

# Buff Spell Reference Sheet

## Arcane: short duration (1 minute per level or less)

Wiz	Spell	Duration	Description	Range	Area of Effect	School	Comp	Time	Save	SR	PHB
0	Resistance	1m	+1 to saves ( <i>resistance</i> bonus)	Touch	Creature touched	Abjur	VSM	1a	Will negs	Y	245
1	Expeditious Retreat	1m/lev (D)	Speed and maximum jump distance doubled ( <i>enhancement</i> )	Personal	Self	Trans	VS	1a	-	-	202
1	Protection from Chaos / Evil / Good / Law	1m/lev	+2 AC ( <i>deflection</i> ), +2 saves ( <i>resistance</i> ) vs. opposed alignment Blocks possession attempts or the exercise of mental control Prevents bodily contact by summoned (NOT called) creatures	Touch	Creature touched	Abjur	VSM	1a	Will negs	Y	240
1	Shield	1m/lev (D)	Negates magic missiles and provides 3/4 <i>cover</i> (+7 AC, +3 REF)	Personal	Self	Abjur	VS	1a	-	-	251
2	Blur	1m/lev	Distorts subject's outline; 1/2 <i>concealment</i> (20% miss)	Touch	Creature touched	Illus	V	1a	Will negs	Y	181
2	Resist Elements	1m/lev	Absorbs first 12 points of elemental damage each round	Touch	Creature touched	Abjur	VS	1a	-	Y	246
3	Displacement	1r/level	Subject appears displaced 2 feet; 50% miss chance	Touch	Creature touched	Illus	VM	1a	Will negs	Y	197
3	Haste	1r/level	Extra partial action; +4 AC ( <i>haste</i> ); jump 1.5x normal	Close	One creature	Trans	VSM	1a	Fort negs	Y	212
4	Fire Shield	1r/level	Wreathes in flame; damages attackers; protects from heat and cold	Personal	Self	Evoc	VSM	1a	-	-	205
4	Improved Invisibility	1m/lev	Become invisible until attacking; +2 to attacks; full concealment	Touch	Creature touched	Illus	VS	1a	Will negs	-	217
6	Mass Haste	1r/lev	Extra partial action; +4 AC ( <i>haste</i> ); jump 1.5x normal ( <i>ashaste</i> )	Close	1 creature / level	Trans	VSM	1a	Fort negs	Y	226
6	True Seeing	1m/lev	See all things within 120' as they actually are: illusions, darkness, invis, etc.	Touch	Creature touched	Div	VSM	1a	Will negs	Y	267
8	Iron Body	1m/lev	Skin becomes living iron; DR 50/+3; +6 STR, -6 DEX ( <i>enhancement</i> ); immunities; unarmed attacks deal 1d6 damage	Personal	Self	Trans	VSM	1a	-	-	218

## Arcane: medium duration (approximately 10 minutes per level)

Wiz	Spell	Duration	Description	Range	Area of Effect	School	Comp	Time	Save	SR	PHB
2	Invisibility	10m/lev	Become invisible until attacking; +2 to attacks; full concealment	Touch	Creature touched	Illus	VSM	1a	Will negs	Y	218
2	Protection from Arrows	10m/lev	Damage resistance 10/+1 against ranged weapons. See PHB.	Touch	Creature touched	Abjur	VSF	1a	Will negs	Y	240
2	See Invisibility	10m/lev	See invisible, astral, and ethereal objects and beings	Medium	Cone	Div	VSM	1a	-	N	248
3	Invisibility Sphere	10m/lev (D)	Multiple creatures in 10'; become visible if leaving sphere or attack	Touch	10' radius sphere	Illus	VSM	1a	Will negs	Y	218
3	Magic Circle against Chaos / Evil / Good / Law	10m/lev	Outward focus: as <i>protection from x</i> w/ larger area and duration Inward focus: imprison a summoned creature	Touch	10' emanation	Abjur	VSM	1a	Will negs	Y	223
3	Protection from Elements	10m/lev	Invulnerability to element, up to 12 points per caster level	Touch	Creature touched	Abjur	VS	1a	-	Y	240
4	Stoneskin	10m/lev	DR 10/+5 up to 10 points / caster level (150 max)	Touch	Creature touched	Abjur	VSM	1a	Will negs	Y	257
7	Mass Invisibility	10m/lev	Multiple targets as <i>invisibility</i> ; +2 to attacks; full concealment	Long	Any # within 180'	Illus	VSM	1a	-	-	226
7	Spell Turning	10m/lev	Spells targeting subject rebound on caster; 1d4+6 spell levels	Personal	Self	Abjur	VSM	1a	-	-	255
8	Antimagic Field	10m/lev	Spells and magical effects temporarily suppressed; see text.	Personal	10' emanation	Abjur	VSF	1a	-	*	175
8	Protection from Spells	10m/lev	+8 to saves (resistance) against spells and spell-like abilities	Touch	1 creature/ 4 levels	Abjur	VSMF	1a	Will negs	Y	240

