yes
Saving Throw: Will Save

The target animal freezes, and can take no actions for the duration of the spell.

Hold Monster

Bard 4, Sorcerer/Wizard 5
School: Enchantment
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: 1 Round per level
Components: V, S
Spell Resistance: Yes
Saving Throw: Will Save

As Hold Person, but any enemy can be targeted with this spell.

Hold Person

Bard 2, Cleric 2, Sorcerer/Wizard 3
School: Enchantment
Casting Time: Standard Action
Range: Medium (100ft)
Duration: 1 Round per level
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

You paralyse the target. The target is allowed a new save each round the spell lasts. The target must be human-shaped.

Hypnotic Pattern

Bard 2, Sorcerer/Wizard 2
School: Illusion
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: Concentrate
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

You create a hypnotic pattern that fascinates up to $2D4 + 1$ per level (maximum + 10).

Hypnotism

Bard 1, Sorcerer/Wizard 1
School: Enchantment
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 5 Rounds
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

You cause up to 4HD of creatures to become fascinated, which means that they will focus on you until you attack them.

Ice Storm

Druid 4, Sorcerer/Wizard 4
School: Evocation
Casting Time: 1 Standard Action
Range: Long (400ft)
Duration: 1 Round
Components: V, S
Spell Resistance: Yes
Saving Throw: None

You call forth a pillar of ice shards, that swirl in a 20ft radius area, dealing 5d6 points of ice damage.

Implosion

Cleric 9
School: Evocation
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Fortitude Save

If the target fails its Fortitude save, it is instantly killed.

Incendiary Cloud

Sorcerer/Wizard 8
School: Conjuration
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: 1 Round per level
Components: V, S
Spell Resistance: No
Saving Throw: Reflex Save

You create a large cloud of smoke and embers that deals 4d6 points of fire damage to any creature within it every round.

Inflict Critical Wounds

Cleric 4
School: Necromancy
Casting Time: Standard Action
Range: Touch
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

Use negative energy to wound a target, dealing 4D8 + 1 per level (max +20) points of damage. As this is negative energy, you heal Undead instead of damaging it.

Inflict Critical Wounds, Mass

Cleric 8
School: Necromancy
Casting Time: Standard Action
Range: Close (25ft)

Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

Use negative energy to wound a targets within a 30ft diameter area, dealing 4D8 + 1 per level (max +20) points of damage. This spell heals any Undead in the spells area instead of damaging it.

Inflict Light Wounds

Cleric 1
School: Necromancy
Casting Time: Standard Action
Range: Touch
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

Use negative energy to wound a target, dealing 1D8 + 1 per level (max +5) points of damage. As this is negative energy, you heal Undead instead of damaging it.

Inflict Light Wounds,Mass

Cleric 5
School: Necromancy
Casting Time: Standard Action
Range: Close (25ft)
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

Use negative energy to wound a targets within a 30ft diameter area, dealing 1D8 + 1 per level (max +5) points of damage. This spell heals any Undead in the spells area instead of damaging it.

Inflict Moderate Wounds

Cleric 2
School: Necromancy
Casting Time: Standard Action
Range: Touch
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

Use negative energy to wound a target, dealing 2D8 + 1 per level (max +10) points of damage. As this is negative energy, you heal Undead instead of damaging it.

Inflict Moderate Wounds,Mass

Cleric 6

School: Necromancy

Casting Time: Standard Action

Range: Close (25ft)

Duration: Instantaneous

Components: V,S

Spell Resistance: Yes

Saving Throw: Will Save

Use negative energy to wound a targets within a 30ft diameter area, dealing 2D8 + 1 per level (max +10) points of damage. This spell heals any Undead in the spells area instead of damaging it.

Inflict Minor Wounds

Cleric 0

School: Necromancy

Casting Time: Standard Action

Range: Touch

Duration: Instantaneous

Components: V,S

Spell Resistance: Yes

Saving Throw: Will Save

Inflict 1 point of damage to the target.

Inflict Serious Wounds

Cleric 3

School: Necromancy

Casting Time: Standard Action

Range: Touch

Duration: Instantaneous

Components: V,S

Spell Resistance: Yes

Saving Throw: Will Save

Use negative energy to wound a target, dealing 3D8 + 1 per level (max +15) points of damage. As this is negative energy, you heal Undead instead of damaging it.

Inflict Serious Wounds,Mass

Cleric 7

School: Necromancy

Casting Time: Standard Action

Range: Close (25ft)

Duration: Instantaneous

Components: V,S

Spell Resistance: Yes

Saving Throw: Will Save

Use negative energy to wound a targets within a 30ft diameter area, dealing 3D8 + 1 per level (max +15) points of damage. This spell heals any Undead in the spells area instead of damaging it.

Invisibility

Bard 2, Sorcerer/Wizard 2

School: Illusion

Casting Time: 1 Standard Action

Range: Touch

Duration: 1 minute (10 Rounds) per level

Components: V,S

Spell Resistance: No

Saving Throw: None

The target of the spell becomes invisible to normal sight. The target becomes visible when it takes a offensive action, a invisible cleric can cast curing and buff spells without becoming visible.

Invisibility, Greater

Bard 4, Sorcerer/Wizard 4

School: Illusion

Casting Time: 1 Standard Action

Range: Touch

Duration: 1 minute (10 Rounds) per level

Components: V,S

Spell Resistance: No

Saving Throw: None

This spell makes you invisible to both normal sight and darkvision. The same conditions apply to this spell as Invisibility.

Invisibility, Mass

Sorcerer/Wizard 7

School: Illusion

Casting Time: 1 Standard Action

Range: Touch

Duration: 1 minute (10 Rounds) per level

Components: V,S

Spell Resistance: No

Saving Throw: None

All creatures within a 30ft radius vanish from both normal sight and darkvision. Any creature that makes an attack ends the spell for that creature.

