

## Additional Spells (from on-line EQ expansions)

The following spells are converted from the on-line EverQuest game. They do not appear in the EQ RPG Player's Handbook. They are included in my campaign/game as "House Rules."

Any feedback or comments about the spells, conversion process, etc. would be greatly appreciated.

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The expansion shorthand notation is:  
[PoP] – Planes of Power  
[LoY] – Legacy of Ykesha

### Summary by Class

The new level is listed first, followed by the spell name and a brief description.

#### Beastlord:

- 5 – *Malaria*: 2d10 disease damage for 9 rounds [LoY]
- 5 – *Ice Spear*: (5d10)x2 cold based single target direct damage, with long recast time [PoP]
- 6 – *Frost Shard*: (7d10+1)x2 cold based single target direct damage, with long recast time [PoP]
- 8 – *Bond of the Wild*: caster's pet gains +4 Str, +1 AC, +3 attack bonus, and haste (6). Caster gains 7d10 hps. [LoY]
- 9 – *Ice Shard*: (5d10)x5 cold based single target direct damage, with long recast time [PoP]

#### Cleric:

- 5 – *Blessing of Piety*: spell haste focus for level 10 spells and below [PoP]
- 10 – *Blessing of Faith*: spell haste focus for level 15 spells and below [PoP]
- 12 – *Temperance*: +4 divine bonus to AC and a divine bonus of +80 hit points [LoY]
- 13 – *Pure Blood*: combination of *Counteract Poison* and *Counteract Disease* [LoY]

#### Druid:

- 8 – *Harmony of Nature*: single target agro reduction spell (harmony upgrade) [PoP]
- 10 – *Spirit of Ash*: self only outdoor mana (3 per 10 min) and health (6 per 6 min) regen, tree illusion [PoP]
- 11 – *Healing Water*: heals (3d6-1)x10 hit points [LoY]

- 12 – *Share Form of the Great Wolf*: group form of the great wolf, ultravision, 20% increase in movement, +4 AC, attack bonus, and damage. [PoP]

- 13 – *Pure Blood*: combination of *Counteract Poison* and *Counteract Disease* [LoY]

#### Enchanter:

- 9 – *Entrancing Lights*: quick casting personal 20-foot radius AoE mesmerization spell for 1 round [PoP]
- 11 – *Illusion Scaled Wolf*: self only illusion with 50% speed bonus and +4 to attack rolls [PoP]
- 11 – *Leviathan Eyes*: as *Enduring Breath*, *See Invisible*, and *Ultravision*. [LoY]
- 13 – *Scryer's Trespass*: caster siphons 8 mana/round from target for 10 rounds [LoY]

#### Magician:

- 11 – *Primal Remedy*: heals 5d10 hit points to caster's pet for 5 rounds [LoY]
- 11 – *Refresh Summoning*: pet only heal (5d10)x4 hit points and *counteract disease* spell [PoP]
- 13 – *Elemental Empathy*: caster's pet gains +8 Str, +4 AC, and haste (6). Caster gains 8d12 hps, +5 AC, +3 on saves against magic, and magic resistance (12). [LoY]

#### Necromancer:

- 11 – *Auspice*: siphon 2d8+1 hit points per round for 9 rounds and transfer to companions. [LoY]
- 12 – *Torbas' Poison Blast*: (5d10)x4 poison based direct damage [PoP]
- 13 – *Comatose*: Caster feigns death, short duration, fast casting spell. [LoY]
- 13 – *Torbas' Venom Blast*: (7d10+3)x4 poison based direct damage [PoP]

#### Paladin:

- 5 – *Wave of Life*: group healing spell (4d10)x2 [PoP]
- 6 – *Brell's Steadfast Aegis*: grants +30 hit points to up to six targets [PoP]
- 6 – *Ethereal Cleansing*: heal (4d10+5) hits points each round for 4 rounds. [LoY]
- 8 – *Light of Life*: heal (3d6+2)x10 hit points. [LoY]

#### Ranger:

- 4 – *Flaming Arrow*: fire based 5d8 direct damage [PoP]

- 5 – *Burning Arrow*: fire based 6d10 direct damage [PoP]
- 5 – *Harmony of Nature*: single target agro reduction spell (harmony upgrade) [PoP]
- 6 – *Swarm of Pain*: 2d6 magic damage each round for 8 rounds. [LoY]
- 8 – *Icewind*: (7d10+2)x2 cold damage. [LoY]