## Arcane: long duration (1 hour per level or greater, lasts all day for high level casters)

Wiz	Spell	Duration	Description	Range	Area of Effect	School	Comp	Time	Save	SR	PHB
1	Endure Elements	24 h	Absorbs first 5 points of elemental damage each round.	Touch	Creature touched	Abjur	VS	1a	-	Y	199
1	Mage Armor	1h/lev (D)	Shrouds target in invisible armor of force; +4 AC ( <i>armor</i> )	Touch	Creature touched	Conj	VSF	1a	Will negs	Y	223
2	Bull's Strength	1h/lev	Subject becomes stronger; +1d4+1 STR ( <i>enhancement</i> )	Touch	Creature touched	Trans	VSM	1a	Will negs	Y	181
2	Cat's Grace	1h/lev	Subject becomes more graceful; +1d4+1 DEX ( <i>enhancement</i> )	Touch	Creature touched	Trans	VSM	1a	Will negs	Y	182
2	Darkvision	1h/lev	Subject gains Dark Vision, 60'.	Touch	Creature touched	Trans	VSM	1a	Will negs	Y	190
2	Endurance	1h/lev	Subject gains stamina; +1d4+1 CON ( <i>enhancement</i> )	Touch	Creature touched	Trans	VSM	1a	Will negs	Y	199
3	Nondetection	1h/lev	Caster of divination: CL check vs. DC 11 + nondetection CL	Touch	Creature or object	Abjur	VSM	1a	Will negs	Y	232
3	Water Breathing	2h/lev	Breath water freely. Subject can still breath air.	Touch	Creatures touched	Trans	VSM	1a	Will negs	Y	271
4	Detect Scrying	24h	Become aware of all scrying attempts; may see scrier --see PHB	Personal	120' Emanation	Div	VSM	1a	-	-	193
8	Mind Blank	24h	Prevents all mind-affecting spells and divinations on the caster.	Close	One creature	Abjur	VS	1a	Will negs	Y	228

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## Divine: short duration (1 minute per level or less)

Clr	Spell	Duration	Description	Range	Area of Effect	School	Comp	Time	Save	SR	PHB
0	Guidance	1m/lev	+1 to one attack roll, save, or skill check ( <i>competence</i> bonus)	Touch	Creature touched	Div	VS	1a	-	Y	211
0	Resistance	1m	+1 to saves ( <i>resistance</i> bonus)	Touch	Creature touched	Abjur	VSM	1a	Will negs	Y	245
0	Virtue	1m	Subject gains 1 temporary hit point.	Touch	Creature touched	Trans	VSD	1a	-	-	269
1	Bless	1m/lev	Allies gain +1 to attack ( <i>morale</i> ) and +1 save vs. fear ( <i>morale</i> )	50'	All allies within 50'	Ench	VSD	1a	-	Y	180
1	Divine Favor	1m	+1 attack and weapon damage / 3 caster levels, min +1 ( <i>luck</i> )	Personal	Self	Evoc	VSD	1a	-	-	197
1	Entropic Shield	1m/lev	Chaotic multicolored field; ranged attacks have 20% miss chance.	Personal	Self	Abjur	VS	1a	-	-	200
1	Protection from Chaos / Evil / Good / Law	1m/lev	+2 AC ( <i>deflection</i> ), +2 saves ( <i>resistance</i> ) vs. opposed alignment Blocks possession attempts or the exercise of mental control Prevents bodily contact by summoned (NOT called) creatures	Touch	Creature touched	Abjur	VSM	1a	Will negs	Y	240
1	Remove Fear	10min	+4 saves against fear ( <i>morale</i> ); new save if already effected	Close	1 + 1 per 4CLs	Abjur	VS	1a	Will negs	Y	245
1	Shield of Faith	1m/lev	Shimmering field; +2 AC ( <i>deflection</i> ) + 1 per six caster levels	Touch	Creature touched	Abjur	VSM	1a	Will negs	Y	251
2	Aid	1m/lev	As bless, plus 1d8 temporary hit points.	Touch	Creature touched	Ench	VSD	1a	-	-	172
2	Resist Elements	1m/lev	Absorbs first 12 points of elemental damage each round	Touch	Creature touched	Abjur	VS	1a	-	Y	246
3	Negative Energy Protection	1r/lev	When attacked with negative energy, roll d20+CL against DC of 11 + attacker's HD. Success = no drain + 2d6 damage to attacker	Touch	Creature touched	Abjur	VS	1a	Will negs	Y	231
3	Prayer	1r/lev	Allies gain +1 to attacks, weapon damage, saves, and skill checks ( <i>luck</i> ); foes suffer -1 to such rolls.	30'	All within 30'	Conj	VSD	1a	-	-	237
4	Divine Power	1m/lev	BAB as a fighter, STR raised to 18 ( <i>enhancement</i> ), 1 hp / level	Personal	Self	Evoc	VSD	1a	-	-	197
5	Righteous Might	1r/lev	Grow to 2X height; +4 STR ( <i>enlargement</i> ); +1 size category, weapon size	Personal	Self	Trans	VSD	1a	-	-	246
5	Spell Resistance	1m/lev	SR 12 + caster level	Touch	Creature touched	Abjur	VSD	1a	-	-	255
5	True Seeing	1m/lev	See all things within 120' as they actually are: illusions, darkness, invis, etc.	Touch	Creature touched	Div	VSM	1a	Will negs	Y	267
8	Cloak of Chaos / Holy Aura / Shield of Law / Unholy Aura	1r/lev	+4 AC ( <i>deflection</i> ); +4 saves ( <i>resistance</i> ); SR 25 against opposed alignment; blocks possession and domination; foes of opposed alignment confused/blinded/slowed/1d6 STR on successful melee attack	20'	One creature per caster level within 20'	Abjur	VSF	1a	-	Y	184