Invisibility Purge

Cleric 3

School: Evocation
Casting Time: Standard Action
Range: Personal
Duration: 1 Round per level
Components: V,S
Spell Resistance: No
Saving Throw: None

You surround yourself with an energy field that reveals any invisible creatures within 5ft (1 Square) of you.

5.4. J - L

Knock

Sorcerer/Wizard 2
School: Transmutation
Casting Time: 1 Standard Action
Range: Personal
Duration: Instantaneous
Components: V
Spell Resistance: No
Saving Throw: None

Instantly unlocks the target. Any door that is magically sealed, or any "quest" type chest/door cannot be opened by this spell.

Light

Bard 0, Cleric 0, Druid 0, Sorcerer/Wizard 0
School: Evocation
Casting Time: Standard Action
Range: Touch
Duration: 10 minutes (100 Rounds) per level
Components: V
Spell Resistance: No
Saving Throw: None

The target emits light like a torch, providing light out to 20ft (4 Squares), and shadowy light out an additional 20ft.

Lightning Bolt

Sorcerer/Wizard 3
School: Evocation
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Reflex Save

You send a bolt of electricity towards your target, dealing 1D6 points of shock damage per level (max 10D6). This spell only effects a single target as the PSP system isn't powerful enough to calculate ricochets.

Longstrider

Druid 1, Ranger 1
School: Transmutation
Casting Time: 1 Standard Action
Range: Personal
Duration: 1 hour (600 Rounds) per level
Components: V, S
Spell Resistance: No
Saving Throw: None

This spell increases your movement by 10ft (2 Squares).

Lullaby

Bard 0
School: Enchantment
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: Concentrate
Components: V, S
Spell Resistance: Yes
Saving Throw: Will Save

As long as the caster makes no actions, except to move, any creatures affected by this spell fall asleep until the caster does something, such as attacking, or casting another spell.

5.5. M - O

Mage Armor

Sorcerer/Wizard 1
School: Conjuration
Casting Time: 1 Standard Action
Range: Touch
Duration: 1 Hour (600 Rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

You create a field of force that surrounds you, granting you a +4 AC bonus.

Magic Missile

Sorcerer/Wizard 1

School: Evocation
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: None

You hurl magical bolts of force into a target. Each missile deals 1D4 + 1 damage, and you get one extra missile at 3rd, 5th, 7th and 9th levels.

Magic Weapon

Cleric 1, Paladin 1, Sorcerer/Wizard 0
School: Transmutation
Casting Time: Standard Action
Range: Touch
Duration: 1 minute (10 rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

The characters currently equipped weapon gains a +1 enhancement, which means the character gains a +1 to attack and damage.

Magic Vestment

Cleric 3
School: Transmutation
Casting Time: Standard Action
Range: Touch
Duration: 1 hour (600 rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

You grant the armor or shield touch an enhancement bonus of +1 per four levels (maximum +5)

Melf's Acid Arrow

Sorcerer/Wizard 2
School: Conjuration
Casting Time: 1 Standard Action
Range: Long (400ft)
Duration: Instantaneous
Components: V, S
Spell Resistance: No
Saving Throw: None

You launch a bolt of acid at the target, dealing 2D4 acid damage. The spell continues to damage the target for 1 round per three caster levels.

Meteor Shower

Sorcerer/Wizard 9
School: Evocation
Casting Time: 1 Standard Action
Range: Long (400ft)
Duration: Instantaneous
Components: V, S
Spell Resistance: Yes
Saving Throw: Reflex Save

You fire a meteor at a target. The target takes 2d6 damage, and the resulting explosion deals 6d6 points of damage to all targets within 20ft of the impact point.

Mind Blank

Sorcerer/Wizard 8
School: Abjuration
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 8 Hours (4800 Rounds)
Components: V, S
Spell Resistance: No
Saving Throw: None

This spell renders the target immune to all mind affecting spells.

Mind Fog

Bard 5, Sorcerer/Wizard 5
School: Enchantment
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: 30 minutes (300 rounds)
Components: Verbal, Somatic
Spell Resistance: Yes
Saving Throw: Will Save

This fog weakens the minds of those in it, giving all a penalty of -10 to all Will Saves and Wisdom checks

Miracle

Cleric 9
School: Evocation
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 10 Rounds
Components: V,S
Spell Resistance: No
Saving Throw: None

You instantly remove all negative effects from the target, and heal it of 10 points of damage per level. If the target is undamaged, it gains 50 temporary Hp, which are added to it's maximum total.

Mislead

Bard 5, Sorcerer/Wizard 6
School: Illusion
Casting Time: 1 Standard Action
Range: Personal
Duration: 2 Rounds per level
Components: S
Spell Resistance: Yes
Saving Throw: Will Save

This spell makes you invisible, and misdirects enemies at the same time, granting you +2 AC and +3 to attack (this is in addition to the bonuses for being invisible).

Moment of Prescience

Sorcerer/Wizard 8
School: Divination
Casting Time: Free Action
Range: Personal
Duration: 1 Round
Components: V, S
Spell Resistance: No
Saving Throw: None

During the round that the spell is cast and the next round, you gain a bonus to AC, attack, and saving throws equal to his caster level. For example a 16th level caster would gain +16 AC, +16 to attack and +16 to all his saving throws for the next round.

Mordenkainen's Sword

Sorcerer/Wizard 7
School: Evocation
Casting Time: 1 Standard Action
Range: Long (400ft)
Duration: 1 Round per level
Components: V, S
Spell Resistance: No
Saving Throw: None

You summon a sword that fights for you, dealing 4d6 + 3 points of damage.

