

# Eldritch Might Spell List

## For Monte Cook's Arcana Unearthed

*By popular demand, we've taken spells from The Complete Book of Eldritch Might to offer here in spell list form fully compatible with Monte Cook's Arcana Unearthed. The spells are broken out by level, with each one designated as simple, complex, or exotic. (The heightened and diminished effects of these spells appear in the Appendix of The Complete Book of Eldritch Might.) Special thanks to Søren Keis Thustrup for assembling the list!*

### O-LEVEL SPELLS

#### SIMPLE

**Animated Tattoo:** Creates a moving image on a subject's body.

**Comrade's Trail [T]:** You create a magical trail only your friends can see.

**Keep Dry:** One object resists water.

**Keep Fresh:** 1 lb. of food does not spoil

**Learn Heritage:** Conveys details about family and ancestry of subject.

**Long Flame:** Candle, torch, or lantern burns much longer than normal.

**Mental Alarm [Ps]:** Alerts to events.

**Minor Ward:** Inscription harms those who pass it.

**Quick Boost:** Gives +2 bonus to Strength, Dexterity, or Constitution score of one subject.

**Web Splat:** Creates tiny glob of sticky substance.

#### COMPLEX

**Recent Occupant:** Learn name and race of last creature in area.

**Sample:** You gather a small bit of a hazardous substance safely.

**Tongue of Angels:** Speak Celestial.

**Tongue of Fiends:** Speak Infernal.

**Transcribe:** Creates a page of text instantly.

#### EXOTIC

**Devlin's Barb:** Creates temporary ammunition.

### 1ST-LEVEL SPELLS

#### SIMPLE

**Arrow Deflection:** You make saves to deflect incoming ranged attacks.

**Blissful Sleep:** Target can sleep even in uncomfortable conditions.

**Blue Bolt:** Inflicts 1d6 points of nonlethal damage +1/level on living target.

**Change Weapon:** Transforms a weapon into another.

**Guilt [MA, Ps]:** One target is denied an action.

**Magical Performance:** Bestows +5 circumstance bonus to Perform checks.

**Proficiency:** You gain proficiency with a weapon.

**Rogue's Stab:** Target gains +1d6 sneak attack damage.

**Unhand [F]:** Disarms subject.

**Web Strand:** Creates ropelike strand that is sticky on one end.

#### COMPLEX

**Acidic Curse [Ac]:** Inflicts 1d6 points of acid damage and 1d4 rounds of blindness.

**Betray the Years:** Object becomes immune to aging

**Blast of Cold [Co]:** Cold blast inflicts 1d6 points of damage/two levels.

**Charm Item:** Charms intelligent item.

**Fey Storage:** Creates an extradimensional space you can hide things in.

**Harassing Weapon [F]:** Weapon of force threatens target.

**Identify Scrier [Ps]:** Gives you the name of person scrying on you.

**Minor Lasting Image:** Creates permanent, tiny, immobile image.

**Private Conversation:** Allows subjects to speak without being overheard.

**Resist Scrying:** Adds +10 to the DC of opponent's scry attempt.

**Safe Search:** Caster can search an area without risk.

#### EXOTIC

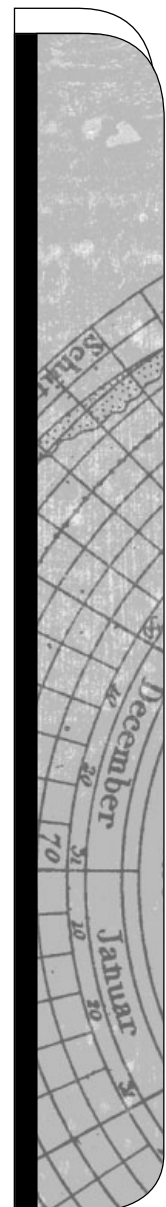
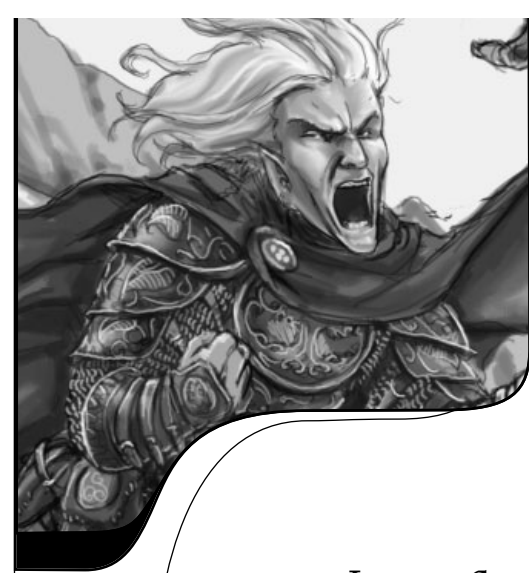
**Anavar's Anticipated Attack [Ps]:** Next attack against you suffers a -20 penalty.