#### Shadow Knight:

- 4 – *Spear of Disease*: fast casting single target (3d10+2)x2 disease based direct damage [PoP]
- 6 – *Blood of Pain*: 2d10 poison damage per round for 6 rounds. [LoY]
- 6 – *Spear of Pain*: fast casting single target (3d10+2)x4 disease based direct damage [PoP]
- 8 – *Comatose*: caster feigns death, short duration, fast casting spell. [LoY]
- 9 – *Spear of Plague*: fast casting single target (3d10+2)x6 disease based direct damage [PoP]

#### Shaman:

- 11 – *Stoicism*: heals 7d10 hit points per round for 6 rounds, but imposes lethargy. [LoY]
- 12 – *Infusion of Spirit*: single target Str+8, Dex+9, and Sta+7 buff [PoP]
- 12 – *Shock of Venom*: poison based (12d10)x2 direct damage spell [PoP]
- 13 – *Blast of Venom*: poison based (12d10)x3 direct damage spell [PoP]
- 13 – *Pure Blood*: combination of *Counteract Poison* and *Counteract Disease*. [LoY]

#### Wizard:

- 8 – *O'Keils Levity*: self only FR (6), fire saves +3 buff with levitate, infravision, and damage shield (3) [PoP]
- 11 – *Vision Shift*: as *See Invisible* and *Serpent Sight*. [LoY]
- 13 – *Elemental Cloak*: self only cold and fire resistance (18), +4 to saves, buff [PoP]
- 13 – *Frozen Harpoon*: (4d10+2)x5 points of cold damage. [LoY]

## Spell Descriptions

### *Auspice*

Alteration [Magic]  
 Level: Nec 11  
 Spell Line: *Leach*  
 Mana: 50  
 Components: V, S  
 Casting Time: 1 full round  
 Recast: Instant  
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature (within range), and up to six creatures, no two more than 20 ft. apart  
 Duration: 9 rounds  
 Saving Throw: Fortitude half  
 Spell Resistance: Yes  
 As *Zevfeer's theft of vitae*, except 2d8+1 hit points are drained per round and transferred to up to six companions. In EQ on-line terms, this is a group lifetap over time. [LoY]

### *Blast of Venom*

Conjuration (Summoning) [Poison]  
 Level: Shm 13  
 Spell Line: *Shock of Poison*  
 Mana: 57  
 Components: V, S  
 Casting Time: 1 action  
 Recast: Instant  
 Range: Medium (100 ft. + 10 ft./level)  
 Target: One creature  
 Duration: Instantaneous  
 Saving Throw: Fortitude half  
 Spell Resistance: Yes  
 As *shock of poison*, except the target takes (12d10)x3 hit points of poison damage. [PoP]

### *Blessing of Faith*

Alteration  
 Level: Clr 10  
 Spell Line: *Blessing of Piety*  
 Mana: 33  
 Components: V, S  
 Casting Time: 1 action  
 Recast: Instant  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Target: One creature  
 Duration: 30 minutes/level  
 Saving Throw: None (harmless)  
 Spell Resistance: Yes (harmless)  
 Equivalent to the Spell Haste focus effect. No effect on spells with free-action or 1 action casting times. Makes a 1 full round casting time spell only take 1 action, and other spells that take x full rounds, only take x-1 full rounds. Applies to 15<sup>th</sup> level spells or lower. [PoP]

### *Blessing of Piety*

Alteration  
 Level: Clr 5  
 Spell Line: *Blessing of Piety*  
 Mana: 17  
 Components: V, S  
 Casting Time: 1 action  
 Recast: Instant  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Target: One creature

Duration: 30 minutes/level  
Saving Throw: None (harmless)  
Spell Resistance: Yes (harmless)  
Equivalent to the Spell Haste focus effect. No effect on spells with free-action or 1 action casting times. Makes a 1 full round casting time spell only take 1 action, and other spells that take x full rounds, only take x-1 full rounds. Only applies to 10<sup>th</sup> level spells or lower. [PoP]

### *Blood of Pain*

Alteration [Poison]  
Level: Shd 6  
Spell Line: *Blood of Pain*  
Mana: 14  
Components: V, S  
Casting Time: 1 action  
Recast: 1 round  
Range: Medium (100 ft. + 10 ft./level)  
Target: One creature  
Duration: 6 rounds  
Saving Throw: Fortitude half  
Spell Resistance: Yes  
As *heat blood*, except the poison in the blood causes the whole body to wrack with pain while 2d10 hit points are drained per round. [LoY]