Neutralise Poison

Bard 4, Cleric 4, Druid 3, Paladin 3, Ranger 3

School: Abjuration
Casting Time: 1 Standard Action
Range: Touch
Duration: 10 minutes (100 Rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

This spell removes any poison from the target.

Otiluke's Freezing Sphere

Sorcerer/Wizard 4
School: Evocation
Casting Time: 1 Standard Action
Range: Long (400ft)
Duration: Instantaneous
Components: V, S
Spell Resistance: Yes
Saving Throw: Reflex Save

You create a sphere of intense cold, dealing 1d6 per level (maximum 15d6) points of cold damage in a 10ft radius area.

Owl's Wisdom

Cleric 2, Druid 2, Paladin 2, Ranger 2, Sorcerer/Wizard 2
School: Transmutation
Casting Time: Standard Action
Range: Touch
Duration: 1 minute (10 rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

The target gains a +4 bonus to his Wisdom score.

Owl's Wisdom, Mass

Cleric 6, Druid 6, Sorcerer/Wizard 6
School: Transmutation
Casting Time: Standard Action
Range: Touch
Duration: 1 minute (10 rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

All targets inside a 15ft radius gain +4 bonus to their Wisdom scores.

Phantasmal Killer

Sorcerer/Wizard 4
School: Illusion
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: Instantaneous
Components: V, S
Spell Resistance: Yes
Saving Throw: Will Save

This spell instantly kills a target from inflicting intense fear. If they succeed on the save, they instead take 3d6 points of damage. This spell doesn't effect creatures with more than 9HD

Poison

Cleric 4, Druid 3
School: Necromancy
Casting Time: 1 Standard Action
Range: Touch
Duration: Permanent
Components: V,S
Spell Resistance: Yes
Saving Throw: Fortitude Save

You inflict a deadly poison upon the target. You deal 1D10 points of Constitution damage to the target, then another 1D10 points of damage 1 minute (10 Rounds) later.

Polar Ray

Sorcerer/Wizard 8
School: Evocation
Casting Time: 1 Standard Action
Range: Close (25)
Duration: Instantaneous
Components: V, S
Spell Resistance: Yes
Saving Throw: None

A ray of freezing cold leaps from your hand to deal 1d6 points of cold damage per level (maximum 25d6) to the target.

Power Word, Blind

Sorcerer/Wizard 7
School: Enchantment
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: Instantaneous
Components: Verbal
Spell Resistance: Yes

Saving Throw: None

This spell blinds the target if it has less than 201 Hp.

Power Word, Kill

Sorcerer/Wizard 9
School: Enchantment
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: Instantaneous
Components: Verbal
Spell Resistance: Yes
Saving Throw: None

Instantly kill a target with less than 101 Hp.

Power Word, Stun

Sorcerer/Wizard 8
School: Enchantment
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 2 minutes (20 Rounds)
Components: Verbal
Spell Resistance: Yes
Saving Throw: None

This spell stuns any creature with less than 151 Hp.

Protection From Spells

Sorcerer/Wizard 8
School: Abjuration
Casting Time: 1 Standard Action
Range: Touch
Duration: 10 minutes (100 Rounds) per level
Components: V, S
Spell Resistance: No
Saving Throw: None

This spell grants the target a +8 bonus to all saves against spells and spell like abilities.

Rage

Bard 2, Sorcerer/Wizard 3
School: Enchantment
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: Concentrate
Components: V,S

Spell Resistance: No
Saving Throw: None

This spell bestows the effects of a Barbarians rage on to the target, granting a +4 bonus to Strength and Constitution, a +2 bonus on Will Saves, -2 penalty to AC. When the spell ends, the target is fatigued. This spell effects one creature per three levels in a 30ft diameter area.

Rainbow Pattern

Bard 4, Sorcerer/Wizard 4
School: Illusion
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: Concentrate
Components: V, S
Spell Resistance: Yes
Saving Throw: Will Save

As long as the caster focuses, all creatures with a 20ft radius are fascinated by a field of glowing colours.

Raise Dead

Cleric 5
School: Conjuration
Casting Time: Full-round Action
Range: Touch
Duration: Instantaneous
Components: V,S
Spell Resistance: No
Saving Throw: None

You return the target to life, however the target only comes back with 1 Hp per level.

Ray of Enfeeblement

Sorcerer/Wizard 1
School: Necromancy
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 10 Rounds
Components: V,S
Spell Resistance: Yes
Saving Throw: None

With a successful ranged touch attack, you drain the Strength of the target by 1D6 + 1 per 2 levels.

Ray of Frost

Sorcerer/Wizard 0
School: Evocation
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: None

You project a beam of frost from your finger, dealing the target 1D3 points of cold damage.

Regenerate

Cleric 7, Druid 9
School: Conjuration
Casting Time: Full-round Action
Range: Touch
Duration: Instantaneous
Components: V,S
Spell Resistance: No
Saving Throw: None

You cure the target of 4D8 +1 per level (max 20) points of damage, and remove the effects of exhaustion and fatigue.

Remove Curse

Bard 3, Cleric 3, Paladin 3, Sorcerer/Wizard 4
School: Conjuration
Casting Time: Standard Action
Range: Touch
Duration: Instantaneous
Components: V,S
Spell Resistance: No
Saving Throw: None

All the effects of a curse and the curse itself are removed from the target.

Remove Disease

Cleric 3, Druid 3, Ranger 3
School: Conjuration
Casting Time: Standard Action
Range: Touch
Duration: Instantaneous
Components: V,S
Spell Resistance: No
Saving Throw: None

You cure the target of disease, and remove any of the effects of the disease.

Remove Fear

Bard 1, Cleric 1
School: Abjuration
Casting Time: Standard Action
Range: Close (25ft)
Duration: 10 minutes (100 rounds)
Components: V,S
Spell Resistance: No
Saving Throw: None

Grants a +4 bonus to resist fear spells. Also removes the effect of Cause Fear and other fear spells.