**Blood Spikes:** Inflicts 3d6 points of damage and allows subject to add +1d6 points of damage to unarmed and grapple attacks.

**Guide Craft:** A ship, cart, or wagon moves as you command.

**Iced Fire [Co, Fi]:** Ice bursts into flame after preset duration.

**Margul (Dreaded Freeze) [MA]:** Target is motionless for 1 round.



**Noness Toma (Slip Between Sight):** Caster gains +5 bonus to Hide.

## 2ND-LEVEL SPELLS

### SIMPLE

**Helm of Warding:** Subject gains +5 bonus to saves against mind-affecting effects.

**Mark of Air [Ai]:** Subject has +2 Dex plus other power.

**Mark of Earth [E]:** Subject has +2 Str plus other power.

**Mark of Fire [Fi]:** Subject has +2 Dex plus other power.

**Mark of Frost [Co]:** Subject has +1 AC plus other power.

**Mark of Water [W]:** Subject has +2 Con plus other power.

**Plunge Deep to the Core:** Weapon bypasses +1 damage reduction/five levels.

**Power Craft:** Provides source of locomotion to cart, wagon, boat, or ship.

**Shieldbreaker:** Allows one weapon to ignore or break shields, dispels shield.

**Thief Ward:** Hide and Move Silently checks are made at a -10 penalty.

**Undaunted Fixture:** Affix two objects together.

**Welter [F]:** One creature/level is shaken and must make a Balance check or fall prone.

### COMPLEX

**Energy Lash [F]:** Creates a whip made of energy that inflicts 1d6 points of damage +1 /two levels.

**Play the Fool:** Makes casters believe spells were effective when they were not.

**Scrytalk:** Allows verbal communication between scried and scrier.

**Shrapnel Globe:** Creates sphere that explodes, inflicting 1d6 points of damage/two levels.

**Silent Sound [S]:** Ranged touch attack inflicts 1d6 points of sonic damage/level (max. 5d6).

**Static Veil:** +1 bonus/level to Will save against scrying attempts.

**Threatening Weapon [F]:** Weapon of force threatens target.

**Yoke:** Helpless target moves with caster.

### EXOTIC

**Acuminate:** Your hand becomes a +1 weapon that inflicts 1d8 + 1 points of damage.

**Detoim Nar (Guided Strike) [Ps]:** Next attack gains +20 bonus.

**Forge Inherited Bond:** You and a relative gain +1 bonus to attacks, saves and checks.

**Garris Adon (Seeming of Form):** Object seems like something else.

**Grant Senses:** Gives intelligent item ability to see and hear.

**Grant Speech:** Gives intelligent item ability to speak.

**Legacy:** Stores soundless image of you programmed to activate when properly triggered.

**Pierce [F]:** Bolt of energy destroys force protections and inflicts 1d8 points of damage/two levels.

**Stun Item:** Intelligent item is stunned for 1 round/level.

## 3RD-LEVEL SPELLS

### SIMPLE

**Bone Tattoo:** Offers spell resistance of 10+level against cold, polymorph, and mind-affecting attacks.

**Dragonskin:** +4 natural armor plus elemental resistance 10.

**Lethality Denied [MA]:** Target inflicts nonlethal damage rather than normal on killing blow.

**Sleep, Greater [MA]:** Puts 4d6 HD (max. 10 HD) worth of creatures to sleep.

### COMPLEX

**Acidic Globes [Ac]:** 1 globe/level attack target for 1d6 points of acid damage.

**Bestow Malady:** Gives intelligent item a malady

**Bolt of Conjuring:** Inflicts 1d4 points of damage/ level (max. 10d4) plus summons monster.

**Brutal Seething Surge [Ac]:** Touch attack/level inflicts 1d8 + 1 points of acid damage/level.

**Comrade's Immunity [T]:** Subject is immune to caster's spells.

**Extended Charge:** Allows the use of a charged item without losing charges.

**Family Curse [C]:** Curse affects 1d6 members of target's family.

**Fey Ward:** Barrier keeps out fey creatures.

**Foil Tracer:** Teleport spells cannot be traced.

**Induce Vulnerability:** Targets suffer double damage from one energy type.

**Item from Beyond:** Sends object to scried subject.

**Scry Retaliation [F]:** Inflicts 1d6 points of damage/ level upon scrier.

### EXOTIC

**Abuashne (Share Armour):** Caster transfers natural armor to subject.

**Activate Bloodline Power:** Certain subjects gain ability based on heritage.

**Alikaba's Gift [T]:** Object in your hands appears in subject's hands.

**Alikaba's Theft [T]:** Object in subject's hands appears in your hands.

**Eriador's Permanent Levity** [MA]: Subject gains +4 bonus to saves against mind-affecting spells but cannot initiate combat.

