

## Dungeons & Dragons Scarred Lands Wiz/Sor Spell Index

<http://www.cresswell.org/scarred/>

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References: RR: Relics and Rituals, RR2: Relics and Rituals 2, HO: Hollowfaust, WW: The Wise and the Wicked, DD: The Divine and the Defeated, WR: Vigil Watch Warrens of the Ratmen, BT: Burok Torn, PP: Penumbra Pentagon, VWA: Vigil Watch: Asaatthi, BS: Blood Sea

### Wizard/Sorcerer Spell List

#### Special(Level varies by creature summoned)

Summon(specific creature). Allows caster to summon a single type of creature, specified by the spell title. (RR2)

#### 0-Level

Conj

Filch. Conjure a small nearby object into your hand. (RR2)

Div

Dowsing. Locates nearby sources of potable water. (RR)

Enumerate. Allows caster to quickly count a number of creatures or objects. (RR)

Evoc

Spark. Creates a tiny spark. (RR)

Illus

False Flavor. Gives food or drink an illusory taste. (RR2)

Trans

Chill/Warmth. Slowly raises or lowers temperature. (RR)

Clean. Cleans grime and dirt from one object or person. (RR)

Distort Shadow. Change the shape of any ordinary shadow. (RR)

Elina's Perfume. Change the scent of an object or person. (RR2)

Quick Sober. Cures the target of alcoholic influences. (RR)

#### 1-Level

Abjur

Bouyancy Net. Target is forced to the water's surface. (RR)

Conj

Cobwebs. Creates flimsy webs to slow movement. (RR2)

Field of Razors. Caltrop-like razors cover one 5 ft.-square/level. (RR2)

Glue. Makes a 10-ft. square surface sticky. (RR)

Web Sphere. Creates an ensnaring missile. (RR2)

Div

Arrow Charm. Creates a magical pointer that leads the way to a prespecified object or person. (RR)

Detect Gold. Detects gold or other metals. (RR)

Detect Shapechangers. Detects the presence and strength of shapechangers. (RR2)

Locate Oasis. Locates an oasis in the desert. (RR2)

Locate Water. Locates sources of water, fresh or salt. (RR2)

Shade's Sight. Creature touched may look from nearby shadows. (RR)

Spirit Watch. Learn general condition of the mark. (RR2)

Ench

Foreaction. Subject gains +5 bonus to initiative. (RR2)

Salamar's Quiet Contemplation. Causes enemies to grow passive and philosophical. (RR)

Serpent's Stare. The caster's gaze freezes a single target in place. (RR2)

Evoc

Blaise's Blazing Beads. Charges beads with magical energy and damages opponents. (RR2)

Bolt of Power. Produces a fiery blast of magma from a stone. (RR2)

Clawstrike. Surrounds caster's hand with a destructive claw of force. (RR2)

Flame Bolt. Shoots flaming missiles. (RR)

Flash. Causes a flash of light that blinds enemies. (RR)

Stone Bolt. Stone bolt causes damage, possible stun, knocks down target. (RR2)

Illus

Disappear. Caster becomes invisible for 2 rounds. (RR)

Penumbral Trap. Creates an area of phantasmal foes. (WW)

Necro

Animate Vermin. Temporarily animates small animal skeletons or zombies. (HO)

Bone Weapon. Transforms a nonmagical bone into a magical weapon. (HO)

Chill Weapon. Weapon causes 1 point of temporary Str damage per successful hit. (RR2)

Trans

Acid Spittle. Expectorate a viscous glob of acid at an opponent. (RR)

Bladethirst. Weapon touched cuts or pierces deeper, inflicting more damage. (RR2)

Elina's Wardrobe. Allows caster to quickly change outfits. (RR2)

Obscure Shadow. Makes an ordinary shadow disappear. (RR)

Rabbit Feet. Gives +2 bonus/level to Move Silently. (RR)

Reshape Shadow. Changes the shape of a natural shadow. (RR)

Stone Window. Creates a one-way "window" through rock walls. (BT)

Trigger Rune. Triggers a previously placed, magical rune from a distance. (RR)

## **2-Level**

Abjur

Aegis. Creates whirling field of force tendrils that protect the caster. (PGWBS p. 153)