Remove Paralysis

Cleric 2, Paladin 2
School: Conjuration
Casting Time: Standard Action
Range: Close (25ft)
Duration: Instantaneous
Components: V,S
Spell Resistance: No
Saving Throw: None

Frees up to four paralysed creatures within a 30ft (6 Squares) area.

Resistance

Bard 0, Cleric 0, Druid 0, Paladin 1, Sorcerer/Wizard 0
School: Abjuration
Casting Time: Standard Action
Range: Touch
Duration: 1 minute (10 rounds)
Components: V,S
Spell Resistance: No
Saving Throw: None

Gain a +1 bonus on all Saving Throws.

Scare

Bard 2, Sorcerer/Wizard 2
School: Necromancy
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: 1 Round per Level
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

The target creature is affected by fear, if it has less than 5HD, and

receives a -2 penalty to attack rolls, skill checks and ability checks.

Scorching Ray

Sorcerer/Wizard 2

School: Evocation

Casting Time: 1 Standard Action

Range: Close (25ft)

Duration: Instantaneous

Components: V,S

Spell Resistance: Yes

Saving Throw: None

You fire a ray of fire to the target location, doing 4D6 points of damage in a 20ft diameter area.

See Invisibility

Bard 3, Sorcerer/Wizard 2

School: Divination

Casting Time: 1 Standard Action

Range: Touch

Duration: 10 minutes (100 Rounds) per level

Components: V,S

Spell Resistance: No

Saving Throw: None

You see any object that has been made invisible. This spell doesn't reveal any targets that are simply hiding.

Shield

Sorcerer/Wizard 1

School: Abjuration

Casting Time: 1 Standard Action

Range: Personal

Duration: 1 minute (10 Rounds) per level

Components: V,S

Spell Resistance: No

Saving Throw: None

You create a disk of force in front of you that gives you a +4 AC bonus. You are also immune to Magic Missile spells whilst the spells last.

Shield of Faith

Cleric 1

School: Abjuration

Casting Time: Standard Action

Range: Touch

Duration: 1 minute (10 rounds) per level

Components: V,S

Spell Resistance: No
Saving Throw: None

Grants a +2 deflection bonus to AC, with an additional +1 to AC for every six levels the caster has (maximum +5).

Shocking Grasp

Sorcerer/Wizard 1
School: Evocation
Casting Time: 1 Standard Action
Range: Touch
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: None

You reach out and grasp the target, dealing 1D6 points of electrical damage per level (max 5D6). You also get a +3 bonus to hit the target if he his wearing metal armor.

Shout

Bard 4, Sorcerer/Wizard 4
School: Evocation
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 1 minute (10 Rounds)
Components: Verbal
Spell Resistance: Yes
Saving Throw: Fortitude Save

You unleash a powerful scream, dealing 5d6 damage to any creature in the area. You also deafen the creatures in the target area. A successful save halves the damage taken, and negates the deafened affect.

Silence

Bard 2, Cleric 2
School: Illusion
Casting Time: Standard Action
Range: Long (100ft)
Duration: 1 minute (10 rounds) per level
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

This spell silences all targets in a 20ft diameter area. This prevents spellcasters from casting any spells with the "V" component.

Sleep

Bard 1, Sorcerer/Wizard 1
School: Enchantment
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: 1 minute (10 Rounds) per level
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

You put to sleep up to 4HD's worth of targets in a 10ft (2 Squares) radius area.

Slow

Bard 3, Sorcerer/Wizard 3
School: Transmutation
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 1 Round per level
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

All creatures in the spells area are slowed. This reduces their movement range by 50%, they lose 1 attack per round, get a -1 penalty to AC, Reflex saves and attack rolls.

Soften Earth and Stone

Druid 2
School: Transmutation
Casting Time: 1 Standard Action
Range: Close (25ft)
Duration: 1 Round per level
Components: V, S
Spell Resistance: Yes
Saving Throw: Reflex Save

This spell softens the land in the target area. Any creature caught in the area of the spell must make a Reflex save or be stuck in the mire.

Solid Fog

Sorcerer/Wizard 4
School: Conjuration
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: 1 minute (10 Rounds) per level
Components: V, S
Spell Resistance: No
Saving Throw: None

Create a dense, thick fog that makes it so hard to move that all creatures in the area move at half speed

Sound Burst

Bard 2, Cleric 2
School: Evocation
Casting Time: Standard Action
Range: Close (25ft)
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Fortitude Save

You create a sonic boom in a 15ft diameter area, dealing those within it 1D8 damage. Those who fail their Fortitude save are stunned and unable to act for one round.

Spiritual Weapon

Cleric 2
School: Evocation
Casting Time: Standard Action
Range: Close (25ft)
Duration: 1 Round per level
Components: V,S
Spell Resistance: No
Saving Throw: None

You summon a ghostly weapon, according to your Deity. It uses your attack bonus to strike, and deals 1D8 points of damage.

Summon Monster 1

Bard 1, Cleric 1, Sorcerer/Wizard 1
School: Conjuration
Casting Time: Standard Action
Range: Close (25ft)
Duration: 1 Round per level
Components: V,S
Spell Resistance: No
Saving Throw: None

You summon a Celestial Dog to aid you in combat.

Summon Monster 2

Bard 2, Cleric 2, Sorcerer/Wizard 2
School: Conjuration
Casting Time: Standard Action
Range: Close (25ft)
Duration: 1 Round per level
Components: V,S
Spell Resistance: No

Saving Throw: None

You summon a Fiendish Wolf to aid you in combat.