### *Bond of the Wild*

Alteration  
Level: Bst 8  
Spell Line: *Yekan's Quickening*  
Mana: 72  
Components: V, S  
Casting Time: 1 full round  
Recast: 5 rounds  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: Caster's pet  
Duration: 10 min/level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  
This spell grants the caster's animal warder a +4 bonus to Strength, and +1 dodge bonus to AC, a +3 attack bonus and haste (6), which grants a +2 haste bonus to AC, 1 extra attack action every round, and -1 weapon delay. In addition, the caster gains 7d10 hit points. [LoY]

### *Brell's Steadfast Aegis*

Abjuration  
Level: Pal 6  
Spell Line: *Divine vigor*  
Mana: 29  
Components: V, S  
Casting Time: 1 full round  
Recast: Instant  
Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart.

Duration: 30 minutes/level  
Saving Throw: Fortitude negates (harmless)  
Spell Resistance: Yes (harmless)  
As *divine vigor*, except this spell grants +30 bonus hit points to each of up to six targets. [PoP]

### *Burning Arrow*

Evocation [Fire]  
Level: Rng 5  
Spell Line: *Burn*  
Mana: 12  
Components: V, S  
Casting Time: 1 action  
Recast: 3 rounds  
Range: Medium (100 ft. + 10 ft./level)  
Target: One creature  
Duration: Instantaneous  
Saving Throw: Reflex half  
Spell Resistance: Yes  
As *burn*, except this spell deals 6d10 points of fire damage. [PoP]

### *Comatose*

Abjuration  
Level: Nec 13, Shd 8  
Spell Line: *Feign Death*  
Mana: 13  
Components: V, S  
Casting Time: Free action  
Recast: 2 rounds  
Range: Personal  
Target: Caster  
Duration: 1 round/level (D)  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  
As *feign death*, except it's faster casting, and has a shorter duration. [LoY]

### *Elemental Cloak*

Abjuration  
Level: Wiz 13  
Spell Line: *Endure Cold* and *Endure Fire*  
Mana: 21  
Components: V, S  
Casting Time: 1 action  
Recast: Instant  
Range: Personal  
Target: Caster  
Duration: 1 day  
Saving Throw: None (harmless)  
Spell Resistance: Yes (harmless)  
As *endure cold*, this spell grants the caster a +4 buff bonus on saves against effects with the

[cold] or [fire] descriptors, and a buff bonus of cold and fire resistance (18). [PoP]

### **Elemental Empathy**

Alteration  
Level: Mag 13  
Spell Line: *Burnout*  
Mana: 50  
Components: V, S  
Casting Time: 1 full round  
Recast: 2 rounds  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: Caster's pet  
Duration: 10 min/level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  
As *Burnout*, except, this spell grants the caster's summoned elemental a +8 bonus to Strength, and +4 dodge bonus to AC, and haste (6), which grants a +2 haste bonus to AC, 1 extra attack action every round, and -1 weapon delay. In addition, the caster gains 8d12 hit points, +5 dodge bonus to AC, +3 arcane bonus to saves against magic, and an arcane bonus of magic resistance (12). [LoY]

### **Entrancing Lights**

Conjuration [Mind-Affecting]  
Level: Enc 9  
Spell Line: *Mesmerize*  
Mana: 12  
Components: V, S  
Casting Time: free action  
Recast: 2 rounds  
Range: Personal  
Area: 20-foot radius centered on caster  
Duration: 1 round  
Saving Throw: Will negates  
Spell Resistance: Yes  
As *mesmerize* except the spell affects multiple creatures, the duration is shorter, and free action casting time. Spells and effects that mesmerize individual creatures, such as *dazzle*, do not stack with *entrancing lights*. [LoY]

### **Ethereal Cleansing**

Alteration (Healing)  
Level: Pal 6  
Spell Line: *Celestial remedy*  
Mana: 25  
Components: V, S  
Casting Time: 1 round  
Recast: 5 rounds  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature  
Duration: 4 rounds

Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  
As *celestial remedy*, except, this spell heals (4d10+5) hit points each round. [LoY]

### **Flaming Arrow**

Evocation [Fire]  
Level: Rng 4  
Spell Line: *Burn*  
Mana: 8  
Components: V, S  
Casting Time: 1 action  
Recast: 3 rounds  
Range: Medium (100 ft. + 10 ft./level)  
Target: One creature  
Duration: Instantaneous  
Saving Throw: Reflex half  
Spell Resistance: Yes  
As *burn*, except this spell deals 5d8 points of fire damage. [PoP]