Bend Sounds. Protection from sonic and language-based attacks. (RR2)

Blazing Shield. Protects the caster against melee and missile attacks. (RR)

Keshmeeri Refuge. Protects target from the harsh desert environment. (RR2)

Rune of Darkness. Rune causes impenetrable darkness. (RR)

Conj

Bed Bug Bites. Sleeping target is covered with itchy bites that penalize all rolls for the next day. (RR2)

Dolomar's Mapping. A spirit creates a map of the caster's movements. (RR)

Feast of Worms. Summons lard worms to attack a victim within range. (DD)

Iceshards. Caster creates several floating shards of ice that may defend or attack against opponents. (RR2)

Life Shield. Creates a shield that draws power from the caster's life energy. (RR)

Lilliandel's Flurry. Transforms a single fired arrow into three. (RR)

Div

Assassin's Senses. Increases caster's critical threat range and multiplier by one. (RR)

Dead Man's Eyes. View the last minutes of a corpse's life from it's view. (RR)

Ench

Alibi. Distorts memories of witnesses. (RR)

Darken Soul. Increases targets' susceptibility to darkness-related manipulation. (PP)

Enkili's Prank. Confuses the magic of a spellcaster, causing him to discharge the wrong spell. (RR)

Find the Astrological Doorway. Allows caster to find nearby gateways into the zodiac planes. (EI)

Rend the Sovereign Soul. Weakens victim's Will to resist. (RR)

Rie's Lustful Gaze. Those who meet caster's gaze are captivated and cannot take actions. (RR2)

Weeping Fool. Subject weeps helplessly. (RR2)

Evoc

Battlecry. Cone area effect that stuns opponents. (RR)

Chaos Flame. Creates an uncontrollable ball of fire that inflicts 4d4 damage. (RR2)

Cold Snap. Numbs and injures an opponent with bone-chilling cold. (RR)

Dark Flames. Creates a flame of darkness that grants darkvision. (RR)

Dolomar's Force Wave. Pushes away surrounding objects and creatures. (RR)

Downdraft. Creates a blast of wind from the caster's location. (RR2)

Ethereal Bolt. Bolt that damages ethereal and incorporeal targets. (RR)

Flame/Frost Weapon. Sheaths a weapon in fire or ice. (RR)

Fountain of Blood. Causes acidic blood to erupt from the ground. (RR2)

Ganest's Farstrike. Creates a bolt of flame with exceptional range. (RR)

Gloom. Creates an area of shadowy light around a touched object. (RR)

Smother. Creates magical cloak that smothers a target. (RR)

Illus

Aura of Menace. Caster gains +1 to his Intimidation skill per level. (RR2)  
 Blind Mark. Tampers with mark's senses. (RR2)  
 Ever Scent. Creates an illusory smell. (RR)  
 Minor Shadow Conjunction. Replicate 1<sup>st</sup>-level conjunction spells. (RR)  
 Shadow Images. Creates quasi-real mirror images of caster. (RR)  
 Versimilitude. Increases the DC of the subject's illusion spells. (RR2)  
 Necro  
 Arcane Healing. Converts arcane spells into healing energy. (HO)  
 Dying Breath. Exhausts one foe. (RR2)  
 Essence Flare. Drives the target berserk, enhancing his power but killing him slowly. (HO)  
 Netherblade. Creates a sword that drains negative energy, damaging undead creatures. (RR2)  
 Phantom's Howl. Cry that causes foes to be shaken, stunned or paralyzed. (RR)  
 Sleep of the Dead. Feign death. (RR)  
 Soul Blast. Positive energy ray inflicts damage equal to sacrificed hp. (RR2)  
 Trans  
 Bull's Grace. Ray reduces target's Dexterity. (RR2)  
 Burning Sight. Grants darkvision to mark. (RR2)  
 Continual Heat. Heats igneous rock to provide ambient warmth. (RR2)  
 Dragonflight. Wings sprout from the caster's back, allowing flight. (RR2)  
 Dragonhide. Transforms the caster's skin into a scaly hide. (RR2)  
 Fanning the Flames. Turns fire into a cone attack. (RR2)  
 Implicit Darkness. Obscures senses without discernable shadows. (PP)  
 Intoxicate. Causes intoxication ability penalties and possibly unconsciousness. (RR)  
 Nose of the Rat. Subject gains the Scent feat, bonus on tracking, enemy detection. (RR2)  
 Shaping. Transforms raw materials to finished objects. (VWA)  
 Sharpen Senses. Improves targets five senses +1 per caster level max 10. (PGWBS p. 157)  
 Shocking Missile. Enchants an arrow or bolt to inflict 2d8+1 electrical damage upon a successful hit. (RR2)  
 Swift Water. Enhances the speed of boats and ships. (RR)  
 Voice of the Deep. Allows the caster to remain on land or aboard a ship and converse with a single sentient creature underwater. (BS)