Summon Monster 3

Bard 3, Cleric 3, Sorcerer/Wizard 3

School: Conjuration

Casting Time: Standard Action

Range: Close (25ft)

Duration: 1 Round per level

Components: V,S

Spell Resistance: No

Saving Throw: None

You summon a Dire Wolf to aid you in combat. This creature takes up 10ft (4 Squares) area on the map, so you cannot cast this spell in tight areas.

Summon Monster 4

Bard 4, Cleric 4, Sorcerer/Wizard 4

School: Conjuration

Casting Time: Standard Action

Range: Close (25ft)

Duration: 1 Round per level

Components: V,S

Spell Resistance: No

Saving Throw: None

You summon a Monstrous Spider to aid you in combat. This creature takes up 10ft (4 Squares) area on the map, so you cannot cast this spell in tight areas.

Summon Monster 5

Bard 5, Cleric 5, Sorcerer/Wizard 5

School: Conjuration

Casting Time: Standard Action

Range: Close (25ft)

Duration: 1 Round per level

Components: V,S

Spell Resistance: No

Saving Throw: None

You summon a Earth Elemental to aid you in combat.

Summon Nature's Ally 1

Druid 1, Ranger 1

School: Conjuration

Casting Time: Standard Action

Range: Close (25ft)
Duration: 1 Round per level
Components: V,S
Spell Resistance: No
Saving Throw: None

You summon a wolf to serve as an ally in combat.

Summon Nature's Ally 2

Druid 2, Ranger 2
School: Conjuration
Casting Time: Standard Action
Range: Close (25ft)
Duration: 1 Round per level
Components: V,S
Spell Resistance: No
Saving Throw: None

You summon a small earth elemental to serve as an ally in combat.

Summon Nature's Ally 3

Druid 3, Ranger 3
School: Conjuration
Casting Time: Standard Action
Range: Close (25ft)
Duration: 1 Round per level
Components: V,S
Spell Resistance: No
Saving Throw: None

You summon a Dire Wolf to serve as an ally in combat. As this creature is large, it requires a 10ft x 10ft space to be available.

Summon Nature's Ally 4

Druid 4, Ranger 4
School: Conjuration
Casting Time: Standard Action
Range: Close (25ft)
Duration: 1 Round per level
Components: V,S
Spell Resistance: No
Saving Throw: None

You summon a medium earth elemental to serve as an ally in combat.

Summon Nature's Ally 5

Druid 5
School: Conjuration

Casting Time: Standard Action
Range: Close (25ft)
Duration: 1 Round per level
Components: V,S
Spell Resistance: No
Saving Throw: None

You summon a large earth elemental to serve as an ally in combat. As this creature is large, it requires a 10ft x 10ft square to be available.

5.7. T - V

Time Stop

Sorcerer/Wizard 9
School: Transmutation
Casting Time: 1 Standard Action
Range: Personal
Duration: 3 Rounds
Components: V
Spell Resistance: No
Saving Throw: None

You stop time for all creatures on the adventure map for 3 rounds. You then have these rounds to act freely (cast more spells, attack etc.,)

Touch of Fatigue

Sorcerer/Wizard 0
School: Necromancy
Casting Time: 1 Standard Action
Range: Touch
Duration: 1 Round per level
Components: V,S
Spell Resistance: Yes
Saving Throw: Fortitude Save

With a touch, you cause the target to become fatigued.

True Resurrection

Cleric 9
School: Conjuration
Casting Time: 1 Full Round Action
Range: Personal
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: None

You return to life all creatures within 15ft (3 Squares) of yourself.

True Strike

Sorcerer/Wizard 1
School: Divination
Casting Time: 1 Standard Action
Range: Personal
Duration: 2 Rounds
Components: V,S
Spell Resistance: No
Saving Throw: None

You gain a +20 bonus to hit for 1 round. The duration says two, but the first round is the round you cast the spell, so you have this bonus to Attacks of Opportunity.

Undeath to Death

Level: Cleric 6, Sorcerer/Wizard 6
School: Necromancy
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: Instantaneous
Components: V,S
Spell Resistance: Yes
Saving Throw: Will Save

This spell destroys 1D4 HD of Undead per level (max 20D4), destroying those Undead with the fewest HD first, in a 40ft radius area. Any Undead that have equal HD, the closest to the point of origin will be affected first.

Virtue

Cleric 0, Druid 0, Paladin 1
School: Transmutation
Casting Time: Standard Action
Range: Touch
Duration: 1 minute (10 Rounds) per level
Components: V,S
Spell Resistance: No
Saving Throw: None

Target gains 1 Temporary Hit Point, which is added to the maximum the character has.

5.8. W - Z

Wail of the Banshee

Sorcerer/Wizard 9
School: Necromancy
Casting Time: 1 Standard Action
Range: Close (25ft)

Duration: Instantaneous
Components: V
Spell Resistance: Yes
Saving Throw: Fortitude Save

You kill a number of creatures in a 30ft radius equal to your caster level. A Fortitude save prevents death.

Wall of Fire

Druid 5, Sorcerer/Wizard 4
School: Evocation
Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: 1 Round per level
Components: V, S
Spell Resistance: Yes
Saving Throw: None

You create a wall of flames that deal 2d6 +1 per level to any creatures in the area.

Waves of Exhaustion

Sorcerer/Wizard 7
School: Necromancy
Casting Time: 1 Standard Action
Range: Long (400ft)
Duration: Permanent
Components: V, S
Spell Resistance: Yes
Saving Throw: None

All those in the path of this negative energy become exhausted.

Waves of Fatigue

Sorcerer/Wizard 5
School: Necromancy
Casting Time: 1 Standard Action
Range: Long (400ft)
Duration: Permanent
Components: V, S
Spell Resistance: Yes
Saving Throw: None

All creatures in the target area become fatigued.