### **Frost Shard**

Evocation [Cold]  
Level: Bst 6  
Spell Line: *Frost Rift*  
Mana: 17  
Components: V, S  
Casting Time: 1 action  
Recast: 5 rounds  
Range: Medium (100 ft. + 10 ft./level)  
Target: One creature  
Duration: Instantaneous  
Saving Throw: Reflex half  
Spell Resistance: Yes  
As *frost rift*, except the target takes (7d10+1)x2 hit points of cold damage. Note the long recast time. [PoP]

### **Frozen Harpoon**

Evocation [Cold]  
Level: Wiz 13  
Spell Line: *Shock of Frost*  
Mana: 26  
Components: V, S  
Casting Time: 1 action  
Recast: 2 rounds  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature  
Duration: Instantaneous  
Saving Throw: Reflex half  
Spell Resistance: Yes  
As *shock of frost*, except this spell deals (4d10+2)x5 points of cold damage. [LoY]

### *Harmony of Nature*

Alteration [Mind-Affecting]

Level: Rng 5, Dru 8

Spell Line: *Harmony*

Mana: 17

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 10 minutes (D)

Saving Throw: None

Spell Resistance: Yes

As *harmony*, except this spell targets a single creature and has a longer duration. In addition, if a will save is called for, the DC is much higher than normal: 10 + spell level + (the caster's key spellcasting ability modifier x 3). [PoP]

### *Healing Water*

Alteration (Healing)

Level: Dru 11

Spell Line: *Minor healing*

Mana: 33

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *minor healing*, except this spell heals (3d6-1)x10 hit points. [LoY]

### *Ice Shard*

Evocation [Cold]

Level: Bst 9

Spell Line: *Frost Rift*

Mana: 25

Components: V, S

Casting Time: 1 action

Recast: 5 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As *frost rift*, except the target takes (5d10)x5 hitpoints of cold damage. Note the long recast time. [PoP]

### *Ice Spear*

Evocation [Cold]

Level: Bst 5

Spell Line: *Frost Rift*

Mana: 9

Components: V, S

Casting Time: 1 action

Recast: 5 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As *frost rift*, except the target takes (5d10)x2 hitpoints of cold damage. Note the long recast time. [PoP]

### *Icwind*

Evocation [Cold]

Level: Rng 8

Spell Line: *Icwind*

Mana: 31

Components: V, S

Casting Time: 1 action

Recast: 3 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell deals (7d10+2)x2 points of cold damage. [LoY]

### *Illusion – Scaled Wolf*

Divination

Level: Enc 11

Spell Line: *Minor illusion*

Mana: 25

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Target: Caster

Duration: 1 hour/level

Saving Throw: None (harmless)

Spell Resistance: No

As *illusion – air elemental* except, it's only able to be cast outdoors, and the caster for all intents and purposes becomes a scaled wolf. This gives the caster 50% increase in base speed (not stackable with *spirit of wolf*) and provides a +4 bonus to attack rolls. [LoY]

### *Infusion of Spirit*

Alteration

Level: Shm 12

Spell Line: *Infusion of Spirit*

Mana: 34

Components: V, S

Casting Time: 1 full round

Recast: 1 round  
Range: Medium (100 ft. + 10 ft./level)  
Target: One creature  
Duration: 30 minutes/level  
Saving Throw: Fortitude negates (harmless)  
Spell Resistance: Yes (harmless)  
This spell grants the target +8 buff bonus to Strength, +9 buff bonus to Dexterity, and a +7 buff bonus to Constitution. [PoP]

### *Leviathan Eyes*

Divination  
Level: Enc 11  
Spell Line: *Enduring Breath, See Invisible, Serpent Sight*  
Mana: 17  
Components: V, S  
Casting Time: 1 round  
Recast: Instant  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One living creature  
Duration: 30 minutes/level  
Saving Throw: Fortitude negates (harmless)  
Spell Resistance: Yes (harmless)  
As *Enduring Breath, See Invisible*, and *Ultravision*. [LoY]

### *Light of Life*

Alteration (Healing)  
Level: Pal 8  
Spell Line: *Minor healing*  
Mana: 36  
Components: V, S  
Casting Time: 1 round  
Recast: 1 round  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature  
Duration: Instantaneous  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  
As *minor healing*, except, this spell heals (3d6+2)x10 hit points. [LoY]