### 3-Level

Abjur  
 Chain of Shadows. Mingles target's innate resistances. (PP)  
 Greater Bend Sounds. Provides protection from sonic and language based attacks to all within area of effect. (RR2)  
 Rune of Fire. Rune causes 1d6 fire damage per caster level. (RR)  
 Rune of Sleep. Rune causes 1d6 HD of creatures per caster level to fall asleep. (RR)  
 Conj  
 Call Aquatic Humanoid I. Calls aquatic humanoids to fight for the spellcaster. (RR)  
 Chains of Binding. Summons iron chains that erupt from the ground, inflicting damage and grappling a single foe. (RR2)  
 Gas Cloud. Creates invisible gas that can explode for 1d6 damage/level. (RR)  
 Missile Storm. Transforms one projectile into a volley. (RR2)  
 Shadow Echoes. Relays sounds through shadows. (PP)  
 Div  
 Arcane Parry. Gain insight to avoid damage from foe's next attack. (RR2)  
 Detect Dreams. See into another's dreams, and learn the secrets of her past. (RR2)  
 Mind Raid. Allows reading of deep thoughts. (RR)  
 Rune of Seeing. Rune allows scrying. (RR)  
 Spy Senses. Observe through mark's senses. (RR2)  
 Ench  
 Crebain. Compels several Tiny animals to spy for the caster. (PGWBS p. 153)  
 Lure. A spell that causes an intense desire to possess a mundane item or trinket. (RR2)  
 Evoc  
 Austlinan's Violent Scream. 1d6 sonic damage/level in a 20-ft. cone. (RR2)  
 Dar'Tan's Shadow Bolt. Thrown shadow energy that causes 1d6 damage/level. (RR)

Dragon's Breath. Caster breathes damaging effect, 1d6 per level. (RR)

Manaspear. Creates a magical spear that inflicts damage and drains spells from its target. (RR)

Sirohk's Sonic Wave. Force wave strikes target, if creature may knock prone. (PGWBS p. 158)

Illus

Battle Projection. Caster creates a spectral copy of himself that can make melee attacks at a distance. (RR2)

Malicious Image. Causes mirror images to attack their caster. (RR2)

Mask Magic. Disguises the enchantment of a magic item. (RR2)

Mask of Virtue. Protects the caster's thoughts and alignment from detection. (WW)

Minor Shadow Evocation. Replicates 1<sup>st</sup> and 2<sup>nd</sup> level evocations. (RR)

Veil of Lust. Caster appears highly desirable to target, gains +20 to Charisma-based rolls. (RR2)

Necro

Armor of Undeath. Crafts protective armor from a corpse. (RR)

Bones of Silver. Skeletons totaling 1HD/level gain DR5/silver. (RR2)

Cadaver Dance. Animates skeletons or zombies for 1 day/level. (HO)

Lesser Turn Resistance. Gives undead target +1 turn resistance. (RR2)

Malaise. Mist drains Strength from all in the area. (RR2)

Phantom Wounds. Violently reopens old wounds and causes bleeding. (HO)

Shadow Strike. Damage inflicted on a shadow is transferred to it's owner. (RR)

Shadow Touch. Caster has Strength-draining touch. (RR)

Undead Familiar. Reanimates a fallen familiar. (HO)

Vampiric Weapon. Half the damage inflicted by a touch weapon is gained as temporary hit points. (RR2)

Wraithtouch. A necromancer's touch damages a foe's Constitution. (HO)

Trans

Animal Infusion. Gain the power of an animal. (RR)

Animate Shadow. Shadows become ropes that entangle. (RR)