Web

Sorcerer/Wizard 2
School: Conjuration

Casting Time: 1 Standard Action
Range: Medium (100ft)
Duration: 10 minutes (100 Rounds) per level
Components: V, S
Spell Resistance: No
Saving Throw: Reflex

You create a thick, ropey spider web in a 20ft radius. These webs slow any creature that enters them, except for spiders.

6. Power Details

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The format for these will be similar to that of spells, except for a few minor changes. See below:

Power Name

Level
School
Power Point Cost
Augmentable
Range
Duration
Power Resistance
Saving Throw

Description of Power effects

The level of the power isn't that important, it only lets you know when you can take that power. The important part is the Power Point cost, as you need at least that number available to manifest the power. If you can augment the spell, I will list in the description what the cost is for augmentation and what it does. Basically, the more Power Points that you spend in the manifestation of the power, the better the effects will be. You can manifest powers as long as you have points remaining, the weapons and armor you have on should not effect the ability to manifest, like with spells. However, there are spells that are not available as powers, and vice versa. Example, while there is a spell to enhance ability scores, there is no power to do so, and while there is a power to breathe acid, there is no high level acid based spell.

You can only add up to your current level in power points to augment a power. i.e., a 5th level psion can manifest 3rd level powers, costing 5 Power Points, and can augment a 2nd level power by up to 3 Power points (so the total cost is 5 Power Points), and can augment a 1st level power by up to 4 Power Points (once again the total cost is up to 5 Power Points). This may not be very clear, it is somewhat tricky to explain, but if you play a Psion you will soon figure it out.

For all intents and purposes, Power Resistance is the same as Spell Resistance in Tactics.

Anyway, on to the Powers!

Aura Sight

Psion 4

School: Clairsentience

Power Point Cost: 7

Augmentable: No

Range: 60ft

Duration: 10 minutes (100 Rounds)

Power Resistance: No

Saving Throw: None

Detect any creature with a good or evil aura in a 60ft cone.

Aversion

Psion 2

School: Telepathy

Power Point Cost: 3

Augmentable: No

Range: Personal

Duration: 1 minute (10 Rounds) per level

Power Resistance: Yes

Saving Throw: Will Save

Any creature within 30ft (6 squares) of the manifester becomes panicked, if they succeed the Will Save, they are instead shaken.

Body Adjustment

Psion 3, Psychic Warrior 2

School: Psy-metabolism

Power Point Cost: 5 (Psions), 3 (Psychic Warriors)

Augmentable: Yes

Range: Personal

Duration: Instantaneous

Power Resistance: No

Saving Throw: None

You cure yourself of 1d12 points of damage.

Augmentation: For every 2 extra points spent, you heal an additional 1d12 points of damage.

Brain Lock

Psion 2

School: Telepathy

Power Point Cost: 3

Augmentable: No

Range: Medium (100ft)

Duration: Concentrate

Power Resistance: Yes
Saving Throw: Will Save

As long as the Psion concentrates, the target is dazed.

Breath of the Black Dragon

Psion 6, Psychic Warrior 6
School: Psy-metabolism
Power Point Cost: 11
Augmentation: Yes
Range: Close (25ft)
Duration: Instantaneous
Power Resistance: Yes
Saving Throw: Reflex Save

Breath a cone of Acid, dealing 11d6 points of damage to anything in the target area.

Augmentation: For every extra point spent, the damage increases by 1d6.

Burst

Psychic Warrior 1
School: Psychoportation
Power Point Cost: 1
Augmentable: No
Range: Personal
Duration: 1 Round
Power Resistance: No
Saving Throw: None

Gain a burst of speed for 1 round, moving 40ft (8 Squares) further than normal. Manifest this before you move or you will waste the power.

Concussion Blast

Psion 2
School: Psychokinesis
Power Point Cost: 3
Augmentable: Yes
Range: Medium (100ft)
Duration: Instantaneous
Power Resistance: Yes
Saving Throw: None

You cause a blast of psychokinetic energy, dealing 1d6 points of damage.

Augmentation: For every 2 extra points spent, the damage increases by 1d6.

Crisis of Life

Psion 7
School: Metacreativity
Power Point Cost: 13
Augmentable: Yes
Range: Medium (100ft)
Duration: Instantaneous
Power Resistance: Yes
Saving Throw: Fortitude Save

You reach out mentally to stop the heart of the target. If it has less than 11HD then it dies if it fails it's save. Targets with more HD or ones that succeed their save instead take 7d6 damage.

Augmentation: For every extra point spent, the HD of the target that can be affected increases by 1. The damage dealt to a target that makes it save or has more HD than the power can affect increases by 1d6.

Crystal Shard

Psion 1
School: Metacreativity
Power Point Cost: 1
Augmentable: Yes
Range: Close (25ft)
Duration: Instantaneous
Power Resistance: No
Saving Throw: None

You summon shards of crystal, hurling them at the target dealing 1d6 points of damage.

Augmentation: For every extra point spent, you deal an extra 1d6 points of damage.

6.2. D - F

Danger Sense

Psion 3, Psychic Warrior 3
School: Clairsentience
Power Point Cost: 5
Augmentable: No
Range: Personal
Duration: 1 hour (600 Rounds) per level
Power Resistance: No
Saving Throw: None

You gain +4 to Reflex saves and +4 to AC

Deceleration

Psion 1

School: Psychoportation
Power Point Cost: 1
Augmentable: No
Range: Close (25ft)
Duration: 1 minute (10 Rounds) per level
Power Resistance: Yes
Saving Throw: Reflex Save

Reduce the targets movement speed by 10ft (2 Squares). This power doesn't affect targets of large size.

Defensive Precognition

Psion 1, Psychic Warrior 1
School: Clairsentience
Power Point Cost: 1
Augmentable: Yes
Range: Personal
Duration: 1 minute (10 Rounds) per level
Power Resistance: No
Saving Throw: None

Gain a +1 bonus to AC, by dodging attacks.