### *Malaria*

Conjuration [Disease]  
Level: Bst 5  
Spell Line: *Sicken*  
Mana: 21  
Components: V, S  
Casting Time: 1 action  
Recast: Instant  
Range: Medium (100 ft. + 10 ft./level)  
Target: One creature  
Duration: 9 rounds  
Saving Throw: Fortitude half  
Spell Resistance: Yes

The affected creature suffers 2d10 disease damage (halved if the Fort save was successful) each round, until the spell ends or is countered. [LoY]

### *O'Keils Levity*

Abjuration  
Level: Wiz 8  
Spell Line: *Shield of Fire*  
Mana: 25  
Components: V, S  
Casting Time: 1 action  
Recast: 1 round  
Range: Personal  
Target: Caster  
Duration: 1 minute/level  
Saving Throw: None (harmless)  
Spell Resistance: Yes (harmless)  
As *O'Keil's Radiation*, except it provides infravision, component-less levitation, a buff bonus of +3 on saves against attacks with the [fire] descriptor, fire resistance (6), and damage shield (3). [PoP]

### *Primal Remedy*

Alteration (Healing)  
Level: Mag 11  
Spell Line: *Renew Elements*  
Mana: 29  
Components: V, S  
Casting Time: 1 action  
Recast: 1 round  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: Caster's pet  
Duration: 5 rounds  
Saving Throw: None  
Spell Resistance: No  
Heals the caster's elemental pet of 5d10 hit points of damage every round, until the spell ends or is countered. [LoY]

### *Pure Blood*

Abjuration  
Level: Clr 13, Dru 13, Shm 13  
Spell Line: *Cure Poison, Cure Disease*  
Mana: 16  
Components: V, S  
Casting Time: 1 action  
Recast: Instant  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature  
Duration: Instantaneous  
Saving Throw: Fortitude negates (harmless)  
Spell Resistance: Yes (harmless)  
This spell can cancel any one effect that has the [poison] descriptor and any one effect that has

the [disease] descriptor, as well as any natural forms of poisons and diseases inflicted by monsters and other creatures. The caster targets a poison and/or disease effect and may attempt to cancel those specific effects. To determine whether this cancellation takes place, the caster makes a dispel check by rolling 1d20 + 1 per caster level (with no maximum bonus due to level) versus the poison and disease's DC (which is 11 + the caster level of the poison and/or disease spell). If successful, *Pure Blood* instantly cancels the poison and/or disease. Note: a separate dispel check is required for the poison and disease effect that is being targeted. In essence, this is a combined spell that includes both *Counteract Poison* and *Counteract Disease*. [LoY]

### **Refresh Summoning**

Alteration (Healing)

Level: Mag 11

Spell Line: *Renew elements*

Mana: 30

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: Caster's pet

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As *renew elements*, except this spell heals the caster's pet for (5d10)x4 hit points, and also performs the equivalent of *counteract disease* on the pet. [PoP]

### **Scryer's Trespass**

Alteration

Level: Enc 13

Spell Line: *Wandering Mind*

Mana: 1

Components: V, S

Casting Time: 1 action

Recast: 3 minutes

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 10 rounds

Saving Throw: Will negates

Spell Resistance: Yes

As *Wandering Mind* except 8 points of mana are transferred from the target to the caster every round, until the spell ends or is countered. [LoY]

### **Share Form of the Great Wolf**

Alteration

Level: Dru 12

Spell Line: *wolf form*

Mana: 58

Components: V, S

Casting Time: 1 full round

Recast: 3 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to six creatures, no two more than 20 ft. apart.

Duration: 20 minutes/level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

As *form of the great wolf*, except this spell transforms up to six willing targets into wolves. [PoP]

### **Shock of Venom**

Conjuration (Summoning) [Poison]

Level: Shm 12

Spell Line: *Shock of Poison*

Mana: 38

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

As *shock of poison*, except the target takes (12d10)x2 hitpoints of poison damage. [PoP]

### **Spear of Disease**

Conjuration (Summoning) [Disease]

Level: Shd 4

Spell Line: *Spear of disease*

Mana: 8

Components: V, S

Casting Time: free action

Recast: 7 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A spear of disease strikes a single target, dealing (3d10+2)x2 hit points of disease damage. [PoP]

### **Spear of Pain**

Conjuration (Summoning) [Disease]