Clarify Water. Water is purified, and can be turned from brackish to fresh water. (BS)

Fracture. Inflict 1d6 subdual damage, 1d4 actual, breaks random bone. (WR)

Follow the Shifting Sands. Allows target to track in desert conditions. (PGWBS p. 156)

Great Knock. Destroys any one barred portal. (RR)

Pressure Sphere. Increases water pressure to damage targets. (RR)

Rock Storm. Creates a whirlwind of rocks and debris that batters opponents. (BT)

Runic Weave. Imbues garments with magical protections and runes. (BT)

Shadow Tide. Turn shadows into a thick liquid-like sludge. (PP)

Unbuckle. Unfastens all buckles in area. (RR)

Vangal's Blessing. One willing subject/level enters a berserker rage. (RR2)

Virtue's Curse. Good actions are punished. (RR2)

**4-Level**

Abjur

Blaise's Lucky Bead. The caster imbues a bead with the luck energy. (RR2)

Hold Stone. Prevents transmutation of stone. (RR2)

Rune of Poison. Rune causes deadly poison. (RR)

Spell Wall. Creates magical lens through which spells alone may pass one way only. (RR2)

Ulica's Dweomer of Protection. Caster negates the effects of a single school of magic in her vicinity. (CA)

Conj

Bottomless Pit. Creates a permanent pit. (RR2)

Iron Butterflies. Creates a flock of iron butterflies that damages enemies and harms fey. (RR2)

Tanil's Spectral Archers. Conjures a flight of normal arrows to blanket an area causes 4d8 damage. (RR2)

Tevikk's Creeping Eye. Creates a small eyelike object that the caster can see through. (RR)

Vermينplague. Summons a horde of diseased rats, insects and other scavengers. (RR)

Div

Clear Sight. Negates penalties due to concealment. (BS)

Minor Circle of Seeing. Creates a magical circle to view locations where runes of seeing have been placed. (RR)

Quick Learn. Grants caster 3+1/level skill ranks in a desired skill. (RR2)

Terole's Translator. Gives complete understanding of one language. (RR)

Ench

Belsameth's Strife. Victim sees allies as deadly enemies. (RR)

Gluttony. Fills targets with ravenous hunger for 1 minute/level. (RR)

Evoc

Blaise's Bead of Frost. Enchants bead to produce a blast of frost and numbing cold. (RR2)

Blaise's Blasting Bead. Enchants bead to explode in a deafening concussive blast. (RR2)

Damashar's Force Rune. Runic pattern sends out shockwave that causes damage, knocks victims unconscious. (BT)

Mystic Enhancement. Increases another spell's duration. (VWA)

Persistent Missiles. Creates long-lasting missiles of magical force. (RR2)

Purifying Flames. Burns a foe every round until extinguished. (RR)

Sacrifice Spell. Cannibalize other spells for a 1d8 damage/spell level bolt. (RR)

Shadow Chains. Binds different shadows together, holding their owner captive. (RR2)

Shadow Shield. Protects the caster from sight and scrying. (RR)

Illus

Ghostdweomer. Creates a phantom dweomer around a spell or magic item to foil dispel magic attempts. (RR)

Talen's Maligned Performance. Ruins a bard's performance without his knowledge. (RR2)

Necro

Bone Construct. Shapes bones into various constructions or objects. (HO)

Bones of Iron. Skeletons totaling 1HD/level gain DR 10/magic. (RR2)

Dreamwalk. Caster can enter dreams. (WW)

Greater Spectral Hand. Creates disembodied glowing hand to deliver touch attacks. (RR2)

Repair Dead. Skeletons or zombies are instantly repaired. (RR2)

Zombie Form. Take the form of a zombie. (RR)

Trans

Accelerate Reflexes. One target moves with deadly speed and skill. (RR2)

Affliction. Ray reduces all of a target's attributes. (RR2)

Bath of Purity. Makes spirit doll able to heal it's target. (RR2)

Bloodied Blade. Temporarily gives a weapon the taste for blood, granting bonuses to attack and damage rolls. (RR2)

Earth Blast. Wave of displaced earth explodes beneath an enemy's feet, causing 4d6 +1/level damage. (RR2)

Enhanced Senses. Grants darkvision, +10 bonus to Listen, Search and Spot, plus Scent ability. (RR2)