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3	Magic Circle against Chaos / Evil / Good / Law	10m/lev	Outward focus: as <i>protection from x</i> w/ larger area and duration Inward focus: imprison a summoned creature	Touch	10' emanation	Abjur	VSM	1a	Will negs	Y	223
3	Protection from elements	10m/lev	Invulnerability to element, up to 12 points per caster level	Touch	Creature touched	Abjur	VS	1a	-	Y	240
4	Death Ward	10m/lev	Immune to death spells and magical death effects	Touch	Creature touched	Necro	VSD	1a	-	Y	191
4	Freedom of Movement	10m/lev	Immune to <i>hold</i> , <i>paralysis</i> , <i>slow</i> , <i>web</i> ; move normally under water.	Touch	Creature touched	Abjur	VSMD	1a	-	Y	207
4	Spell Immunity	10m/lev	Immune to one spell per four caster levels (SR infinity).	Touch	Creature touched	Abjur	VSD	1a	Will negs	Y	255
6	Antilife Shell	10m/lev	Hedges out living creatures, not constructs, elementals, outsiders, undead.	Personal	10' emanation	Abjur	VSD	1a	-	Y	174
8	Antimagic Field	10m/lev	Spells and magical effects temporarily suppressed; see text.	Personal	10' emanation	Abjur	VSD	1a	-	*	175

## Divine: long duration (1 hour per level or greater, lasts all day for high level casters)

Clr	Spell	Duration	Description	Range	Area of Effect	School	Comp	Time	Save	SR	PHB
1	Endure Elements	24h	Absorbs first 5 points of elemental damage each round.	Touch	Creature touched	Abjur	VS	1a	-	Y	199
2	Bull's Strength	1h/lev	Subject becomes stronger; +1d4+1 STR ( <i>enhancement</i> )	Touch	Creature touched	Trans	VSM	1a	Will negs	Y	181
2	Endurance	1h/lev	Subject gains stamina; +1d4+1 CON ( <i>enhancement</i> )	Touch	Creature touched	Trans	VSM	1a	Will negs	Y	199
2	Shield Other	1h/lev (D)	+1 AC ( <i>deflection</i> ); +1 saves ( <i>resistance</i> ); 1/2 dam transferred to caster	Close	Creature touched	Abjur	VSF	1a	Will negs	Y	251
2	Undetectable Alignment	24h	Conceals alignment from all forms of divination.	Close	One creature	Abjur	VS	1a	Will negs	Y	267
3	Magic Vestment	1h/lev	Imbue clothing or armor with +1 AC ( <i>enhancement</i> ) per 3 caster levels	Touch	Object touched	Trans	VSD	1a	Will negs	Y	225