Level: Shd 6

Spell Line: *Spear of disease*

Mana: 17

Components: V, S

Casting Time: free action

Recast: 7 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature  
Duration: Instantaneous  
Saving Throw: Reflex half  
Spell Resistance: Yes  
As *spear of disease*, except deals (3d10+2)x4 hit points of disease damage. [PoP]

### *Spear of Plague*

Conjuration (Summoning) [Disease]  
Level: Shd 9  
Spell Line: *Spear of disease*  
Mana: 25  
Components: V, S  
Casting Time: free action  
Recast: 7 rounds  
Range: Medium (100 ft. + 10 ft./level)  
Target: One creature  
Duration: Instantaneous  
Saving Throw: Reflex half  
Spell Resistance: Yes  
As *spear of disease*, except deals (3d10+2)x6 hit points of disease damage. [PoP]

### *Spirit of Ash*

Alteration  
Level: Dru 10  
Spell Line: *Treeform*  
Mana: 4  
Components: V, S  
Casting Time: 1 action  
Recast: Instant  
Range: Personal  
Target: Caster  
Duration: 10 minutes/level (D)  
Saving Throw: None (harmless)  
Spell Resistance: No (harmless)  
As *treeform*, except the caster is NOT more susceptible to fire attacks (i.e., no penalty to fire saves or fire resistance). In addition, the number of hit points gained is 6 for every 5 minutes. Further, the caster gains mana regeneration at the rate of 3 mana every 10 minutes. [PoP]

### *Stoicism*

Alteration (Healing)  
Level: Shm 11  
Spell Line: *Regeneration*  
Mana: 26  
Components: V, S  
Casting Time: 1 full round  
Recast: 1 minute  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature  
Duration: 6 rounds  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

As *torpor*, except the target regains 7d10 hitpoints per round for 6 rounds. [LoY]

### *Swarm of Pain*

Conjuration (Summoning) [Magic]  
Level: Rng 6  
Spell Line: *Stinging Swarm*  
Mana: 16  
Components: V, S  
Casting Time: 1 action  
Recast: Instant  
Range: Medium (100 ft. + 10 ft./level)  
Target: One creature  
Duration: 8 rounds  
Saving Throw: Reflex half  
Spell Resistance: Yes  
As *stinging swarm*, except this spell deals 2d6 points of magic damage each round for 8 rounds. [LoY]

### *Temperance*

Abjuration  
Level: Clr 12  
Spell Line: *Courage*  
Mana: 20  
Components: V  
Casting Time: 1 full round  
Recast: 1 round  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature  
Duration: 30 minutes/level (D)  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  
This spell grants the target a +4 divine bonus to AC and a divine bonus of +80 hit points. [LoY]

### *Torba's Poison Blast*

Conjuration (Summoning) [Poison]  
Level: Nec 12  
Spell Line: *Torba's poison blast*  
Mana: 38  
Components: V, S  
Casting Time: 1 action  
Recast: Instant  
Range: Medium (100 ft. + 10 ft./level)  
Target: One creature  
Duration: Instantaneous  
Saving Throw: Reflex half  
Spell Resistance: Yes  
A blast of poison strikes a single target, dealing (5d10)x4 hit points of poison damage. [PoP]

### *Torba's Venom Blast*

Conjuration (Summoning) [Poison]  
Level: Nec 13  
Spell Line: *Torba's poison blast*

Mana: 57  
Components: V, S  
Casting Time: 1 action  
Recast: Instant  
Range: Medium (100 ft. + 10 ft./level)  
Target: One creature  
Duration: Instantaneous  
Saving Throw: Reflex half  
Spell Resistance: Yes  
As *Torba's poison blast*, except the target takes (7d10+3)x4 hitpoints of poison damage. [PoP]

### *Vision Shift*

Divination  
Level: Enc 11  
Spell Line: *See Invisible, Serpent Sight*  
Mana: 8  
Components: V, S  
Casting Time: 1 round  
Recast: Instant  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One living creature  
Duration: 1 hour/level  
Saving Throw: None  
Spell Resistance: Yes (harmless)  
As *See Invisible* and *Serpent Sight*. [LoY]

### *Wave of Life*

Alteration (Healing)  
Level: Pal 5  
Spell Line: *Word of health*  
Mana: 42  
Components: V, S  
Casting Time: 1 action  
Recast: 10 rounds  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: Up to six creatures, no two more than 40 ft. apart.  
Duration: Instantaneous  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)  
As *word of health*, except this spell heals (4d10)x2 hit points. [PoP]