Frostform. Caster's body becomes like ice, granting Cold subtype and bonus cold damage to his unarmed attacks. (RR2)

Gaurak's Corpulence. Causes a target to expand into a bloated, awakened obesity. (RR2)

Lesser Timeheal. Rapidly accelerates time for one target in order to heal the target's wounds. (RR2)

Mind Over Matter. Aids concentration to ignore distractions. (RR)

Mirror Safe. Creates an extradimensional space to store items. (RR)

Remove Resistance. Decreases target's spell resistance. (RR)

Sap Strength. Steals the strength from another creature. (RR2)

Seal of Hedrada. Seals one portal until a condition is met. (RR)

Shadow Form of Lyrand. Caster turns himself into a natural shadow. (RR)

Tattoo Item. Changes one item into a tattoo on the subject's body. (RR)

Vision of Night. Lets targets see as if it were night, regardless of conditions. (PP)

Water's Embrace. Animates a body of water in order to drown a creature. (RR)

Yaral's Totemic Transformation. Grants caster powers of totem animal. (RR)

## 5-Level

Abjur

Mana Sink. Creates a floating sphere that absorbs magic within its area of effect. (RR2)

Shield of Color. Creates a shimmering shield that protects the caster from attack and shadow magic. (DD)

Conj

Beetle Swarm. Summons a swarm of flesh-stripping beetles. (RR2)

Blaise's Iron Bead. Weaves an invisible protective magnetic barrier about the caster. (RR2)

Burden of Faith. Divine spellcasters within range suffer extreme encumbrance. (RR2)

Call Aquatic Monster. Calls an aquatic monster to fight for the spellcaster. (RR)

Darksoul. Caster allows a fiend to possess his body in order to increase his combat ability. (RR2)  
 Feren's Essential Exclusion. Protects target from harmful fogs, mists, light rain, and Kadum's blood. (BS)  
 Greater Familiar. Summons a powerful familiar. (RR)  
 Pillar of Attraction/Repulsion. Creates magnetic pillar that attracts/repels metal armor and weapons. (RR)  
 Wall of Crystal. Creates a wall of transparent crystal. (VWA)  
 Ench  
 Dreadmantle. The caster radiates despair, weakening the will of all those who view him. (RR2)  
 Gulaben's Ecstasy. Target is distracted by pleasure and has his will weakened. (RR2)  
 Gullibility. Subjects become overly trusting, suffering skill and saving throw penalties. (RR2)  
 Evoc  
 Curtain of Darkness. Creates a black wall that blocks sight and scrying. (RR)  
 Thulkas' Fury. The caster glows, radiates immense heat, and is protected from fire. (RR2)  
 Illus  
 Shadow Weapon. Creates a Strength-draining weapon. (RR)  
 Necro  
 Boneblades. Sharp bone spurs sprout all over caster's body. (RR2)  
 Dark Water. Imbues water with negative energy. (RR)  
 Doomwail. Victims must make Will saving throws or be deafened or paralyzed. (RR)  
 Durlock's Withering Pox. Inflicts disease that paralyzes and saps Constitution. (PGWBS p. 155)  
 Escape the Bonds of Flesh. Twists victim's bones and ruptures flesh, inflicting 2d8 points of damage + 1 per caster level. (WR)  
 Netherblast. Drains negative energy, inflicting 1d6 points/level of damage against undead. (RR2)  
 Nethergaze. Caster's gaze damages and impairs undead. (RR)  
 Nethershield. Creatures attacking the caster are drained of negative energy and heat while the caster is protected against energy drain and ability drain. (RR2)  
 Sigil of Fire. Corporeal undead are marked with a floating sigil and granted the fire subtype. (RR2)  
 Sigil of Ice. Corporeal undead are marked with a floating sigil and granted the cold subtype. (RR2)  
 Slow the Years. Halves the natural aging of the target. (RR2)  
 Stelan's Blood Tentacles. Creates tentacles from a dead or dying creature's blood. (RR2)  
 Turn Resistance. Gives undead target +3 turn resistance. (RR2)  
 Trans  
 Burning Sails. Invoke fear in those who view and speeds ship movement. (BS)  
 Dolomar's Limited Liquification. Caster assumes a liquid state. (RR)  
 Enchant Spirit Doll. Creates a spirit doll that can be used in conjunction with other spirit doll spells. (RR2)  
 Essential Blade. Allows a melee weapon or a natural weapon to ignore object hardness, damage incorporeal targets and make touch attacks when used in melee. (RR2)  
 Feren's Zone of Purity. Detoxifies air, or water surrounding caster. (BS)  
 Legion's March. One subject/level gains 1d4+1 Con. (RR2)  
 Live Wood. Regenerates damage done to wooden items or creatures. (RR)  
 Meld Object. Merges one object into the body of a creature. (RR)  
 Mesos' Vengeance. Greatly amplifies the arcane heat generated by spellcasting in an area. (RR2)  
 Multiplicity. Allows casting of prepared spell instead of others. Wizard only. (RR)  
 Scry Blast. Enchants a scrying device to transmit spell energies. (RR2)  
 Shadow Stride. Lets target walk on any visible shadow. (PP)  
 Ship Snare. Creates a magic trap to slow sea vessels. (RR)  
 Troll's Blood. Grants a troll's ability to regenerate for a limited duration. (HO)