**Grant Mobility**: Allows an intelligent item to float and attack under its own power.

**Jevicca's Just Reversal**: Reflects enchantment back at caster.

**Kin Link**: Creates mental connection between relatives.

**Mirror Shield**: Reflects ray spells back at caster.

**Missive Token** [LD]: Creates an item that lets a creature contact you mentally.

**Seek the Soulless** [PE]: Deals nonliving creatures and objects 1d6 points of damage/level.

**Temporal Venom**: Creates poison that disrupts target's connection with time.

## 4TH-LEVEL SPELLS

### SIMPLE

**Black Mulching** [P]: Plants 3 HD or less die, others take 1d10 points of damage.

**Mark of Air, Greater** [A]: Subject can fly at speed 40 and has other power.

**Mark of Earth, Greater** [E]: Subject has damage reduction 10/magic and other power.

**Mark of Fire, Greater** [Fi]: Subject has resistance to fire 20 and other power.

**Mark of Frost, Greater** [Co]: Subject has resistance to cold 20 and other power.

**Mark of Water, Greater** [W]: Subject can breathe water and has other power.

### COMPLEX

**Arrow Redirection**: Sends incoming ranged attacks back at attackers.

**Bind Item** [F]: Object encased in globe of force.

**Brother's Revenge** [C, T]: Target who harmed caster's family begins to wither and rot.

**Circle of Binding** [MA]: Targets cannot leave circle.

**Coax Forth Power**: Magic items inflict 50 percent more damage.

**Control Creature of the Mist** [A, MA]: Creature of the mist obeys caster's commands.

**Create Lesser Creature of the Mist** [A]: Creates creature of the mist up to CR 5.

**Feedback** [E]: Target suffers 1d8 + 1 points of damage/level if specified action is taken.

**Flaming Corrosion** [Ac, Fi]: Inflicts 1d6 points of damage/level (10d6 max.); half acid, half fire.

**Gaze of Destruction**: Caster's next spell becomes a gaze attack.

**Knavescour** [Ac]: Protects items with a trap that inflicts 1d6 points of acid damage/level.

**Robe of Reflection**: Sends one type of energy damage to another creature.

**Teleport Coordinates Transfer** [Ps]: Information about destination is transferred.

### EXOTIC

**Apoliath's Condemnation**: Burst inflicts 10d6 points of damage and entangles foes.

**Coldscream** [Co, S]: Inflicts 1d6 points of damage/level (10d6 max.); half sonic, half cold.

**Hidden Object**: Object can only be seen through magic glass.

**Ilrosos Tobor (Roses of Life)** [PE]: Creates magical roses that heal 1d8 points of damage.

**Mirror Calling, Lesser** [Varies]: Call forth creature you see in mirror (max. 8 HD).

**Slay Illusion**: Creates illusion that destroys other illusions.

**Soul Burst** [NE]: 20-foot-radius burst inflicts 1d6 points of damage/level to living creatures only.

**Spelltrap**: Prepares gem that is triggered by specific spell.

**Suppress Lesser** [MA]: Lower-level arcane caster cannot cast spells.

**Thief of Spells**: Ends spell effects on a creature and grants them to you.

**Warding Globes** [F]: Creates one tiny globe/two levels that negates attacks of opportunity and inflicts 2d6 points of damage.