Augmentation: For every 3 extra power points spent, the AC bonus increases by +1.

Demoralise

Psion 1
School: Telepathy
Power Point Cost: 1
Augmentable: Yes
Range: Personal
Duration: 1 minute (10 Rounds) per level
Power Resistance: Yes
Saving Throw: Will Save

Demoralise any target within 30ft (6 Squares) of the manifester. Targets failing the saving throw become shaken.

Augmentation: For every 2 points spent, the range of the power increases by 5ft (1 Square).

Detect Psionics

Psion 1, Psychic Warrior 1
School: Clairsentience
Power Point Cost: 1
Augmentable: No
Range: 60ft
Duration: 1 minute (10 Rounds) per level
Power Resistance: No
Saving Throw: None

This spell reveals to the caster any active Psionic effects in the powers range.

Dissipating Touch

Psion 1, Psychic Warrior 1
School: Psychoportation
Power Point Cost: 1
Augmentable: Yes
Range: Touch
Duration: Instantaneous
Power Resistance: No
Saving Throw: None

Your touch teleports small fragments of the target away, dealing 1d6 points of damage.

Augmentation: For every power point spent, the damage increases by 1d6.

Dissolving Touch

Psychic Warrior 2
School: Psy-metabolism
Power Point Cost: 3
Augmentable: Yes
Range: Touch
Duration: Instantaneous
Power Resistance: No
Saving Throw: None

Your touch deals 4d6 points of acid damage.

Augmentation: For every 2 extra points spent, you deal an additional 1d6 points of damage.

Ego Whip

Psion 2
School: Telepathy
Power Point Cost: 3
Augmentable: Yes
Range: Medium (100ft)
Duration: Instantaneous
Power Resistance: Yes
Saving Throw: Will Save

Your mind lances into your targets personality, dealing 4 points of Charisma damage.

Augmentation: For every 4 extra points spent, you deal an extra 2 points of Charisma damage.

Eradicate Invisibility

Psion 3
School: Psychokinesis
Power Point Cost: 3
Augmentable: Yes
Range: Personal
Duration: Instantaneous
Power Resistance: No
Saving Throw: Reflex Save

You cause all invisible creatures to become visible that are within 30ft (6 Squares) of you.

Augmentation: For every extra point spent, the radius increases by 5ft.

Exhalation of the Black Dragon

Psychic Warrior 3
School: Psy-metabolism
Power Point Cost: 5
Augmentable: Yes
Range: Close (25ft)
Duration: Instantaneous
Power Resistance: Yes
Saving Throw: Reflex Save

You spew forth a line of acid, dealing 3d6 damage.

Augmentation: For every 2 extra points spent, the damage is increased by 1d6 points.

Force Screen

Psion 1, Psychic Warrior 1
School: Psychokinesis
Power Point Cost: 1
Augmentable: Yes
Range: Personal
Duration: 1 minute (10 Rounds)
Spell Resistance: No
Saving Throw: None

This spell creates a mobile shield of force that grants +4 to AC.

Augmentation: For every 4 extra power points spent, the AC granted increases by +1.

6.3. G - I

Id Insinuation

Psion 2
School: Telepathy
Power Point Cost: 3
Augmentable: No
Range: Close (25ft)
Duration: Concentrate
Power Resistance: Yes
Saving Throw: Will Save

You send random thoughts into the targets mind, causing them to be confused for as long as the target concentrates.

Inertial Armor

Psion 1, Psychic Warrior 1
School: Psychokinesis
Power Point Cost: 1
Augmentable: Yes
Range: Personal
Duration: 1 hour (600 Rounds) per level
Power Resistance: No
Saving Throw: None

Create a field of force that functions like armor, granting a +4 bonus to AC.

Augmentation: For every 2 extra power points spent, the AC granted increases by +1.

6.4. J - L

6.5. M - O

Mental Disruption

Psion 2
School: Telepathy
Power Point Cost: 3
Augmentable: Yes
Range: Personal
Duration: 1 Round
Power Resistance: Yes
Saving Throw: Will Save

Every creature within 10ft radius (2 Squares) becomes dazed.

Augmentation: For every 2 extra points spent, the radius increases by 5ft.

Metaphysical Weapon

Psionic Warrior 1
School: Metacreativity

Power Point Cost: 1
Augmentable: Yes
Range: Touch
Duration: 1 minute (10 Rounds) per level
Power Resistance: Yes
Saving Throw: Will Save

Your weapon gains a +1 enhancement bonus.

Augmentation: For every 4 extra points spent, the bonus increases by +1

Mind Thrust

Psion 1
School: Telepathy
Power Point Cost: 1
Range: Close (25ft)
Augmentable: Yes
Duration: Instantaneous
Power Resistance: Yes
Saving Throw: Will Save

You launch a barrage of random thoughts at the targets mind, dealing 1d10 points of damage.

Augmentation: For every extra point spent, the damage increases by 1d10 points.

Offensive Precognition

Psion 1, Psychic Warrior 1
School: Clairsentience
Power Point Cost: 1
Augmentable: Yes
Range: Personal
Duration: 1 minute (10 Rounds) per level
Power Resistance: No
Saving Throw: None

You gain a +1 bonus to attack rolls.

Augmentation: For every 3 extra points spent, the bonus increases by +1

6.6. P - S

Psionic Blast

Psion 3
School: Telepathy
Power Point Cost: 5
Augmentable: No
Range: Close (25ft)
Duration: 1 Round

Power Resistance: No
Saving Throw: Will Save

You create a cone shaped burst of mental energy, dazing all creatures within 30ft for 1 round.