## 6-Level

Abjur  
 Bladeturn. Deflects physical attacks aimed at caster. (WW)  
 Taldock's Spell Inhibitor. Weakens spells cast within 100ft. (RR)  
 Conj  
 Avalanche. Creates a moving avalanche under caster control. (RR2)  
 Awaken Lesser Titan Avatar. Conjure a powerful outsider. (RR)  
 Call Aquatic Humanoid II. Calls aquatic humanoids to fight for the spellcaster. (RR)  
 Power Word, Thunder. Causes a clap of deafening thunder. (RR)

Div

True Strike, Mass. One subject/level gains a +20 insight bonus to their next attack roll. (RR2)

Nerith's Vigilant Aura. Gives gaster the Uncanny Dodge ability and +4 bonuses to Spot, Search and Initiative. (WW)

Spectral Hydra. Conjures ghostly hydra heads to guard a location. (HO)

Ench

Amnesia. The target loses all memory. (DD)

Declaration of Death. Convinces a single creature that it has died. (RR)

Rie's Dance of Seduction. Charms all who view the dancer. (RR)

Evoc

Enkili's Lightning Storm. Causes an electrical storm that the caster can control. (RR)

Vengeance of the Scorned. Allows caster to find and defeat a single individual. (DD)

Illus

Abrindel's Prism Cloak. Shrouds the caster in an illusory cloak that captivates up to 24HD of attackers. (RR2)

Reverse Illusion. A real object is cloaked by illusion. (RR)

Talen's Confounding Battlefield. Illusions make everyone in the area of effect look like someone else. (RR2)

Necro

Bones of Adamantine. Skeletons totaling 1HD/level gain DR 10/adamantine. (RR2)

Chern's Exhalation. Caster expels a cloud of brain-damaging spores. (RR2)

Plague Touch. Cause disease in others with but a touch. (RR2)

Shade Storm. Summons a horde of wrathful spirits to harm living enemies. (RR2)

Sigil of Ooze. Corporeal undead are marked with a floating sigil and granted ooze-related special abilities. (RR2)

Touch of Madness. Caster's touch deals permanent Wisdom damage to victim. (RR2)

Undead Crew. Summons an undead crew to crew a ship controlled by the caster. (RR2)

Trans

Belsameth's Blessing. Transforms one creature into a werebeast. (RR)

Blade Meld. Causes weapons that strike the caster to meld into his flesh. (RR2)

Children of the Serpent Mother. Permanently transforms the target into a mass of snakes. (PGWBS p. 154)

Chill Gaze. Gaze paralyzes opponents with numbing cold inflicting 2d10 points of cold damage. (RR2)

Death Blade. Ghostly blade deals 1d6 damage per round until victim saves. (RR)

Fleshhammer. Enchants a bludgeoning weapon with the capacity for random ability drain. (DD)

Pass the Years. Ages target by 1d10 years. (RR)

Rupture. Inflicts 2d4 points subdual, 2d4 points actual damage, breaks random bone. (WR)

Shadow Smash. Permanently turns any object into a shadow version of itself. (RR)