## 5TH-LEVEL SPELLS

### COMPLEX

**Dominate Item**: Controls all the actions of an intelligent item.

**Elemental Shroud** [Varies]: Undead are granted a shroud of chosen element that grants powers.

**Teleport Block**: No teleports are allowed in or out of area.

**Teleport Redirect** [Ps, Tp]: Incoming or outgoing teleport has a new destination.

### EXOTIC

**Animate Necrosis**: Animates a wound that attacks wounded creature.

**Call of the Ruby** [T]: Forces a creature to attack another creature.

**Call of the Topaz** [T]: Forces a creature to hold still for 1 round.

**Harroc Adulese (Hunter Serpent)**: Energy snake hunts specific type of creature, inflicts 1d6 points of damage/level.

**Ke vessa Gul (Spines of Death):** Caster gains spines that can be used as melee or ranged weapons.

**Kin Curse [C, MA]:** Target is compelled to kill nearest relative.

**Mirror Blast:** Blast inflicts 1d6 points of damage/caster level (max. 15d6); half force, half slashing.

**Mirror Theft:** Pull one item through mirror to your side.

**Overcome Force:** Subject becomes immune to force damage and can walk through wall of force.

**Phantom Foil:** Creates phantasms that negate sneak attacks.

**Quintelemental Blast:** Cone inflicts 1d6 points of damage/level of whatever type of damage target is susceptible to.

**Scry Reverse:** You automatically scry person scrying you.

**Spine Tendril:** Creates a tendril that grapples or disarms.

**Vicious Summons:** Summons fiendish dire weasel on a creature, automatically inflicting damage.

**Vivid Discharge [EL]:** Inflicts 1d6 points of damage/level on foe that strikes subject in melee.

**Zone of Speed:** Movement through 20-foot sphere has a maximum speed set by caster.

## 6TH-LEVEL SPELLS

### COMPLEX

**Conditional Spell:** Designated spell triggers stored spell in subject.

**Sudden Wave [W]:** Creates a wave of water that sweeps away creatures and objects.

**Teleport Tracer:** Destination of teleport is discovered.

### EXOTIC

**Call of the Emerald [T]:** Forces a creature to steal an object.

**Call of the Sapphire [T]:** Forces a creature to go home.

**Electrical Deluge [EL]:** Inflicts 1d6 points of electricity damage/level (15d6 max.) out to 100 feet away.

**Ferrod Adul Vestorimin (Vestorimin's Golden Aura) [PE]:** Caster surrounded by antimagic field that only affects negative energy spells.

**Gestalt:** Fuses two creatures into one.

**Mirror Calling [Varies]:** Call forth creature(s) you see in mirror (max. 16 HD).

**Mirror Truth:** Creates illusion over target area.

**Nonesuch Spell:** Prevents one 4th-level or lower spell from being cast within 50 feet of you.

**Prorogate Death:** Allows subject to act below 0 hp and live after reaching -10 hp.

**Scry Blast [F]:** Inflicts 1d4 points of damage/two levels upon scried subject.



**Susar's Death:** Target dies in 1d4 rounds as blood turns to lead.

## 7TH-LEVEL SPELLS

### COMPLEX

**Create Creature of the Mist [A]:** Creates creature of the mist up to CR 9.

**Fly, Mass [A]:** One creature/level can fly at speed 60.

**Master Creature of the Mist [A, MA]:** Controls creature of the mist permanently.

**Window to Elsewhere:** Creates view into another location.

### EXOTIC

**Call of the Diamond [T]:** Forces creature to come to your location.

**Cross of Lightning [EL]:** Four lightning bolts inflict 1d6 points of damage/level (15d6 max.).

**Diabolich Portam (Devil's Gate):** Creates doorway to hell through which one devil might appear/round.

**Jevicca's Fourfold Ostracism:** Sends up to four targets to another plane temporarily.

**Mirror Portal:** Create one-way magic passage between two mirrors

**Prohibit Kind:** Puts all creatures other than specified type into stasis.

**Vessa Kornari (Steal Heart) [T]:** Eating dead creature's heart prevents its return to life while caster lives.

## 8TH-LEVEL SPELLS

### SIMPLE

**Mark of Death [NE]:** Subject is immune to death effects and has other power.

### COMPLEX

**Chains of Antimagic:** Target is bound in chains that prevent spells and abilities.

**Imbue Guardian:** Sets eternal guardian to watch over an area.

### EXOTIC

**Disintegration Field:** Creates an area where matter is disintegrated.

**Fuse Line:** Two subjects share traits with future offspring.

**Jisgus Sepa [T]:** Creature appears to be other creature in respect to many spells.

**Mantle of Egregious Might:** Subject has +4 luck bonus to AC, attack rolls, saving throws, and ability scores.

**Pretur Ar Nuade (Horde Ward) [Tp]:** Intruders into warded area teleported to specific destination.

**Utter Thrall {MA, Ps, T}:** Completely enslaves one humanoid.

## 9TH-LEVEL SPELLS

### SIMPLE

**Sphere of Deterioration:** All creatures in range suffer 1d6 points of cumulative damage/round.

### COMPLEX

**Create Greater Creature of the Mist [A]:** Creates creature of the mist up to CR 12.

**Doorway to Elsewhere:** Creates a doorway to another location.

### EXOTIC

**Arcana Form:** Caster becomes pure energy that can power spells.

**Cuigna Arthanath (Consume Man) [NE, T]:** Humanoid is annihilated.

**Legacy of Eldritch Might:** Caster passes on skill with spellcasting to relative.

**Magma Burst [Fi]:** Creates a huge volcanic pit that inflicts 20d6 points of damage.

**One Step Beyond [Ps]:** Targets immune to divination.

**Squamous Pulse:** Halves natural armor bonus and deals 1d6 points of damage/natural armor bonus point.

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