Psionic Charm

Psion 1
School: Telepathy
Power Point Cost: 1
Augmentable: No
Range: Close (25ft)
Duration: 1 Round per level
Power Resistance: Yes
Saving Throw: Will Save

You become friends with the target. Any aggressive action towards the target breaks the power.

Psionic Darkvision

Psion 3, Psychic Warrior 2
Level: Psion 3, Psychic Warrior 2
School: Clairsentience
Power Point Cost: 5 (Psions), 3 (Psychic Warriors)
Range: Personal
Duration: 1 hour (600 Rounds) per level
Power Resistance: Yes
Saving Throw: Will Save

This power grants the manifester darkvision to 60ft (12 Squares)

Psionic Daze

Psion 1
School: Telepathy
Power Point Cost: 1
Augmentable: Yes
Range: Close (25ft)
Duration: 1 Round
Power Resistance: Yes
Saving Throw: Will Save

You daze any creature that has less than 5HD for 1 Round.

Augmentation: For every extra point spent, the HD of the creature affected increases by +1.

Psionic Disintegrate

Psion 6

School: Psychoportation
Power Point Cost: 11
Augmentable: No
Range: Medium (100ft)
Duration: Instantaneous
Power Resistance: Yes
Saving Throw: Fortitude Save

You cast a thin ray at the target. If the target fails it's save, it is turned into dust. If the target succeeds it's save, it instead takes 5d6 points of damage.

Psionic Dominate

Psion 4
School: Telepathy
Power Point Cost: 1
Augmentable: No
Range: Medium (100ft)
Duration: Concentrate
Power Resistance: Yes
Saving Throw: Will Save

You cause the target to fight for you as long as you concentrate.

Psionic Freedom of Movement

Psion 4, Psychic Warrior 4
School: Psychoportation
Power Point Cost: 7
Augmentation: No
Range: Personal
Duration: 10 minutes (100 Rounds) per level
Power Resistance: Yes
Saving Throw: Will Save

You are freed from, and immune to any spell or power that hampers movement in any way.

Psionic Knock

Psion 2
School: Psychoportation
Power Point Cost: 3
Augmentable: No
Range: Touch
Duration: Instantaneous
Power Resistance: No
Saving Throw: None

Open a chest or door instantly.

Psionic Moment of Prescience

Psion 7
School: Clairsentience
Power Point Cost: 13
Augmentable: No
Range: Personal
Duration: 1 Round
Power Resistance: No
Saving Throw: None

You gain a bonus equal to your level to your attacks, AC and saves for 1 Round.

Psionic Vigor

Psion 1, Psychic Warrior 1
School: Psy-metabolism
Power Point Cost: 1
Augmentable: Yes
Range: Personal
Duration: 1 minute (10 Rounds) per level
Power Resistance: No
Saving Throw: None

You gain 5 temporary Hit Points.

Augmentation: For every extra point spent, you gain an additional 5Hp.

Psychic Crush

Psion 5
School: Telepathy
Power Point Cost: 9
Augmentable: Yes
Range: Close (25ft)
Duration: Instantaneous
Power Resistance: Yes
Saving Throw: Will Save

Instantly kill a target that fails it save. If it succeeds it's save, it instead takes 3d6 damage.

Augmentation: For every 2 extra points spent, the damage dealt to the target when it saves is increased by 1d6.

Psychofeedback

Psychic Warrior 5
School: Psy-metabolism
Power Point Cost: 9
Augmentable: No
Range: Personal
Duration: 1 Round per level

Power Resistance: No
Saving Throw: None

You gain +4 to Str and take -4 to Wis. I do not recommend using this power as it also takes away any power points you have for having a high Wis.

Recall Agony

Psion 2
School: Clairsentience
Power Point Cost: 3
Augmentable: Yes
Range: Medium (100ft)
Duration: Instantaneous
Power Resistance: Yes
Saving Throw: Will Save

You make the target recall vividly a previous injury, dealing 2d6 points of damage.

Augmentation: For every extra point spent, the damage increases by 1d6.

Recall Death

Psion 8
School: Clairsentience
Power Point Cost: 15
Augmentable: No
Range: Medium (100ft)
Duration: Instantaneous
Power Resistance: Yes
Saving Throw: Will Save

You make the target see it's death in it's future. The horror caused by this instantly kills the target if it fails it's save. If it succeeds it's save, it takes 5d6 damage instead.

Swarm of Crystals

Psion 2
School: Metacreativity
Power Point Cost: 3
Augmentable: Yes
Range: 15ft
Duration: Instantaneous
Power Resistance: No
Saving Throw: None

You shoot a cloud of razor sharp crystals, dealing 3d4 points of damage to all creatures in a 15ft (3 Squares) cone.

Augmentation: For every extra point spent, the damage increases by 1d4.

6.7. T - V

Thick Skin

Psychic Warrior 1

School: Psy-metabolism

Power Point Cost: 1

Augmentable: Yes

Range: Personal

Duration: 10 minutes (100 Rounds) per level

Power Resistance: No

Saving Throw: None

Your skin thickens, granting you a +1 natural armor bonus.

Augmentation: For every 3 extra points spent, the bonus increases by +1.

Timeless Body

School: Psychoportation

Power Point Cost: 17

Augmentable: No

Range: Personal

Duration: 2 Rounds

Power Resistance: Yes

Saving Throw: None

For the rest of this Round and the next, you become immune to all harmful effects.

Ultrablast

Psion 7

School: Telepathy

Power Point Cost: 13

Augmentable: Yes

Range: Personal

Duration: Instantaneous

Power Resistance: Yes

Saving Throw: Will Save

You make a loud psionic shriek, dealing 13d6 points of damage to all targets within 15ft (3 Squares) of you.

Augmentation: For every extra point spent, the damage increases by 1d6.

6.8. W - Z