## 7-Level

Abjur

Mesos' Containment. Absorbs and redirects physical energy attacks. (RR2)

Sever. Severs the connection of a divine caster and his diety. (RR)

Conj

Daggers of Vault. Creates a cloud of tiny blades that inflict 1d4 points of damage per round. (RR)

Evoc

Dark Lightning. Creates a bolt of anti-magical lightning. (RR2)

Eyeburst. Destroys the eyes of one creature, rendering it permanently blind. (RR2)

Hammer and Anvil. Deals 1d8 damage/level and may stagger target. (RR2)

Ilajam Fire. Creates a burst of persistent flame. (RR)

Illus

Shade Evocation. Replicates evocation spells up to 6<sup>th</sup> level. (RR)

Necro

Essense Shift. Drains life from a target to heal another's wounds. (HO)

Greater Turn Resistance. Gives undead target +5 turn resistance. (RR2)

Soulstrike. Tortured spirits drain Constitution from a chosen target. (RR)

Stop the Years. Spots target's aging for 1d10 years. (RR2)

Transmute Flesh to Shadow. Transforms one creature into shadows. (RR)

Trans

Ease the Ages' Burden. Slows target's aging with some side effects. (RR2)

Freezing Curse. Target is frozen solid. (RR)

Greater Timeheal. Brings a previous version of the target forward from the past to reverse injury or death. (RR2)

Mormo's Serpent Hands. Turns caster's fingers into venomous snakes. (RR)

Water Mastery. Allows the caster to shape and manipulate bodies of water. (BS)

Yugman's Damage Deflection. Transfers damage from attacks back to the attacker. (WW)

## **8-Level**

Div

Greater Circle of Seeing. View and affect locations where runes of seeing exist. (RR)

Conj

Anteas' Whip of Devastation. Force whip can attack opponents and dispel abjuration effects. (PGWBS p. 153)

Evoc

Blackflame. Surrounds the subject in an inferno of black fire. (RR)

Yugman's Boon. Allows a person to store a number of spells of the caster's choosing. (WW)

Yugman's Blazing Retribution. Sends a torrent of wildfire upon a target that the caster can see or scry. (WW)

Illus

Nerith's Phantasmal Aura of Protection. Attackers must make a Will save or be held. (WW)

Shadow Twin. Turns a creature's shadow into a hostile twin. (RR)

Soul Disk. The caster launches a keen vorpal disk at her foes, dealing 2d12 points of damage. (RR2)

Necro

Darkstaff. Creates staff of negative energy that drains hit points and levels from foes. (RR)

Leech Field. Absorbs hit points from nearby foes. (RR)

Negative Energy Geyser. Creates an eruption of negative energy. (RR2)

Shadow Storm. Causes damage, and Str and Con loss. (RR)

Virulence. Target contracts 1d3 diseases and becomes a carrier. (RR2)

Trans

Elemental Kiss. Target creature temporarily gains the Elemental type. (RR2)

Strength of Kadum. Target receives a +1/caster level bonus to Strength. (RR)

Time Skip. Become nonexistent for a time. (RR)

Widdershins. Caster jumps back in time. (RR)

## **9-Level**

Abjur

Censure of Mesos. A single target is prevented from using any spell, spell-like or supernatural ability for 1 round/level. (RR2)

Conj

Tendrils of Eternal Night. Conjures four shadowy tentacles that pull their victim through a negative-energy portal. (RR2)

Div

Mind Share. Allows caster to get truthful answers to any questions asked of subject. (DD)

Evoc

Mindwrack. Destructive energies cause Intelligence loss and random debilitation. (RR2)

Necro

Dagger of Undeath. Creates a dagger-like bolt of negative energy which may create an undead creature. (RR2)

Healing Interdiction. Target is prevented from healing any kind of damage for 1 day/level. (RR2)

Life Transfer. A victim's life force is transferred to a crystal. (VWA)

Purge the Taint of the Fallen. Caster creates a controlled fire that purifies a battleground of the shame visited upon it by the bodies of the conquered. (CA)

Soul Exchange. Transfers life essence from one body to another. (HO)

Trans

Cone of Oblivion. Creates a cone that disintegrates everything in its path. (RR2)



Two Minds. Doubles the caster's mental actions. (RR)